

Broward County APA **Local Bylaws**



Gene Weaver – League Operator

Office: 954-530-1491

Cell: 772-913-3937

Email: geneweaver@apaleagues.com

Website: browardcounty.apaleagues.com

Facebook: [APA Pool League South Florida](https://www.facebook.com/APAPoolLeagueSouthFlorida)

The American Poolplayers Association has approved the following Bylaws. Local Bylaws are a secondary source of information created in accordance with and in addition to the “Official Team Manual” which is your primary source of information. All rules in your Official Team Manual are to be followed with the exception of revisions herein.

OFFICE HOURS

Office hours are Monday through Friday, 10 a.m. to 8 p.m. Although members are welcome to contact me at any hour day or night, I encourage you to contact your Division Rep (name and number are listed on your scoresheet), consult the APA Official Team Manual, and/or refer to these Local Bylaws before calling. If for any reason I am unavailable, please leave a message and I will return your call as soon as possible.

FEES

League fees are \$40 per team per week in 8-Ball and 9-Ball. This provides for basic weekly fees, Division trophies, awards, “Money Cup” tournament prize money and trophies for 8-Ball, 9-Ball, and Ladies brackets, all registration fees, entry fees and air/ hotel packages for each eligible member of 8-Ball and 9-Ball teams advancing to the World Pool Championships from our World Qualifier.

RETURNED CHECKS

A \$10 Service Fee in addition to any bank charges will be assessed for each returned check.

METHOD OF PAYMENT

You are encouraged to pay by check or money order, as the Local League Office will not be responsible for lost or stolen envelopes. Checks should be payable to the “Broward APA League”.

MEMBERSHIPS

Refer to **Annual Membership Dues** under **Fees** in the League Structure section of the APA Official Team Manual. You must be a current member of the APA in order to participate in any APA event. Some events take place over a period of many months and current membership must be maintained in order to remain eligible. Player’s annual membership dues are owed upon their first week of play or by the fourth week of play, whichever comes first. All unpaid players will either be removed from the roster or charged to their respective team (if they have played) after the fourth week of play.

TEAMS OR PLAYERS WHO OWE MONEY

Any team that falls more than two weeks behind in paying their team fees or memberships dues will be sent a warning notice. If the team does not become current upon receipt of the notice, it may be dropped from the League for non-payment.

Any team who is “past due” in their League Fees will be disallowed from participating in the “Wild Card” draw, advancing to division Playoffs, or competing in any subsequent League tournaments until all monies are “paid in full”. Players who have a \$ sign next to their name will be disallowed from further participation of any kind in this League until fees they have been determined to owe are “paid in full”.

SESSION PLAYOFFS

- Playoff Structure for a 4 or 5 Team Division

One (1) team from that division qualifies to go to the Money Cup.

1st Place vs. Wild Card, Winner advances to the Money Cup.

Note: In a 4-team division, entry into the Money Cup will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

- Playoff Structure for a 6-11 Team Division

Three (3) teams from that division qualifies to go to the Money Cup.

The first place team from the session earns an automatic qualification into the Money Cup.

2nd Place vs. Wild Card

3rd Place vs. 4th Place

The winner of each match advances to the Money Cup.

- Playoff Structure for a 12-16 Team Division

Four (4) teams from that division qualifies to go to the Money Cup.

The first and second place teams from the session earn automatic qualification into the Money Cup

3rd Place vs. Wild Card

4th Place vs. 5th Place

The winner of each match advances to the Money Cup.

“MONEY CUP”

At the conclusion of each session (approximately four weeks into the following session), “Money Cup” team tournaments will be held in both 8-Ball and 9-Ball in which several thousand dollars in prize money will be awarded. To qualify for this tournament, your team must have won playoffs in their division. Although extremely rare, Local League Management reserves the right to qualify a team who due to unforeseen circumstances may not have met the above criteria.

“MONEY CUP” PLAYER ELIGIBILITY

Each member must have played a minimum of four (4) times with their eligible team during the qualifying session and finished the session on that team roster in order to compete in the “Money Cup”. Since the event takes place during the following session there is no requirement that the player still be active on the qualified team but the team must still be active.

TEAM QUALIFICATIONS FOR “WORLD QUALIFIER” or “CITIES”

Each session the division “point leader” in divisions of six to eight teams will gain eligibility to our “World Qualifier”. In divisions of nine thru twelve teams, the 2nd place point finisher will also qualify. In divisions consisting of thirteen or more teams, the 3rd place point finisher will also qualify. In addition, all teams who finish in the top eight in a “Money Cup” will qualify.

TROPHIES

Trophies will be awarded to the High Point Champion in all divisions regardless of size. This team is declared the Division Champion. Trophies will be awarded to each player of the 1st place teams at the Money Cup.

MAINTAINING ELIGIBILITY TO ANY AND ALL LEAGUE TOURNAMENTS

Once eligible for any tournament, a team must remain active in the Broward County APA League through the session in which the tournament actually takes place. Example: the “Cue Sticks” take 2nd place in Summer Session thereby gaining eligibility to the Summer Session “Money Cup”. Should the “Cue Sticks” fail to play the following session, their eligibility to play in the “Money Cup” is lost. 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.

TEAMS THAT FAIL TO COMPLETE SESSION

If a team prematurely drops from the League after the session has begun, each member of that team may be held accountable (in-part or in-full) for any lost revenues to the League caused by the disbanded team. This isn't only about money. Such teams do great disservice and cause disruption to all other teams in their division, and can adversely affect standings. If you begin a session, you have committed yourself to finishing the session.

BONUS POINTS

Each week a team will be awarded bonus points, in addition to those earned for matches won.

- 8-Ball: 2 bonus points
- 9-Ball: 10 bonus points

Local League Management reserves the right to withhold bonus points if you fail to conduct your team in an acceptable manner, i.e. paperwork completed neatly and correctly, delivering your weekly envelope to a drop location in a timely manner (by 7:00 PM the following evening), and ensuring all fees are current.

TEAM MEMBERS PLAYING MORE THAN ONE MATCH

Occasionally teams find themselves in a position of not having five players on a particular night due to illness, work responsibilities, vacations, etc. The team who is short may elect for the **opposing team to select** one of their players to play twice under certain conditions. The short team **must** keep all of their members on site until the opposing team has selected who is to play twice.

Exception: Higher skilled players who would break the Team Skill Level Limit rule (23-Rule) or Limited Senior Skill Level rule are free to leave, as the opposing team cannot force the short team to break these rules.

The short team must have an absent player on their roster that is at least the skill level of the lowest player present, and only if the skill level of the absent player would not have broken 23-Rule. This policy may not be used more than once on a given night; therefore, if your team has only three players present you will forfeit the fifth match. Under no circumstances will a player be allowed to play a third match, nor will more than one player be allowed to play twice. This rule applies only to regular weekly play and is instituted to provide struggling teams time to acquire new members. At no time will a team will be allowed to play a player twice during playoffs or tournament play.

Warning: Do not abuse this policy. Local League Management reserves the right to award forfeits when deemed necessary. If a team uses this policy more than three times in any session, they will/may be disqualified from participating in the “Wild Card” draw, Playoffs, or retaining eligibility to subsequent tournaments

FORFEITS

A team may not receive more than eight (8) points per match in 8-Ball by way of forfeit. Individual match forfeits in 8-Ball will be two (2) points. Note: An individual 8-bBall match that is forfeited mid-match may be considered a sportsmanship violation depending on the circumstances, and point penalties and/or suspensions may be assessed at League Operator discretion—play your match honestly and to completion. A “Bye” in 8-Ball under the 3-point scoring system will be eight (8) points. In tournament play 8-Ball match forfeits will be 3 points each.

9-Ball forfeits will be scored 12-0 during the regular session play and 20-0 during Playoffs and tournaments. Should a team drop from the League at any time during the session, all points won by the teams they played will stand and forfeits will be awarded to teams for the remainder of the session. Bonus points will be awarded.

ADDING A TEAM AFTER SESSION HAS BEGUN

Local League Management reserves the right to add teams to a division at any point up to the last four weeks of a session. Local League Management 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.

BREAKING THE TEAM SKILL LEVEL LIMIT RULE (23-RULE)

Please be aware that per the APA Official Team Manual, it states that “Any team that violates the 23-Rule forfeits all the points it won during that team match and the opposing team will receive those points.” It is up to the opposing team to know and acknowledge this during that night's play as once the scoresheets are signed, the opposing team cannot protest that match.

FINAL WEEK OF SESSION

A team must have a minimum of three players present the final night of the session to remain eligible to participate in the “Wild Card” draw.

MAKE-UP MATCHES

A team DOES NOT have to grant a make-up match to an opposing team without proper notice (48 hours prior to scheduled match time). However, we encourage you to do so in the spirit of good sportsmanship. Additionally, a representative of either team must notify the Local League Office as to their intentions. **The match must be made up within 4 weeks of the original schedule** or Local League Management may opt to award **ZERO** points to **EITHER** team in fairness to all other teams in the Division. Note: **ALL** make-up matches must be completed prior to the second to last night of the session- **NO EXCEPTIONS!**

“WILD CARD” DRAWS

A draw will be held at the conclusion of each session involving all eligible teams who failed to qualify for our Money Cup by virtue of their record. The draw acts as a “second chance” for a team to make the play-offs even if they finished last in the standings.

POCKET MARKERS

You may **not** use paper money, table chalk, or anything deemed obscene, distasteful, or offensive to the general public. Discretion should be used. Sportsmanship penalties may be implemented against those who refuse to comply. Refer to **Marking the pocket** under **How To Win A Game** in the Game Rules section of the APA Official Team Manual.

BREAKING DOWN YOUR STICK

Breaking down your stick (actually apart) during your opponent's turn at the table is considered in this League to be “sharking”, and will be handled as a sportsmanship violation and may result in penalties being assessed at League operator discretion. **Note:** This does not apply to a player who needs to change shafts or is putting away their break cue.

MULTIPLE CUES

Refer to **Equipment** in the General Rules section of the APA Official Team Manual. Using just your shaft or specialty “shorty” jump stick (i.e. frog, tadpole, bungee, etc..) is not allowed. If you are going to jump a ball it must be done using a regular playing cue.

Note: Masse shots and jump shots are allowed in the APA as long as they are done properly and the Host Location does not prohibit them. A player may hold the cue completely vertical or in front of their shoulder joint in order to masse the cue ball.

Thank you for reading and understanding our Local Bylaws. Your knowledge of our Local Bylaws and the “Official Team Manual” will make your participation in our League even more enjoyable. As in any form of organized recreation, some rules are subject to interpretation and intent. Please do not attempt to twist or manipulate a rule beyond the purpose for which it is written, for I am obligated to protect the spirit, sportsmanship, and integrity of our League.

Good Luck & Good Shooting!