



LOCAL BYLAWS

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Introduction

We would like to welcome 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 your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League. After all, the **APA is all about having fun, meeting people, and playing pool!**

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

Section 1: Getting Started

Age Requirements

You must be 18 years of age or older to compete in Brevard APA. Players under the age of 18 are allowed to participate in certain “in-house” divisions. However, they MAY NOT advance past regular session play to Higher Level Tournaments. NO EXCEPTIONS!

Office Hours

League Office hours are Monday through Thursday, 1 PM to 9 PM and Saturday/Sunday from 5 PM-9 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.

Website

Website to a page that includes all Brevard APA links and information is:
www.linktr.ee/brevardapa

Our website address is www.brevardapa.com.

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other Brevard 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 your www.facebook.com/brevardapa/ 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 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, wildcard picks, tournaments or any other information you and your team need to know about the League.

Team Fees

Team Fees are \$50 per week for 8-Ball and 9-Ball, \$36 per week for Ladies and Masters, and \$24 per week for Doubles divisions regardless of the number of matches played. Full Team Fees must be paid for playoff matches and forfeits. If you are paying by check, please make your check payable to Brevard APA. There will be a \$35 charge for any returned checks, plus a loss of bonus points.

Team Envelopes

Team Envelope Pick-Up/Drop-Off Scoresheet Delivery –Envelopes will be at the host location of your scheduled match to put your weekly fees in. There will be backup scoresheets behind the bar at each location in the event that there is an issue with the electronic scorekeeping app.

The bonus points awarded will be as follows:

Electronically scored matches:

- **8-Ball - 2 Possible Bonus Points**
 - 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 1 point will be awarded for the electronic scoresheet submitted with the following
 - All matches scored in the correct order
 - No abusive comments in the comment box
 - Sportsmanship rating applied at the end of the match
 - Match submitted at the end of the night
- **9-Ball - 12 Possible Bonus Points**
 - 6 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 6 points will be awarded for the electronic scoresheet submitted with the following
 - All matches scored in the correct order
 - No abusive comments in the comment box
 - Sportsmanship rating applied at the end of the match
 - Match submitted at the end of the night

In the event that matches have to be scored on paper due to an issue with the electronic scorekeeping app bonus points will be applied by the following methods:

- **8-Ball - 2 Possible Bonus Points**
 - 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 1 point will be awarded for accurate and complete scoresheets.
 - Correct Player Name and Number for each match.
 - Total Innings are filled in for every match.
 - Final Games Won completed.
 - Defensive shots totaled for all players. If there are no defensive shots in a match write “NoDS” or a “0”.
 - Scoresheets are signed by both teams.
- **9-Ball - 12 Possible Bonus Points**
 - 6 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 6 points will be awarded for accurate and complete scoresheets.
 - Correct Player Name and Number for each match.
 - Total Innings are filled in for every match.
 - Defensive shots totaled for all players. If there are no defensive shots in a match write “NoDS” or a “0”.
 - Total Points filled in for every player.
 - Match Points Earned filled in for every player.
 - Scoresheets are signed by both teams.

Remember these are bonus points that are awarded at the sole discretion of the 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 all the paperwork was correct):

- 8-Ball – 8 Bye Points + 2 Bonus Points
- 9-Ball – 60 Bye Points + 12 Bonus Points

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

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 unless other arrangements have been made with the league office.

Comments on Scoresheets

All concerns should be entered in the comments section of the electronic scorekeeping app when the match is submitted or 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.

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.
- Rackless: Your opponent didn't break during your match.
- I beat a 6: For skill level 5 and under who beat SL6 in 8-Ball
- I beat a 7: For skill level 5 and under who beat SL7 in 8-Ball.
- 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 an 8: For skill level 5 and under who beat a SL8 in 9-Ball.
- I beat a 9: For skill level 5 and under who beat a SL9 in 9-Ball.
- Shutout: You win 20-0 in 9-Ball.
- Clean Sweep: Given to all 5 players who played when the team wins every match in a night.

- 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.*

Patches for each accomplishment are rewarded once per player per session. The patch will be awarded the week after they are earned and will be included in your team envelope. If you do not wish to keep the patch leave it in your envelope when you turn it in at the end of the night. Most in-house divisions and some travel divisions will have division reps that players can receive patches from the night they are earned. An accomplishment earned after the first of each type per team/per session is eligible for a “Win a Trip to Vegas” card, get this card from a rep and fill it out and turn in with your paperwork. One card will be drawn at the end of the Spring Session and the winner will receive a 3-night trip to Vegas in the Fall.

Patches for total matches played are available upon request. These patches are for total matches played combined across all formats. Patches are available for the following milestones. 100, 250, 500, 750, 1000, 1500, 2000, 2500, 3000.

Section 2: League Play

Roster Changes

Teams have until the end of the 4th week of play to make changes to their roster (i.e. – adding/dropping players). To add a player to your roster use the roster change button in the electronic scorekeeping app. No changes will be allowed following week four of the session without your local APA office approval. To request a roster change after week four please contact the league office prior to match time as roster changes will have to be approved and made so that the player will be available on the electronic scorekeeping app.

In the situation where a team is given approval from the APA League Office to add a player following week four, the added player will only be eligible for playoffs and Higher-Level Tournament play if they are able to meet the minimum matches played requirements.

Teams that have gained eligibility to a World Qualifier have until the 4th week of the Spring Session to make changes to their roster (i.e. – adding/dropping players). Players added to a qualified team’s roster following the 4th week of play in the Spring Session will lose their eligibility/qualification for Higher Level Tournament 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 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 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.
4. Handicaps in the matches played at a later date will be the current handicap of the players in the scorekeeping app. Players can go up and down from the time of the original match and the time that match is played so they will always play at the handicap that is listed when the match is played.

Inclement Weather

The 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 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 session. Each member of the defaulting team will be responsible for paying his/her 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 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.

Replay Rule

If a team is short a player on League night, their opponent will allow them to use 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:

- Teams must notify their opponent of the need to use/or potential need to use a "replay" prior to the start of the 4th individual match. If a team has a 5th player who shows up prior to the start of the 5th match, the player is still entitled to play, even if a "replay" was requested.
- The player that plays the 5th 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 4th match (thus, other players can leave if not chosen).
- The player chosen to play the "replay" match must still allow the team to comply with the 23-Rule. Meaning, 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.

- Full team fees are still due if the “replay” rule is used in a team match.
- Teams are allowed to use ONE (1) “replay” per format each night.
- The “replay” must be used during the last individual match (i.e. – 5th match). The “replay” may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match if the 4th & 5th individual matches are forfeited. Once a “replay” is used, the remaining matches MUST be forfeited, even if another player shows up.
- “Replays” will NOT be allowed during playoffs, or during any Higher-Level Tournament play.
- Both teams may utilize the “replay” rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the 5th match puts up first.
- A team that has enough players present is not allowed to use the “replay” rule; they have to play a player that has not yet played in the match. The only exception to this rule is in the event that the team cannot comply with the 23-Rule with the 5 players present to play. The team may then request a “replay” from their opponent. The request must still be made by the start of the 4th individual match.
- If a “replay” is used in a match other than the last individual played match of the night, the “replay” match and all subsequent matches will be forfeited by both teams.
- No replays will be allowed in the last two weeks of a session unless approved by the League Office.
- The replay rule is the default method to finish a match, rescheduling is allowed only if approved by the League Office and the team with 5 or more players available to play requests it. Otherwise the replay rule must be utilized or the match will be forfeited.
- In the event you have a partially played match, the scores for the played matches must be submitted via electronic scorekeeper and team fees must be dropped in the envelope. Once the match(s) that are left to be played are played you can submit the scores again and add any fees that weren’t originally sent in to the current week’s envelope with a note on the front indicating what the additional money is from. To insure all bonus points are awarded the fees should have been sent in on the original night but if they were not please note this on the current envelope.

Adding a Team After a Session Has Begun

The League Office reserves the right to add team(s) to a Division at any point during the session. The League Office will decide which of the following two scenarios will be implemented: 1) The incoming team will be responsible to make up any missed matches; 2) The incoming team will enter the session tied for last place.

Section 3: Sportsmanship and Conduct

Banned Players

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

Suspended Players

Brevard APA will honor any suspensions from all APA areas.

Section 4: League Playoffs and Tournaments

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, Playoffs will be scheduled on the same day of the week as your regular League play.

Session Playoff Site will be at the Host Location of team with the higher seed.

Player Eligibility: Players must have played at least 4 times with the team during the session to be eligible to play in the Session Playoffs and World Qualifier.

One Week of Playoffs

Number of Teams In the Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wildcard Winner Advances to Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri- Annual 2 nd Place vs Wildcard Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>8-11</u> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri- Annual 2 nd Place vs Wildcard 3 rd Place vs 4 th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

<p style="text-align: center;"><u>12-14</u></p> <p style="text-align: center;">Four Teams Qualify For Tri-Annual</p>	<p style="text-align: center;">Division Point Leader advances directly to Tri-Annual</p> <p style="text-align: center;">2nd Place advances directly to Tri-Annual</p> <p style="text-align: center;">3rd Place vs Wildcard 4th Place vs 5th Place</p> <p style="text-align: center;">All winners advance to Tri-Annual</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;">Top Point Finisher will receive the 1st Place Session trophy</p>
<p style="text-align: center;"><u>15-16</u></p> <p style="text-align: center;">Five Teams Qualify For Tri-Annual</p>	<p style="text-align: center;">Division Point Leader advances directly to Tri-Annual</p> <p style="text-align: center;">2nd Place advances directly to Tri-Annual</p> <p style="text-align: center;">3rd Place vs Wildcard 4th Place vs 7th Place 5th Place vs 6th Place</p> <p style="text-align: center;">All winners advance to Tri-Annual</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;">Top Point Finisher will receive the 1st Place Session trophy</p>

The next session will begin the week following Playoffs.

Big Dawg Program

The 8-Ball and 9-Ball team with the most points earned in the entire Brevard APA league area will be awarded the BIG DAWG at the end of each session and at the end of the league year. In the event of a tie, all teams will receive the award. The winners of the BIG DAWG will receive trophies for each individual team member as well as a berth in the Brevard Cup Tournament if the team is not already qualified. Calculation for the Big Dawg is done by calculating the total number of points earned divided by the number of matches played for each team.

Best of the Rest

There will be a Best of the Rest tournament after the Spring Tri-Annual and prior to the World Qualifier where teams can get one last chance to qualify for the World Qualifier. Teams can qualify for this if they are not currently qualified for the World Qualifier and made it to the finals of Tri-Annual and lost. The top 2 teams in each format will move on to the World Qualifier.

Tri-Annuals

Tri-Annuals will be held after the end of every session. Teams qualified for the previous session's Tri-Annual must remain active in the current session and be current in all League fees in order to participate. The tournament will be a modified-single elimination format. **In order for individual players to be eligible, you MUST be actively playing in the current session in the format (8 ball or 9 ball) of the tournament.**

Number of teams qualified to the World Qualifier (Cities)

***Summer Session** – The top 16 teams from Tri-Annual

***Fall Session** – The top 16 teams from Tri-Annual

***Spring Session** – The top 16 teams from Tri-Annual

**subject to change based on team counts*

Brevard Cup Tournament

Each Fall there will be a 9-Ball Brevard-Cup (Money Cup) for the prior 3 sessions. Teams qualify by the top 48 teams by points per week for all weeks of play over the prior 3 sessions. Teams must have played in at least 2 sessions out of the prior 3 and be currently active during the Fall session. **In order for individual players to be eligible, you MUST be actively playing on a 9-ball team in the Fall session.**

Each Spring there will be an 8-Ball Brevard-Cup (Money Cup) for the prior 3 sessions. Teams qualify by the top 48 teams by points per week for all weeks of play over the prior 3 sessions. Teams must have played in at least 2 sessions out of the prior 3 and be currently active during the Spring session. **In order for individual players to be eligible, you MUST be actively playing on an 8-ball team in the Spring session.**

Payouts for each team placing in the Brevard Cup are as follows:

1st- \$5000

2nd- \$2400

3rd-4th - \$1000 each

5th-8th - \$480 each

9th-16th - \$240 each

World Qualifier (WQ)

The World Qualifier (or "Cities") is an annual tournament that takes place at the end of the Spring Session. The winning teams will receive Travel Assistance and a spot in the World Pool Championships (WPC) in Las Vegas in August. Teams eligible for the World Qualifier must remain active in all sessions after gaining their eligibility and remain current on their dues. The number of winners is determined by the allotment of WPC slots that the APA gives the Brevard APA. These WPC slots are based on the number of teams in each format and can change from year to year. **In order for individual players to be eligible, you MUST be actively playing in the current session in the format (8 ball or 9 ball) of the tournament.**

Additionally, any team qualified from the World Qualifier, that is advancing to the World Pool Championships, MUST remain active in the summer session to stay eligible for the World Pool Championships.

MVP Eligibility

In order to play in the MVP Tournament (also known as "Best of the Best") **you MUST be actively playing in that format. If you qualify to be in MVP and you choose NOT to play the following session, you will be not be eligible to compete in the MVP Tournament. MVP tournament winners will receive \$100 plus an entry into Singles Regionals. Second, Third and Fourth place are awarded an entry into Singles Regionals.**

Trophies

End of session awards will be given at that sessions Tri-Annual. Teams that finish in first place in any division will get individual trophies for each member. Some Travel Divisions will receive a team trophy that can be displayed at their home Host Location to show off their accomplishment.