



LOCAL BYLAWS

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Introduction

We would like to welcome you 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 Dayton APA (THAT ALLOW 18+) Must be 21 years of age or older to enter bar locations.

Office Hours

League Office hours are Monday through Thursday, 10 AM to 2 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: pellioott@apaleagues.com

Website

Our website address is: dayton.apaleagues.com.

This website allows you to:

- Get the latest information:
 - Playoffs
 - Tournaments
 - Other Dayton APA events.
- Set up Member Services Account:
 - View schedules, team rosters, standings and individual records for your division.
 - 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, [Dayton APA](#), 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.

Team Fees

Team Fees are \$50 per week regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and forfeits. Team Captain is responsible for paying Team Fees via Stripe in the Member Services App.

****If a team chooses to quit after the session starts they, possibly even the team captain, will be responsible for the dues owed for the remainder of that session. Example. (you play week 1-2 and the team drops from the league)****

Bonus Points

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

- Scoresheet is filled in completely, accurately and signed by both Team Captains.
- All fees are current
- No abusive comments on scoresheets

The bonus points awarded will be as follows:

- **8-Ball: 2 Possible Bonus Points**
 - 1 point will be awarded for complete and accurate score keeping.
 - 1 point will be awarded for payment immediately following a match via Stripe
- **9-Ball: 12 Possible Bonus Points**
 - 6 points will be awarded for complete and accurate score keeping.
 - 6 points will be awarded for payment immediately following a match via Stripe

Note: Bonus points are awarded at the sole discretion of the League Operator.

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:

- 8-Ball: 8 Bye Points
- 9-Ball: 60 Bye Points

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

Past Due Procedures

1. **First Week Past Due:** Team Captain will be notified of "PAST DUE" status.
2. **Second Week Past Due:** Team Captain will be notified of "FINAL NOTICE."
3. **Third Week Past Due:** The TEAM CAPTAIN will be made INACTIVE.
4. **Fourth and Final Week Past Due:** Team will be dropped from the league.

Late Penalties

If team fees are not brought current by the third week or arrangements made to pay the past due balance, the team will be dropped, and all players will be suspended. The Team Captain will be responsible for each member paying their share of the team fees owed.

Patches

Patches may be earned in the following ways:

- 1st Match – All players will receive this patch after on their first win playing Dayton APA. This patch may be earned only once.
- Division Rep – All Division Representatives will receive this patch. This patch may be earned only once.
- Team Captain – All Team Captains will receive this patch. This patch may be earned only once.
- Co-Captain – All Co-Captains will receive this patch. This patch may be earned only once.
- Certified Scorekeeper – All players certified by the League Operator will receive this patch. This patch may be earned only once.

- Division Champions – All players on team roster of the Division Championship Team will receive this patch. This patch may be earned multiple times.
- Clean Sweep – All players who played on a team and win all five of their matches will receive this patch. This patch may be earned multiple times.
- Rackless Match – All players who win the lag and all their games will receive this patch. This patch may be earned multiple times.
- 8/9-On-the-Break – All players who pocket the 8/9-Ball on the break without fouling will receive this patch. This patch may be earned multiple times.
- 8/9 Break & Run – All players who break, pocket a ball, pocket their group of balls, and pocket the 8/9-Ball will receive this patch. This patch may be earned multiple times.
- I Beat A 7/8/9 – All players who win their match against a Skill Level 7 in 8-Ball or Skill Level 8/9 in 9-Ball will receive this patch. This patch may be earned only once.
- Mini Slam – All players who earn both a Break & Run and an 8/9-On-the-Break during the same match will receive this patch. This patch may be earned multiple times.
- I Beat the League Operator – This patch may be earned at the discretion of the League Operator. This patch may be earned only once.
- World Qualifier – All players on the team roster who earn a spot in the World Qualifier will receive this patch. This patch may be earned multiple times.
- MVP – All players who earn the Session MVP Award will receive this patch. This patch may be earned multiple times.
- Matches Played – All players who play the required number of matches (100, 250, 500, 750, 1000, 1500, 2000, 2500, and 3000) will receive the appropriate patch. This patch may be earned only once.

If you wish to receive a patch for an accomplishment, make sure it is marked in the notes section of the Scorekeeper App. Patches will be awarded each time the player meets the criteria for earning a patch. Patches will be awarded in person by the League Operator.

Section 2: Local League Play

Scorekeeping

Teams will keep score via the APA Scorekeeper App. A digital copy of the completed paper scoresheet will be emailed on the same day of match play to: daytonscore@apaleagues.com

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 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 your Local League Office.**

Please use the following procedure:

1. Notify the opposing Team Captain of your intent to reschedule.
2. Both Team Captains will select a date and time to play the rescheduled match.

- Must be played within two weeks of the original match date.
 - No make-up matches allowed in the last two weeks of the session.
3. Teams must pay for the rescheduled match by the original match date.

NOTE: All communication must be in written form. (i.e., text message or email)

Holidays

If any league match is scheduled on a Federal Holiday, the Team Captains will coordinate to either play on the holiday or reschedule the match for earlier in the session.

Inclement Weather

The League Operator 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 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.

Table Choice

Choice of table is given to either the Home Team or the Home Team with the most points.

Green Fees

Both teams shall pay equally.

Section 3: Sportsmanship and Conduct

Comments

All comments and concerns should be emailed to pellioth@apaleagues.com. 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. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Electronic Devices

Players who are actively in a match are not permitted to use any personal electronic devices unless they are the Scorekeeper App. Examples include cell phones, smart watches, headphones, etc.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without them at that location. The League Operator does not have the right to require a Host Location to permit access of a banned player.

Suspended Players

Dayton APA will honor any suspensions from all other APA Leagues.

Section 4: Local League Playoffs and Tournaments

Session Playoffs

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

During each session, the 1st & 2nd round of Playoffs will be scheduled on the same day of the week as your regular League play.

The next session will begin the week following the 2nd round of Playoffs.

It is possible a Playoff match will be held at a neutral location or at the home location of one or both teams involved.

Player Eligibility: Players must have played at least **6 times** with the team during the session to be eligible to play in the Session Playoffs.

In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

Number Of Teams In The Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For The WQ	1 st Place vs Wildcard Winner Advances To WQ	Awards: Playoff Winner will receive the 1 st Place Session trophies

	In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	
<u>6-11</u> One Team Qualifies For The WQ	1 st Place vs Wild Card 2 nd Place vs 3 rd Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards: Playoff Winner will receive the 1 st Place Session trophies
<u>12-16</u> Two Teams Qualify For The WQ	Division Point Leader advances directly to the WQ 2 nd Place vs Wild Card 3 rd Place vs 4 th Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards: The highest seeded team will receive the 1 st Place Session trophies

Summer Session Only
One Week Of Playoffs

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

<u>12-16</u> Four Teams Qualify For The WQ	Division Point Leader advances directly to the WQ 2nd Place vs Wild Card 3rd Place vs 5th Place 4th Place vs 6th Place Winner of each Playoff match advances to the WQ	Awards: The highest seeded team will receive the 1st Place Session trophies
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Trophies

End of session awards will be given at the end of session banquet. Each member of the playoff winning team will receive an award.

World Qualifier

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 Dayton APA in the World Pool Championships!

Note:

- If a team qualifies for the World Qualifier from the Summer Session Playoffs, the team must play in the upcoming Fall, Spring, & Summer Sessions or forfeit their eligibility.
- If a team qualifies for the World Qualifier from the Fall Session Playoffs, the team must play in the upcoming Spring & Summer Sessions or forfeit their eligibility.
- If a team qualifies for the World Qualifier from the Spring Session Playoffs, the team must play in the upcoming Summer Sessions or forfeit their eligibility.

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to offset 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.

EXCEPTION TO ANY BYLAW IS AT THE DISCRETION OF THE LOCAL LEAGUE OFFICE.

ANY SITUATION NOT COVERED BY THE OFFICIAL TEAM MANUAL OR THESE BYLAWS ARE AT THE DISCRETION OF THE NATIONAL OFFICE AND THE LOCAL LEAGUE OFFICE.