



LOCAL BYLAWS

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Introduction

We would like to welcome you and your team to the American Poolplayers Association; your local league operates as Gulf Coast APA.

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 Your Local League Name.

Office Hours

League Office hours are Sunday thru Thursday, 3:00pm to 10:00pm. 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: rholt@apaleagues.com

Team Captain Responsibilities

The Team Captain is the team organizer. The Team Captain must have a phone and e-mail address to allow for quick and effective communication with the League Office. The Team Captain's responsibilities and duties include:

1. Collecting weekly fees and APA membership dues from the team.
2. Submitting payments, forms and other information to League Office in a timely manner.
3. Distributing information from the League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business.
4. Responsibility for the conduct and good sportsmanship of all team members during League play.
5. Making sure that proper and accurate scorekeeping procedures are followed.
6. Having team players at the scheduled match site on time.
7. Returning team envelopes to the drop off location on time.

Website

Our website address is www.gulfcoastapa.com.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Gulf Coast 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 Gulf Coast APA League where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

A Closed Members Group on Facebook at Gulf Coast APA Members

An APA APP that can be downloaded and or viewed at league.poolplayers.com

Please sign up for these to join our growing on-line community

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, wild card picks, tournaments or any other information you and your team need to know about the League.

Team Fees

Team Fees are \$40 per week (\$80 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and forfeit. If you are paying by check, please make your check payable to Gulf Coast APA. There will be a \$25 charge for any returned checks, plus a loss of bonus points.

Team Envelopes

The team envelopes will be delivered to the location that you are playing at.

Envelopes are due at the Host Location immediately after the end of play, unless otherwise arranged with the League Office.

Bonus Points

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

- Innings are filled in for every game
- Correct player numbers are recorded
- The winner and loser of every game is marked with the number of racks won/points earned
- Final match score is filled in
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- **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 owed.
 - 1 point will be awarded for accurate and complete scoresheets.
- **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 owed.
 - 6 points will be awarded for accurate and complete scoresheets.

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 (including the bonus points a team would have received if all the paperwork was correct):

- 8-Ball: 7 Bye Points + 2 Bonus Points
- 9-Ball: 53 Bye Points + 12 Bonus Points

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

Past Due Procedures

Any team that falls two weeks behind on paying their team fees will receive a FINAL NOTICE on their next scoresheet.

- If the fees are not brought current by the third week, **the team will be dropped from the League for non-payment.**
- All players on the team will become equally responsible for the fees that are due, including those for the remainder of the session and will not be able to rejoin the League until they have paid their portion.
- The League Office will not be responsible for fees or monies that have not been paid by the Team Captain or other members designated by the team. Teams having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid.
- Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player.

First Week Past Due: Stamp Past Due

Second Week Past Due: Stamp Final Notice

Third Week Past Due: Change Team Name to TEAM DROPPED DUE TO NON-PAYMENT and mark all players ineligible.

Any team that does not show up for a match for two consecutive weeks will be deemed in default and will be dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Teams that default for the two above reasons are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and 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 deemed necessary. 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 the week if they play and do not clear their past due.

Abusive Language

No abusive language directed at the League or the League Operator will be tolerated on the scoresheets. All concerns should be written up in a calm and professional manner. This will guarantee that your concern is looked at, documented and addressed. 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.
- 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.
- Skunked: 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.
- I Won my 1st Match: A Brand new member to the APA may earn this patch by winning their first APA match. It only applies to the first night they play
- I beat a 7: A non-senior player who beats a 7 in the 8-ball Format
- I beat a 9: A non-senior player who beats a 9 in the 9-ball Format
- I Beat the League Operator: When a player beats the LO in either 8-ball or 9-ball Format
- 250/500/1000 Matches Played: Awarded to players for reaching longevity milestone with APA.

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.

Section 2: Local League Play

Forfeits

If a full team of five players fail to show for a match, the opposing team is awarded forfeit points.

A full team forfeit in 8-Ball will be worth 8 Points + 3 Bonus Points

An individual forfeited match in 8-Ball is worth 2 Points during regular session play and 3 Points during playoffs.

A full team forfeit in 9-Ball will be worth 60 Points + 15 Bonus Points

An individual forfeited match in 9-Ball is worth 15 Points during regular session play and 20 points during playoffs.

FULL LEAGUE DUES ARE OWED FOR FORFEITED MATCHES.

The last two weeks of the session: full team forfeit points are as follows:

8-Ball: 4 Points + 1 Bonus Point

9-Ball: 30 Points + 6 Bonus Points

Both teams are responsible for the full weekly fees for any week in which a match or portion is forfeited.

There will be no forfeits the first four weeks of the session. All attempts for makeup matches will be made, if a makeup match cannot be made by week 5, 8 bye points will be issued in 8-Ball and 60 bye points will be issued in 9-Ball.

A team may begin play with one player present. Once the first match is over, the team putting up next has two (2) minutes to name a player, and then the opposing team has two (2) minutes to name a player. The match must start immediately once both players are named for the match.

If the team does not have a player available, that entire match will be forfeited. If any team forfeits 5 or more individual matches during regular session play, they will not be eligible for playoffs and/or the wild card draw. The only exception to this rule is in the situation where a team is forfeiting a match due to their skill levels forcing them to utilize the 4-19 Rule.

A No-Call/ No Show by a team will result in zero points for the team that scheduled week, plus a 10 Point Penalty.

Roster Changes

Teams have until the end of the 6th week of play to make changes to their roster.

(i.e. adding/dropping players). To add a player to your roster, write in their name and ADD next to their name. To drop a player from the roster, draw a line through their name and write DROP next to their name. All added players must be done at the start of the League night and communicated to the opposing Team Captain.

No changes will be allowed following week six of the session without League Operator approval. Players added to roster after week six without approval will count as a forfeit for the team to which they were added if they play a match and they will be dropped from the roster. In the situation where a team is given approval from the Gulf Coast APA League Office to add a player following week 6, the added player may be ineligible for playoffs and higher-level tournament play.

*Teams that have gained eligibility to a World Qualifier Championships have until the 4th week of play to make changes to their roster in the Spring Session.

Appropriate Skill Levels

If team plays a player at a skill level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Ensure that you verify with the Gulf Coast APA League Office the correct skill level of any player not listed on your roster prior to playing them.

A player must be *established* (i.e. - have a minimum of ten (10) matches) in a format for their skill level to be converted to an alternate format.

For example, if a male player has only played 3 matches in 9-Ball and is ranked a 3, the player must still start 8-Ball as a skill level 4 because he is not yet “established” in 9-Ball. Contact the Gulf Coast APA

League Office if you have questions regarding the number of matches played and the skill level a player should start at.

Preventing Forfeits (Replay Rule)

General Rule 20 in the Official Team Manual states “**YOU MAY ONLY PLAY ONCE** in a team match.” to help prevent forfeits and for matches to be awarded on the table rather than by forfeit, **one** player shall be allowed to play twice (we will call this a Replay Player) on the same night in the following circumstances:

- A team that has enough players present is not allowed to use the Replay Player rule unless they cannot comply with the 23-Rule. Any other reasons must be approved by the League Office.
- A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent. Attempts to take advantage of the Replay Player rule should be reported to the League Office by means of an official protest form.
- Teams must notify 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 team has the choice to allow the replay or take the forfeit.
- The opposing team gets to pick which player from the other team will play twice as long as it does not force that team to go over the 23-Rule. All players who have already played must be available as a choice for the “replay” match.
- The “replay” must be played in 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 Player 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.
- Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If the team’s other player shows up prior to the start of the “replay” match, (balls being broken) the “replay” match is cancelled and the 5th player must play.
- “Replays” will NOT be allowed during Playoffs, or during Higher Level Tournament play.
- Full team fees are still due if the “replay” is used in a team match (fees for the “replay” match should be split between the players that played the team match.)
- **The “Replay Player Rule” will only be in effect for the first 6 weeks of the session. This rule will not be allowed in the last week of regular weekly League play of the session, playoffs, Tri-Cup Tournaments or the WQC.**

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 plan to reschedule with and notify them of your intent to reschedule.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a National Tournament.
- Rescheduled matches must be played within two weeks of the original scheduled match date. Exceptions with special conditions may be made by the League Office.
- No rescheduled matches will be allowed to be played the last two weeks of the session.
- Players must play as their skill level at the time the match was scheduled, if found that a player plays at an incorrect skill level, the match will be considered a forfeit.

Inclement Weather

The Local 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 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.

Ladies League

The Ladies League will play an alternate schedule of once a month, playing double matches. The format will consist of once a month play. Two matches will be played on the designated day of the month. Roster sizes will be 5 ladies on a roster of which 3 will play under a 13 handicap limit. The team fee for the match will be \$30.

Bonus Points: 3 Bonus Point will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 4 Points + 2 Bonus Points

Individual Forfeit Points: 2 Points during regular session play and 3 Points during playoffs.

Full Team Forfeit Points: 4 Points + 3 Bonus Points

Awards will be given to the teams that earn the Division Champion title by winning the highest amounts of points during the session. Each member of the team will receive an award. The Championship Team will earn the travel assistance to compete in Las Vegas at the Ladies 8-Ball Championship. Subject to change based on team count.

Section 3: Sportsmanship and Conduct

Sportsmanship

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. This is not a money League, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time.

There is a fine line between cheering for your player and against your opponent. As a rule, cheer for your player's accomplishments and not the opponent's misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to match forfeits, probation, suspension or termination of League and/or APA membership. For example, jumping out of your chair during a match that you are watching to say a hit was bad or the 8-Ball was not marked, will be deemed poor sportsmanship, and the player is liable to a suspension. It is fine to cheer for an 8-on-the-Break, but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. When you are not playing, please sit, watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

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

Gulf Coast APA will honor any suspensions from all APA areas.

Section 4: Local League Playoffs and Tournaments

Session Playoffs

The following table displays the playoff structure:

Number of Teams in Division (at Week 12)	Playoff Structure
<u>4-7</u> <i>1st Place receives qualification to the Tri-Cup Tournament</i>	Playoffs: 2 nd vs Wild Card Tri-Cup Tournament Winner of Playoffs
<u>8-11</u> <i>1st Place receives qualification to the World Qualifier Event</i> <i>2nd Place receives qualification to the Tri-Cup Tournament</i>	Playoffs: 3 rd vs Wild Card Tri-Cup Tournament Winner of Playoffs
<u>12-15</u> <i>1st Place receives qualification to the World Qualifier Event</i> <i>2nd and 3rd Places receive qualification to the Tri-Cup Tournament</i>	Playoffs: 4 th vs Wild Card 5 th vs 6 th Tri-Cup Tournament Winner(s) of Playoffs
<u>16</u> <i>1st and 2nd Places receive qualification to the World Qualifier Event</i> <i>3rd and 4th Places receive qualification to the Tri-Cup Tournament</i>	Playoffs: 5 th vs Wild Card 6 th vs 7 th Tri-Cup Tournament Winner of Playoffs

*Qualifications may pass down to the non-qualified teams. (Subject to League Operator approval)
Wild Card/ Playoff teams are subject to ineligibility if they have: forfeited more than five individual matches during the course of the session and/or are not current with all League Fees.

Playoffs: will be scheduled on corresponding League nights.

The next session will begin the following week.

Tri-Cup Tournament(s): will be scheduled two weeks after Playoff matches at a predetermined location.

Player Eligibility: Players must have played at least 6 times with the team during the session to participate in any subsequent events pertaining to the team.

**Tri-Cup
Tournament**

The Tri-Cup Tournament is a session ending event. Teams that advance from the event will be eligible to for the World Qualifier. The session ending roster and skill levels will be used for the event.

8-Ball Format will qualify as follows:

- Summer Session: 3 Teams
- Fall Session: 5 Teams
- Spring Session: 8 Teams

9-Ball Format will qualify as follows:

- Summer Session: 1 Teams
- Fall Session: 2 Teams
- Spring Session: 3 Team

**Second Chance
8-Ball
Tournament**

The Second Chance 8-Ball Tournament will be held after the Spring Session Tri-Cup Event. All Teams who lost in the final matches of a Tri-Cup Tournament and are not qualified for the World Qualifier will be invited to play. Spring Session roster and session ending handicaps will be used. The event will be a Single-Elimination event. All Team matches will be played under the 3-15 Rule. The winning team will advance to the World Qualifier Event.

**World
Qualifier(s)**

The World Qualifiers is an annual tournament that takes place at the end of the League year in which the winning team(s) win travel assistance to Las Vegas and the opportunity to represent Gulf Coast APA in the World Pool Championships.

There will be team travel assistance for each player that is on a team when the team qualifies for the World Pool Championships (8-Ball & 9-Ball), Masters Championship, Ladies Championship, Jack & Jill Championship, 8-Ball Doubles Championship, and the 9-Ball Doubles Championship. In addition, each winning team will receive a team Vegas Qualifier Trophy and individual trophies for each player.

Should a team/player elect not to go to the World Pool Championships, the team/player will forfeit all awards and monies for travel assistance. If the team has already received the money for travel assistance, the team will be required to repay the entire amount to the Gulf Coast APA travel fund. Failure to do so will result in suspension of membership for each member of the team until the travel assistance money has been repaid. If a player that qualifies for Las Vegas chooses not to participate in the World Pool Championship, they will not receive any money as the money is for travel assistance, not a cash payout.

If a player receives the travel assistance and then does not go to Las Vegas for the National Tournament, the player will be required to pay back the travel assistance to the League before the player will be allowed to resume playing in the League.

In the event a qualified team decides not to participate in the World Pool Championships, the team that finished second in the Local Team Championship will advance to the World Pool Championships.

Team Eligibility All teams must be active in the subsequent session that the event is held in to be eligible to participate. (At least 4 originals of the Spring Roster.)

MVP Program The MVP program recognizes players for their performance during the session. Players earn a point percentage average or PPA, which is used to calculate MVP standings. A player must play a minimum of 8 times per team to show in the standings.

8-Ball Example: In an individual 8-Ball match, a player has 3 points available to win. If he/she played 10 matches, they had 30 points available to win. If they won a total of 13 points, then their PA is 43%. $10 \text{ matches} = 30 \text{ points available}$ $13 \text{ points} = 13 / 30 = 0.43 = 43\%$

9-Ball Example: In an individual 9-Ball match, a player has 20 points available to win. If he/she played 10 matches, they had 200 points available to win. If they won a total of 162 points, then their PA is 81%. $10 \text{ matches} = 200 \text{ points available}$ $162 \text{ points} = 162 / 200 = 0.81 = 81\%$

There are three tiers for MVP in 8-Ball and three tiers for MVP in 9-Ball. If a player participates in multiple divisions, Gulf Coast APA will use the division with the highest point total for a player when calculating final MVP Standings. Points from participating in multiple divisions will not be combined. Players can view their personal MVP standings throughout the session in your Online Member Service Account.

At the end of the session Gulf Coast APA will combine all the divisions and generate a final MVP Invite List for an overall event to win cash and awards.

Team Captains Tournament A Team Captain Tournament may be held for each session of the League year. The tournament is to show appreciation for all the time and effort each Team Captain contributes. The Team Captain event will be used to sending a Gulf Coast APA Team to represent the area in the National Team Captain Championship.

Player Eligibility All players must be on a roster in the current session to participate in the Gulf Coast APA events. (Only exception is for eligible World Qualifier players.) Online registration (if available) is preferred to participate. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you are subject to be held responsible for the entry fee. Dollar signs (\$\$) will be placed next to your name on your scoresheet and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money all points earned by the player will be forfeited.

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 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.

Feedback

We welcome feedback on these bylaws, so please submit your feedback to rholt@apaLeagues.com and we may incorporate them into the next revision.

Good Luck and Good Shooting!