



## LOCAL BYLAWS

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### **Introduction**

We would like to welcome you and your team to the American Poolplayers Association! This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.®**

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void.

## **Section 1: Local League Information**

### **Age Requirements**

You must be 18 years of age or older to compete in the Greater Greenville APA.

### **League Office Hours**

Monday – Thursday 3 PM - 10 PM

Friday 1 PM - 4 PM

Sunday 1 PM - 5 PM

If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible. Also, texting is an available form of communication.

### **Website**

Our website address is [greatergreenville.apaleagues.com](http://greatergreenville.apaleagues.com).

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Greater Greenville APA events
- b) Set up your Member Services Account to:

- View schedules, team rosters, standings and individual records for your division; and
- View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page, Greater Greenville APA, where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

**Even if you don't sign up for your Member Services Account, please make sure we have your email address on file.** Having an email address on file can keep you from missing out on valuable information. Please note: you will need to have a valid email address on file in order to create a Member Services account.

### **APA Membership Dues**

**Playing an unpaid player will result in loss of bonus points.** If the Team Captain decides to allow an unpaid player to play, the team is assuming responsibility for the player's membership dues.

### **Team Fees**

Team Fees are \$50 per week for 8-Ball or 9-Ball teams, \$100 per week for Double Jeopardy teams, regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and for forfeits. Team fees must be paid by 12pm the day following your scheduled match via cash in your team envelope or electronically through the Member Services App.

### **Team Envelopes/Scorekeeping**

**Scorekeeper App/Online Payments** – Each week the Team will keep score on the APA Scorekeeper App. Teams are allowed to pay online in the app no later than midnight on the day of their scheduled match.

**Teams Using Designated Drop Off Locations/Cash Payments** - In-house location drop off for scoresheets/cash payments are due by midnight the same day as the scheduled match. Travel division paperwork/cash payments are due by 12pm the day following the scheduled match.

### **Bonus Points**

Your team will receive bonus points if **all** of the following occur:

- Scores are submitted before 12pm the following day
- All fees are submitted in the drop box or paid online before 12pm the following day
- No abusive comments are submitted

The bonus points awarded will be as follows:

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8-Ball - 2 Possible Bonus Points, 9-Ball - 10 Possible Bonus Points,

**Remember these are bonus points that are awarded at the sole discretion of the Local League Office.**

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the Playoffs and/or the opportunity to compete in tournaments.

### **Bonus Points for Bye Weeks**

Whenever a division has an odd number of teams one team each week will not have a match. In this instance, the team with the bye shall be given the following points for the week (including the bonus points a team would have received if the team is not past due):

- 8-Ball: 8 Bye Points + 2 Bonus Points
- 9-Ball: 50 Bye Points + 10 Bonus Points

**Note:** Teams do not need to submit paperwork or fees for bye weeks.

### **Past Due Procedures**

1. **First Week Past Due:** The Team Captain will be contacted

2. **Second Week Past Due:** The entire team will be contacted

3. **Third Week Past Due:** The TEAM CAPTAIN will be made **INACTIVE** on scoresheet

4. **Fourth and Final Week Past Due:** Team name will be changed to **"Team Dropped Due to Non-Pay"** on the scoresheet.

### **Late Penalties**

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE and points will be taken away. Additionally, the Team Captain (and other players) may be marked ineligible to play by being made INACTIVE on the team. If payment is not received at this time the team will be given notification that they will be dropped from the League for non-payment. If the fees are not brought current by the third week or arrangements made to pay the past due balance, the team will be dropped. All players on the team will become equally responsible for the fees that are due, including fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

### **Patches**

Patches are available for the following accomplishments:

- 8-on-the-Break: You make the 8-ball on the break.
- 8-Break-and-Run: You make at least one ball on the break and then run the rack.
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make at least one ball on the break and then run the rack for ten points.
- I beat a 7: in 8-ball if you are a 4 or less handicap and beat a 7 handicap.
- I beat an 8: in 9-ball if you are a 5 or less handicap and beat an 8 handicap.
- I beat a 9: in 9-ball if you are a 6 or less handicap and beat a 9 handicap.
- Rackless: Your opponent didn't break during your match.

- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Shutout: You win 20-0 in 9-Ball.
- Mini Slam: 8-on-the-Break and 8-Break-and-Run **or** 9-on-the-Snap and 9-Break-and-Run on the same League night. Not available during tournament play.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*

**If a player earns a patch and would like to receive it, please put the patch request in the messages section of the scoresheet and it will be included in the team envelope the next week.**

## **Section 2: Local League Play**

### **Rescheduling Matches**

On occasion, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified League obligations, or other reasons. You are required to reschedule a match if your match conflicts with your opponent's other prequalified League obligations and the opponent requests rescheduling. If you plan to reschedule a match, due to inclement weather, or for other reasons, **you must notify the Local League Office.**

Please use the following procedure:

1. Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
2. Work with your opponent's Team Captain to select a date and time to play the rescheduled match. Rescheduled matches must be played within two weeks of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session, unless the Local League Office grants an exception, which will only occur as a result of special circumstances.
3. Teams must pay for the rescheduled match by the original scheduled match date or the non-paying team will not be awarded bonus points.

### **Preventing Forfeits**

#### **(Player May Play Twice on One Night)**

Refer to **Team Match Play** in the General Rules section of the Official Team Manual, which states "**YOU MAY ONLY PLAY ONCE** in a team match." However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, the Greater Greenville APA has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows one player (the "Replay Player") from a team (the "Replay Team") to play twice on the same night in the following circumstances:

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.
- The Replay Team's need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Replay Rule **prior to the start of the 4<sup>th</sup> individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team

can pick any player present except those whose play would cause the Replay Team to violate the Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level rule. All players who have already played must be available as a choice for the “replay” match.

- The “replay” must be played as the last match of the night. If a “replay” is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own players. The team scheduled to put up a player in the 5<sup>th</sup> match designates their Replay Player first.
- Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the “replay” match, the “replay” match is cancelled and the new player must play.
- A team can use the Replay Rule **5 times** during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in effect during **Playoffs or the World Qualifier**.

### **Inclement Weather**

The Local League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled due to inclement weather. If you feel that weather conditions may result in League play being cancelled or postponed, check our Local League Website for the most up-to-date information. Contact the Local League Office if you have additional questions or concerns, but only after you have checked the website. Most important, ***please be safe*** and do not risk injury if you feel the travel conditions are unsafe.

### **Teams in Default**

Any team that does not show up for its match for two consecutive weeks may be deemed to be in default and will be dropped from the division. Additionally, any team that has not paid their League fees for two consecutive weeks can be dropped from the Division. Teams who have failed to pay their League fees for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying their share of the team fees owed. The defaulting team’s players will be suspended from the League until their portion of the fees is paid. The Local League Office has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that is past due on your roster, you will receive no points for that person’s match (even if they win) and no bonus points for any week they play while their fees are past due.

## **Section 3: Sportsmanship and Conduct**

### **Comments on Scoresheets**

All concerns should be submitted via the Scorekeeper App in a courteous and professional manner. This will guarantee that your concern is considered, documented and addressed. Abusive language directed at the League or the League Operator will not be tolerated on the scoresheets. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

### **Banned Players**

If a Host Location has banned a player from entering their establishment, the team must play without them when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

### **Suspended Players**

Greater Greenville APA will honor any suspensions from all APA areas.

### **Sportsmanship Violations:**

Any player or team receiving more than two formal sportsmanship violations within 12 months may be dropped from the League. Dropped teams or any suspended player will forfeit all benefits, trophies, awards, and prize money. Sportsmanship violations include, but are not limited to: sharking, abusive language, sandbagging, delay of game, inappropriate physical contact, arguing League rules and policies, booing a team or cheering for missed shots or scratches, and intentionally crowding the play table. Teams must stay clear of the play table, giving room for players to shoot, or face a possible team sportsmanship violation.

## **Section 4: Local League Playoffs and Tournaments**

### **Eligibility & Match Requirements**

Playoffs and Higher-Level Tournament play are for teams and players who have completed the session and are in good standing. Teams/players with past due fees are disqualified from Playoffs and Higher-Level Tournament play.

- **Division Playoffs:** All participants are required to play at least 5 matches with the team during the session in the format in which the team has qualified for Playoffs.
- **World Qualifiers:** All participants must have a minimum of 10 lifetime plus 5 session matches in the specific format to be eligible to compete in the World Qualifiers. The match requirements for the World Qualifier must be met by the end of the Spring Session of the League year in which the team was qualified.
- **Singles Boards:** All participants must have a minimum of 10 matches in the format of the board in the last two years.

Note: Forfeits and Byes do not count as matches played.

### **Session Playoffs**

At the end of the regular session, teams will compete in a Playoff week. Playoffs are scheduled on the same day of the week as your regular League play. Wild card teams are publicly drawn at our End of Session Meetings. A team representative must attend the End of Session Meeting to be wild card eligible.

During the last two weeks of a session's regular weekly play, if a team forfeits more than three individual matches then they will not qualify for the playoffs

Session Playoffs will be used to determine which teams qualify for the Tri-Annual Tournament. The structure of a division's session Playoffs will depend upon the number of teams in the division.

**Note:** Ineligible players are not allowed to coach during Playoffs or Higher-Level Tournaments.

## Playoff Structure

Number Of Teams In The Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p><b><u>4-5</u></b></p> <p>One Team Qualifies For The WQ</p>	<p>1<sup>st</sup> Place vs Wildcard</p> <p>Winner Advances To WQ</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1<sup>st</sup> Place Session trophies</p>
<p><b><u>6-11</u></b></p> <p>One Team Qualifies For The WQ</p>	<p>1<sup>st</sup> Place vs Wild Card 2<sup>nd</sup> Place vs 3<sup>rd</sup> Place</p> <p>Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1<sup>st</sup> Place Session trophies</p>
<p><b><u>12-16</u></b></p> <p>Two Teams Qualify For The WQ</p>	<p>Division Point Leader advances directly to the WQ</p> <p>2<sup>nd</sup> Place vs Wild Card 3<sup>rd</sup> Place vs 4<sup>th</sup> Place</p> <p>Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1<sup>st</sup> Place Session trophies</p>

## Trophies & Awards

Trophies and awards will be presented each session and will be awarded by divisions, teams, tiers and individuals.

- **Sportsmanship Award:** A team plaque rewarding the team who earns “Best Sportsmanship,” according to the 5-Star Sportsmanship Program.
- **High Points Finisher:** A team plaque is awarded for the highest points earned by a team in the entire league area for both 8-Ball & 9-Ball formats. If a division has 6 or more teams, the team will also receive an automatic entry into the World Qualifier.

## World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year (May/June). The winner of the World Qualifier receives Travel Assistance to Las Vegas and the opportunity to represent the Greater Greenville APA in the World Pool Championships. Any team who wins the World Qualifier and advances to the World Pool Championships must continue to play through the session containing the dates of the World Pool Championships. This is a Modified Single Elimination tournament.

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible

for a random draw into any Bye slots, if available, on the World Qualifier board.

- All members of your team must be active on a team of the same format in the Summer Session. None of the players are required to be on the same team as the Summer Session starts a new fiscal year for APA.
- It is each team's responsibility to know the rules to remain qualified including the 50% rule as outlined in the APA Official Team Manual.

### **Travel Assistance for the World Pool Championships**

The Travel Assistance Fund will be used to offset travel expenses actually incurred by the members of those teams advancing to the APA World Pool Championships (WPC). If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board. Any player that receives WPC Travel Assistance funds and later elects not to attend the WPC, may have to return all Travel Assistance funds received in order to remain eligible to play in the APA Upstate SC. Travel Assistance is not considered prize money. Travel Assistance will be paid with a check in the name of each individual player on the WPC qualified team. Players will need to submit travel itineraries before receiving their Travel Assistance. Your check will be available within one week after submitting your travel itineraries.

**Thank you for taking the time to read and understand the  
Greater Greenville APA League Local Bylaws.**

**Good Luck and Good Shooting!**