



**Local Bylaws**  
***Effective League Year Summer 2024***

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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 21 years of age or older to compete with APA of Montgomery.

### **Office Hours**

League Office hours are Monday through Friday, 10 AM to 8 PM and Sunday from 3 PM-6 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. You may also email: [apaofmontgomery@gmail.com](mailto:apaofmontgomery@gmail.com)

### **Website**

Our website address is [montgomery.apaleagues.com](http://montgomery.apaleagues.com).

This website allows you to:

- a. Get the latest up to date information on Playoffs, Tournaments, or any other Montgomery APA events
- b. Set up your Member Services Account to:
  - View schedules, team rosters, standings, and individual records for your division
  - 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 [APA of Montgomery, Alabama](#) 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 list. Having an email address on file can keep you from missing out on valuable information! The website and email are the local league's office 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**

**Standard team fees are \$55 per match.**

## **Bonus Points**

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

- Innings are filled in for every game
- The winner and loser of every game is marked with the number of racks won
- Final match score is filled in
- Scoresheet is signed by both teams or submitted on the scorekeeper app
- All fees are up to date
- Defensive shots are comparable to your opponent's scoresheet

The bonus points awarded will be as follows:

- **8-Ball: 1 Possible Bonus Points**
- **9-Ball: 10 Possible Bonus Points**

Remember these are bonus points that are awarded at the sole discretion of the Local League Office.

## **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 (this patch is available to Skill level 3 and under only)
- 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 shall receive a Clean 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-Ball Break and Run in the same night.  
Not available during tournament play.
- Grand Slam: *Earning an 8-on-the-Break , 8-Break-and-Run, 9-on-the-Snap and 9-Ball Break and Run within 14 consecutive days.*
- Sportsmanship: You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet (notes on the app) 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.

## **Showdown Series Divisions**

Showdown events are reserved for active regular format APA of Montgomery members only.

Members must be in good standing and maintain minimum playoff eligibility requirements for their specific divisions. The Showdown Series of events hosted by APA in Las Vegas are not guaranteed to individual leagues. The slot counts are requested at the start of the league year but are not awarded to individual league operators until or during the spring session. If we are able to acquire more slots than we are budgeted for, these event slots will be awarded via a “self-funding” tournament.

### **Replay / Preventing Forfeits**

General Rule 20 in the Official Team Manual states that “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, APA of Montgomery 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:

1. 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.
2. 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 4th individual match. The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
3. 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 23-Rule. All players who have already played must be available as a choice for the “replay” match.
4. 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.

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 affect during the last two week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.

## **Section 2: Local League Play**

## **Rescheduling Matches**

APA of Montgomery allows the rescheduling of matches to help teams avoid forfeiting when they don't have enough players to compete although, all team matches should always be played on the original scheduled date if possible.

Any team matches may be played prior to the original match date to keep from having to reschedule.

The following are rescheduling guidelines which apply to all rescheduled matches:

- a. If both teams can field at least 5 players, then the match should NOT be rescheduled.
- b. All Team Captains must notify their Division Rep if/when rescheduling a match. If a Division Rep isn't available, then Team Captains must notify the League Office.
- c. If both teams have a couple of players that can make it, then have them show up and play their matches then reschedule the rest. The more played at the scheduled time means less that must be made up later. (at current skill level).
- d. It's always BOTH teams' responsibility, and not League Management's, to keep track of when their rescheduled matches must be completed.
- e. Rescheduled matches can be played one match at a time or scheduled to play all of them in one night. In some cases, teams want to play matches early so scoresheets can be printed ahead of time.
- f. In traveling divisions, the team that is requesting a reschedule should play their make-up match at the opposing team's Host Location, if so requested.

There are only FOUR official reasons for rescheduling matches:

1. High Level Tournaments (HLT) - Teams participating in Higher Level Tournaments, such as Tri-Annals, APA World Qualifiers, and APA World Pool Championships, may need to reschedule their weekly match.
2. Closed Host Location - If the scheduled Host Location is CLOSED, for whatever reason, then teams can reschedule their weekly match. Teams may also move their match to another location on the same day. If their match is moved to another location, teams MUST get League Management approval before doing so. The alternate Host Location must be active with teams in that specific division, and they must approve of the match being moved to their location. (Some may not available tables.)
3. Severe Weather - The safety of our players is very important to us; however, severe weather may only affect certain areas of our League but not all. If severe weather occurs, both Team Captains should contact their scheduled Host Location, to determine if the location will be open or closed. If the location is going to remain open but both Team Captains agrees the weather is too severe, then a rescheduling can be made.
4. Personal/Family Emergency - Unfortunately, a personal emergency may cause the rescheduling of a match, and we ask all teams involved to be understanding in these circumstances. However, teams that abuse this excuse, with frequent rescheduling, may be subject to be dropped from the schedule.

All rescheduled matches MUST be completed within 4 weeks following the original match date, unless pre-approved by League Management.

The FINAL deadline for the completion of ALL rescheduled OPEN TEAM matches is usually the week preceding the LAST 2 WEEKS before that session's Division Playoffs.

**IMPORTANT...** There will be NO rescheduling of matches, or completing make-up matches after the Make-Up Match Deadline that will be provided each session. Teams attempting to reschedule make up matches after their session's Make-Up Match Deadline will forfeit any un-played matches. Full team fees are always due from both teams regardless of the outcome of a rescheduled match

### **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. 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.

## **Section 3: Sportsmanship and Conduct**

### **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**

APA of Montgomery will honor suspensions from all APA areas.

## **Section 4: Local League Playoffs and Tournaments**

### **Sessions**

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.

**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 Tri-Annals.

### **Forfeiting Matches**

There is a limit of how many forfeits can be obtained in each Team Match. This limit is put into place to discourage teams from making deals and helping other teams gain more points. For Showdown Divisions, please see the forfeit structure for each Showdown format. This info can be found in each format's specific Rules & Guidelines.

Since forfeits do not count as matches played, and their point limits can affect team standings in that division, League Management will be very firm with teams that forfeit repeatedly. If a team continues not to show for their matches, causing forfeits, they may be dropped from their division and schedule.

#### **For all Standard Team Divisions:**

- a. There can be no more than 3 forfeits on a scoresheet in any OPEN format. Thus, to earn more points, it's always better to play 1 or 2 matches then receive the forfeits from the remaining matches.
- b. Individual forfeited matches in 8-Ball are 2-0 in regular League play and 3-0 in Higher Level play, such as Playoffs, Tri-Annals, and WQs. Individual forfeited matches in 9-Ball are 15-0 in regular League play and 20-0 in Higher Level play, such as Playoffs, Tri-Annals, and APA WQs.
- c. After the 4th week of League play, teams who don't show up to play without providing previous notice, of at least 24 hours, may forfeit their entire match at the opposing team's request.
- d. For FULL team forfeits, the team receiving the forfeit will get 8 points in 8-Ball and/or 60 points in 9-Ball. This team MUST list their 3 players, who were present and could have been fielded, on their scoresheet. The team forfeiting will only receive bonus points (1 in 8-Ball and 10 in 9-Ball) for the forfeit.

### **Top-Shot Tournaments (Formerly MVP Tournament)**

1<sup>st</sup> place or tied for first place (must be eligible to play on a regional qualifier board) players in each tier level will gain free entry into the tri-annual Top-Shot tournament.

Splash single boards will be used to advance to regionals. In addition to just MVP participants, all active league players will be eligible to compete for additional cash and prizes for an entry fee.

### **Trophies**

End of session awards will be given. Each member of the first-place regular division team will receive an award.

### **Playoff structure for Showdown Series Divisions**

Week 1 will be 1<sup>st</sup> place vs Wild Card (1<sup>st</sup> vs 4<sup>th</sup> place in all Master's Division) and 2<sup>nd</sup> vs 3<sup>rd</sup>.

Week 2 of playoffs will be the winners of week 1.

In the event that multiple divisions have competed for a showdown series slot to Las Vegas, Playoff winners of individual divisions will compete against one another for the slot(s) and travel assistance funds.

### **Playoffs for Tri-Annuals** (Standard Team Divisions including Speed Divisions)

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.

### **Tri-Annual – One Week Of Playoffs For All Division Sizes**

<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  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 <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 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 <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 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 <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 advances directly to Tri-Annual	Awards:  Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies



	3 <sup>rd</sup> Place vs Wildcard 4 <sup>th</sup> Place vs 5 <sup>th</sup> Place All winners advance to Tri-Annual Eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	
<u><b>15-16</b></u> Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 <sup>nd</sup> Place advances directly to Tri-Annual 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 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 <sup>st</sup> Place Session trophies

#### **World Qualifier (if using Tri-Annals)**

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 APA of Montgomery in the APA World Pool Championships.

\*A maximum of 24 teams will participate in the 8-Ball World Qualifier:

\***Summer** - 12 Teams from the Tri-Annual

\***Fall** – 8 Teams from the Tri-Annual

\***Spring** - 8 teams from the Tri-Annual

\*A maximum of 24 teams will participate in the 9-Ball World Qualifier:

\***Summer** – 8 teams from the Tri-Annual

\***Fall** – 8 Teams from the Tri-Annual

\***Spring** - 8 Teams from the Tri-Annual

\*subject to change based on team count

- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the APA of Montgomery AL here to retain their qualified status.
- All players on Qualified teams must remain active in the APA of Montgomery AL and format they are qualified in, to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- 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 (Board of Governors will vote on submitted appeals).
- The Travel Assistance Fund will be used to provide travel assistance to 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 team they last eliminated on their World Qualifier board.

**Travel Assistance for the World Pool Championships**

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the members of those teams advancing to the APA World Pool Championships. If a team or team member does not attend this event, monies used that for individuals travel will be owed back to the players travel assistant fund.