



APA of Northern Kentucky

LOCAL BYLAWS

League Operator: Gary Muzzillo

Phone: **513-235-2696**

Email: Northky@apaleagues.com

Website: Northky.apaleagues.com

Facebook: www.facebook.com/northkyapa

Office Hours

Monday - Thursday 1:00 PM - 11:00 PM

Friday 1:00 PM - 5:00 PM

On-call any time during active League or tournament play

APA of Northern Kentucky

Rules & Bylaws Please read the Official Team Manual and these Bylaws and share them with your team members. Bylaws overrule or change some rules in your Official Team Manual. All previous local Bylaws documents are now null and void.

Team Fees, Score sheets, Applications Team Captains should collect all League fees, dues, and membership applications from the players on their teams. Procedures for turning in your team's weekly fees, score sheets, green fees, and membership envelopes vary and are dependent upon the Host Location.

Past Due Procedure Any team that falls 10 days behind in paying their team fees will receive a FINAL NOTICE on their next score sheet. Additionally, the Team Captain and other players may be marked ineligible to play.

If the fees are not brought current within two weeks the team may be dropped from the League. 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.

Teams having rosters with players who owe money to the League will not be able to participate in play-offs or tournaments until such monies are paid.

Patches Patches will be awarded each time the player meets the criteria for earning a patch. Patches are:

- Rackless Night: Win the lag and all games in 8-Ball.
- 8-on-the-Break: Make the 8-Ball on the break.
- 8 Break and Run: Make a ball on the break and then run the rack.
- 9-on-the-Snap: Make the 9-Ball on the break.
- 9 Break and Run: Make a ball on the break and then run the rack for ten points.
- Clean Sweep: 5-0 in 8-Ball or 9-Ball.
- 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 within a single match.
- Grand Slam: an 8-ball Mini Slam and a 9-Ball Mini Slam within a session (season).

Mark the score sheet to ensure players receive their patches.

Section 2: League Play

Adding New Teams

Occasionally, in order to fill a bye, the League Operator may add a new team to a division during the first six weeks of a session. If team make-ups are not possible, the new team will be issued points equal to one bye less than the last place team's total team points to that date.

Adding New Players

The Official Team Manual covers the rules for adding players. Those rules state that for an added player to participate in a League match, the opposing Team Captain must be notified before the team match begins.

Exceptions may be granted for a player to be added after the start of a match with the approval of the opposing Team Captain.

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 8 points for 8-Ball or 60 points for 9-Ball.

Rescheduling Matches

Occasionally, usually due to inclement weather, a match may need to be rescheduled. If you plan to reschedule a match, you must notify the League Operator. 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 or before the day after the last scheduled match of the Session. Exceptions with special conditions may be made by the League Office.
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Inclement Weather

Inclement weather is generally, but not limited to, snow or ice conditions. 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 for additional instructions.

**Preventing
Forfeits
(Replay)**

General Rule in the Official Team Manual states “**YOU MAY PLAY ONLY ONCE** in a team match.” To help prevent forfeits, one player shall be allowed to play twice (we will call this a Replay Player) on the same night if a team is shorthanded or is unable to meet the 23-Rule (19 in Ladies division).

The opposing Team Captain must be notified that you will need to use a Replay Player before the balls for the third match are broken. A team cannot intentionally use a missing player’s skill level to stay below the 23 limit if there are 5 players present that meet the 23 rule. In such cases, the opposing team can refuse the replay and take a forfeit.

The opposing Team Captain picks the Replay Player. All team members that show up from the team that is short of players must be available for the opposing Team Captain to select for the replay, otherwise the opposing Team Captain has the option to call a forfeit.

There is no limit to how many League nights a team can use a Replay Player during the regular session. This rule will not be allowed in the last week of regular League play or during playoffs, Tri-Cups, or the World Qualifier.

**Age
Restrictions**

The age requirement to participate in APA pool leagues is 18 years old. However, any Host Location has the right to require a player to be 21 to enter their establishment.

If a team knowingly allows a player to enter a Host Location in violation of the Host Location’s rights, the matches the player played will be forfeited and the team could lose their eligibility for play in Higher Level Tournaments. The player in violation will be dropped from the team’s roster.

Time outs

A time out called by a player may be refused by the Team Captain or his designate. A time out called by a team member from the sidelines may not be refused by the player.

Section 3: Sportsmanship and Conduct

Sportsmanship It is expected that all teams will treat each other with mutual respect during a match. 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. Please don't spoil it for others!

Sportsmanship Ratings Every week teams can rate their opponents on Sportsmanship. These ratings will be reviewed by the League Operator to determine when recognition is deemed appropriate, both positive and negative.

The following are suggested guidelines for rating your opponent's sportsmanship (under the APA Five-Star Sportsmanship Program).

- **5-Star Rating:** This team is a pleasure to play and goes beyond the call of duty to show good sportsmanship, ensuring a “**Fantastic**” night out.
 - **4-Star Rating:** This team causes absolutely no problems and is a pleasure to play against.
 - **3-Star Rating:** No major problems, night went well with only a few “minor” problems (i.e. minor rule disagreements, someone's attitude got slightly out of hand) but the opposing Team Captain got them in line, apologized for the infraction, and the night continued without further incident.
 - **2-Star Rating:** Opposing team caused multiple problems while their Team Captain did not try to get his/her players under control (i.e. team made rude or degrading remarks, tried to manipulate the handicap system or were rude and unfriendly). Your team (win or lose) “**did not**” have a fun night out. A Write-Up “should” accompany this rating!
 - **1-Star Rating:** This is a “Totally Unacceptable” rating. Opposing team members may have threatened or intimidated your players or may have caused multiple “major” problems. Opposing Team Captain did nothing to get his/her players under control. Your team (win or lose) had a “**terrible**” night out. A Write-Up “must” accompany this rating!
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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 into their establishment for a League match.

APA of Northern Kentucky will honor any suspensions from a neighboring APA area.

The APA is all about having fun, meeting people, and playing pool!

Section 4: League Playoffs and Tournaments

Fall and Spring Session Playoffs- 1 week of Playoffs

Number Of Teams In The Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p><u>4-5</u></p> <p>One Team Qualifies For The WQ</p>	<p>1st Place vs Wildcard</p> <p>Winner Advances To WQ</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1st Place Session trophies</p>
<p><u>6-11</u></p> <p>One Team Qualifies For The WQ</p>	<p>1st Place vs Wild Card 2nd Place vs 3rd Place</p> <p>Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1st Place Session trophies</p>
<p><u>12-16</u></p> <p>Two Teams Qualify For The WQ</p>	<p>1st Place vs Wild Card (WC) 2nd Place vs 7th Place 3rd Place vs 6th Place 4th Place vs 5th Place</p> <p>Winner of 1st vs WC will play Winner of 4th vs 5th Winner Of 2nd vs 7th will play Winner of 3rd vs 6th in the Playoff Finals</p> <p>Winner of each Playoff Final match advances to the WQ</p>	<p>Awards:</p> <p>The highest seeded winner of the two (2) Playoff Finals matches will receive the 1st Place Session trophies</p>

**World
Qualifier
(WQ)...
formerly
known as LTC**

The annual WQ takes place at the end of the League year for 8-Ball and 9-Ball formats. The WQ champions win travel assistance to Las Vegas and the opportunity to represent APA of Northern Kentucky in the World Pool Championships. If a team qualifies for the WQ, they must maintain WQ eligibility in accordance with the Official Team Manual, they must play in subsequent sessions, and they must be up to date with all League fees and memberships.

**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