



2025-2027 LOCAL BYLAWS

Mid-Michigan APA

***BEFORE* contacting the League Office . . .**
Always first try to look up the answer yourself on our website(s) or the APA
mobile app,
then contact your Division Rep (listed on your APA App team screen)

Office Hours: Sun-Thu 1pm-8pm
Office / Cell: (810) 397-8005

Email: mid-michigan@apaleagues.com

Website: mid-michigan.apaleagues.com

Facebook: <https://www.facebook.com/Mid-Michigan-APA-184428561749865/>

CHAMPIONSHIP RULES: The American Poolplayers Association Championship rules always supersede local Bylaws in all Higher-Level Tournaments.

LOCAL BYLAWS

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 and to help clear up common issues that will allow you to focus on your game. 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 previous local bylaw documents are now null and void. **We encourage you to read and become familiar with the Official Team Manual for the rules of play to enable you to maximize your enjoyment in the League.** (see the League website – mid-michigan.apaleagues.com – for a reference copy)

You must be 18 years of age or older to compete in MID MICHIGAN APA.

Section 1: Getting Started

Office Hours

League Office hours are Sunday through Thursday, 1 pm to 8 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.

Phone: (810) 397-8005

E-mail: Mid-michigan@apaleagues.com

Team Captain Responsibilities

The Team Captain is the team organizer. The Team Captain (and/or Co-Captain) must have a smart phone and e-mail address to allow for quick and effective communication with the League Office. The Team Captain's responsibilities and duties include:

1. Collecting weekly fees and ensuring their team does not have a balance due (incl. APA membership dues).
2. Submitting scoresheets, payments, forms and other information to the League Office in a timely manner.
3. Distributing information from the League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business.
4. **Responsibility for the conduct and good sportsmanship of all team members during League / Tournament play** (severe or habitual sportsmanship violations may lead to penalty points and/or disciplinary actions for the individual and the team)
5. Making sure that proper and accurate scorekeeping procedures are followed.
6. Having team players and scorekeepers at the scheduled match site on time.

The Team Captain's duties can be far less burdensome if they have all their players use the Member Services app and the electronic Scorekeeper app. Their players will be able to access all the pertinent league information, the team information & schedules and their individual player stats – allowing them to more fully enjoy what the league has to offer without Captain intervention.

**Division
Representative
Responsibilities**

Division Representatives (Division Reps) are appointed by the League Operator or voted on by the Team Captains. This is someone that has played in the League for a long time, is a person of integrity and is well respected by League members. Division Reps are your primary point of contact for questions about rules and other general inquiries about their division. They make sure that League information and notices are distributed and understood by their players. They are a spokesperson for their division and ensure that all concerns, queries and questions from the division are addressed. They are available on League nights to answer any questions when necessary. The Division Rep will call the League Operator on a League night if deemed necessary. You will find your Division Rep's phone number on your APA App team screen.

**Member
Services
site/app**

The most effective means of getting league information is via the **APA Member Services** site / APA mobile app. The URL is <https://league.poolplayers.com> or you can download the APA mobile app from your favorite Android or Apple provider. Please see <https://join.poolplayers.com/> for details on how to gain access.

The Member Services site/app will provide you a personalized dashboard view of detailed league information as well as general announcements and event schedules. Please see <http://help.poolplayers.com/content> for more details.

Our local league website address is mid-michigan.apaleagues.com
This website allows you to see some league information without logging into your account. The main purpose is general communication, but members can see League Operator contact information, general announcements and most notably the Calendar of events.
Even if you don't sign up for the Member Services site (or APA mobile app), please make sure we have your e-mail address on file. All announcements are always made first on-line and through the APA sites/app, then via our e-mail mailing list – don't miss out on valuable information! The APA Member Services site, local league site and e-mail are the Local League Office's most efficient communication tools, helping to ensure that you get the most out of your experience and keeping you up to speed on what is happening at all times, be it upcoming playoff match locations, wild card picks, tournaments or any other info pertinent to the League.

**Team Fees &
Scorekeeping**

Standard Team Fees (as indicated on your scoresheet) are due for each team match scheduled regardless of the number of individual matches actually played including forfeits, makeups, and playoffs.

e.g. Regular "8-Ball Open" 5 match format fees are **\$40 per team match** even if 0 individual matches were actually played.

Scoresheets and Team Fees are to be submitted in a timely manner.

- Scores should be submitted via the APA Scorekeeper app. The submission should be done **immediately after** the completion of the match and after verifying the completeness and accuracy of the information. Teams should confirm scoring information with the opposing team – preferably at the end of each game – and any **unresolved discrepancies should be noted** in the comments section prior to submitting. Individual and Team points should match with the opponent. Innings, if kept accurately, should also match. Defensive shots may differ as they are subjective as to the intent of the shooter.

- Payments should be sent electronically **by 10 am the next day** and should contain a note indicating the team# and week# the payment is for. (we only accept Zelle or APA e-payments – if avail)

We advise Captains to have all their players familiar with scorekeeping (both paper and electronic) so that no one player is stuck with all the administrative duties.

Always have a blank paper scoresheet handy as a backup to using the scorekeeper app. All individual matches must be scored and submitted by BOTH teams.

If a team participates in “Double Jeopardy” (playing both 8-Ball and 9-Ball on the same League night in the same location with the same team), team fees are discounted. To qualify, the two teams must consist of at least 5 common members.

Bonus Points

Bonus points may be awarded as follows:

- **8-Ball - 2 Bonus Points**
- **9-Ball - 12 Bonus Points**

Bonus points will only be awarded if **ALL** of the following occur:

- Scoring data is complete, accurate and submitted on-time via the APA app. (see Team Fees & Scorekeeping section for details)
- The entire weekly fee is paid on time (by 10am the next day).
- The team conducted itself in a sportsman-like manner (severe or habitual sportsmanship violations may also lead to penalty points and/or disciplinary actions for the individual and the team)
- All fees are up to date
- The team match is started on time and completed in a timely manner. (Have a sufficient number of players & scorekeepers present -- esp. for Double Jeopardy -- to start on time, and avoid unreasonable delays during and/or between matches)
- No abusive comments are written in the notes
- No ineligible players have played (e.g. past due or unpaid members)

Remember these are bonus points that are awarded at the sole discretion of the League Office. Habitual or severe infractions may result in penalties far beyond the loss of bonus points (penalty points, loss of game/match, suspension, etc.)

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 the opportunity to compete in tournaments.

Past Due Procedure

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 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 that have not been paid by the Team Captain or other members designated by the team. 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 asked to replace their Team Captain with another, more responsible player.

First Week Past Due: Stamp Past Due

Second Week Past Due: Stamp Final Notice

Third Week Past Due: Change Team Name to TEAM DROPPED DUE TO NON-PAYMENT and mark all players ineligible.

Teams and/or players that have an outstanding balance for any reason may be subject to loss of any & all League benefits (incl. awards & qualifications)

e.g. loss of ability to advance to Division Playoffs & tournaments, and/or loss of any session awards or cash payouts due.

Patches & Coupons

Patches are limited to one of each criteria per session per player (a player may purchase the extra patches earned and requested for \$2 each). Patches available:

- 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 & win the game.
- 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 (8-ball only).
- Skunked: 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 within the same match. Regular weekly play only.
- Grand Slam: Mini Slam in both 8-ball and 9-ball and Rackless within the same session. Regular weekly play only.

Go to the local APA website for details on requirements/restrictions on each patch.

If a player chooses, they can forgo receiving an earned patch, and instead receive a **patch alternative coupon for an entry into a drawing for a trip to Las Vegas**.

Due to the availability of the APA electronic scorekeeping app and historical player preferences, patch alternative coupons will now be the default choice and automatically generated based on the scoresheet data provided – no need to fill out a form or paper coupon.

If a player wishes to receive an actual patch, **the Player or Captain must fill out the online Patch Request Form by the day after it was earned**. Requested patches will be given by the League Operator after the end of that session (at Tri-Annual tournament or by wk05 of the following session). A player can only receive a coupon entry OR a patch, NOT both.

The MidMichigan APA will award at least one patch alternative drawing winner per format per League year. The winner will receive travel assistance (max \$700) to go to Las Vegas to play in the “Minis” during their choice of the World Pool Championship or Poolplayer Championship (or a \$300 *cash-out is available).

** Cash-out option must be exercised before Dec 31st of the year awarded, and Travel Assistance is non-transferrable and must be used before the end of the next Calendar Year or it will be forfeited.*

Trophies

Division Champion awards will be given after the end of that session (at Tri-Annual tournament or by wk05 of the following session) to all teams that earn the Division Champion title by winning first place points for that session. Each qualified member

of the winning team will receive an award. In addition, each World Qualifier winner / World Pool Championship Qualifying team will also receive a team trophy/plaque that can be put on display at their Host Location to show off their accomplishments!

Most Valuable Player awards will be given to the top MVP in each Division for their respective Skill Level tier. The MVP will be determined by **the player with the highest Points Available (PA*) Percentage that has played at least 50% of the number of weeks in that division schedule**. To be truly "valuable" to your team you should be playing most of the time, but the 50% threshold was set in order to account for the various logistical challenges (e.g. division size, bye weeks, vacations, player lineup rotations, forfeits, etc., etc.)

** see MVP Tournament section for details on the PA calculation*

Incentives

From time to time, we will run incentives and promotions for new teams, new Team Captains, new APA Members or new Host Locations. These could be in the form of team credits or APA apparel. Incentives will be posted on-line as well as with the team scoresheet messages.

Occasionally, extra qualifications for APA Tournaments will be awarded via structured incentives (e.g. Division Playoff final round is eliminated and both semi-finalist teams advance). These types of incentives will be posted in advance.

Section 2: Weekly League Play

Match Time

The regular start time is 7:00 pm (unless otherwise stated for a specific division). Play will begin even if only one player from the team is present. Play must be continuous; otherwise forfeits will be awarded to the team with players present. Be prepared when it is your turn to put up a player. It should not take more than a couple of minutes to decide who to play in a match and this will keep the match moving.

Any weekly match passing 2.5hr of elapsed time must split onto 2 tables for any remaining matchup if a second table is available (e.g if the 3rd matchup is still being played at 9:30pm, then the 4th matchup should be started immediately on the second table and the 5th matchup should be started as soon as a table is available). A match may split to 2 tables (if available) at any time as long as both Team Captains agree.

Any individual match that has not started by 11pm will be rescheduled as a make-up unless both captains, both players and the host location agree to allow the match to continue.

For those matches scheduled at a one-table location, the regular start time should be ½ hour earlier (i.e. 6:30pm for weeknight 7pm divisions). This will help avoid late nights. While teams are getting used to this new guideline, Forfeits will NOT be allowed to be enforced for late starts until the regular documented division start time. However, non-compliance (esp. repeated non-compliance) may be interpreted as a sportsmanship issue and result in penalties (loss of bonus points or worse).

For those divisions playing 2 weekly matches at a time (i.e. double jeopardy or every-other-week structure), the default is to play one team match on one table and

the second team match simultaneously on the second table. IF both captains agree, the teams can play one weekly match in its entirety on 2 tables, and then begin the second weekly match on 2 tables once a table is available.

- If a team would like to put up a player who is still playing in the other match, the put-up will be declared and locked in like normal (and entered in the scorekeeper app to maintain the alternating put-up cadence) and that match will be put aside until the players are done with the other match. The next individual matchup will then proceed immediately.
- Teams should try to coordinate the matches such that the same player is not expected to play the last matchup for both matches (and thereby causing a delay in overall match time to wait for a player and/or table to become available).
- A player CANNOT play multiple games/matches on multiple tables at the same time.

Coaching

Players with a skill level of three (3) or below receive two time-outs per game. All other players (skill levels 4 and above) receive one time-out per game. Time-outs should not exceed one minute.

Any member of the team can be the coach. The coach does not have to be designated until a time-out is called, and a different coach can be designated for each time-out. (please refer to **Coaching** in the General Rules section of the APA Official Team Manual).

Skill Levels

The APA was founded on the principle of fairness to all players. Therefore, accuracy of skill levels is very important. Team Captains are responsible for raising the skill level of any player on their team if the player's skill level is too low. Simply advise the League Office of the intended change. The Official Team Manual indicates that in 8- or 9-Ball, all new players start at a skill level 3. However, a team adding a NEW player if they are known to have ability higher than the standard starting point must start the NEW player at their appropriate skill level, and should make the roster change via the League Office. If a player's skill level should go up 2 or more levels in one session, penalties may be assessed against the offending team.

Male players may be limited to a minimum skill level of 3 in 8-Ball & 2 in 9-Ball.

Marking The 8-ball

Pocket markers for the 8-ball may be anything except a stand-alone piece of chalk, weapons or obscene objects. The pocket must be marked for the 8-ball and no agreements, express or implied, will be recognized by the League Operators. It is the sitting player's responsibility to ask the shooter to reposition the marker if they feel it is hanging over the playing surface and could affect the shot. If the marker is contacted, whether it goes in or not, the shot stands.

Bye Weeks

Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team shall be given the following points for the week (these points include the bonus points a team would have received that week):

- 8-Ball – 7 Bye Points + 2 Bonus Points
- 9-Ball – 55 Bye Points + 12 Bonus Points

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

Bye points will not be awarded in the first four weeks of any session while new teams are still being added. If a BYE is filled in a division, make-up matches may be required. APA will post scoresheets for any matches that need to be made up due to filling the BYE. Submit the scores for the make-up once the match is completed in full.

An alternative that can be used at the League Operator discretion is that the joining team will be awarded points equivalent to one point less than the last place team at that time.

Forfeits

If a full team of five players fail to show up for a match, the opposing team is awarded forfeit points.

- A full team forfeit in 8-Ball will be worth 7 Points + 2 Bonus Points
- A full team forfeit in 9-Ball will be worth 55 Points + 12 Bonus Points

An individual match forfeit in 8-Ball is worth 2 Points during regular session play and 3 Points during Playoffs.

An individual match forfeit in 9-Ball is worth 15 Points during regular session play and 20 points during Playoffs.

A player who concedes a match (stopped/forfeited during the match) will be awarding the opponent the maximum match points (3 in 8ball, 20 in 9ball). Players who cannot continue a match due to a dire emergency must contact the League Operator in writing to officially protest the match with adequate proof to request a different outcome.

A team cannot forfeit more than five individual matches throughout the session or three individual matches within the last two (2) weeks of regular weekly play. Teams who do not adhere to this rule may forfeit eligibility into Playoffs and/or any tournament qualifications.

Both teams are responsible for the full weekly fees for all scheduled matches, regardless of how many individual matches were actually played or forfeited.

Preventing Forfeits & Makeups (Replay)

The Official Team Manual states “YOU MAY ONLY PLAY ONCE in a team match.” However, to help prevent forfeits and for matches to be awarded on the table rather than by forfeit, **one player shall be allowed to play twice in the same Team Match (called a Replay Player)** in the following circumstances:

- Teams must notify their opponent of the need to use, or potential need to use, the Replay Rule **prior to the start of the match before the match in which they will use the Replay Rule.** The opponent must allow the replay; they cannot enforce a forfeit match.
 - If the match in which the team wishes to use the “replay” is the 5th match they must notify their opponent prior to the start of the 4th individual match.
- **The opposing team gets to pick which player will play twice** as long as it does not force that team to go over the Team Skill Level Limit Rule. All players who have already played must be available as a choice for the “replay” match.
- The use of a Replay shall NOT create a lineup that otherwise would not exist for that team (e.g. only one SL2 on the team and use replay to enable a 7-7-5-2-2

lineup). Another way to think about it, **a Replay can only be used if the team has an absent player that would have fit under the 23 cap.**

- The “replay” must be played in the last match of the night. If the “replay” match is used prior to the last match, the remaining matches must be forfeited, even if another player shows up.
- If the team’s other player shows up prior to the start of the “replay” match, the “replay” match is cancelled and the player must play.
- A team that has enough players present is not allowed to use the Replay Rule unless they cannot comply with the Team Skill Level Limit. Any other reasons must be approved by the League Office.
- A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent. Attempts to take advantage of the Replay Rule should be reported to the League Office via official protest form.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the last match puts up first.
- There is no limit on how many League nights a team can use the Replay Rule during the regular session based on the above criteria. However, excessive use may result in a Sportsmanship violation and incur penalties accordingly.
- **For the first two weeks of any session only!!!** A team may use two Replay Matches provided the other guidelines above are met.
- **“Replays” will not be allowed in the last 2 weeks of regular weekly League play of the session, or any postseason play (e.g. Playoffs, Tournaments, etc.).**
- **For 3-match formats (e.g. Ladies, Masters, etc.), The opponent has an option to pick one of the attending players to replay that night OR pick which of the absent players will play a make-up match.**

Rescheduling Matches

On occasion, usually due to a holiday, inclement weather or a national tournament, a match may need to be rescheduled. If you plan to reschedule a match (pre-match or makeup), **you must notify the League Office**. Please use the following procedure:

- Contact the Team Captain of the team you plan to reschedule with 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.
- Rescheduled matches must be played prior to the original scheduled match date or within two weeks afterward. No matches may be rescheduled to be played in the last 2 weeks of play (except pre-qualified League obligations).

NOTE: Exceptions with special conditions may be made by the League Office (e.g. up to 4 weeks afterward if rescheduling one of the first 2 matches of the session that falls on a Holiday period).

Individual matches may, under extenuating circumstances, be rescheduled or “made up”. **Makeups are a privilege, not a right, and are at the discretion of the opposing Team Captain and the League Office.** It is the responsibility of each Team (i.e. Team Captain) to have a full team present and ready to play at each match, and failure to do so detracts from the enjoyment for the other teams / players. In rare cases, a makeup may be arranged if all other options have been exhausted (pre-match, replay player, etc.). **All makeup requests must be submitted for League Office approval BY THE OPPOSING TEAM CAPTAIN (via phone call and/or email) no later than the night of play in question and must contain the**

approval of both Team Captains and the details of time, place and named players that will be participating in the makeup match. The full team League fees (e.g. \$40) must be submitted along with the partially completed match scoresheets per the normal submission process & cadence, and the makeup match scoresheet must be submitted electronically (email preferred) immediately following the makeup match. Requests that are not submitted following these guidelines will be summarily denied and become a forfeit.

In all cases (even with a legitimate reason for being short players), **you should play as many of the individual matches as possible at the scheduled date/time** at the scheduled location. If you know you will not have enough players for a given match, plan for pre-matches ahead of time (be sure to advise the League Office) and plan to use the replay rule before you expect to request a makeup. Makeups after-the-fact are a last resort.

Inclement Weather

Inclement weather is generally, but not limited to, snow or ice conditions. The League Office will use school closings and state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact your Division Rep for additional instructions.

Teams in Default

Any team that does not show up for a match for two consecutive weeks will be deemed in default and will be dropped from the Division. Additionally, any team that has not paid their League fees for two consecutive weeks is in danger of being dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Teams that default are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and 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 deemed necessary. If your team has a player that is past due on your roster (including membership fees), you will receive no points for that person's match (even if they win) and no bonus points for the week if they play and do not clear their past due.

Section 3: Sportsmanship and Conduct

Sportsmanship

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is a big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time. **Please don't spoil it for others!**

There is a fine line between cheering for your player and against your opponent. As a rule, cheer for your player's accomplishments and not the opponent's misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to match forfeits, probation, suspension or termination of League and/or APA membership. For example, jumping out of your chair during a match that you are watching to say a hit was bad or the 8-ball was not marked, will be deemed poor sportsmanship, and the player is subject to penalties. It is fine to cheer for an 8-on-the-Break, but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. **When you are not playing, please sit,**

watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

Poor sportsmanship will not be tolerated. Negative behavior is disruptive to the League and may be just cause for suspension of your membership. Show respect to your opponent, win or lose. Verbal abuse and harassment will not be tolerated

Any team with two or more sportsmanship violations may be dropped from the League.

Banned Players	If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person into their establishment for a League match or tournament.
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MID MICHIGAN APA Honors Other Local Suspensions	MID MICHIGAN APA will honor any suspensions from a neighboring APA area. If a player is suspended by another APA League Operator in another league area, they will not be allowed to participate in the MID-MICHIGAN APA.
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Penalty Points	Penalty Points of 1 to 5 points (1 to 60 points in 9-Ball) may be levied at the sole discretion of the League Office for, including but not limited to, any of the following: a. Not marking non-performance & defensive shots b. Sloppy scorekeeping c. Unsportsmanlike conduct d. Slow Play by individual players.
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Disputes	Disputes should be resolved by the two players themselves , and not the captains, coaches nor bystanders. If a resolution cannot be found, contact your Division Rep. We strongly urge the players to solve disputes themselves in the spirit of “Good Sportsmanship”, with cooperation, courtesy and compromise. Just because you are correct about the rule/issue that started a dispute, does NOT give you the right to be unsportsmanlike or abusive in resolving it. Escalation of an issue is worse than the underlying issue itself and you may find yourself with harsh penalties being imposed. As the Team Manual states: Players/Teams consistently involved in disputes may incur penalties ranging from point deductions to suspension or termination.
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Complaints	Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. Complaints should be submitted on the appropriate form (located on the League website), written on that night’s scoresheet, or submitted in an email. No fee shall be required to issue a complaint or to file an official protest.
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Players should NOT accost/harass another player or team with a complaint (skill level, sandbagging, rules violation, etc.) . . . this is UNSPORTSMANLIKE and will be treated as such (with penalties assessed). Complaints should be brought to the attention of the League Office, in writing, in order to be addressed.

No abusive language directed at the League or the League Operator will be tolerated. All concerns should be written up in a calm and professional manner. This will guarantee that your concern is looked at, documented and addressed. Abusive comments or complaints are considered unsportsmanlike and will be treated as such.

Sandbagging

A player / team can only sandbag if their opponent allows them to. It takes two to sandbag: one team to miss the shots intentionally and one team to not mark the non-performance shots. **Your innings and Defensive Shot tallies do not have to match the other team scoresheet;** do not pad innings. (See Official Team Manual.)

Accurate and conscientious scorekeeping is a team's greatest contribution to the smooth operation of The Equalizer® handicap system and the prevention of sandbagging. The Equalizer® will work perfectly if every team keeps score properly. Anytime a player does not attempt to pocket one of his object balls it should be marked in the player's Defensive Shots block. The only way a team can get away with manipulating The Equalizer® handicap system is **IF YOU LET THEM**. Your local League Management processes the scoresheets you submit. You improve the league and your chances of winning by playing by the rules and the spirit of the rules and by keeping score according to the book. Your cooperation will be appreciated by your teammates, your fellow members, your Local Management, and the APA.

(We urge you to read the Official Team Manual section 23. UNDERSTANDING DEFENSIVE SHOTS)

If you're not playing offense . . . you're playing defense!! . . . ensure proper scorekeeping.

Any team caught sandbagging or sending in falsified scoresheets may be subject to removal from the League and/or heavy skill level scrutiny. **This is Cheating!**

Board of Governors

The Board of Governors is a peer review group that will be responsible for deciding protest issues and advising penalties to be imposed for players that violate the rules and/or bylaws.

Section 4: League Playoffs and Tournaments

Road to Vegas

The Road to Vegas describes how a team earns their way from weekly league play to the World Pool Championships in Las Vegas. The latest Road-to-Vegas visual-aid diagram will be posted on the league website.

Session Playoffs

At the end of each regular session, the teams with the most points and a Wild Card team will compete in Division Playoffs. The number of teams involved and the number and structure of playoff rounds will vary by Division size (see charts below)

The Wild Card is a team drawn at random from all teams in the division. The purpose of the Wild Card is to prevent teams from 'giving up' towards the end of the session as it keeps every team alive until the final week. In order to qualify for the Wild Card, a team must be fully paid up with all their session dues and have no more than five forfeits during the session.

NOTE: A team cannot forfeit more than three individual matches within the last 2 weeks of regular weekly play or more than 5 individual matches throughout the session. Teams who do not adhere to this rule will forfeit eligibility into Playoffs.

The following table outlines the Session qualification and Playoff structure:

Number of Teams in the Division (at end of session)	Playoff Structure *	Advances to World Qualifier (WQ)
<u>4-5</u>	1 st Place vs. Wild Card	Winner (1) of Playoff Match
<u>6-11</u>	1 st Place vs. Wild Card 2 nd Place vs. 3 rd Place Round-1 winners play each other in Round 2	Winner (1) of Playoff Round-2
<u>12-16</u>	1 st Place vs. Wild Card 2 nd Place vs. 7 th Place 3 rd Place vs. 6 th Place 4 th Place vs. 5 th Place Round-1 winners play each other in Round-2 (seeded fashion 1-WC vs. 4-5, 2-7 vs. 3-6)	Winners (2) of Playoff Round-2

*** Summer Structured Incentive: All Round-1 Playoff winners directly advance to the World Qualifier**

Playoffs will be scheduled on corresponding League nights.

* Session Playoffs will be at the Host Location of the team with the best record unless a dedicated Tournament site is announced prior to the last week of the session.

Cash-Cup Tournament

The Cash-Cup is an annual tournament where the qualifiers from the league year (Summer – Spring sessions) compete for cash prizes. Multiple teams qualify each session and the top teams from the tournament earn a cash prize (number of entries and payout structure vary based on overall League team count and will be announced prior to the start of the event – typical examples would be the top 8 Big-Dawg teams or 1st place teams and 2nd place from 12+ team divisions.). Similar to World Qualifier eligibility, the qualified teams must stay in the top half of their division in every subsequent session leading up to the event or they are subject to loss of eligibility.

Best-of-the- Rest Tournament

The Best-of-the-Rest is an annual tournament where the top teams from the league year (Summer – Spring sessions) that are not already qualified for the World Qualifier compete as a second-chance to gain qualification. 1st place teams and 2nd place from 12+ team divisions are eligible to compete. The top 2 teams from this event will earn a qualification to the World Qualifier.

This mechanism is an effort to reward those teams that worked the entire session to be at the top of their division and then, for whatever reason, didn't make it through the new playoff structure to the World Qualifier.

Great Lakes Invitational

As available, invites to the Great Lakes Invitational event are awarded to the Runner-Up teams in the World Qualifier and the Summer Big Dawg (top session points/week earned out of all the divisions competing in that format across the entire League area). If additional spots are available to our League area, invites will be given to the next in line Summer Big Dawg teams and/or GLI Qualifier tournament winners. Invited teams will be sent an invitation (typically via email) a couple months prior to the event with all the event details and registration steps & deadlines.

World Qualifier (aka Vegas Cup)

The World Qualifier is an annual tournament that takes place at the end of the League year in which the **winning team(s) will receive Travel Assistance to Las Vegas and the paid entry to represent MID MICHIGAN APA in the World Pool Championships.**

Travel assistance amount (max \$5000.00) will be prorated based on the number of sessions that team was active during that League Year (League year is Summer-Fall-Spring leading up to the World Qualifier) \$2000 + \$1000 for each of the 3 active sessions.

In the event a qualified team decides not to participate in the World Pool Championships, the team that finished second in that World Qualifier will qualify and advance to the World Pool Championships.

Should a qualified 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.

All qualified teams must be active in all sessions of the League Year from the time they qualified up to the World Qualifier in order to be eligible to participate. For example:

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

All qualified teams must finish subsequent sessions in the top half of their division, or be subject to heavy scrutiny of their handicaps and/or loss of eligibility. The Team Captain of any team in violation of this "50% rule" must submit in writing their petition to allow the team to retain its prior qualification and therefore be allowed to compete in the upcoming World Qualifier. In the petition they must explain:

1. Why the team has performed so differently this session, and
2. Why the APA should allow the team to retain eligibility in conflict with the 50% rule.

Your League Operator will review your petition with APA's National Office. The possible outcomes are:

1. Loss of your prior session eligibility (this does not affect your ability to re-qualify this session).
 2. Retention of your prior session eligibility with heavy scrutiny of your team's skill levels and/or adjustment thereof.
 3. Retention of your prior session eligibility with no restriction or adjustments.
- Failure to respond in the allotted time will result in automatic loss of your prior session's eligibility to compete in the upcoming World Qualifier.

If a World Qualifier Winning team is active for the entire Summer Session in which the World Qualifier is held, that Team will be awarded a Bonus award (to be announced by the end of the preceding Spring Session).

MVP Tournament

An MVP Tournament will be held each League year. The top 16 players from each Skill Level tier in each regular format (8-Ball and 9-Ball Open Team Format) will be invited to play. The top 16 spots will be guaranteed by MVP rank order until r.s.v.p.'d or the registration deadline arrives, then the field will open up on a first come first served basis to the MVP qualifiers list until the 16 spots are filled (alternates / wait-list names will be taken). **The MVP Tournament winner(s) of each tier will receive travel assistance (max \$700) to go to Las Vegas** to play in the "Minis" during their choice of World Pool Championship or Poolplayer Championship (a \$300 cash-out option* is also available).

MVP qualified players will be determined by using Points Available (PA)

Percentage. $PA\% = \text{Number of Points Earned} \div \text{Number of Points Available}$.

- **8-Ball Example:** In an individual 8-Ball match, a player has 3 points available to win. If he/she played 10 matches, they had 30 points available to win. If they won a total of 13 points, then their PA is 43%. 13 points in 10 matches (30 points available) = $13 / 30 = 0.43 = 43\%$
- **9-Ball Example:** In an individual 9-Ball match, a player has 20 points available to win. If he/she played 10 matches, they had 200 points available to win. If they won a total of 162 points, then their PA is 81%. 162 points in 10 matches (200 points available) = $162 / 200 = 0.81 = 81\%$

Ties will be broken in the following order using regular session play data from that period.

1. Highest Number of Matches Played
2. Highest Win Percentage
3. Highest Performance Points
4. Highest Lifetime Win Percentage

Player Eligibility: In order to win the session MVP in their respective tier, Players must have played at least 50% of the total number of division schedule weeks with their team during their qualifying session and have 10 matches in that format, lifetime, to be eligible for this event.

***MVP Tournament will only be held if there are 25 total teams in that format in each session.*

** **Cash-out option** must be exercised before Dec 31st of the year awarded, and Travel Assistance is non-transferrable and must be used before the end of the next Calendar Year or it will be forfeited.*

Singles Board Tournaments

Singles Board tournaments will be held periodically (target of at least one each session). If participation is great enough, there will be separate boards for each Skill Level tier. The winner of each local board advances to the Singles Regional Tournament where approximately 1 in 24 entrants can win entry into the Poolplayer

Championship in Las Vegas and will receive travel assistance in the form of a hotel stay and airfare reimbursement (see <http://poolplayers.com/pc> for details).

**Doubles
Tournaments**

At least one Scotch Doubles Tournament will be held each League year for each format (8-Ball & 9-Ball). The winner of each tournament advances to the APA Showdown Series in Las Vegas (Only if the league has secured a commensurate Vegas entry for that year's event).

**Tournament
Misc.**

Unless otherwise specified, any player must be on an active Mid-Michigan APA team roster in the current session and have 10 matches in that format, lifetime, to participate in any event.

Online registration (if available) is required to participate, and pre-registration is always encouraged. If you pre-register (online or otherwise), you are committing to the entry fee of the tournament and will be held responsible for that fee.

Slow Play impacts the operation of any tournament. Average shots take 20 seconds, and difficult shots take 45 seconds. 1-minute timeout and shot clock limits will be enforced. 1st offense violations will be issued a warning; subsequent offenses may result in a ball-in hand foul and/or a sportsmanship violation (& associated penalties)

Team Tournaments:

The League Operator / Tournament Director at their sole discretion dictates the logistics of the event. This includes things like bracket structure & seeding, match timing, sudden death deadlines, if / when to split to 2 tables, time limits for putting up a player, time limits for each shot, etc. These logistics will be announced in the Captain/Player meeting prior to the start of the tournament

Road-to-Vegas tournament boards (e.g. World Qualifier and Tri-Annual if applicable) will be seeded by performance. Teams that earn multiple session qualifications will earn the top seed categories based on number of re-qualifications and then seeding order will proceed by total recent Session team points / week.

Player Eligibility: Unless otherwise specified, players must have 10 matches in that format, lifetime, and have played at least 6 times with their team during the latest full session (4 times for Summer) to be considered an eligible member of that team's post-season tournament roster.

*** Check the Member Services site (league.poolplayers.com), APA mobile app or the League website (www.mid-michigan.apaleagues.com) and the calendar of events therein for dates and times of the various events.**

Section 5: Summary

Feedback

We welcome feedback on these bylaws, so please submit your feedback to mid-michigan@apaleagues.com and we may incorporate them into the next revision.

Good Luck and Good Shooting!



THANK YOU!!

**Lonnie and Carol Ward
League Operators**