

APA of ALLEN COUNTY LOCAL BYLAWS

APPROVED

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League Operators: Gary & Heather Lyons

Cell Phone: 260-440-4857

Email: glyons@apaleagues.com

Website: <https://allencounty.apaleagues.com>

Facebook: <https://m.facebook.com/FortWayneAPAPoolLeagues>

Introduction

We would like to welcome 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 your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League. 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 local bylaw documents with dates prior to the revision date of this document are null and void.

Section 1: Getting Started

Age Requirements

You must be 21 years of age or older to compete in APA of Allen County.

Office Hours

League Office hours are Monday through Saturday, 2 PM to 10 PM and Sunday from 5 PM-9 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.

Website

Our website address is <https://allencounty.apaleagues.com>.

APA Member Services This site allows you to:

- Get the latest up to date information on playoffs, tournaments or any other APA of Allen County events
- 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.

Facebook In addition, we also have a Facebook page at your <https://m.facebook.com/FortWayneAPAPoolLeagues> 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.

All announcements are made first on the Member Services App and Facebook .. Having a Member Services account can keep you from missing out on valuable information! The Member Services app and Facebook 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 Captains

The Team Captain is the team organizer. Team Captain's responsibilities include:

- Distributing information from League Office to all members of the team including rule amendments, tournament announcements and any other League business.
- The conduct and good sportsmanship of all team members during League play.
- Making sure that accurate and complete scorekeeping procedures are followed.
- Collecting weekly fees and APA membership dues from the team. NOTE: Weekly fees are TEAM FEES, not individual player fees. Weekly dues must be included with the scoresheet.

Team Fees

Team Fees are \$40 per week per team for single format divisions and \$70 per team for Double Jeopardy (\$35 per format) regardless of the number of matches played. **Full Team Fees must be paid for playoff matches and forfeits.** If you are paying by check, please make your check payable to APA of Allen County. There will be a \$25 charge for any returned checks, plus a loss of bonus points.

Teams must be paid current in order to be eligible for playoffs and/or the Wild Card draw.

Annual APA Dues

Membership Fees: For more information on membership fees, please refer to "Annual Membership Dues" found under League Structure, Section 1 of the APA Official Team Manual (OTM). Remember, you must pay your membership before you can play a match, or by week 4, whichever comes first, as explained in the "Every Player Must Be A Current Member" section of the OTM's General Rules, Section 2. *Players will be dropped from the roster if not paid by week 4. Once a player plays a match with your team, your team will be responsible, and will have that membership fee amount added to your team's past due amount.

Scoresheets: Scoresheets serve as our eyes during League night, as we are unable to be present at every location to observe each match. Accurate scorekeeping is essential for maintaining correct handicaps. Please note that failure to adhere to the following steps will result in a loss of bonus points. Here are some important reminders for scorekeeping:

1. Choose the correct table size in the Scorekeeper app.
2. Ensure that matches in the Scorekeeper app are marked as completed.
3. Submit matches at the end of the night. If the Scorekeeper is unavailable, please use the blank scoresheet found in your folder, ensuring it is dated, and submit it along with your league fees.
4. Confirm that matches are paid in full.

For detailed information on accurate scorekeeping, please refer to the Official APA Team Manual.

Accurate scorekeeping assures accurate handicaps. **Failure to follow the steps below WILL result in loss of bonus points.** Things to remember while keeping score include:

1. Record the following:

- Match start and end time
 - Team who put up a player first
 - Table size marked on the scoresheet
2. Innings legibly for every game and totaled
 3. Final game score and match points earned for each game and the total for each team for the night
 4. Weekly fees included and Fees section completed and initialed by the Team Captain (or another member of the team)
 5. Signed completed scoresheets by each Team Captain (or other member of the team)

For complete details on keeping score accurately, see the Official APA Team Manual.

Team Envelopes

Envelopes are due at the drop-off Host Location immediately after the end of play. The team envelopes will be picked up and delivered as follows:

Break and Run In-House League:

Pick up and Drop off will be at **Break and Run**. Drop off packets in APA Drop box located next to the bar. Packets will be picked up on Fridays and Dropped off on day of play.

Corner Pocket In-House League:

Pick up and Drop off will be at **Corner Pocket**. Drop off packets in APA Drop box located next to the back bar under the wall table.

Bonus Points

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

- Innings are filled in and totaled for every game
- The winner and loser of every game is marked with the number of racks won
- Final match score is filled in
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- **8-Ball - 2 Possible Bonus Points**
 - 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 1 point will be awarded for accurate and complete scoresheets.
- **9-Ball - 10 Possible Bonus Points**
 - 5 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 5 points will be awarded for accurate and complete scoresheets.

Remember these are bonus points that are awarded at the sole discretion of the 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 + 2 Bonus Points
- 9-Ball – 60 Bye Points + 10 Bonus Points

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

Past Due Procedure

First Week Past Due: Scoresheet will be stamped Past Due – Captain / Co-Captain will be called.

Second Week Past Due: Scoresheet will be stamped Final Notice – Entire Team will be called.

Third Week Past Due: Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible.

Any team that falls two weeks behind in paying their team fees will receive a FINAL NOTICE on their next scoresheet.

- If the fees are not brought current by the third week, the team will be dropped from the League for non-payment.
- All players on the team will become equally responsible for their share of 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 paid to a Team Captain or other team member not ultimately paid to the League. 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 required to replace their Team Captain with another, more responsible player.

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.

Adding Teams & Roster Changes

New teams may be added to a division at any time during the first 4 weeks of the session. If a team is added or a bye is filled in the division at any time after week 1, all points, including bye points received

by the original teams will stand. The newly added team will receive division low points minus one, so they do not gain an advantage in the standings but are still able to be competitive in the division.

Roster changes may occur at any time during the first 4 weeks of the session. After week 4, the rosters will be “locked”. (See below paragraphs pertaining to exceptions to this rule.) This includes changing teams, changing nicknames, and any other roster changes that may be necessary. Also, all members MUST have their annual APA memberships paid the first night they shoot or by week 4, whichever comes first. If an unpaid player shoots a match, the team will receive ZERO points for that match and lose all bonus points for the night. Unpaid players will be removed from rosters after week 4.

Exceptions to this are at the discretion of the League Office and may be made in cases where a division is in jeopardy and not able to continue without the addition of a new team. This would happen in a 4-team division where one team drops out during the session. Also, a team is considered to be in jeopardy if they fall below 5 shooters. In either of these cases, an exception may be granted. If you feel your team is in jeopardy, contact the League Office ASAP to discuss options.

To add a player to your roster, write their name and the word “ADD” next to it on your score sheet. If you are dropping a player, cross out the person’s name and write the word “DROP” next to it.

For any other changes after week 4 of the session, contact the League Office for approval. If your team plays someone involving a change after week 4 of the session, and approval has not been granted, all points earned by that person will be forfeited.

In order to add a person to a Qualified Team’s Roster in the Spring session, that person must have a skill level based on at least 20 matches in the format in which the team has qualified. Any exceptions to this rule must be approved by the League Office PRIOR to adding the person and/or playing the person in a League match. All qualified team rosters are frozen at the conclusion of week four. Changes to qualified teams after week 4 of the Spring session will result in loss of qualification.

Forfeits

Forfeits are strongly discouraged by the League Office for multiple reasons. We prefer to see points earned through competition rather than awarded via forfeit. Additionally, the purpose of our league is to enjoy playing pool, so why resort to forfeits? Lastly, both teams are required to pay full team fees, regardless of the number of matches played or which team is short on players, so it makes sense to play all five matches!

Preventing Forfeits - Replay Rule

(Player May Play Twice on One Night)

Refer to **Team Match Play** in the General Rules section of the Official Team Manual, which states “**YOU MAY ONLY PLAY ONCE** in a team match.” However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, APA of Allen County has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows one player (the “Replay Player”) from a team (the “Replay Team”) to play twice on the same night in the following circumstances:

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.
- The Replay Team's need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Replay Rule **prior to the start of the 3rd individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level rule. All players who have already played must be available as a choice for the "replay" match.
- The "replay" must be played as the last match of the night. If a "replay" is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player. The team scheduled to put up a player in the 5th match designates their Replay Player first.
- Once a "replay" is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the "replay" match, the "replay" match is cancelled and the new player must play.
- There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in affect during **the last week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

Patches

Patches are available for the following accomplishments:

- 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: Your opponent didn't break during your match.
- Shutout: 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 on the same League night. Not available during tournament play.
- Grand Slam: Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.

One patch per accomplishment will be awarded per session.

Patches are awarded the week after they are earned and will be included in your team envelope.

Section 2: League Play

Rescheduling Matches

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you wish to reschedule a match, **you must make a request to the League Office**. Upon receiving approval from the League Office please use the following procedure:

- Contact the Team Captain you are scheduled to play and notify them of your intent to reschedule;
- If requested to do so, Team Captains must reschedule matches if the original match has been scheduled on a National Holiday, major local event (Derby, NCAA, etc.), or other APA sanctioned event (Tri-Cups, City Qualifiers, Vegas, Indy, etc.) – These matches must be made up no later than 2 weeks after the originally scheduled match date. When possible, score sheets will be provided 2 weeks prior to the match to allow adequate time to complete the match.
- Rescheduled matches must be played within two weeks of the original scheduled match date.
No make-up matches will be allowed in the last two weeks of the session. Teams may pre-play a match in the last 2 weeks if they have a conflict, with the approval from the League Office.

Inclement Weather

Rescheduling for inclement weather is generally a result of snow or icy conditions, but can result from any condition that makes it dangerous for players to travel to their match locations. The League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with your, or your team's ability, to get to your scheduled match location, contact the League Office for additional instructions.

Teams in Default

Any team that does not show up for its match for two consecutive weeks 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 his/her 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 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.

Section 3: Sportsmanship and Conduct

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her 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

APA of Allen County will honor any suspensions from a neighboring APA area.

Section 4: League Playoffs and Tournaments

Session Playoffs

All teams advancing from the end of session playoffs will have the chance to compete in the World Qualifier held once per year to play for a spot in the APA World Pool Championships in Las Vegas.

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

No Tri-Annual – Two Weeks of Playoffs Required For 6-16 Team Divisions

Number of Teams in The Division (last week of regular play)	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 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 Wildcard</p> <p>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>Division Point Leader advances directly to the WQ</p> <p>2nd Place vs Wildcard</p> <p>3rd Place vs 4th 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>

Player Eligibility: Players must have played at least 6 times with the team during the Fall or Spring session and 4 times with the team during the summer session to be eligible to play in the Session Playoffs.

Teams must play continuously in order to maintain eligibility for the World Qualifier Tournament. In order to qualify for continuous play, teams must maintain originality by retaining at least 4 of its original members.

- If a team qualifies by winning the Summer Session, they must play in the following Fall and Spring sessions.
- If a team qualifies by winning the Fall Session, they must play in following Spring session.
- If a team qualifies by winning the Spring Session. They are not required to play in the following summer session

***Any changes to the roster of a qualified team made after week 4 during the Spring session will result in loss of eligibility to the World Qualifier Tournament.*

Awards

MVP Awards: The top performing players in each skill level and each division per ending session will be eligible to play the MVP tournament. Top player in each tier will receive an MVP jacket.

Higher Level Tournaments Matches Played Requirements

World Qualifier: All shooters must have a minimum of 10 lifetime matches in the specific format in order to be eligible to compete in all Higher-Level Tournaments. The match requirements for the World Qualifier must be met by the end of the Spring Session of the League year in which the team was qualified.

Singles Boards: All shooters must have a minimum of 10 matches in the format of the board in the last 2 years.

Scotch Doubles: All shooters must have a minimum of 20 matches in the format in the last 2 years.

World Qualifier

The World Qualifier (WQ) 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 APA of Allen County in the World Pool Championships.

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.

Each team winning a WQ spot to qualify for the World Pool Championship will receive travel assistance per player. Each player is responsible for booking their own travel and hotel.

Should a team elect not to go to the World Pool Championships; the team will forfeit all awards and monies for travel assistance. If the team has already received the money for travel assistance; the team will be required to repay the entire amount to the APA travel fund. Failure to do so will result in suspension of membership for each member of the team until the travel assistance money has been repaid.

Other Things to Keep in Mind

Marking the Pocket: When marking the pocket on an 8-ball game, the patch should be placed **within 1 diamond** from the intended pocket and should not be placed on the felt. This is a sportsmanship violation. Continuing to mark the pocket more than 1 diamond away from the intended pocket can result consequences as determined by the League Office.

Headphones, Ear Buds, and/or Bluetooth Ear Pieces: These devices are prohibited during all higher-level tournaments.

Continuous Play: Game play must be continuous. Matches will not be held up for players. This is especially important in Double Jeopardy Divisions. Teams participating in 8 and 9 ball on the same night must manage their game play so that a player is not required to play both formats at the same time. A player may not play multiple matches simultaneously. Opposing teams are not required to wait to start a match because a player is shooting in a different match.

Cue Ball: If both teams agree, you may use a cue ball other than the one provided by the Host Location. If both teams **do not agree**, teams must use equipment provided by Host Location.