



**Bylaws for the
Smoky Mountain APA
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These bylaws have been read and approved by the American Poolplayers Association. The local bylaws are secondary source of information created in accordance with and in addition to the Official Team Manual. It is the team's responsibility to read these bylaws.

We welcome your team to the American Poolplayers Association. In order for us to enhance your enjoyment and the service of the League, we must enforce local bylaws, which are designed to allow a smooth operation of the League. Read these bylaws carefully and keep them with your team manual. Breaking these rules could cost you a playoff spot and a chance to advance to the Local or World Pool Championships.

Office hours are Monday through Friday 10:00 AM to 6:00 PM. If I am not available, please leave your name, phone number and a brief message. Your call will be returned within 24 hours. League office closed on National holidays.

Age requirement for League play is 21 years of age.

Team fees of \$35.00 are due for all scheduled matches regardless of number of games played including forfeits and division playoffs. Please make checks payable to Smoky Mountain APA. There will be a \$25.00 charge for any returned checks. APA player annual membership dues of \$25.00 are due the FIRST night a player plays or by the fourth week of the session, WHICHEVER OCCURS FIRST. Any team that fall two weeks behind in paying their fees or membership dues will be dropped without notice and will owe all dues for the remaining weeks of the session. All fees due are the responsibility of the Team Captain and/or team members and is up to League Operator discretion. Teams that register and drop after schedules have been sent out will be held financially responsible for the session.

Pick Up/Drop off Procedures Most of the League operates on the Mail System. If you have questions about these processes or procedures, please contact the League Office (865-692-9235) or your Division Rep. **IF THERE IS A DROP BOX AT YOUR LOCATION, SCORESHEETS ARE TO BE DROPPED THE NIGHT OF PLAY TO RECEIVE BONUS POINTS.**

Start Time is at 7:00 pm. Play will begin even if only one player from the team is present.

Bonus Points TWO bonus point will be awarded each week for the teams that have their envelopes postmarked 48 hours after play, have the correct money, and a completely and correctly filled out score sheet. Fees and dues must be up to date. Score sheets will be dropped off at designated drop off locations in a timely manner. If your team owes any type of fees or dues, you will not receive bonus points. There will be no exceptions. Loss of bonus points, fines or suspension may be assessed to a player, players, an entire team or host location for any of the following but not limited to: late or no show score sheets, incorrect dues., incomplete score sheets, offensive or derogatory comments (written or verbal), bad scorekeeping (meaning that your sheet never or rarely matches your opponent's score sheet), mailing coins, violation of the rules, sportsmanship violations, repeated complaining about rules, policies or skill levels and any verbal or physical misconduct directed toward players, teams, host location employees or APA representative. The League Operator reserves the right to decide whether or not penalty points, fines and suspension are to be assessed in ANY situation including violations listed or not listed in these Bylaws or the Official Team Manual.

Forfeits if a team fails to show for the match, the opposing team (provided 5 players are present and signature on the score sheet) will receive 8 points if all paper work is completed and fees and dues are up to date. Individual forfeits are 2 points during regular session and 3 points in division and LTC playoffs. Teams that do not show up for two consecutive weeks will be considered dropped from the League. **IF A TEAM DOES NOT SHOW UP THE FIRST 2 WEEKS OR LAST 2 WEEKS OF PLAY, YOUR TEAM WILL RECEIVE BYE POINTS.** Dropped teams or any suspended player will forfeit all benefits (trophies, awards, and/or prize money). If a team drops out before the session is over, matches played will stand. If a team forfeits one or more matches they are still responsible for the full amount of weekly dues. Teams that forfeit 6 or more games in the session will be ineligible for the wild card draw. **Any team owing league fees will be ineligible for the Wild Card drawing. ONCE A TEAM QUALIFIES IF THEY FORFEIT MORE THAN 5 MATCHES PER SESSION IN THE FOLLOWING SESSION(S), THEY POSSIBLY WILL LOSE THEIR ELIGIBILITY.**

Byes are worth 8 points in 8-Ball and 60 points in 9-Ball (no bonus point). **No scoresheet need to be returned and no fees are due.**

Adding player(s) after 4th week of play must have league office approval before they play. **IF TEAM IS QUALIFIED FOR THE World Qualifier (CITY) AND ADDING AN ESTABLISHED PLAYER IN THE SPRING SESSION WHO HAS NOT PLAYED IN THE LAST 2 YEARS, THE PLAYER MUST PLAY 10 TIMES IN THE SPRING SESSION.**

Rescheduled Matches all rescheduled matches must be made up within 2 weeks of the original match, unless pre-approved by the League Office. If not, 0 points will be awarded to each team. No matches will be made up the last two weeks of session play. The League Office must be notified of any rescheduled matches. No exceptions.

Suspended Players or Locations /Sportsmanship Players, teams, friends or family of players, Host Locations, their staff or customers that are found to be harmful to League activity may be suspended from APA League play. This may include sandbagging, poor sportsmanship, constant complaining or any abusive type of behavior toward players, host location employees or any representative of the APA. **SMOKY MOUNTAIN APA RESERVES THE RIGHT TO REFUSE MEMBERSHIP AND/OR SERVICE.** We will always do what is best to protect our reputation as a clean and fun league. The League Operator is the only person who will decide whether or not a player or host location is allowed to participate in APA League activity. Keep in mind that if a player is banned from a host location, the APA has no right to demand that player be allowed in the location for League play. Any player or team receiving two sportsmanship violations will be dropped from the League. Dropped teams or any suspended player will forfeit all benefits, trophies and awards.

Disputes If a dispute cannot be settled between the two players then contact your Division Rep who is listed at the top of your score sheet. We strongly urge players to resolve disputes themselves in the spirit of “Good Sportsmanship”.

Breaking down the cue stick before match has finished could result in loss of game. If a player is shooting and his opponent cracks his playing stick or break stick (starts to take it apart) within view of the shooting player, this action could be considered a concession of the player. The shooting player should stop; ask the opponent if they have just conceded the game. If so, the shooting player will be awarded the game. If the shooting player continues to play, he/she has forgiven his opponent. If he/she misses, the opponent will be permitted to take his turn. The intent is to prevent the opponent from attempting to intimidate or distract the shooting player. This rule does not apply when a player needs to change their cue stick for a short stick when there is a wall/post obstruction.

Division Playoff and WQ In each division, the top three finishing teams plus a wild team will be in

the Session Playoffs. During the semifinals, the high points team plays the wild card team and second place team plays the third place team. In the finals, the two semifinal winners play each other to decide who the division champion will be. Divisions with 7 or fewer teams only the division playoff winner gains eligibility for World Qualifier (former known as the City)

Divisions with 8 to 14 teams, the division playoff winners gains eligibility for World Qualifier(one week of playoffs). Divisions with 15 or more teams advance 3 teams to the World Qualifier (High points automatically advances and the division champions in the playoffs advances). If there is a REPEAT high points winner, only the division champions will advance to the World Qualifier. If first and second place teams are already qualified, the next team(s) with the highest points will advance to World Qualifier. All qualified teams will be required to remain in the top 50% of their standings or will be subject to heavy scrutiny of their handicaps and/or possible lose of eligibility. All team members advancing to the Championships will be required to play in the Summer session. **THE BIG DAWG IS ONLY FOR DIVISIONS OF 8 OR MORE TEAMS** with 2 or more divisions with at least 8 teams in each division. Big Dawg will automatically qualify for the WQ but **MUST** maintain 50% rule.

****Teams advancing to World Pool Championship will receive Travel Assistance. The travel assistance fund will be divided equally to the advancing team members. Any player or team who accepts travel fund assistance and does not attend and/or play in the World Pool Championship will be responsible for repaying the travel fund for their portion within 30 days of the event. If not paid in full, they will be ineligible to join a team until it is paid in full. IF YOUR TEAM CANNOT ATTENT THE WORLD POOL CHAMPIONSHIP, THE SECOND PLACE TEAM WILL ADVANCE.**

****THE TEAM MUST HAVE A TEAM CAPTAIN OR A PLAYER FROM THE TEAM PRESENT AT THE WILD CARD DRAWING TO BE ELIGIBLE FOR THE WILD CARD. THIS IS A TEAM CAPTAINS MEETING.**

Trophies will be awarded to Division Champions and high points winner in the division.

Equipment only equipment provided by the host locations will be used for League play. This includes, but not limited to cue balls and racks of balls.

Falsification of scoresheets: any team caught sandbagging or **SENDING IN FALSIFIED SCORE SHEETS** will be subject to penalties handed down by the League Operator and **THE NATIONAL APA OFFICE**, which may include being dropped from the League as well as **LOSE OF** eligibility. If no Defensive Shots are made write in NDS or non-performance shots (NPS). Total the number of defensive shots on your scoresheets before your opponent signs your score sheet.

Inclement weather policy: (snow, sleet, etc.) If a match is to be cancelled due to weather, the League Operator or other Team Captains must be informed. The League Operator will resolve any disagreements. Team Captains are to notify players if match is cancelled.

Miscellaneous: The cost of the table will be split evenly by both players, no matter who wins or loses or their handicap. If a team is stalling in excess between shots and the other team points this out, the League Office will consider it unsportsmanlike to continue to stall. Penalties may include points taken away. Time outs are limited to one minute. Two minutes to put up a player. Average shot is 20 seconds/special shooting situations is 45 seconds maximum. Remember to be ready to play to avoid delays and sportsmanship violations. All players sit away from their team when he/she is shooting his/her match. When marking your pocket, put your marker close to the pocket you are shooting. If the marker is on the diamond, this is acceptable. If a coach asks or calls for a time out or asks the player if he/she needs a time out it is a time out. . If a player calls a time out, it may have been refused by the Team Captain or coach and no time out will be accessed. For ball in hand fouls refer to pages 52-55and page 97 in Official Team Manual. In the spirit of good sportsmanship, please declare your Defensive Shots. No head phones, ear wicks or blue tooth allowed during play. Each player should claim their account on www.poolplayers.com. to see player stats, scoresheets, update personal information and the ability to pay membership online. The League Office must have an email address

in order for the player to claim account.

Have a good time, good luck and great shooting!!

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