



2018 - 2019

Southern Indiana APA

LOCAL BY-LAWS

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3/19/2018

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SOUTHERN INDIANA APA

LOCAL BYLAWS

League Year 2016 – 2017

Bylaws Override the Rules in the APA Official Team Manual
Local Bylaws cover subjects or situations in our Local League

MEMBERSHIP

To join the American Poolplayers Association a completed membership application form and \$25 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.

FEES

Weekly League fees are \$35 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 \$20 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.

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.

START OF SESSION

During the first 4 weeks **ONLY** – There are **NO FORFEITS**

In order to avoid make-up matches, teams with less than five players in week 1 – 4 **MUST** play a player twice or it will be scored as a forfeit.

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.

The opposing Team Captain may deny the first player chosen.

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 ten days of 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.

PLAYOFFS

In a division of 7 or more teams the first place in each division is **automatically** qualified to play in the World Qualifier.

The playoffs are between 2nd, 3rd, 4th and a wild card team. The team that wins is the second team from that division qualified to play in the World Qualifier.

EXCEPTION –

- In a 4- or 5-team division, playoffs is between the 1st place team and the wild card team.
- In a 6-team division the 2nd place team gets a 1st round Bye and the 3rd place team plays the wild card team.

Matches will be scheduled at a neutral location when possible. If a neutral location is not available the location will be assigned by the LO. An assigned location could be a location that is not in the division.

EXCEPTION – If the two teams playing each other are from the same Host Location, they may choose to play at home.

WILD CARD DRAW

Teams that are eligible for the wild card will be seeded as follows:

Last place team will receive one entry into the wild card draw.

Next to last place will receive two entries into the wild card draw.

Third to last place will receive three entries into the wild card draw.

This process will continue for all eligible wild card teams.

The purpose of this approach is to make matches for teams that are not in playoff contention more meaningful.

WORLD QUALIFIER (formally LTC)

The World Qualifier is 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.

WORLD QUALIFIER (Cont.)

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 fair 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)

Locations

The location for the World Qualifier will be set by the LO before the World Qualifier starts. Teams may have some matches scheduled at their Host Location. There is a certain amount of luck in pool and if a team is lucky enough to draw their Host Location as a playing site, it is a part of the World Qualifier game. By holding a large World Qualifier, it is simply too difficult to set neutral locations for each round due to the fact that no one knows if they are going to be in the winners bracket or the losers bracket.

EXCEPTION: Teams consisting of 4 or more players under the age of 21 by the start of the World Qualifier will be allowed to play any and all of their playoff and/or World Qualifier matches at a location that allows those under age 21 to enter.

Travel Assistance to World Pool Championship:

Each team that advances to the World Pool Championships will receive a check for travel and room assistance. Each team will be responsible for making their own room and flight arrangements. Each team receiving travel assistance will be required to attend the World Pool Championships. Any player or team that does not attend the World Pool Championships will forfeit any travel assistance monies. Any player or team receiving travel assistance and not attending the World Pool Championships could be subject to legal action to recoup monies received and could face suspension from the APA.

TROPHIES

The first place team from each division will receive individual trophies, plaques, or medallions.

Teams qualifying for World Qualifier out of playoffs will receive individual trophies, plaques, or medallions.

Teams qualifying for the World Pool Championships after the World Qualifier will receive a team trophy to display at their Host Location.

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

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)

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

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

Team Captain Patches are distributed each session to Team Captains

HIGHER LEVEL TOURNAENTS (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.

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 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.

EQUIPMENT

Any equipment may be used including extensions, special break cues, bridges or any other reasonable accessory.

However, equipment must be used as it was designed to be used. i.e. Cues designed for breaking only should not be used for shooting.

RACKING (Everyone is entitled to a tight rack)

If the player that is breaking is not satisfied with the rack, ask to have the balls re-racked. If the re-rack is not satisfactory, the player should rack the balls him or herself.

THE BREAK

To start the first match Team Captains flip a coin. The team that wins the flip has the option to list one of their players or make the other team list first. Each match will start with both players lagging for the break on the first game of the match.

*Players must win the lag to qualify for a Rackless Night patch.

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 LAY OUT OF THE TABLE

It will be loss of game any time a player intentionally disturbs the natural lay out of the table during the course of the game.

Loss of game in 9 -Ball means the winning player receives all of 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.

COACHES AND COACHING

8-Ball players with a 2 or 3 skill level and 9-Ball players with a skill level of 1, 2 or 3 are allowed two coaching time-outs per game.

Players with a skill level of 4 or higher, in both 8-Ball and 9-Ball, get one coach per game.

EXCEPTION – New nonrated male players must play their first match as a 4 skill level and are allowed 2 coaches for the first time they play.

EXCEPTION – When playing in a Higher Level Tournament each player is allowed only 1 coach per game, regardless of skill level.

- A marker may be placed on the rail as a focal point for players to point their sticks at as a coaching tool.
- At the end of the coaching time-out, the coach will promptly leave the playing area
- Asking a player “Do you want a coach?” or “Do you want to talk about it?” is a coach.
- Coaches cannot approach the table after they are out of time-outs.
- Coaching violations may result in a penalty point(s) being assessed against your team.
- Repeated complaints of “over-coaching” or using excessive time may result in the player losing coaching privileges in the future.
- Once you’ve completed your turn at the table, you should walk away from the table.
- During time-outs, if the coach is conferring with a third party, the player must be away from the table and out of hearing range. The time limit is still only 90 seconds. No one (other than the shooter) may approach the pool table except during a time-out.

VIOLATION OF THE 23-RULE

Any team that violates the –23-Rule on the final night of play may lose eligibility for playoffs pending review.

STALEMATE

A stalemate may be determined by both players agreeing to a stalemate or by a referee (who has been chosen and approved by both Team Captains). After each player makes three consecutive Defensive Shots, a referee will determine when a stalemate has occurred. The referee’s word is final.

When a stalemate is declared, the balls are re-racked and broke by the same player that broke in the original game. There are no points scored for that match.

SPLITTING MATCHES

Splitting matches is not an option. Splitting matches is mandatory if either Team Captain requests to split matches or if the 4th match has not started 2 ½ hours after the assigned League starting time, i.e.. 7 PM or Sunday at 4 PM.

MAKE-UP MATCHES

Make-up matches are to be played within 2 weeks prior to or after their originally scheduled date of play.

Any matches not made up within this timeframe will be considered double forfeits with fees still being due.

There will be NO make-up matches allowed during the last 2 (two) 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

Teams participating in the Indiana State Invitational must play any matches they will miss prior to the State Tournament.

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 forfeit.

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

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 for a period of one year.

EXCEPTION – Pay a registration fee of \$70. This fee will be refunded in the form of a credit that will cover the weekly League fee in the final 2 nights of play.

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 do a follow up call to the Team Captain that files for a skill level review – if the form is filled out properly.

To report 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 do 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.

PENALTY POINTS

A penalty point (or points) may be assessed against your team for not following rules and/or procedures set forth to ensure an efficient operation of the League.

One “warning” will be issued before applying penalties.

Examples:

Scoresheets

Not legible

Scores or points not recorded

Innings not added up

Financial section not filled out

Fees

Weekly League fees not paid

Membership fees not paid

Defensive Shots not being marked

Sportsmanship violations

Complaints of over coaching and/or sideline coaching

Or for any reason the LO deems appropriate

Team Captains may be removed by the League Operator for actions that may cause disruption in League operations, compromise the integrity of the League or for any reason the League Operator deems appropriate.

Examples:

Consistently returning scoresheets that are inaccurate or incomplete

This includes marking Defensive Shots

Not paying League fees

Sportsmanship violations (by you or by members of your team)

This includes coaching violations (Sideline coaching is NOT allowed. Do not give your player any advice on shooting as they are headed to the table. This is a coach.)

Encouraging sandbagging: Anyone that asks a player to “slow down their play” or to “lose intentionally” could face a 1-year suspension from the League.

WEATHER EMERGENCIES

In case of a weather emergency, League play may continue.

No teams will be penalized for players not showing up. No forfeit points will be awarded to either team. Make-up matches will have to be scheduled. Team Captains must contact the League Office for assistance in notifying the opposing team and rescheduling the match.

Refusal to Do Business With

At any time, at the sole discretion of the League Operator, Southern Indiana APA can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

Chuck & Tina Austin

APA League Operators

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