



## LOCAL BYLAWS

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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 the Lee County APA.

### Office Hours

League Office hours are Monday through Friday, 5PM – 10PM, Saturday and Sunday from 12PM – 10 PM. If no one is available to take your call, please text or leave a message, including your phone number and your call will be returned as soon as possible. You may also email: [jmccarthy@apaleagues.com](mailto:jmccarthy@apaleagues.com)

### Website

Our website address is [www.leeapa.com](http://www.leeapa.com).

This website allows you to:

- Get the latest up to date information on Playoffs, tournaments or any other Lee County APA events
- Set up your Member Services Account to:
- View schedules, team rosters, standings and individual records for your division; and
- View your lifetime APA stats, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at [Lee County APA](#) 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 and cell phone 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, 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. Full Team Fees must be paid for Playoff matches and forfeits. Teams may pay through APA Online Member Services, cash or check. If you are paying by check, please make your check payable to Lee County APA. There will be a \$25 charge for any returned checks, plus a loss of bonus points.

### Team Envelopes

**Online/Drop-Off Scoresheet Delivery** – Teams are required to keep score using the APA Scorekeeping App.

Envelopes will be available at designated host locations (see division rep or host location employee for details). At the end of each League night, the Team Captain, or other designated member of the team, is responsible for placing the completed scoresheet and team dues (if not using the Scorekeeper App and paying online) in one of the envelopes provided. Envelopes are due at a designated Host Location drop immediately after the end of play. If the scoresheets and team fees are not in the drop box after play is complete, your team will not receive any bonus points for that week. A list of drop box locations will be provided with your envelopes on the first night of play.

### Bonus Points

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

- Scoresheets are complete and correct
- Final Team match points are matching

- All weekly fees are paid in full and up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- 8-Ball: 2 Possible Bonus Points
- 9-Ball: 20 Possible Bonus Points

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.

### **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:

8-Ball: 9 Total Bye Points

9-Ball: 70 Bye Points

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

### **Past Due Procedures**

- **First Week Past Due:** "PAST DUE" notice will be attached to the team envelope, or the team captain will be notified via call or text.
- **Second Week Past Due:** "PAST DUE" notice will be attached to the team envelope, or the team captain will be notified via call or text. Additionally, the team will not receive bonus points until the balance is paid in full. Once bonus points are lost, they cannot be recovered.

### **Late Penalties**

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their team envelope 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 be included in your team envelope.

### **New Teams**

Teams that join a division after the start of the session will receive 75% of the points the last place team had at the time the team joins, rounded down.

## **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:

- Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
- 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 league weeks** of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session, unless the Local League Office grants an exception, which will only occur as a result of special circumstances.
- 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**

If you feel that weather conditions may result in League play being cancelled or postponed, check our Local League Website or Facebook 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 session. 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 Lee County 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 4<sup>th</sup> 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 5<sup>th</sup> 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 two weeks of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier**.

### 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

The Lee County APA will honor any suspensions from all APA areas.

### Section 4: Local League Playoffs and Tournaments

#### Session Playoffs

Session Playoffs will be used to determine which teams qualify for the Tri-Annual Tournament.

The structure of a division's Session Playoffs will depend upon the number of teams in the division.

**NOTE:** A team cannot forfeit more than three individual matches within the last 2 weeks of regular session weekly play. Teams that forfeit more than three individual matches will lose that ability to participate in Playoffs and the Tri-Annual Tournament.

Playoffs will be scheduled on corresponding League nights. The next session will begin the following week.

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

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

### **Pass Down Qualifications**

Eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs or the Tri-Annual tournament.

### **Wildcard**

At the end of each session, a weighted wildcard draw will take place via a random wheel spin. Amongst the teams eligible for the draw, the highest placing team will receive the most entries and the lowest placing team will receive the least entries. For example, the last place team will receive 1 entry, the second to last place team will receive two entries, etc.

### **Tri-Annual Tournament**

A Tri-Annual Tournament will be held during each session of the League year. The Tri-Annual Tournament will be a Single Elimination Format tournament. The Tri-Annual Tournament will be used to distribute the cash prize fund from the corresponding session. Amounts will be determined based on the team count during the session and will be announced prior to the start of the tournament.

Player Eligibility for Tri-Annual Tournaments: Players must have played at least 4 times with the team during the session to be eligible to play in the session's Tri-Annual Tournament.

### **Best of the Rest Tournament**

Every year Lee County APA will hold a Best of the Rest Tournament to give teams who made it to the final round of a Tri-Annual, but did not qualify for the WQ, one more opportunity to qualify. The event will take place prior to the WQ following the Spring Session. This is a bonus tournament and is subject to change based on team count. There will be no more than 1 team per year sent to the WQ through this tournament.

### **Trophies**

End of session awards will be given at the Tri-Annual tournament. Each member of the first-place team will receive an award.

### **World Qualifier**

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 the Lee County APA in the APA World Pool Championships.

**All players on teams that qualify for the World Qualifier and World Pool Championships must remain active in the same format of the following League year's Summer Session or may forfeit their eligibility.**

\*A maximum of 16 teams will participate in both the 8-Ball and 9-Ball World Qualifier:

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

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

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

\***Best Of The Rest** - 1 Team

*\*subject to change based on team count*

Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier boards.

Teams that qualify for the World Qualifier must remain active in the Lee County APA to retain their qualified status. 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.

### **Travel Assistance for the World Pool Championships**

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the eligible members of 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 last team eliminated by the non-attending team on their World Qualifier board.