



LOCAL BYLAWS

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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 18 years of age or older to compete in Owensboro APA.

Office Hours

League Office hours are Monday through Friday, 1 PM to 9 PM and Sunday from 1 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: ecanary@apaleagues.com.

Website

Our website address is owensboro.apaleagues.com

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Owensboro 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 facebook.com/APAowensboro 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 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.

Fees

Weekly League fees are \$45 per team. A team that allows a non-member to play without paying their membership dues will be charged the amount owed. A "past due balance" will appear on the scoresheet for that amount.

When a past due balance appears on your scoresheet a WARNING will be given. If it is not paid before the scoresheet is printed for the next week a penalty point could be assessed each week the team has a past due balance.

Make checks payable to "APA". A fee of \$35 will be charged for all returned checks. Penalty points may be assessed if the returned check and additional fees are not paid immediately.

Any team with an outstanding balance will not be eligible for end-of-session (EOS) play-offs or Higher-Level Tournament (HLT) play.

Team Envelopes

Team Envelope Pick-Up/Drop-Off – Scoresheets will be in your team envelope, which can be picked up at the location of your scheduled match for that week. Leave your team envelope at the same location.

Bye Points

Every effort will be made to avoid byes. In 8-Ball a bye is worth 8 (eight) points. In 9-Ball a bye is worth 60 (sixty) points.

Forfeit Points

In 8-Ball, 2 (two) forfeit points are awarded per match. A team's forfeit is worth 8 (eight) points. An individual PLAYOFF forfeit is worth 3 points in 8-Ball. An individual HLT forfeit is worth 3 points in 8-Ball.

In 9-Ball, 15 (fifteen) forfeit points are awarded per individual match. An individual PLAYOFF forfeit is worth 20 points in 9-Ball. An individual HLT forfeit is worth 20 points in 9-Ball.

EXCEPTION – maximum forfeit points for regular session play.

8-Ball = 8 points

9-Ball = 60 points

A penalty point or points will be issued for intentional forfeits, determined by the LO. Teams lose wild card eligibility when 6 (six) or more total match points are forfeited during the session.

Membership

To join the American Poolplayers Association a completed membership application form and \$30 APA annual membership dues must be submitted. Membership is required **BEFORE** playing in APA sponsored events, including weekly League play. Memberships can be paid online through members services at www.poolplayers.com. ALL unpaid memberships will be charged to the teams for which that player has played a match.

Members are requested to inform the League Office of changes in their names, home address, email address, and/or phone numbers. This can also be done online.

Skill Levels

Male 2's will be allowed in our local 8-Ball League. When entering a Higher-Level Tournament, he will be required to play as a skill level 3 (as stated in the APA Official Team Manual).

- The only skill level information that will be given out is the CURRENT SKILL LEVEL.
- SKILL LEVELS will only be discussed with the player him or herself.

Patches

Performance patches will be distributed at the end of each week to players that have earned

them. Write the date on the front of the team envelope next to your name, indicating the patch earned. Members earn one patch per achievement, per session, per team; therefore, only one date should appear under each column.

Patches that are available are:

8-on-the-Break

8-Ball Break-and-Run

9-on-the-Snap

9-Ball Break-and-Run

"I beat a 7"

"I beat a 9"

8-Ball Mini Slam—earning 8-on-the-Break and 8-Ball Break-and-Run in the same session on the same team (player must trade up to get this patch)

9-Ball Mini Slam—earning 9-on-the-Snap and 9-Ball Break-and-Run in the same session on the same team (player must trade up to get this patch)

Grand Slam Patch – earning both 8- and 9-Ball Mini Slams in the same session (players can trade in their Mini Slam patches to get this patch)

20 - 0 – earning a score of 20-0 in a 9-Ball match

Rackless - Players must win the lag to qualify for a "Rackless Night" Patch.

Section 2: Local League Play

Start of Session

During the first 4 weeks **ONLY** – There are **NO FORFEITS**. To avoid make-up matches, teams with less than five players in week 1 – 4 **Can** play a player twice. The opposing team will choose that player. **EXCEPTION** – If the players that are available would cause a team to violate the 23-Rule, bad weather or any reason determined by the LO. A player who plays twice may play in any order. **EXAMPLE** – John Doe plays in match one – he may be listed in match two. It does not have to be in match five.

In the event 5 matches are not played, make-up matches will be scheduled. Any make-up matches that are required must be completed within 14 days of the original scheduled date of the match or it will be recorded as a forfeit.

Beginning the fifth week, matches not played will be counted as forfeits, unless the office is notified and approves any make-up matches.

*Exceptions can be made for special circumstances, determined by the League Operator.

Make-up Matches

Make-up matches are at the discretion of the League Operator. There will be NO make-up matches allowed during the last 3 (three) weeks of the session.

When it becomes necessary for matches to be rescheduled, the Team Captains of the teams involved should attempt to work out a date and location they both agree on. In the event an agreement can't be reached, the LO will set the date and location and notify the teams.

Possible reasons for rescheduling matches:

Teams participating in World Pool Championship.
Emergencies involving Host Locations such as an electrical failure or fire.
Host Location closing.
Extreme weather conditions

It is the Team Captain's responsibility to schedule make-up matches in advance for members of their team participating in an APA sponsored event i.e., Singles Regional Qualifiers, World Pool Championships, etc. Failure to do so may result in forfeiting.

The League Office must be notified in advance and approve any scheduled make-up matches.

Defensive Shots

All shots fall under two categories:

Performance Shots – occurs when a player is attempting to pocket a ball.

OR Defensive Shots – All other shots

Failure to mark all Defensive Shots could result in players' skill levels being raised.

Disturbing the Layout of the Table

It will be a loss of game any time a player intentionally disturbs the natural layout of the table during the game. Loss of game in 9 -Ball means the winning player receives all the points remaining on the table.

Pocketed Balls

Once a ball is pocketed, it cannot be taken out of the pocket and used **for any reason**. It is not legal to use balls for anything including a measuring tool.

Section 3: Sportsmanship and Conduct

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

Owensboro APA will honor any suspensions from all APA areas.

Teams That Drop Out

The Team Captain or Co-Captain of any team that drops out prior to the end of the session will not be allowed to register another team as a captain for a period of one year.

Protests/Disputes

Use the “Skill Level Review” form to communicate with the League Office.

To request a skill level review – complete the “skill level evaluation” section to report any player you feel is not playing at their true skill level. Information reported on these forms is entered in the player’s data record. After 3 skill level complaints in the same session, the player will be evaluated by the HCRC. The LO will make a follow up call to the Team Captain that files for a skill level review – if the form is filled out properly.

Sportsmanship Complaints

Provide details and include names of witnesses when reporting an incident. Use the bottom half of the form under “Sportsmanship Complaints”. Sportsmanship complaints will be reviewed individually by the LO. When necessary, both Team Captains will be contacted to get “both sides of the story” before a penalty is applied.

The LO will make a follow-up call to the Team Captain that files a sportsmanship complaint – if the form is filled out properly.

Sportsmanship complaints follow-up –

- The first sportsmanship complaint received will be noted and the Team Captain will be informed.
- Upon receiving a second complaint for the same problem, from a different team, a penalty point (or points) may be applied.

Any **further** complaints from different teams about the same problem could result in the Team Captain or coach being replaced or suspended.

Any player who has been barred from a Host Location will be allowed to play at that location only with the permission of the bar owner or manager. The APA/League Operator has no authority to require admittance.

Section 4: Local League Playoffs and Tournaments

Higher Level Tournaments (HLT) Eligibility

It is the Team Captain’s responsibility to make sure all the members of their team meet the eligibility requirements to play in Higher Level Tournaments. Please refer to your APA Official Team Manual and contact the League Office if you have any questions regarding eligibility.

Playoffs

Locations for playoffs will be scheduled at the highest finishing teams home location.

Number of Teams in Division (at the end of the session)	Divisional Playoff Structure
<u>7 or less</u> One team qualifies for World Qualifier	1 st Place vs Wildcard Winner advances to World Qualifier In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.
<u>8-13</u> One team qualifies for World Qualifier	1 st Place vs Wildcard 2 nd Place vs 3 rd Place Winner of 1 st Place vs Wildcard will play winner of 2 nd Place vs 3 rd Place in finals to determine who advances to World Qualifier
<u>14-16</u> One team qualifies for World Qualifier	1 st & 2 nd Place receives a Bye 3 rd Place vs Wildcard 4 th Place vs 5 th Place 1 st Place plays winner of 4 th Place vs 5 th Place 2 nd Place plays winner of 3 rd Place vs Wildcard Winners of each match will play in the finals to determine who advances to World Qualifier

Trophies

The team that finishes the session in 1st place will receive a choice between trophies or plaques for each member of the team. The team that wins the playoffs, advancing to the World Qualifier, will also receive a choice between trophies or plaques for each member of the team.

World Qualifier (formerly LTC)

The World Qualifier is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent the Owensboro APA in the World Pool Championships. The World Qualifiers will be held immediately after the Spring Session playoffs. The World Qualifier qualifies teams for the World Pool Championships in Las Vegas.

*The APA National Office assigns World Pool Championship slots based on our team count in the Spring Session.

Qualification Requirements

Teams that qualify in the Summer and Fall Sessions must finish in the top 50% in each subsequent session to retain eligibility. Teams that finish below 50% in subsequent sessions (but not last) may lose eligibility or have players' skill levels raised. Teams that finish last may lose eligibility.

Teams that qualify for the World Qualifier will be disqualified or face skill level sanctions if it is determined by the LO or the Handicap Review Committee that players or teams are “laying down” because they are already qualified. The goal of the APA is not to punish teams or disqualify teams but to ensure that players and teams are playing fairly and giving their best effort.

Teams that qualify in more than one session will be the teams that are eligible to receive byes in the World Qualifier. (If there are any BYES)

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the eligible 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.

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