



West Central Indiana APA Local Bylaws

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We would like to welcome your team to the American Poolplayers Association!

These bylaws have been approved by the American Poolplayers Association, Inc.

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.

Note: In ALL cases in Higher Level Tournament play, the National Rules will supersede Local Bylaws. The World Qualifier held at the end of the spring session each year is considered to be a Higher Level Tournament.

Section 1: Getting Started

Office Hours - are 11:30 am – 9:00 pm Sunday through Thursday. If no one is available, please leave your name, phone number, team number and a brief message and you will be contacted as soon as possible.

Age Requirements

The age requirement to join the APA is 18 years old. If you have someone on your team that is under the age of 21 it will be the responsibility of the TEAM to make sure the establishment knows that individual is under age. If the Host Location does not allow that individual in their establishment they will have to leave and will not be allowed to play that night.

Formats

WCI APA currently offers the following formats, all of which may qualify at the end of the Spring Session for the World Pool Qualifiers and other Higher-Level Tournaments.

- Open 8 Ball
- Open 9 Ball
- Double Jeopardy (Both Open 8 Ball and 9 Ball played the same night)
- Doubles
- Ladies
- Masters

Website

Our website address is wci.apaleagues.com. Or: playapa.com

This website allows you to:

- a. Get up to date information on playoffs, tournaments or any other West 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 [West Central Indiana/Vermilion APA](#) where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members. I highly recommend that you join our Private Facebook group @ APA Information. It's the first place we go to give important updates, share tournament info, and discuss league business.

If you have not already done so, please join our online community by signing up for a Member Services Account at <https://poolplayers.com/>, 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 \$35 per week (\$70 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for playoff matches and forfeits. **Fees are due the night of play without exception. The Team Captain is responsible for ensuring all fees are paid promptly.** West Central Indiana APA is not responsible for cash, so we recommend that your weekly fees be paid by check or money order and made payable to "WCI APA". Do not make the check payable to an individual. Any team or player that does not become current with their team fees upon notice may be dropped from the League for non-payment. No weekly fees are due when a team has a bye.

Returned Check Penalty

There will be a \$30 charge for all checks returned for Non-Sufficient Funds and two penalty points will be imposed on the team. If checks are returned from the bank for any reason, the amount of the check plus the fee must be paid within 30 days or they will be turned over for collection. Once a bad check has been received from a player, the League Office reserves the right to refuse that individual's check in the future.

Team Envelopes and Scoresheets (Drop off)

The team envelopes will be dropped off at your teams specified drop location. Envelopes are due at drop box locations immediately after the end of play.

Mail In Scoresheets

If your designated procedure requires that you return your team envelope via the US Mail, your envelope must be postmarked no later than the next business day following your match. Failure to do so may result in a forfeiture of the bonus point. Each team will be given one no penalty late week. After that your team will lose bonus points for scoresheets that are turned in late.

Printing Your Own Scoresheets

Scoresheet printing can now be done from the website. Scoresheets that are printed from the website are time and date stamped. Some teams/divisions are asked to 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. In the event scoresheets cannot be printed before the scheduled match time or if they cannot be located, you should play your match as scheduled using your handicaps as shown at that time on the league website. Use blank scoresheets or whatever paper is available.

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
- 9-Ball – 50 Bye Points

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

Forfeit Matches

Both teams are still responsible for the full weekly fees for any week in which a match or portion of a match is forfeited.

Teams who do not show up for two consecutive weeks, and who do not contact the League Office, will be considered dropped from the League and a new schedule will be issued.

Any team that forfeits more than three matches during the last two weeks of a session may not be eligible for playoffs that session. Any team that forfeits a playoff match loses all eligibility for tournaments, prizes, and awards.

Deliberate forfeits will not be tolerated, **especially the last 3 weeks of session**. This is extremely disruptive and may cost players on the opposing team a chance to play the matches they need to become eligible for Playoffs. Therefore, if a team forfeits during the final three (3) weeks of a session, they may be subject to a two week suspension and/or removal from the wild card draw at the sole discretion of the League Office, and their opponents will be awarded the equivalent of bye points. Please be respectful of your opponents and reschedule your matches if necessary.

If a whole team fails to show for a match, the opposing team is awarded:

- 8 points in 8-Ball
- 50 points in 9-Ball

If a forfeit occurs in an individual match, the opposing player is awarded:

- 2 point in 8-Ball
- 15 points in 9-Ball
- Both teams may still earn their bonus points provided all requirements for bonus points are met

Bonus Points

The bonus points awarded will be as follows:

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

- Scoresheets are complete and legible
- Player numbers are filled in and correct
- Total Innings are filled in 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

- **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 - 20 Possible Bonus Points**
 - 10 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 10 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.

From time to time the League Operator may award extra bonus points to teams on a division by division basis as long as the extra bonus points are offered to all teams in a particular division. For example, near the end of a session extra bonus points may be offered as an incentive to turn in next session registration forms in a timely manner. In this case, all teams in a division would have the chance to earn points. The above is just an example and not the only instance where bonus points could be awarded.

Past Due Procedure

First Week Past Due: Scoresheet will be stamped Past Due – Team 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.

Section 2: League Play

League Start Time

League play begins at 7pm, unless otherwise noted. Start time is marked at the top of the score sheets.

Scorekeeping

The Team Captain is responsible for making sure that the team score keeper knows how to accurately keep score. It is best to utilize a veteran scorekeeper whenever possible. The scorekeeper must be able to recognize when a safety or defensive shot has been played and must mark it accordingly on the scoresheet. Accurately recording defensive shots, at the time they are played, is the most effective means to deter cheating, or sandbagging. Failure to record these shots on the scoresheet allows cheating to happen in our League!

Defensive Shots

Each individual player in the West Central Indiana APA SHOULD call their own defensive shots. Any team or player that does not call and mark defensive shots will be scrutinized for skill levels.

Teams should still mark defensive shots even if they are not called. In the "Defensive Shots" column of the score sheet, mark any shots that you thought were safeties, even if they were not called. This includes shots which you feel were intentionally missed. INTENT is the key! If, in the scorekeeper's opinion, there was no INTENT to pocket a ball, a defensive shot must be marked! This is one of the most important functions of the scorekeeper. For more information about Defensive Shots and ethical pool playing, see the Team Manual's "Defensive Shots" section in General Rules.

Please do not have anyone keep score who is not knowledgeable in this area of the game. Giving an intentional ball-in-hand IS considered a defensive shot and must be marked as such on the scoresheet. All players on all teams are strongly encouraged to watch the following videos:

1. Understanding Defensive Shots: <https://www.youtube.com/watch?v=wzfvYHM3CEs>
2. Keeping score in 8-Ball: <https://www.youtube.com/watch?v=jAmXl6ekJNk>
3. Keeping score in 9-Ball: <https://www.youtube.com/watch?v=jtLY6AoNVBQ>

Double Jeopardy Teams

You must plan your throws carefully. You must not play the same player last in both formats. Play must always be continuous. There will be NO holding matches! If you end up with the same player playing last in both formats, that player has two minutes to finish the one they started first, or they will have to forfeit the other match. You may NOT play both matches at the same time!

Personal Cue Balls

Many players now carry a personal cue ball. It is permissible to use a personal cue ball for match play as long as both players agree to the use of the personal cue ball. If one player does not wish to use the personal cue ball, then you must use the house cue ball originally on the table. Once an individual match is started with a personal ball, it must be used for that entire match. A decision can be made on a match by match basis as to the use of a personal cue ball.

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.

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 of the team 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 team has other pre-qualified League obligations such as a World Pool Championship.
- Make-up matches must be played at the original scheduled location and scheduled within 3 weeks of the original date and prior to the last two weeks of the session. Exceptions with special conditions may be made by the League Office.
- All make-up matches must be played using current skill levels.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.

Preventing Forfeits

(Player May Play Twice on One Night)

The Official Team Manual 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, the APA Leagues of West Central Indiana 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:

- a. 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.
- b. 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 League Office.
- c. 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 4th individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- d. 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. All players who have already played must be available as a choice for the "replay" match.

- e. 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.
- f. 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.
- g. 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.
- h. There is a 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 limit is 6.** The Replay Rule is not in affect during **the last 2 weeks of regular weekly League play of the session, Playoffs, Tri-Cup Tournaments or the World Qualifier.**

Section 3: Sportsmanship and Conduct

Sportsmanship

Players are always expected to exercise good sportsmanship during league play and tournaments. Instances of poor sportsmanship may result in sanctions ranging from warnings to suspension from the league. Complaints should be noted on the score sheets. These offenses include but are not limited to the following:

- Physical or verbal abuse towards anyone including other players or APA officials.
- Throwing or breaking objects.
- Excessive or repeated arguing of rules or skill levels.
- Sharking the opponent.
- Improper coaching (too many or too long)
- Excessive slow play or stalling

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 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

West Central Indiana/Vermilion APA “must” honor any suspensions from a neighboring APA area.

Section 4: League Playoffs and Tournaments

Session Playoffs

Session Playoffs will be used to determine which teams qualify for the Tri-Cup/Cash Cup Tournaments. The structure of a division's Session Playoffs will depend upon the number of teams in the Division. During each session, the 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 Playoffs.**

Player Eligibility:

Players must have played at least 5 times with the team during the session to be eligible to play in the Session Playoffs and Tri-Cups.

Playoff Structure for a 4-5 team Division

If there are four (4) to five (5) teams in the Division, one (1) team from that Division qualifies to go to the Tri-Cup/Cash Cup. That team is decided through the following Playoff structure:

<p style="text-align: center;">Playoffs: 1st Place vs. Wild Card Winner advances to Tri-Cup/Cash Cup</p>
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Playoff Structure for a 6-7 team Division

If there are six to seven teams in the Division, two (2) teams from that Division qualifies to go to the Tri-Cup/Cash Cup.

- The two slots are decided using the following Playoff structure:

<p style="text-align: center;">Playoffs: 1st Place vs. Wild Card 2nd Place vs. 3rd Place The winners advance to the Tri-Cup/Cash Cup</p>

Playoff Structure for an 8-11 team Division

If there are eight to eleven teams in the Division, three (3) teams from that Division qualifies to go to the Tri-Cup. The 1st Place team earns an automatic spot in the Tri Cup.

- The other two slots are decided using the following Playoff structure:

<p style="text-align: center;">Playoffs: 2nd Place vs. Wild Card 3rd Place vs. 4th Place The winners advance to the Tri-Cup/Cash Cup</p>

Playoff Structure for a 12-16 team Division

If there are twelve to sixteen teams in the Division, four (4) teams from that Division qualifies to go to the Tri-Cup.

- The first and second place teams from the session earn automatic qualification into the World Qualifier
- The remaining two slots are decided using the following Playoff structure:

<p style="text-align: center;">Playoffs: 3rd Place vs. Wild Card 4th Place vs. 5th Place</p> <p style="text-align: center;">The winners advance to the Tri-Cup/Cash Cup.</p>

Tri-Cup Byes

Division champions from divisions that automatically advance teams to the APA Tri-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 (adjusted for number of weeks played).

1. TRI-CUPS

A Tri-Cup will be held at the end of each Summer, Fall, and Spring Session for both 8-Ball and 9-Ball. Automatic qualifiers and playoffs winners from each session will participate in the Tri-Cup to gain eligibility to the World Pool Qualifier. Each Tri-Cup will qualify up to eight (8) teams, in each format, for the WPQ that will be held every June.

- **If a team qualifies for the Tri-Cup in the Summer Session, the team must play in the Fall Session or forfeit their eligibility.**
- **If a team qualifies for the Tri-Cup in the Fall Session, the team must play in the Spring Session or forfeit their eligibility.**
- **If a team qualifies for the Tri-Cup in the Spring Session, the team must play in the Summer Session or forfeit their eligibility.**

Trophies

End of session awards will be given at the end of each session to the 1st place teams in each division. Each player will have a choice of a:

- Trophy
- Plaque
- Shirt
- Singles Board Entry

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 West Central Indiana/Vermilion county, IL APA in the World Pool Championship in Las Vegas, NV. The Travel Assistance will be used to pay travel expenses actually incurred by the members of those teams advancing to the APA World Pool Championships. If this Travel Assistance is used for other expenses, it must be paid back to the League in full by the team before the team's players may rejoin League participation.

World Pool Championships

Any WCIAPA member that is qualified for any World Championship Tournament must remain active on a roster to keep eligibility for that event. For example, if you qualify in the Fall Session for a Jack & Jill 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 World Pool 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.

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 run the rack for 10 points.
- **Rackless:** Your opponent didn't break during your match. You won against an opponent of equal or greater skill level. However, if you 3-0 a lower skill level player you may purchase the patch for \$1.
- **Clean Sweep:** For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Clean Sweep Patch.
- **20-0 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.
- **Sportsmanship:** You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet and the League Office will determine if the patch will be awarded.
- **I beat a 7:** A skill level 4 or under that wins against a skill level 7 in 8-Ball.
- **I beat a 9:** A skill level 5 or under that wins against a skill level 9 in 9-Ball.

Patches may be redeemed for APA merchandise

Have Fun. Meet people. Play Pool!