

Central Indiana APA Local Bylaws



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Introduction

I 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.

Age Requirement

You must be 18 years of age or older to compete in the Central Indiana APA. Many Host Locations **require patrons to be 21 years of age**. Teams who play under-aged players will be subject to loss of all points and awards. Set your rosters accordingly, as events will be held in Host Locations where the minimum age is 21, and we cannot make exceptions. The Local League Office will not be responsible for falsified or incomplete application.

Office Hours

Local League Office hours are Monday, Tuesday, Thursday, Friday, 12 PM to 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: mattfgillespie@hotmail.com.

Website

Our website address is indy.apaleagues.com.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Central Indiana 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 your [Indy 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

Weekly team fees are \$40 per week per team, NOT \$8 per match played, even in the event that all five matches were not played for any reason. Team Captains are encouraged to pay all fees by check or Zelle to avoid accounting discrepancies and possible loss or theft during transmittal. If you are paying by envelope or by Zelle please put on the envelope or the Zelle memo; Team Number and Name, Date and the week of play. All fees paid in cash are subject to count upon receipt in the Local League Office. Local League Management is not responsible for lost or stolen cash.

For Teams that play Friday, Saturday, or Sunday Fees must either be put in an envelope the night or play or be Zelled to 317-362-8220 by Monday. Teams that play Monday through Thursday must pay in the envelope the night they play or by Zelle by Friday.

All checks should be made payable to Indy APA. If a check that was used to pay any monies owed by a team is returned unpaid for any reason to the league office by a financial institution, the team responsible may lose bonus points. A \$30.00 service charge will be made for each returned check.

Exception: A team is not required to turn in weekly team fees if they had a bye for the week or if the match was canceled or postponed due to inclement weather.

Scoresheets

Keeping Score is now available on the APA Score Keeper App. If there is an issue with the Internet or the System you can keep score on blank scoresheets that are located at each Host Location using the current skill levels on the member service app.

If your team pays late or turns in scoresheets late you will see next to your team name a 'L' followed by a number when you are late. L6 next to your team name would mean that your sheets were turned in late during week 6. You will lose your bonus points for every week they are late or if you are past due on Money. Teams do not get the bonus points back for that week when they have made the Money right or turn in sheets.

Scoresheet can still be printed from the website. Scoresheets that are printed from the website are time and date stamped. ANY teams can print their scoresheets from the website each week for various reasons. If more than one person prints them or both teams print them, the official scoresheet will be the one with the most current time and date stamp.

Bonus Points

Bonus point(s) will be awarded to each team, each week, as long as the team is current on League fees and scoresheets are correctly and completely filled out. The sealed team envelope must be turned in via the designated procedure or by the Score keeper app. Being current in League fees includes the fact that each new player on the team must have submitted the American Poolplayers Association membership dues and application on or before the first night of their participation in the League.

The bonus points awarded will be as follows:

- **8-Ball:** 3 Possible Bonus Point
- **9-Ball:** 20 Possible Bonus Points

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

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

Bonus 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 (including the bonus points a team would have received if all the paperwork was correct):

- **8-Ball:** 8 Bye Points + 3 Bonus Points
- **9-Ball:** 50 Bye Points + 20 Bonus Points

If a new team fills a bye spot during the first four weeks, then bye matches will be made up or team points may be adjusted. The decision to play or award points is at the discretion of the League Operator.

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

Division Representatives

Must be a current player. They are appointed by the League Operator. They have the authority to enforce Local Bylaws and League Rules. Decisions are final.

Home Team Advantage

Match tables are selected once for the entire evening by the home team.

Weather Cancellations

Severe weather warnings or traveler's advisory warnings are reason enough for rescheduling team matches. Players who can't make it to League play must notify their Team Captain. If a team can't make it then they must notify the Division Representative or Local League Management and the opposing Team Captain in order to schedule a make-up match. If League play has not been officially cancelled by the Local League Office, the make-up match needs to be completed on or before the next scheduled match (1 week). Please notify the Local League Office for assistance with rescheduling the match. Team Captains are responsible for contacting their members regarding the status of League play.

In the event that League play is officially cancelled by the Local League Office, the make-up date will be at 3 PM on the third Saturday (for Monday/Tuesday divisions) or the third Sunday (for Wednesday/Thursday divisions) following the regularly scheduled match. Teams are encouraged to complete the make-up match prior to that deadline if possible. Rescheduled matches will take place at the originally scheduled home location unless the Team Captains agree to play elsewhere.

Rescheduled Matches

It should be rare that an entire match would need to be rescheduled. Any rescheduled matches must be made up within one week of the original match date unless other arrangements have been made with the Local League Office. If not, zero points will be awarded to **both** teams. The Local League Office must be notified of rescheduled matches. No exceptions.

Make-Up Matches & Double Plays

The Local League Management does not require forfeits during the first week of each session. During the first week a team may choose to either use a double play or request a make-up match. If a team chooses a make-up match, it must be completed during the second week. Also, no make-up matches or double play matches will be allowed during the final week of each session, unless due to inclement weather or if approved by the League Operator in advance. During all other weeks, make up matches will NOT be allowed; rather a double play policy has been implemented. Each team is allowed to do one double play each week for the first 4 weeks, then they are limited to one double play match per session.

Double Plays are where a team will be allowed to have ONE member of their team play twice in a night to avoid a forfeit. If your team only has three players present, you may use your double play for match number four and will forfeit the fifth match. You must notify your opponent by the end of the second match that your team intends to use their double play. The double play match must be the last match of the evening. As a penalty for not having five players present, your opponent will choose who plays the double play match. Your opponent must choose a player that keeps your total team handicap within the Team Skill Level Limit rule (23-Rule). New non-rated players are not eligible to play a double play match. If a team has five players present but cannot meet the 23-Rule, that team may use a double play if they have not previously used one during the current session. A team that has five players present may not send a team member home so as to be able to use the double play option. Double jeopardy teams that play both 8-Ball & 9-Ball, it is NOT permissible for your opponent to choose the same player for double play in both formats unless that is the only way the team can stay within the 23-Rule. Please keep in mind that double plays or make-up matches are not a 'right.' They are extended as a courtesy to all teams by the Local League Office. Please do not abuse the process.

When your team has used its double play for the session, it will be noted next to the team name. 'DP6' means that team used a double play in week 6. If you have questions regarding this policy, please contact the Local League Office for clarification.

Pre-Play Matches

There is no limit to the number of times you can pre-play an individual match. If you know you are going to be missing players due to vacations, work travel, etc. on a particular week in the future, you are more than welcome to pre-play an individual match or two. Then on the regularly scheduled League night just transfer this data to the current week scoresheet.

Teams or players participating in APA Championship events will not be charged a double play match if used when an absent player is attending an APA Championship event. However, those teams must pre-play matches in order to avoid forfeits. For example, your team has a player participating in the Poolplayer Championships. You may pre-play a match or use a double play without being charged for using one. If multiple members of your team are participating in the World Pool Championships, you must pre-play your match prior to leaving in order to avoid forfeiting matches.

Teams that have multiple members participating in the Indiana APA State Invitational tournament are encouraged to pre-play matches for that week. Again, make-up matches are generally not allowed. Contact the Local League Office for help facilitating make-up match scheduling.

Roster Exceptions

The League Operator has the option of granting roster exceptions at any time, regardless of the week of play. The Board of Governors recognizes that there are times when it is in the best interest of the League to allow roster changes outside of the time frame posted in the rule book.

All roster change requests outside of the stated time frame given in the Official Team Manual will be heavily scrutinized. Granting of such requests is not automatic. Individual cases vary, but the general guideline we follow is this:

- **Weeks 1 – 4:** You can show up and adjust your roster at the beginning of League night by making changes in the scorekeeping app.
- **Weeks 5 - ?:** Contact the Local League Office in advance of League night. The League Operator will discuss with you the reason for changes. If adding new to League players to your roster, the League Operator will discuss with you the appropriate starting skill level for your new player. Typically needed roster changes will be allowed as long as the player still has time to get in enough plays to make your playoff roster.

With three or less weeks remaining in a session, there will be no roster changes approved.

As a reminder, players added to your roster need to pay their membership fees the first time they play if they do not already have a current membership.

Banned Players

Any player banned from a Host Location will be allowed to play at that location only with the permission of the owner or manager. Local League Management has no authority to require admittance for any player.

Ball-In-Hand Fouls

The only ball-in-hand fouls are listed under **Fouls** in the Game Rules section of the Official Team Manual. Any other violations of the rules are considered sportsmanship violations. Local League Management must be notified and warnings or penalties will be assessed as necessary.

Double Jeopardy Last Match

During Regular season play, the same player cannot play last in both 8-Ball and 9-Ball, if it causes one team to wait for the other format to finish. Teams that try to play the same person last can either switch players out, double play someone else (as long as they still have a double play available), or forfeit one of the two matches

Stalemated Game

Refer to **Stalemated** in the **Game Rules** section of the Official Team Manual.

Rules of Conduct

No loud, abusive or profane language will be tolerated during League play. We know that most of you are in the League to have a good time and enjoy some friendly competition. If there is a problem, simply bring it to your Division Representative's attention and they will handle it. Be reminded that in each situation, the ruling must go for one side and against the other side. It is required that each player be able to accept being ruled against without causing a scene.

Unsportsmanlike conduct toward any opposing players or Division Representatives will not be tolerated. Penalties may be assessed by League Operator for sportsmanship violations.

Any player involved in an incident that includes either physical abuse or the throwing of an item at any other League participant will be barred from the League and have their APA membership revoked.

Excessive slow play will not be tolerated. Per the Official Team Manual, the average is 20 seconds for regular shots and 45 seconds on difficult shots. In Higher Level play, all rules regarding shot times will be followed. The timekeeper will use sound judgment and common sense when

determining standard vs. difficult shots. Remember averages are used to determine slow play. If a player is put on the clock, then each shot, for both players will be timed individually. You will be warned before any penalty occurs.

Note: If a player is playing excessively slow, first politely ask the Team Captain to have their player speed up. If that does not solve the problem, contact your League Operator and explain the situation. That official will speak to the Team Captain of the slow player and decide how to proceed from there.

Out of respect for the equipment, smoking is not allowed at the table. Repeated violations could result in a sportsmanship violation. Many of our Host Locations have gone non-smoking. Players who smoke need to be ready when called and play match to completion before going outside for a smoke. Matches will not be held up or stopped for smoking breaks. Sportsmanship violations may be assessed for violating this rule.

The guidelines for coaching are found in the Official Team Manual. To avoid disputes, read these guidelines and mark time-outs on your scoresheet. Time-outs should always be limited to one minute. One-minute sand timers are available at the Local League Office.

Penalties

A warning may or may not be given by the League Operator, depending upon the severity of the situation. The penalty levels for violating any of the items detailed under Rules of Conduct are as follows:

1. Penalty Level 1. Your opponent will be given ball-in-hand. If the player is still shooting or already has ball-in-hand, then that player will be allowed to shoot until missing, and then be given ball-in-hand again.
2. Penalty Level 2. Your opponent will be granted the game.
3. Penalty Level 3. Your opponent will be granted the match.
4. The League Operator has the right to go from one penalty level to the next penalty level almost immediately if the violation or disturbance that caused the initial level to be levied does not cease.

Equipment Regulations

Jump sticks are NOT allowed in regular APA League competition. Players are allowed to attempt jump shots with a regular game cue. Break cues or break/jump cues with phenolic tips may NOT be used to perform a jump shot. Players are not allowed to break their cue sticks down and use just the shaft or a shorter cue to attempt jump shots. Players are limited to one playing cue per match unless there is an equipment issue.

Breaking Down Cue Stick

If a player is shooting and their opponent breaks down their cue stick or makes any other show of concession of the game, the action may be considered a concession. The shooting player should stop and ask the opponent if they have just conceded the game, and if so, will be awarded the game. If the shooter continues shooting, then they have forgiven the opponent and the game continues. The intent of this rule is to prevent a non-shooter from attempting to intimidate or distract the shooting player (sharking).

Personal Cue Balls

It is permissible to use a personal cue ball for match play. If two players cannot agree upon what

cue ball to use, the home team player will decide. The cue ball must be a standard cue ball designed for use in a coin operated table. Once an individual match is started the cue ball may not be changed unless the change is agreed upon by both players. A decision can be made on a match by match basis as to the use of a personal cue ball. At all League sponsored tournaments, the best available equipment will be used. If players cannot agree upon what is the best available equipment, the Tournament Director will decide.

Awards

Cash prize money will be paid back to all teams that qualify for the end of session Cash Cup tournament. In the event of ties, APA tiebreaking procedures will be used for determining final standings, first place trophies, automatic bids (if available) and Playoff seeding. In the event that two or more teams are tied and they did not play during the regular season, the finishing position will be determined by a coin toss. See the Official Team Manual for tiebreaking procedures.

Plaques are awarded for first place division finishers and Cash Cup finalist teams. Other team or individual awards may be presented at Local League Management discretion. See website for complete list of individual awards that are available at this time.

Matches Played Requirement

Our local matches played requirement may differ from that of the Championship requirements.

For established players who have previously played at least ten matches in a particular format with APA, the matches played requirement follows the Championship rules. Those players must play at least four matches with their team during a session in order to be eligible on the post season roster. They must have a minimum of ten lifetime matches to compete in City Cup. You **cannot** combine 8-Ball and 9-Ball matches to make the required match total.

“New to the League” players must have six lifetime matches in a format in order to be eligible on a Playoff or Cash Cup roster, with four of those matches played with their team that session. Those players must have at least ten lifetime matches in order to play in our City Cup tournament (World Qualifier). A “New to the League” player who plays on more than one team can combine plays to fulfill the lifetime match requirement.

For example: A player who plays on two 8-Ball teams and plays 4 matches for each team would be eligible on both team’s playoff roster as they would have eight lifetime plays and would have the required four plays with each team. However, a new player who plays on two teams and plays four times with one team and three times with the other team would only be eligible to play on the team for which they played four times. A new player who plays on one team and plays five times during the session would not be eligible for post season as they have not met the six (6) play requirement for new players.

Playoffs and Cash Cups

The number of teams in your division will be the key to how many teams advance to the Cash Cup tournament. Depending on the division size, some teams will automatically advance to the APA Cash Cup tournament while others will need to advance via the session ending Playoffs.

Below is the breakdown of division sizes and number of teams advancing to the Cash Cup. Refer to the Cash Cup section of web site for more information. See chart below for Playoff seeding.

Tri-Annual – One Week Of Playoffs For All Division Sizes

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wild Card Winner Advances To Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place vs. Wild Card Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>8-11</u> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wild Card 3 rd Place vs 4 th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>12-16</u> Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place advances directly to Tri-Annual 3 rd Place vs Wild Card 4 th Place vs 5 th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

World Qualifier (if using Tri-Annuals)

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent Central Indiana APA in the APA World Pool Championships.

*A maximum of 32 teams will participate in the 8-Ball World Qualifier:

***Summer** - 16 Teams from the Tri-Annual

***Fall** - 8 Teams from the Tri-Annual

***Spring** – 8 teams from the Tri-Annual

*A maximum of 32 teams will participate in the 9-Ball World Qualifier:

***Summer** - 16 teams from the Tri-Annual

***Fall** - 8 Teams from the Tri-Annual

***Spring** - 8 Teams from the Tri-Annual

*subject to change based on team count

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier boards.
- Teams that qualify for the World Qualifier and World Pool Championships must remain active in The Central Indiana APA to retain their qualified status.

- All established players must have at least 4 matches played in the session they qualified, and all subsequent sessions, on the qualified team in Central Indiana APA to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.
- The Travel Assistance Fund will be used to provide travel assistance to 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 team they last eliminated on their World Qualifier board.

Cash Cup Byes

Division champions from divisions that automatically advance teams to the APA Cash Cup will be first in line to receive byes if they are available. If there are byes left after that, the remaining byes will then be awarded by highest team points earned from the largest divisions down. (adjusted for number of weeks played)

Qualifying for World Qualifiers

Teams earn World Qualifier bids by finishing at a certain level in the Cash Cup tournament. During the Summer Session Cash Cup tournament, the top 16 teams will earn World Qualifier bid. During the Fall and Spring Session Cash Cup tournaments, the top 8 teams will earn bids. There will be a maximum of 32 teams in our World Qualifier tournaments. If four or more teams lose their eligibility prior to the Spring Session Cash Cup, additional slots may be available during the Spring Session Cash Cup tournament. If a team double qualifies for the City Cup tournament by qualifying from two session ending Cash Cups, they will be guaranteed a first round bye during the World Qualifier tournament.

World Qualified Teams Must Remain Active

Once a team becomes eligible for the World Qualifier Tournament, they must remain active throughout the remaining sessions in order to maintain eligibility. Additionally, teams qualified for World Qualifier need to finish in the top 75% of their division in subsequent sessions or face the loss of their World Qualifier bid and stay eligible for the double and/or triple qualifying incentives (see below). Depending on the number of teams in a division, rounding may be taken into account to determine exact finishing requirements to maintain eligibility. For example, in a 10-team division, your team must finish 8th or better to stay eligible. Qualified teams may not adjust their roster after the fourth week of the Spring Session. Refer to **World Pool Championships** in the Tournament Information and Rules section of the Official Team Manual (OTM) for complete list of eligibility requirements. In addition, per the OTM, qualified teams finishing below 50% in the division standings will receive heavy scrutiny.

Division Size	Lose City Cup Bid if you finish:
4,5,6,7	Last Place
8	7th/8th
9	8th/9th
10	9th/10th
11	10th/11th
12	10th-12th
13	11th-13th

14	12th-14th
15	13th-15th
16	13th- 16th
Division size does not include byes	

Qualified Players Must Remain Active

Any Central Indiana APA member that is qualified for any World Championship tournament must remain active on a roster to keep eligibility for that event. If you qualify in the Fall Session for an event to be held in August, you must remain active on a roster each session to maintain that eligibility. It is recognized that team rosters may change from session to session. Therefore, a team that advances to the World Pool Championship, does not have to remain active as an intact team, but all team members that plan on participating in the team championships must be active on a roster. This primarily involves the Summer Session as we generally qualify teams at the beginning of the Summer and the World Pool Championships are at the end of the Summer.

Travel Assistance Fund

The Travel Assistance fund will be paid out only to individuals advancing to and attending the World Pool Championships. Two checks will be awarded per team. The first reimbursement check will be paid when all attending team members have made their travel arrangements and will reimburse team members for actual cash outlaid for travel purchases. Remaining amounts due will be paid to the Team Captain (or designee) approximately one week prior to the World Pool Championships. Teams who qualify for both the 8-Ball & 9-Ball World Championships will be awarded twice the individual stipend.