



LOCAL BYLAWS

INTRODUCTION

We would like to welcome your team to the American Poolplayers Association; your local League operates as Central MS APA.

This document explains the structure of the League at a local level and should be used in conjunction with your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League and to help clear up common issues that will allow you to focus on your game. After all, the APA is all about having fun, meeting people, and playing pool!

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All previous local bylaw documents are now null and void.

You must be **18 years of age or older** to compete in the Central MS APA.

SECTION 1: GETTING STARTED

OFFICE HOURS

League office hours are Monday – Friday 12pm – 10 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.

Phone: Joe Holden
985-520-2186

E-mail: tangilena@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.

DIVISION REPRESENTATIVE RESPONSIBILITIES

Division Representatives (Division Reps) are appointed by the League Operator or voted on by the Team Captains. He or she is a person that has played in the League for a long time, is a person of integrity and is well respected by League members. Division Reps are your primary point of contact for questions about rules and other general inquiries about their division. They make sure that League information and notices are distributed and understood by their players. They are a spokesperson for their division and ensure that all concerns and questions from the division are addressed. They carry an Official Team Manual on League nights and are available to answer any questions when necessary. The Division Rep will call the League Operator on a League night if deemed necessary. You will find your Division Rep's phone number on each score sheet.

WEBSITE

Our website address is ms.apaleagues.com

This website allows you to:

- a) View schedules, team rosters, standings and individual records for your division.
- b) Get the latest up to date information on playoffs, tournaments or any other Central MS APA events.

In addition, we also have a Facebook page at [Central MS APA](#) where you can view and share pictures of tournaments and get updates about the League.

TEAM FEES

Team Fees are **\$35 per week regardless of the number of matches played including forfeits and playoffs**. If you are paying by check, please make your check payable to Central MS APA. There will be a \$30 charge for any returned checks, plus loss of bonus points.

DOUBLE JEPORDY

8-Ball and 9-Ball simultaneously played on the same night. Fee will be **\$30** per team for a total of **\$60** per night. A player must be available and ready to play. Play will not be held up for a player currently playing in the other format. Official Team Manual rules still apply to putting up players and continuous play. Teams who do not adhere to these rules will forfeit the next match.

TEAM ENVELOPES

The team envelopes will be delivered to a drop location in your area. Envelopes are to be returned to drop locations. Due to geographical differences, each division will be directed on when envelopes are due.

Bonus points will only be awarded 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/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
- Defensive shots marked (scoresheets submitted with no defensive shots marked will lose bonus points)

The bonus points awarded will be as follows:

- 8-Ball – 5 Bonus Points
(2 points will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)
(2 points will be awarded for accurate and complete scoresheets.)
(1 point will be awarded for legibility.)
- 9-Ball – 12 Bonus Points
(6 points will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)
(6 points will be awarded for accurate, complete and legible scoresheets.)

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

Keeping current with your weekly fees is important. If you fall behind on payments, you may risk more than your bonus points. You may lose your place in the playoffs and the opportunity to compete in tournaments.

PAST DUE PROCEDURE

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

- If the fees are not brought current by the third week, the team may 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 score sheets. 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 will be awarded each time the player meets the criteria during a league match. Patches available:

- 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: Available 8-Ball only. Your opponent of equal or higher skill level didn't break during your match. (One per session will be given.) A default win does not earn the patch, meaning your opponent E8 or S8 giving you the win.
- 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 Break and Run within in the same league night. Tournament play does not apply. (One per session)
- Grand Slam: An 8-Ball Mini Slam and a 9-Ball Mini Slam earned within the same session. Tournament play does not apply. (One per session)
- Team Captain: Awarded to each Team Captain who participates in the Captain Tournament.
- 500/1000 Matches Played: 500 Club & 1000 Club patches are awarded to players for reaching a longevity milestone with APA. Once a player reaches 500 or 1000 matches in 8-Ball or 9-Ball, they will receive a 500 Club or 1000 Club Patch for their accomplishment.

Please note: 8-Ball and 9-Ball matches cannot be combined to receive a longevity patch.

Patches are awarded the week after earned and will be in the team envelope. Please mark clearly on your scoresheet so that your award does not go unrecognized. If you don't receive your patch the week after you earned it, please write a note on the scoresheet so we can provide one next time.

SECTION 2: LEAGUE PLAY

BYE WEEKS

Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team shall be given the following points for the week (these points include the bonus points a team would have received if all the paperwork was correct.) Bye points will not be given until the 4th week of the session.

- 8 Ball – 8 Bye points + 5 Bonus Points
- 9-Ball – 55 Bye points + 12 Bonus Points

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

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 10 points + 5 Bonus Points

A full team forfeit in 9-Ball will be worth 60 points + 12 Bonus Points

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

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

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

Teams may not agree to forfeit the match and split the points. If both teams must forfeit, zero points will be given to each team.

A Team may begin to 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 the Wild Card draw.

PLAYING TWICE

Central MS APA does not use the play twice rule for the purpose of avoiding forfeits. Your teammates made a commitment to be there. Make sure they show up.

ROSTER CHANGES

Teams have until the end of the 4th 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.

No changes will be allowed following week 4 of the session without approval. Players added to roster after week 4 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 League Office to add a player following week 4, the added player may be ineligible for playoffs and higher-level tournament play.

APPROPRIATE SKILL LEVELS

If a 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 Central MS 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.

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

23-RULE

Teams may not agree to exceed the 23-Rule. If a team breaks the 23-Rule all points from the match will be forfeited, excluding bonus points.

SPLITTING TABLES

If a team is not in the 4th match of play at the the 2 hour mark (roughly 9:30 p.m. if you start at 7:30 p.m.) and if there is a table available, a team can request to play the next match on a second table. If the other team refuses, they forfeit that match.

TABLE SIZE

Teams must use smallest available table for league play. Not to be smaller than 3.5 x 7.

PICKING UP THE CUE BALL

A Coach or any player from the shooters team is **NOT** allowed to just walk up to the table and pick up the cue ball and hand it to the shooter's opponent. Shooter must give Ball in Hand.

RESCHEDULING MATCHES

On occasion, usually due to holidays or inclement weather, a match may need to be rescheduled. If you plan to reschedule a match, you must notify the 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.

INCLEMENT WEATHER

The League Office will use school closings and state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact your Division Rep or the League Office for additional instructions.

SECTION 3: SPORTSMANSHIP AND CONDUCT

SPORTSMANSHIP

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is a 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, probations, 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.

REFUSAL TO DO BUSINESS WITH

At any time, at the sole discretion of the League Operator and with qualified input from Division Reps, APA can refuse to do business with any individual. These individuals will not be suspended from the APA but will not be welcome in our League. This will typically be used for people who are disruptive to the League, constantly complain about handicaps or otherwise, and deride the League in public.

Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

BANNED PLAYERS

If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person in to their establishment for a League match.

Central MS APA will honor any suspensions from a neighboring APA area.

DISRUPTIVE BEHAVIOR

Any member found to be displaying derogatory behavior during League play to another member will be subject to a one year minimum term suspension. Name calling, threats, verbal abuse, profanity, poor sportsmanship, manipulation to scorekeeping, encouraging members to exit the APA, or any other circumstances deemed to be unacceptable by the League Office.

SECTION 4: LEAGUE PLAYOFFS AND TOURNAMENTS

SESSION PLAYOFFS (Effective Summer Session of 2016)

The following table displays the playoff structure:

<p align="center">NUMBER OF TEAMS IN DIVISION (AT WEEK 6)</p>	<p align="center">PLAYOFF STRUCTURE</p>
<p align="center">4 1 Team qualify into Tri-Cup</p>	<p align="center">Playoffs: 1st place Division Champions 1st plays wildcard Winners advance to Tri-Cup.</p>
<p align="center">5 2 Teams qualify into Tri-Cup 1st place advance directly into Tri-Cup</p>	<p align="center">Playoffs: 2nd place plays wildcard Winners advance to Tri-Cup</p>
<p align="center">6-9 3 Teams qualify into Tri-Cup 1st place –Division Champs 1st and 2nd place teams advance directly into Tri-Cup</p>	<p align="center">Playoffs: 3rd place vs. Wild Card Winners advance to Tri-Cup</p>
<p align="center">10-16 4 Teams Advances to Tri-Cup 1st place- Division Champs advances directly into Tri-Cup 2nd & 3rd advance directly into Tri-Cup</p>	<p align="center">Playoff: 4th vs. Wild Card Winner Advances to Tri-Cup</p>

TRI-CUPS SCHEDULE AND STRUCTURE

Based on a 16 team tournament. Number of teams qualifying will change based on tournament size. Tournament size will be determined by the number of teams traveling to the World Pool Championships.

Tri-Cups are played 3 to 6 weeks following playoffs.

SUMMER – Modified Single Elimination

4 Teams Qualify for World Qualifier.

FALL – Modified Single Elimination

6 Teams Qualify for World Qualifier.

SPRING – Modified Single Elimination

6 Teams Qualify for World Qualifier.

Note: A team cannot forfeit more than three (3) individual matches within the last two (2) weeks of regular weekly play. Teams who do not adhere to this rule will forfeit eligibility into playoffs.

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

PLAYER ELIGIBILITY

Players must have played at least **SIX (6)** times with the team during the session to participate in any subsequent events pertaining to the team. Playoff weeks **DO NOT** count toward your **SIX (6)** matches.

All players must be on a roster in the current session to participate in the APA events. Online registrations (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 will 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.

TOUNAMENTS AND OTHER EVENTS

Players must be active in order to participate. Any player who is past due or on a team that is past due will not be allowed to participate in playoffs, Tri-cup, Singles, Showdown series events, World Qualifier or any other events. This includes events held in other areas, such as invitational tournaments.

World Qualifier (WQ)

The World Qualifier (WQ) 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 APA in the APA World Pool Championships. Each player must have 10 lifetime match scores in the format of which they are advancing in to play in the WQ. All eligible players must have 6 league matches played with the competing teams from the Springs Session previous to the World Qualifier.

There will be individual player travel assistance for each player that is on a team when the team qualifies for the APA World Pool Championships (8-Ball & 9-Ball).

In addition, each winning team will receive a team World Qualifier Trophy and individual awards for each player.

Should a team (or a player on the team) elect not to go to the APA World Pool Championships, the team (or player on the team) will forfeit all awards and monies for travel assistance. If the team has already received the money for travel assistance and elects not to travel, the team will be required to repay the entire amount to the APA travel fund.

If a player receives the travel assistances and then does not go to Las Vegas for the APA World Pool Championships, 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 APA World Pool Championships, the team that finished second in the World Qualifier will advance to the APA World Pool Championships.

MVP PROGRAM

The MVP program recognizes players for their performance during the session. Players earn a points percentage average or PPA, which is used to calculate MVP standings. A player must play a minimum of 6 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%. $10 \text{ matches} = 200 \text{ points available}$ $162 \text{ points} = 162/200 = 0.81 = 81\%$

TEAM ELIGIBILITY

All teams must be active in the session that the event is held in to be eligible to participate. In order to maintain eligibility, there must be at least 4 original members on the current team.

Any team that violates the 23 Rule 2 times or more during the league year will be subject to heavy scrutiny of their handicaps, and other possible consequences at the discretion of the League Operator. Any team breaking the 23 rule 3 times or more during the league year may lose any current qualifications and might not be eligible to qualify at the end of the current session.

Any team that has 6 or more forfeits during the session will not be eligible for playoffs or Tri-cup. Any qualified team that has 8 or more forfeits during the session, will lose any current qualifications and will not be eligible to qualify at the end of the current session.

TEAM HARDSHIP

Teams who are having issues with players showing up to play, causing excessive forfeits, can request to drop a player to add a reliable player. Teams that can no longer meet the 23-Rule, causing excessive forfeits, can request to remove a player and add a lower skill level player to make the team 23-Rule compliant. In these situations teams **must** contact the League Office to obtain permission to make any changes. Depending on the circumstances, stipulations concerning eligibility can be assessed against the team requesting a roster change.

SHOWDOWN SERIES EVENTS: DOUBLES, LADIES, MASTERS, TEAM CAPTAIN AND WHEELCHAIR

In order to participate on a showdown series event team, players must be active on a standard format team. Standard format teams are regular 8-Ball and 9-Ball teams.

Doubles players must be on a team in the format in which they wish to participate.

Ladies must be active on an 8-Ball team.

Masters must be active on either an 8-Ball or 9-Ball team.

Team captains from 8-Ball, 9-Ball and Ladies division play are eligible for the Team Captain team. Co-captains are not eligible. Participation in team captains' event requires being a captain for 2 full sessions. Partial session as captain does not apply.

These requirements may be in addition to what is required by APA. These events were created to reward players for participation.

Bounty Program

Each week there will be a bounty in each division on a player. The Bounty is only valid for the week it appears in your paperwork. The bounty team must notify their opponent at the beginning of league night. If the bounty player does not play or isn't present to play the bounty is invalid. Bounty cannot be won by using it for a forfeit, using a bounty player as a forfeit will be wasting an opportunity for both teams. Winner must send the bounty sheet in with weekly paperwork. Winners will be entered into a drawing for prizes, to be drawn at the end of the session. Winners who post a picture to the player's page will gain a 2nd entry into the drawing. Winners must have 6 matches played during the session in order to win the drawing. Winners/Team must be in good standing with the league to win the drawing. Bounty matches will be chosen at random with each team being guaranteed a bounty during the session.

FEEDBACK

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

GOOD LUCK AND GOOD SHOOTING!