



LOCAL BYLAWS

League Operator
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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 Greater South Atlanta APA.

Office Hours

League Office hours are Monday through Thursday, 2pm - 11pm, and Sunday from 12 PM-8 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. You may also email: awarden@apaleagues.com

Website

My website address is gsatlanta.apaleagues.com

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Greater South Atlanta 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 at

<https://www.facebook.com/profile.php?id=61576377417987> 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. All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The Facebook page, the website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming Playoff match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

Team Fees

Team Fees are \$50 per week (\$100 for Double Jeopardy) regardless of the number of matches played. The Team Fees will be increasing to \$55 per week (\$110 for Double Jeopardy) starting the first week of the Fall Session (Aug 31st, 2025). Full Team Fees must be paid for Playoff matches and forfeits. If you are paying by check, please make your check payable to Billiards by the Warden, LLC. There will be a \$25 charge for any returned checks, plus a loss of bonus points.

Bonus Points

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

- Scoresheet is completed and submitted via Scorekeeper.
- All fees are up to date.
- No abusive comments are written.

- 8-Ball: 2 Possible Bonus Points
 - 2 points will be awarded for accurate and paid scoresheets being submitted in Scorekeeper.

- 9-Ball: 10 Possible Bonus Points
 - 10 points will be awarded for accurate and paid scoresheets being submitted in Scorekeeper.

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.

Loss Of Bonus Points

League Management reserves the right to remove or deny all bonus points due to any sportsmanship issues, cheating, sharking, fighting or any other action that may reflect poorly on the League. Any team that does not submit correct team fees will not receive bonus points and will continue not to receive bonus points until the PAST DUE amount is paid in full. If an overpayment is submitted, teams will receive bonus points and a credit will be issued for that team.

Bonus Points for Bye Weeks

Whenever a division has an odd number of teams, one team each week will not have a match, the team with the bye shall be given NO bonus points for the week of the bye.

Bye Points: *Are only received if a team has NO past dues*

- 8-Ball: 8 bye points
- 9-Ball: 60 bye points

Schedule Changes and Dropped Teams

If a team drops after the 1st week of play, that team will be responsible for paying all the team fees for the rest of the session. NO EXCEPTIONS! The League Operators will assist in trying to find a replacement team and a rematch will be scheduled between the teams that would have played the team that dropped out, as well as also filling a bye at any point in the session.

Past Due Procedures

1. **First Week Past Due:** "PAST DUE" will be stamped on both scoresheets.
2. **Second Week Past Due:** "FINAL NOTICE" will be stamped over the top of the roster names/member numbers on both scoresheets for the past due team.
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 on their next scoresheet 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.
- 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.*
- Sportsmanship: You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet and the Local League Office will determine if the patch will be awarded.

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet and fill out the Patch Request form. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Patch Request form is completed and sent in to the Local League Office.

Patches are awarded the week after they are earned and will need to be pickup up from the league operator.

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 pre-qualified 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 season, 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.

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 will 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 season. 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.

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 South Atlanta 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 4th 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 player. The team scheduled to put up a player in the 5th 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.
- There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in effect during the last 2 weeks of regular weekly League play of the session, Playoffs, Tri-Annual Tournament or the World Qualifier.

Forfeit Points:

- 8-Ball: 2 points per match (3 points in playoffs & tournaments)
- 9-Ball: 15 points per match (20 points in playoffs & tournaments)

Full Team Forfeit Points:

- 8-Ball: 8 points are awarded for a full team forfeit.
- 9-Ball: 60 points are awarded for a full team forfeit.

Section 3: Sportsmanship and Conduct

Comments on Scoresheets

All concerns should be written on the scoresheet 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 South Atlanta APA will honor any suspensions from all APA areas.

Sportsmanship Violations

If you have a situation of poor sportsmanship, you must notify your Division Rep and turn in a written statement to the League Office within 24 hours of the incident. Please be fair in your assessment of the situation, including the details, actions and names of all parties involved. If possible, get written statements from any witnesses to the incident. It is preferable that the statement be placed in the team envelope and turned in the night of the incident. The League Operator and/or the Board of Governors will review the situation and advise you as to the final decision.

Physical Contact (Altercations): Physical contact is the hostile physical contact between two players. IMMEDIATE ACTION - If hostile physical contact occurs, THE MATCH IS OVER! Team Captains and League Management will take the appropriate actions to rectify the matter. See the official Team Manual for full disclosure of immediate actions.

Section 4: Local League Playoffs and Tournaments

MVP Program

The MVP Program will be based on a skill level tiered system. Division stats are available through your Member Services account. The breakdown of the tiers are as follows:

8-Ball 9-Ball

Skill Levels 2-3	Skill Levels 1-3
Skill Levels 4-5	Skill Levels 4-5
Skill Levels 6-7	Skill Levels 6-9

In each division three players per session from each tier will be declared the division MVPs for that tier and awarded an MVP patch. In addition, one League member per session from each tier will be named League MVP.

Each player with 7 matches played per team in a session will be eligible to be an MVP during that session.

Tournament Miscellaneous

Online registration is required to participate in any League tournament. No onsite registration will be permitted. At the time you register online, you are committed to pay the tournament's entry fee. If you are unable to participate on the day of the tournament, you will be held responsible for the entry fee.

You must be current with all fees owed to the League to participate in any League tournament. If you have amounts past due, dollar signs (\$\$) will be placed next to your name on your scoresheet, and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money all points earned by the player will be forfeited.

Session Playoffs

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

During each session, the 1st round of Playoffs will be scheduled on the same day of the week as your regular League play.

The next session will begin the week following the 1st round of Playoffs.

In accordance with Official Team Manual, the **Session Playoff Site** will be chosen at or prior to the Team Captains' Meeting at the beginning of the session and will be indicated on the schedule. It is possible a Playoff match will be held at a neutral location or at the home location of one or both of the teams involved. Player Eligibility: Players must have played at least 6 times with the team during the session to be eligible to play in the Session Playoffs. In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

Tri-Annual – One Week Of Playoffs For All Division Sizes

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p align="center"><u>4-5</u></p> <p>One Team Qualifies For Tri-Annual</p>	<p align="center">1st Place vs Wild Card Winner Advances To Tri-Annual</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 align="center">Awards:</p> <p>Top Point Finisher will receive the 1st Place Session plaques</p>
<p align="center"><u>6-7</u></p> <p>Two Teams Qualify For Tri-Annual</p>	<p align="center">1st Place vs Wild Card 2nd Place vs 3rd Place Both winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p>Top Point Finisher will receive the 1st Place Session plaques</p>
<p align="center"><u>8-11</u></p> <p>Three Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri- Annual</p> <p align="center">2nd Place vs Wild Card 3rd Place vs 4th Place Both winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p>Top Point Finisher will receive the 1st Place Session plaques</p>
<p align="center"><u>12-14</u></p> <p>Four Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri- Annual</p> <p align="center">2nd Place advances directly to Tri-Annual</p> <p align="center">3rd Place vs Wild Card 4th Place vs 5th Place All winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p>Top Point Finisher will receive the 1st Place Session plaques</p>
<p align="center"><u>15-16</u></p> <p>Five Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri- Annual</p> <p align="center">2nd Place advances directly to Tri-Annual</p> <p align="center">3rd Place vs Wild Card 4th Place vs 7th Place 5th Place vs 6th Place All winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p>Top Point Finisher will receive the 1st Place Session plaques</p>

World Qualifier (if using Tri-Annuals)

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent Greater South Atlanta APA in the APA World Pool Championships.

*A maximum of 15 teams will participate in the 8-Ball World Qualifier:

***Summer** 5 Teams from the Tri-Annual

***Fall** - 5 Teams from the Tri-Annual

***Spring** 5 Teams from the Tri-Annual

*A maximum of 9 teams will participate in the 9-Ball World Qualifier:

***Summer** -3 Teams from the Tri-Annual

***Fall** - 3 Teams from the Tri-Annual

***Spring** - 3 Teams from the Tri-Annual

*subject to change based on team count

- Any team that loses in the finals of a Tri-Annual Tournament to a team already qualified, except for teams from a 4-team division, from a previous Tri-Annual may also be qualified (unless already qualified from a previous Tri-Annual).
- All players on Qualified teams must remain active in the Greater South Atlanta APA in the format they are qualified in, in order to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.
- The Travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

Trophies

Each member of the first-place team will receive a plaque