

NORTH GEORGIA APA LOCAL BYLAWS 2020-2021



Charli McAllister
League Operator

Office: 404-433-2904

Email: charli814@gmail.com

Website: nga.apaleagues.com

Facebook: [North Georgia APA](https://www.facebook.com/NorthGeorgiaAPA)

Office Hours: Monday – Friday 11AM – 11PM

North Georgia APA Local Bylaws are League rules that apply **LOCALLY ONLY** and are a supplement to the rules in the American Poolplayers Association's *Official Team Manual*.

*This document is subject to change without notice.
For the most current version, visit nga.apaleagues.com.
(Revised 07-28-2020)*

LEAGUE YEAR

The League Year consists of three sessions: Summer Session begins in May and ends in September. Fall Session begins in September and ends in January. Spring Session begins in January and ends in May.

DIVISION REPRESENTATIVES

The Division Representative position is awarded by management to a specific player (or two) in each division who exhibits leadership qualities and has a good understanding of League rules and Local bylaws. The Division Representative is expected to promote APA by constantly informing the public in his/her local market and recruiting new members. Representatives who do not recruit will be replaced.

The Division Representative may be asked to help distribute League materials, communicate information to members, run singles boards, etc. The Division Representative's phone number is printed at the top of the scoresheet so members may contact him/her on League night if they have rules questions.

TEAM CAPTAINS AND CO-CAPTAINS

The Team Captain may be appointed by management or elected by team members. A team may elect a new Team Captain at any time by a majority vote. The Team Captain is responsible for making decisions on behalf of the team. The Co-Captain (second name on roster) acts in the Team Captain's interest when the Team Captain is not present. For this reason, players are encouraged to elect conscientious members of the team for these important roles.

Captain/Co-Captain Duties Include:

Refer to **The Team Captain** in the League Structure section of the Official Team Manual.

- Act as a liaison between team members and League Management and/or Division Representatives.
- READ THE SCORESHEET MESSAGE AND RELAY INFORMATION TO EVERYONE ON TEAM!
- Verify that each player is a current APA member of legal age and plays at the correct skill level.
- Collect membership dues and League fees and forward to the Local League Office. Membership dues must be paid on the first night a player plays or by week 4 (whichever comes first).
- Collect and pay table fees (where applicable).
- Assure all paperwork and monies arrive at the Local League Office on time.
- Distribute League materials and inform players of upcoming events, schedule changes, etc.
- Contact teammates weekly to assure enough players will be present and at the match site on time.
- Make sure play begins on time and proper score keeping procedures are followed.
- Insure players understand sportsmanship guidelines and notify management of anyone who does not adhere to these guidelines.

LEAGUE FEES. MAILING. BALANCES. RETURNED CHECKS

The 2020-2021 weekly league fee is \$35 per scheduled standard 8-Ball or 9-Ball team. Fees in other formats vary. Playoff rounds and forfeits/played-twice matches must all be paid in full. When payment is mailed, the envelope must be postmarked for the day immediately following League night in order to receive bonus points. Teams paying by mail are advised to pay with check or money order to avoid loss during transmittal. **MAIL CASH AT YOUR OWN RISK!** Teams with outstanding balances lose eligibility for wild card, Playoffs and Higher Level Tournament (HLT) participation. If a team drops out, for any reason, each member of the team is held liable for past due money and/or uncollected dues/fees.

A \$30.00 (per transaction) returned check fee will be charged to the team should a check return unpaid for any reason. This fee will be considered an outstanding balance for the team until paid.

BONUS POINTS

Bonus points will be awarded each week a team plays if:

- The scoresheet is filled-out completely and correctly.
- The scoresheet is mailed on time with correct payment (including membership dues).

The bonus points awarded will be as follows:

- **8-Ball – 2 bonus points**
- **9-Ball –10 bonus points**

SCHEDULED BYES

An 8-Ball BYE will receive 8 points and a 9-Ball BYE will receive 60 points. There are no weekly fees for a BYE. Local League Management may fill a BYE at any time.

FORFEITS

If a team fails to show-up for EITHER of the last two scheduled weekly matches of a session, the team loses eligibility for wild card draw, Playoffs and Higher Level Tournament (HLT) participation.

- 8-Ball – An individual forfeit is worth 2 points in regular session and 3 points in Playoffs. If a team fails to show-up for a match, the opposing team will receive 8 points plus 2 bonus points, OR the average of their weekly points for that session, whichever is higher. Paperwork must be completed and received on time with full payment.
- 9-Ball – An individual forfeit is worth 15 points in regular session and 20 points in Playoffs. If a team fails to show-up for a match, the opposing team will receive 60 points plus 10 bonus points, OR the average of their weekly points for that session, whichever is higher. Paperwork must be completed and received on time with full payment.

MAKE-UP MATCHES, RESCHEDULING, INCLEMENT WEATHER

Individual make-up matches are not permitted. However, Local League Management may schedule TEAM make-up matches under certain circumstances.

If a team has a *legitimate reason* to reschedule a team match, the Team Captain is required to discuss the circumstances with management and receive League Operator approval 48+ hours in advance of the scheduled start time. The make-up match must be played at the originally scheduled location, within two weeks of the original date. Management will set a date/time for the make-up if the two Team Captains cannot agree.

Rescheduling due to emergencies will be handled on an individual basis.

Players should call their Team Captain or Division Representative regarding inclement weather. Management will schedule make-up matches when weather interrupts the regular schedule. Team Captains and Division Representatives will be notified of such changes as they arise.

DROPPED TEAMS

Teams that fail to pay dues/fees for two weeks may be dropped from the schedule. Dropped teams forfeit all benefits, trophies and awards.

OFFICIAL LEAGUE START TIME

League start time is listed at the top of the scoresheet. There is a 15-minute grace period before the first match must begin. If a team does not have at least one player present when the grace period expires, the opposing team may take a full-team forfeit (see forfeits above). Play may begin with only one player present; however, play must be continuous after the first match.

ADDING PLAYERS

New players may be added during the first six weeks of a session (exception: rosters are locked by the APA National Office after week 4 of Spring Session for Qualified teams) by paying their membership and any money the player owes the APA. Team Captains are advised to call Local League Management before adding a player to insure the player is current on dues and membership. Playing a player without paying the player's membership and/or monies owed to APA may result in zero points for the match and loss of bonus point(s).

The opposing team must be notified that a player is being added before play begins.

Under certain circumstances, Local League Management may allow a team to add a player after the sixth week. These situations will be handled on an individual basis. Any match played by a player added after the sixth week without Local League Management approval may result in zero points for that match and loss of bonus point(s).

"Survival of the Team" adds: Local League Management may approve adds late in the session if needed for Survival of the Team. Survival is defined as a team dropping below 6 members on the roster. Players added late in the session must have established skill levels based on at least 10 scores in the format.

PLAY TWICE OPTION

A team may play one player twice during a weekly match when the team does not have 5 players present or cannot meet the Team Skill Level Limit (23-Rule) with the players present. There is no limit to the number of times per session a team may exercise this option, however this option may not be used during the final week of the session, Playoffs or World Qualifier.

Deliberate abuse and/or manipulation of this rule will result in the team losing the privilege to play twice or being dropped from the League.

Play Twice Option Guidelines:

- The opposing Team Captain must be notified before the coin toss.
- The opposing team has the option to choose which player will play twice. If the opposing team opts to choose, they must let the team know which player they have chosen *before the coin toss*. If the team playing twice is permitted to choose, they must let the opposing team know which player they have chosen *before the coin toss*. Note: a player who has not yet arrived at the match site may not be chosen to play twice.
- The "played twice" match may be played at any time during the night. In other words, the player who is playing twice does not have to play his/her matches in any particular order.
- Teams must comply with the Team Skill Level Limit (23-Rule). The opposing team may not choose a player to play twice whose skill level would cause the team to break the 23-Rule.
- A team may not exercise this option when they have 5 players present who meet the 23-Rule. Asking a player to leave in order to use this option is a violation of the Play Twice Option and will result in loss of all points for the night, loss of privilege to use the Play Twice Option in the future and may result in the team being dropped from the League.
- The weekly fee will not be reduced as a result of using the Play Twice Option. It is recommended the team share the cost of the "played twice" match.
- After play has begun, if a 5th player shows up for the team that planned to play twice, it is the opposing team's option to allow that player to play.

CELL PHONES

The use of a cell phone is not permitted during a player's turn at the table. It is, however, permissible for a player to mark the pocket for the 8-ball with their cell phone and use the phone while their opponent is shooting. Note: The use of cell phones is not permitted during Higher Level Tournaments.

TABLE & CUE BALL CHOICE

The home team chooses the match table unless tables are assigned by the Host Location. When more than one cue ball is available, each player on the home team may choose the cue ball for their match.

BREAKING DOWN CUES

Breaking down the cue within the opponent's line of sight is considered poor sportsmanship. In APA League pool, players should always strive to win at the table, as opposed to doing something on the sidelines that causes the shooter to miss. Therefore, if a player sees his opponent breaking down his cue, the player should ask the opponent if he concedes the match. If the opponent concedes, the shooter does not need to finish the game, and the scoresheet should be noted. Repeated offenses of this nature will result in sportsmanship penalties.

SUSPENDED, BANNED AND/OR BARRED PLAYERS

Suspended players are ineligible. Ineligible players may not: help with posting, help a team meet qualification guidelines, help a team meet the Team Skill Level Limit (23-Rule), coach, keep score, practice on League tables or participate in any APA event. If a player is banned or barred from a Host Location, the team must play without that player.

MINIMUM CHAMPIONSHIP SKILL LEVELS

All players may play locally at their assigned skill level. During Championship Level Events as well as at the 8-Ball Classic & 9-Ball Shootout Regional Tournaments, ladies may participate at their assigned skill level, even if that assigned skill level is lower than a SL3. All other players must participate at a skill level 3 or higher.

MOST VALUABLE PLAYERS (MVP)

Approximately 4 weeks after the end of each session, the Local League holds an MVP Tournament. To gain eligibility into this tournament, players in divisions with 8+ teams must make the Top 5 in their tier; players in divisions with 7 or fewer teams must make the Top 3 in their tier. The Local League Management adds \$100 to each MVP pot. This is a combined 8-Ball and 9-Ball tournament.

SHOWDOWN SERIES

These events include: Ladies, Masters, 8-Ball Doubles, 9-Ball Doubles, Jack & Jill and Wheelchair. Championship eligibility for these events depends on whether the Local League runs a division in the format. Eligibility requirements for the Championship event must be met *at the time of the Local Finals* (if in a division) or *at the time of the Local Qualifier* (if no division).

- Ladies in a Division: Must have at least ten (10) 8-Ball matches in the last year.
- Ladies not in a Division: Must have at least twenty (20) 8-Ball matches in the last two years and be active in 8-Ball.
- Masters in a Division: Must have at least ten (10) 8-Ball, 9-Ball and/or Masters matches in the last year, and must be active on either an 8-Ball or a 9-Ball team.
- Masters not in a Division: Must have at least twenty (20) 8-Ball, 9-Ball and/or Masters matches in the last two years and be active in either 8-Ball or 9-Ball.
- 8-Ball Doubles, 9-Ball Doubles, Jack & Jill (in a division or not): Must have at least twenty (20) matches in the format they are participating in the last two years.
- Wheelchair: Must have at least twenty (20) 8-Ball matches in the last two years.

QUALIFYING FOR THE WORLD QUALIFIER

Each year, the League holds a World Qualifier to determine which 8-Ball and 9-Ball teams gain eligibility to the World Pool Championships. The World Pool Championships are held each August in Las Vegas.

To become qualified for the World Qualifier, a team must end the session in first place (in 8+ team divisions) or win the Division Playoffs. The number of teams that become qualified each session depends on the size of the division. Divisions with 7 teams or fewer will qualify 1 team (Playoff winner); Divisions with 8-13 teams *may** qualify up to 2 teams (1st in standings and Playoff winner); Divisions with 14-16 teams *may** qualify up to 3 teams (1st in standings and 1st and 2nd in Playoffs).

**In divisions of 8 or more teams, if the team that finishes the session 1st in standings is already qualified, that World Qualifier spot will not be awarded that session.*

In Playoffs, if a team is already qualified, the World Qualifier Qualification drops down to the next highest-finishing team in the Playoffs. In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

Playoffs: To be eligible for Playoffs, a team must be current on all fees and must not have given up more than 10 forfeit points (8-Ball) or more than 75 forfeit points (9-Ball) during the session. (WC = Wild Card)

- 4 team divisions: 1st vs. WC. Winner qualifies.
- 5-7 team divisions: 1st vs WC and 2nd vs 3rd in Semifinals. Winners face-off in the Finals. One team qualifies to World Qualifier. One set of plaques is awarded: Division Champions.
- 8-13 team divisions: 1st in standings wins “Division Champions” plaques, Qualifies and does not play in playoffs. 2nd – 4th are in the Playoffs. 5th and down in are in the wild card draw. 2nd vs WC, 3rd vs 4th. Winners face-off for “Playoff Champions” plaques and Qualification. Up to two teams qualify to the World Qualifier. Two sets of plaques are awarded: Division Champions and Playoff Champions.
- 14-16 team divisions: 1st in standings wins “Division Champions” plaques and does not play in the Playoffs. 2nd – 4th are in the Playoffs. 5th and down are in the wild card draw. 2nd vs WC, 3rd vs 4th Winners face-off for “Playoff Champions” plaques. Both teams in Finals Qualify. Up to three teams qualify to the World Qualifier. Three sets of plaques are awarded: Division Champions, Playoff Champions and Playoff Runner-Up.

Final round(s) of Playoffs will be held at higher ranking playoff team’s home location on the Saturday or Sunday following the wild card week.

All members of World Qualifier teams MUST PLAY Summer Session or forfeit their team’s qualified status. The team does not have to stay together, but all members must be active in the format they qualified in.

The number of teams the League sends to the World Pool Championships each year depends on the number of teams in each format and may vary year-to-year.

Wild Cards: To be eligible for the wild card draw, a team must be current on all fees and must not have given up more than 10 forfeit points (8-Ball) or more than 75 forfeit points (9-Ball) during the session.

Travel Assistance: Winners of the World Qualifier receive travel assistance to the World Pool Championships. Travel Assistance includes lodging in Las Vegas and up-to \$400 toward each eligible player’s airfare. Members who elect to drive or book their own travel will receive reimbursement upon arrival in Las Vegas or when airfare receipts are provided. Reimbursement will be the actual amount paid or an average of the amount paid for other members to travel to Las Vegas that given year. Members who do not travel to Las Vegas forfeit their rights to Travel Assistance.

Important Reminders For Teams Qualified for the World Qualifier:

Refer to **World Pool Championships** in the Tournament Information and Rules section of the Official Team Manual.

- To maintain qualified status, a team must remain current on all dues/fees.
- Teams that do not finish in the top-half of division standings may lose eligibility.
- At least four (4) players from the original team must remain on the team and maintain eligible player status.
- No roster changes are permitted for qualified teams after the fourth week of Spring Session.
- Teams play in the World Qualifier and higher with their Spring Session Rosters.
- Players must start the World Qualifier at their highest session-ending skill level since the qualifying session.

SPORTSMANSHIP

All APA members are expected to exhibit good sportsmanship by abiding by the APA Official Team Manual, Local Bylaws and basic pool etiquette. Sportsmanship complaints should be made in writing and submitted to the League Operator within 24-hours of the incident. A note on the scoresheet is sufficient. The person writing the note should print and sign their name below the note.

Depending on the circumstances, sportsmanship penalties may include: a warning, probation, ball-in-hand, loss of game, loss of match and/or suspension of membership.

Members should *play within the spirit of the rules* and strive to win at the table. Manipulation of the rules or Local Bylaws to gain advantage over others will prompt sportsmanship penalties.

The Official Team Manual and Local Bylaws cannot address every possible situation, therefore *common sense must prevail*.

(end)