

# BLUEWATER APA LOCAL BYLAWS

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## INTRODUCTION

I 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 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 Bylaw documents with dates prior to the revision date of this document are null and void.

## MEMBERSHIP DUES TO APA

Refer to **Annual Membership Dues** under **Fees** in the League Structure section of the Official Team Manual. Each member's annual membership dues must be paid the first night they play, or by the 4<sup>th</sup> week of the session if the player did not play, whichever comes first. New members must fill out a membership application in addition to following the guidelines established for new members. Teams will not earn bonus points if playing a player whose membership fee has not been paid and may lose points earned by unpaid player on offending team.

## AGE REQUIREMENT

The age requirement to participate in the Bluewater APA is 18 years old. However, the Host Location will have the absolute voice on the age minimum to participate in its establishment.

## TEAM FEES

- ② Open Division (8-Ball & 9-Ball) team fees, per match: \$50
- ② Doubles Division team fees, per match: \$30
- ② Double Jeopardy Division team fees, per match: \$50/\$50
- ② Ladies Division team fees, per match: \$30
- ② Masters Division team fees, per match: \$30

To qualify as a double jeopardy team, the second team in the opposite format must consist of at least four (4) common members.

All matches are to be **paid-in-full** on the original night of play. Full team fees are due regardless of how many players actually play, *this includes any forfeited matches*.

If a team that has received the BYE-fill promotion forfeits an individual or full team match, that team must pay for the forfeited match(es) for its team and for the opposing team. This applies to the BYE-fill promotion teams only. NOT to all forfeits.

Full team fees are to be paid during session Playoffs. This is regardless of how many players actually play (i.e. match is completed with only 3 players needing to play).

If a team has any unpaid fees owed to APA, it must be paid prior to the wild card draw or the team **will not be eligible** for the draw. In addition, any team owing the League money must pay the past due amount by the **second to last week of the session** or the team **will not be eligible** to play in the Playoffs or any Higher Level Tournament.

## HANDLING OF SCORESHEETS, TEAM FEES, & APPLICATIONS

Team Captains should collect all League fees, dues, and membership applications from the players on their team. Membership dues and membership applications should be placed in your weekly fees' envelope with the "APA

Membership Fees" form. Procedures for turning in the team's weekly fees/scoresheets, green fees, and membership envelopes vary, and is dependent upon the Host Location. Please see the League Operator for details of handling weekly scoresheets, team fees, etc. for the Host Location.

## CHECK POLICY

Bluewater APA gladly accepts checks as a form of payment for weekly play. Checks are to be made payable to "**Bluewater APA**". If the check is returned to the League Operator as non-sufficient funds (NSF), the player will be responsible for paying the amount of the check plus a \$25.00 fee for the returned check. The past due balance will be denoted behind the player's name on the scoresheet with dollar signs (\$\$).

## BONUS POINT SYSTEM

Teams will receive bonus points each week of regular session for meeting the following four requirements:

- 1) Turning in correct and completed scoresheets (one error allowed). Refer to the **How To Use Scoresheets and Score Matches** section of the Official Team Manual on how to correctly complete a scoresheet.
- 2) Turning in full League fees on the scheduled night of play. Also, the team must NOT have a past due balance left unpaid.
- 3) By not playing a player who owes money to APA, whether it be membership dues, a past due balance, or both (signified by \$\$ behind the player's name).
- 4) Must have 1 Certified Scorekeeper on the team on League Night.

All 4 requirements must be met in order for a team to earn bonus points. Bonus points will be awarded on a weekly basis as follows:

- ⑧ 8-Ball: 2 Bonus Points
- ⑧ 9-Ball: 10 Bonus Points
- ⑧ 8-Ball Doubles: 2 Bonus Points
- ⑧ 9-Ball Doubles: 10 Bonus Points
- ⑧ Ladies 8-Ball: 3 Bonus Points
- ⑧ Masters: 4 Bonus Points

Team Captains should ensure that all 4 Bonus Point System requirements are met, prior to turning in score sheets and League fees to the League Operator. Bonus points will be used to determine division standings at the end of the session.

Team Captains should notify the League Operator during weekday office hours (coversheet of the Local Bylaws) if it is perceived that bonus points were not earned. Mistakes in the awarding of bonus points by the League Operator will only be corrected and given to the team if the League Operator is notified within 2 weeks of the scheduled date of play in question.

## POINTS AWARDED DURING "BYE" WEEKS

Teams that have a "BYE" during the session will receive 8 points in 8-Ball, 60 points in 9-Ball, 8 points in 8-Ball Scotch Doubles, 60 points in 9-Ball Scotch Doubles, 3 points in Ladies 8-Ball, and 11 points in Masters.

## ROSTER CHANGES

Teams have until the 4<sup>th</sup> week of play to make changes to its roster (i.e. adding/dropping players). ***No changes will be allowed following the 4<sup>th</sup> week of the session without League Operator approval.*** Players added to the roster after week 4 without League Operator approval will count as a forfeit for the team to which they were added, if the added player plays a match; that player will be dropped from the roster. All players on the roster must play on or before week 7 of the session or the player will be dropped from the roster.

## TABLE CHOICE

Home team will have table choice, unless tables are assigned by the Host Location.

## MEMBERS BARRED FROM HOST LOCATIONS

If a team has a member on its roster that is barred from a Host Location, that member will only be allowed to play with the permission of the Host Location Owner or Manager.

## RESCHEDULING AND MAKE-UP MATCHES

### a. SEVERE WEATHER

If severe weather occurs, Team Captains should reschedule the match as soon as possible. Please notify the Local League Office the date of the rescheduled match.

### b. HOLIDAYS

All matches scheduled on holidays can be rescheduled and played **prior** to the original match date. Please notify the Local League Office the date of the rescheduled match.

### c. WORLD QUALIFIER

All teams participating in a World Qualifier tournament, which conflicts with the regularly scheduled weekly match, **must re-schedule its weekly League match**. Because of the time frame that World Qualifiers occur, following the start of the session, pre-playing the match is not always possible, but it is still preferred. Therefore, these teams have until Week 7 of the session to complete these matches. All money and scoresheets must be turned in prior to or on Week 7 of the session. If matches are unable to be completed in full in the designated time frame, Team Captains must call the League Operator for approval to complete the match at a later date.

### d. ESTABLISHING TEAMS

Make-ups should be allowed during the first 6 weeks of a session to allow for new teams to get established.

## REPLAYS

If a team is short a player on a designated League night, the opponent may allow the use of the "Replay" rule. The "Replay" rule allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the "Replay" rule:

- ① Teams must notify the opponent of the need to use, or *the potential* need to use, a replay prior to the start of the 4<sup>th</sup> individual match. If a team has a 5<sup>th</sup> player show up prior to the start of the 5<sup>th</sup> match, the player is still entitled to play even if a replay was requested.
- ② The use of 2 replays is guaranteed the first 6 weeks of a new session, but is not a guaranteed option after the 6<sup>th</sup> week; the opponent must agree to allow the team to utilize the second replay.
- ③ Once a team agrees to allow the opponent to use a replay, the team cannot change its mind. In order to ensure all fairness, the team using a replay should have the opponent sign the scoresheet in the designated location in the "message center" section at the time the opponent agrees to allow the replay.
- ④ The player that plays the 5<sup>th</sup> match when a replay is used is chosen by the team's opponent. The player that is chosen to play the replay should be notified by the opponent at the start of the 4<sup>th</sup> match, so that other players can leave if not chosen.
- ⑤ The player chosen to play the replay match must still allow the team to comply with the Team Skill Level Limit (**23-Rule**).
- ⑥ Full team fees are still due if the replay rule is used in a team match. Fees for the replay match should be split between the players that played in the team match.
- ⑦ Teams are allowed to use one replay per League night.
- ⑧ The replay must be used during the last individual match (i.e. 5<sup>th</sup> match). The replay may be used in the 4<sup>th</sup> individual match if the 5<sup>th</sup> individual match is a forfeit. The 3<sup>rd</sup> individual match can be used as the replay if

the 4<sup>th</sup> & 5<sup>th</sup> individual matches are forfeited. Once a replay is used, the remaining matches must be forfeited.

- ② Replay will **NOT** be allowed the last two weeks of the session, during Playoffs, or during any Higher Level Tournament play. *Exception: Replays are allowed in Masters throughout the entire session, but not in Higher Level Tournament play.*
- ② Both teams may utilize the replay rule on the same night if necessary. In this situation, both teams put up its own player, and the team scheduled to put up a player for the 5<sup>th</sup> match puts up first.
- ② If a team has enough players present the replay rule cannot be used; a player that has not yet played in the match must be played. The only exception to this rule is in the event that the team cannot comply with the Team Skill Level Limit (23-Rule) with the 5 players present to play. The team may then request a replay from its opponent. The request must still be made by the start of the 4<sup>th</sup> individual match.
- ② In the event a team's opponent will not allow the use of the replay rule, the team **must forfeit** the remaining individual match(es). Make-ups are not an option.
- ② If a replay is used in a match other than the last individual played match of the night, the replayed match and all subsequent matches will be forfeited by both teams.
- ② **A player may not be sent home and/or made unavailable, so that a team may request a replay from its opponent. Attempts to take advantage of the replay rule should be reported to the division representative, and also to the League Operator by means of an official protest form.**
- ② 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.

## TEAMS FAILING TO APPEAR FOR A SCHEDULED MATCH

Any team failing to appear to play a scheduled match will be considered dropped from the League unless the Local League Office is notified by the next day, after the scheduled night of play. All team fees must be paid before the team can resume play. If a team fails to appear for a match and forfeits all five (5) matches, the team scheduled to play will receive 10 points in 8-Ball or 75 points in 9-Ball, 8 points in 8-Ball Doubles, 60 points in 9-Ball Doubles, 6 points in Ladies 8-Ball and 15 points in Masters. If the same team fails to appear for a second match, the team will be dropped from the division and the team will become a bye or possibly eliminate a bye. If a team should fail to appear during the final four weeks of the regular session, each member listed on that team will not be able to resume play as an APA member until any unpaid balance is paid in full.

## COMPLAINTS

Sportsmanship complaints, handicap complaints, and official protests should be submitted in writing, the night of play or within 24 hours of play. Complaints should be submitted online through the [bluewater.apaleagues.com](http://bluewater.apaleagues.com) website, the Division Representative, or via email to the League Operator. No fee will be required to issue a complaint or to file an official protest.

## FORFEITS

A team may begin play with one player present. Once the first match is over, the team putting up next has one (1) minute to name a player, and then opposing team has one (1) minute to name a player. The match must start immediately when both players are named for the match. If the team does not have a player available, that entire match will be forfeited.

During the **final 2 weeks** of the regular session, if a team forfeits 2 or more matches, the team will be ineligible for Playoffs and/or the wild card draw, or an auto-advance bid (if applicable). The only exception to this rule is in the situation where a team is forfeiting a match due to its skill levels forcing the team to play 4 players to the combined skill level of 19. If any team forfeits 8 or more matches during regular session play, that team will not be eligible

for Playoffs and/or the wild card draw.

## **PATCHES**

All patches earned during League play must be notated on the night of play in the designated area of the team's scoresheet packet. Patches earned will be in the team's scoresheet packet the following week. *It is not the responsibility of the League Operator to notify players of any patches earned during regular League play.* If a player feels they earned a patch and it was not notated, it is the responsibility of the player to notify the League Operator of which night of play the patch was earned. The League Operator will review the scoresheet of the week in question and make the determination if a patch was earned or not.

Go to [bluewater.apaleagues.com](http://bluewater.apaleagues.com) for details on what patches are available to be earned during APA League play, and the requirements/restrictions on each patch.

## **DIVISION POINTS CHAMPION**

The 8-Ball team and the 9-Ball team with the most points earned of each division will receive the HIGH POINTS award for each member of the team. In the event that two or more teams in the division are tied for HIGH POINTS, all members of each team will receive the plaque award.

The number of teams entering the Tri-Annuals will be determined by the team counts of each division. The League Operator has the right to determine the number of teams that qualify for the World Qualifier's through the Tri-Annuals.

## **WILD CARD**

There will be one wild card team drawn from each division. Any team that did not finish in the required points position for their division size; is current in all League fees; did not forfeit more than 8 individual matches during the session; and had no less than 3 players present on the final night of regular session play is eligible to be drawn for the wild card position.

## **HIGHER LEVEL TOURNAMENT ELIGIBILITY**

All players must have 6 session matches to play in all Higher Level Tournaments. Playoffs are not considered Higher Level Tournaments.

## **POST SESSION TOURNAMENTS**

After each session the following tournaments will be held:

### **a. PLAYOFFS**

On your division's normal night of play, the week following the last night of regular session play, those teams finishing in the seeded positions listed below for your division size, and registered to compete in the following session, will participate in the first round of the session's 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"><b><u>4-5</u></b></p> <p align="center">One Team Qualifies For Tri-Annual</p>	<p align="center">1<sup>st</sup> Place vs Wildcard Winner Advances To Tri-Annual</p> <p align="center">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 align="center">Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p align="center"><b><u>6-7</u></b></p> <p align="center">Two Teams Qualify For Tri-Annual</p>	<p align="center">2<sup>nd</sup> Place vs Wildcard Winner advances to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p align="center"><b><u>8-11</u></b></p> <p align="center">Three Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2<sup>nd</sup> Place vs Wildcard 3<sup>rd</sup> Place vs 4<sup>th</sup> Place Both winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p align="center"><b><u>12-14</u></b></p> <p align="center">Four Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2<sup>nd</sup> Place vs Wildcard 3<sup>rd</sup> Place vs 6<sup>th</sup> Place 4<sup>th</sup> Place vs 5<sup>th</sup> Place All winners advance to Tri-Annuals</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p align="center"><b><u>15-16</u></b></p> <p align="center">Five Teams Qualify For Tri- Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual 2<sup>nd</sup> Place advances directly to Tri-Annual</p> <p align="center">3<sup>rd</sup> Place vs Wildcard 4<sup>th</sup> Place vs 7<sup>th</sup> Place 5<sup>th</sup> Place vs 6<sup>th</sup> Place All winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>

These first round Playoff matches will be played at the Host Location of the highest seeded team in the match.

**Note:** All players participating in the 1<sup>st</sup> round of Playoffs must have a minimum of 4 matches within the regular session with their team. All participating teams must remain active with 4 original players in the following session. Only those teams that win the 1<sup>st</sup> round Playoff matches will advance to compete in the 2<sup>nd</sup> round Tri-Annuals. The location and date of the Tri-Annual rounds will be announced as soon as possible upon completion of all 1st round matches.

**b. 8-BALL & 9-BALL TRI-ANNUALS – 2ND ROUND OF PLAYOFFS**

Each Tri-Annual event will be one round, with the winners advancing to the World Qualifiers.

All participants must have a minimum of 10 lifetime matches in the corresponding format to play in the World Qualifiers.

**c. MVP**

Players that played a minimum of **6 matches** within the regular session and Playoffs, (Tri-Annual matches are not considered “regular” session matches), will be eligible for the MVP calculation. Players will be divided into three (3) Skill Level Tiers:

**Tier 1:** Skill levels 1 – 3

**Tier 2:** Skill levels 4 – 5

**Tier 3:** Skill levels 6 – 9

The top 2 players from each Skill Level Tier in each division will be eligible to compete. Using regular session data (Playoffs not included), the qualifying players will be determined by the using the following equation to determine their “PA” (Points Available) percentage:

**Number of points earned/number of points available**

Example 8-Ball: In every 8-Ball match, a player has 3 points available to win. If a player played 10 matches, they had 30 points available to win. If they won a total of 13 points in those 10 matches then the calculation is:  $13/30 = 0.43$  or 43%, meaning that player won 43% of the points available “PA” to them during the session.

Example 9-Ball: In every 9-Ball match, a player has 20 points available to win. If a player played 10 matches, they had 200 points available to win. If they won a total of 162 points in those 10 matches then the calculation is:  $162/200 = 0.81$  or 81%, meaning that player won 81% of the points available “PA” to them during the session.

Ties will be broken in the following order using regular session play data, Tri-Annual matches not included: Total number of matches played, win percentage, performance points, life-time win percentage.

## **MINIMUM SKILL LEVELS DURING THE WORLD QUALIFIER**

During the World Qualifiers, ladies may participate at their assigned skill level, even if that assigned skill level is lower than a skill level 3. All other players must participate at a skill level 3 or higher.

## **MAINTAINING POST SESSION TOURNAMENT ELIGIBILITY**

Teams that qualify for the Tri-Annual tournaments must remain active with at least 4 original players and current in all League fees. Individuals that qualify for the MVP events must also remain active in the format in which they qualified. All individual and/or team debts must be paid in full prior to any post session event.

## **MAINTAINING WORLD QUALIFIER ELIGIBILITY**

Teams that do not finish in the top half of their division in the session(s) following qualification are subject to heavy scrutiny of their handicaps and/or loss of eligibility. Any team finishing as High Points Champions for their Division in two or more sessions during a League year (Summer, Fall, or Spring) will automatically advance to the World Qualifier.

- ⓐ All players must have a minimum of six (6) actual matches each session.
- ⓑ Once a team qualifies for Las Vegas, each player must have a minimum of six (6) matches on a team in all following sessions of that League year to remain eligible.
- ⓒ Forfeits and byes do not count for the minimum matches required.
- ⓓ New players approved by the League Operator to join a Qualified Team in the Spring Session within the first 4 weeks with less than 20 matches will not be able to compete in the World Qualifiers or Higher Level Tournaments.

## **MAINTAINING ELIGIBILITY**

Teams must maintain its eligibility to participate in the World Qualifiers by playing in the subsequent session(s) following the session the team gained its eligibility, and also by playing during the session in which the World Qualifier is to be held.

## **ADDING PLAYERS TO THE ROSTER OF A QUALIFIED TEAM**

Once a team has gained eligibility to a World Qualifier, only League Operator approved players can be added to the team roster in the following session(s). Brand new players with League Operator Approval added to a qualified team's spring roster cannot play in Tri-Annuals or the upcoming World Qualifiers.

## **MASTERS DIVISION**

Masters Division rules are outlined in the APA Official Team Manual. It is important to review the rules carefully, as the Local League Management will follow the APA rules as outlined in the APA Official Team Manual.

**Important:** Local Tournament Play – In case of a tie at the end of a team match, the tie will be broken by the team that won two (2) of the three (3) matches.

## **DOUBLE JEOPARDY LEAGUES**

In double jeopardy divisions, if a player is playing a match on one table and their team wants to call them for the other format, both teams must declare the players for that match. The declared players should be marked for that particular match then the match may be bypassed and the next match declared and played. Once the player is done with the other format, the bypassed match can be played. For example, Team A wants to put "Joe" up for the 4<sup>th</sup> match in 9-Ball, but "Joe" is in the middle of the 3<sup>rd</sup> match for 8-Ball. Both teams must declare the 4<sup>th</sup> match 9-Ball players and a notation made on the score sheet's roster section that "Joe" and Team B's player will play that match. Both teams then call (according to the call rotation) for

match 5 in 9-Ball and proceed with that match. Once the 5<sup>th</sup> match is over, “Joe” can then play the 4<sup>th</sup> match with the previously called Team B player. This option cannot be used for the 5<sup>th</sup> match of both formats, which would delay play for both teams. Players must be present to be called even if the match is to be bypassed.