

Southern Michigan APA Local Bylaws



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Introduction

I would like to welcome you and your team to the American Poolplayers Association!

This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.®**

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void.

- 1) **Contact Information:** If you have questions please call **Jim Cavender** at **517-416-0745** or email any questions to the Local League Office at jlcapa@yahoo.com
- 2) **Office Hours:** The Local League Office hours are Monday through Friday, 10:00 AM to 10:00 PM and Saturday from 12:00 PM to 6:00 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.
- 3) **Team Fees:** Fees are **\$45.00** per week, per team for all scheduled matches **regardless** of the number of matches played that night including any forfeits. End of session **Division Playoffs will be \$25.00 per team each week regardless of how many matches are played. If you choose to pay by check please make it out to the APA Pool League.** There will be a **\$30.00** charge for returned checks, plus the loss of the bonus point(s). **If you have more than 1 returned check you will no longer be able to write checks for League play.** If your team is past due you will receive a written warning and you will have one week to bring your dues up to date.
- 4) **Membership Dues:** All APA membership dues are due the first night a player plays or by the fourth week of League play, whichever comes first.
- 5) **Age Limit:** All players must be at least **18** years old to play in the Southern Michigan APA Pool League. APA Junior League is 8 to 17 years of age.

- 6) **Start Time:** Is 7:00 PM unless your team is playing on a Sunday Division, which starts at 1:00 PM, 2:00 PM or 5:00 PM. Practice for the home team on the table where the League match will take place is from 6:00 PM to 6:30 PM. The visiting team practices on the same table from 6:30 PM to 7:00 PM. Play will begin at 7:00 PM even if only one player from the team is present. Play **must** be continuous; otherwise forfeits will be awarded to team with players present.
- 7) **Make-Up or Rescheduled Matches:** Matches must be made up **prior to the date** of the original match, unless pre-approved by the League Office. **No matches** will be made up the last 2 weeks of the session play. The Local League Office must be notified of any rescheduled matches. There will be no exceptions.
- a. **Filling a Bye Week** – If a BYE is filled in a division, make-up matches may be required. APA will send the scoresheets for any matches that need to be made up due to filling the BYE with your regular week's scoresheet. Keep the scoresheet and turn in the make-up once the match is completed in full.
- 8) **Player ID:** Players must be able to show a valid picture ID to the League Operator or any team member at any time. Teams that play a player under a false name will receive 0 points for the night and risk of suspension from League. Their opponents will receive all points won plus 1 point in 8-Ball or 15 points in 9-Ball for any match involving an illegal player.
- 9) **Bonus Point System:** Bonus point(s) will be given each week for teams that have their envelopes ready for pickup on time which is **24 hours after your scheduled League match** and meet the following requirements:
- **8-Ball: 2 possible bonus points**
 - 1 point will be awarded for the entire weekly fee being included in 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
- 10) **Forfeits:** if a team fails to show for a match, the opposing team (providing 5 players are present and listed on the scoresheet) will receive 10 points and 1 bonus point in 8-Ball or 60 points + 10 bonus points in 9-Ball if all paperwork is completed and full weekly dues are paid. Forfeits during the last 3 weeks of play will be awarded 8 points plus 1 bonus point in 8-Ball or 50 points + 10 bonus points in 9-Ball. For teams that do not show up for two consecutive weeks, they will be considered dropped from the League and a new schedule will be issued.
- 11) **Playbacks:** If a team only has 4 players show up that can field 23 (with the playback) on a given League night, then the team that has all of their players will choose a player from the team has 4 players to play again. This is how it will work.
- When a team chooses a player to play twice on a given night, that team must be able to meet the Team Skill Level Limit Rule. The team that has 4 players must also prove that if they had 5 players there that night that they could comply with the Team Skill Level Limit Rule. If they do not, then they must forfeit the last match. Example: If a team has a roster as follows 6, 6,5,4,4, and a 3. On this night they only have 4 players, a 6, 6, 5 and a 3, which equals 20. Even though playing the 3 again would equal 23, the 3 cannot play again because the other two players on the roster are 4's. Had one of the 4's been present this team would have been over the Team Skill Level Limit. So, in this case the team would forfeit the last match. **The opposing team cannot force the team with 4 players to go over the Team Skill Level Limit Rule!** The team that is short a player on a league night has **no** say in who gets to shoot twice. This decision is totally up to the team that has all their players present.
 - Only one single playback will be allowed for each team during a League match. If a team only has 3 players and then the team with all of its players present will choose a player for the 4th match. Then the team that is short players will forfeit the 5th match.
 - No one from the team who is missing players will be allowed to leave the location site until the playback person is chosen. If the team that is short players does have a team member leave before a player is chosen then the team that has 5 players can make that team forfeit the playback match. **Exception:** A person may leave if they cannot be chosen because of the Team Skill Level Limit Rule.
 - **Playbacks are not allowed after the 12th week of the Summer Session or the 14th week in the Fall and Spring Sessions.**
- 12) **Inclement Weather Policy:** Severe weather warnings or travelers' advisory warnings are reasons enough to stay home. Please notify the Local League Office for assistance with the rescheduling of these matches.
- 13) **Changing Sticks/Breaking Down Sticks:** A player can change sticks during a game. It is not loss of game. Breaking down their cue stick, before the match is over (last ball has been made) will result in sportsmanship penalties.
- 14) **Members Banned from Host Locations:** If a player is banned from a Host Location, then the team must play without them. The APA has no right to insist a Host Location admit this player.

- 15) **Complaints:** Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing within 24 hours of the League match. All complaints should be submitted on "Action Reports". Action Reports are available on the Local APA website southernmich.apaleagues.com. No fee shall be required to issue a complaint or to file an official protest.
- 16) **Points Awarded During Bye Weeks:** Teams that have a **bye** during the session will receive nine (9) points in 8-Ball and 70 points in 9-Ball. The points awarded for a **bye** at the Local Level are different from the value noted in the "Official Team Manual" due to the Bonus Point System that is in place at the Local Level. The increased point value assigned to the **bye** allows teams to stay competitive through **bye** weeks and divisions with a **bye** to remain competitive in the 'Big Dawg' race.
- 17) **Patches/Pins:** Earned patches/pins will be attached to your next week's scoresheet. Patches/Pins are given each time one is earned with the exception of the Rackless Patches/Pins. Rackless Patches/Pins are limited to one patch/pin per player per League year. Go to southernmich.apaleagues.com for details on what patches/pins are available to be earned during the APA League sessions and the requirements/restrictions on each patch.
- 18) **MVP Awards:** An MVP trophy will be awarded to the player who finishes at the top of the MVP standing at the end of the session. MVP plaques will be awarded to the player who finishes ahead of everyone else in their skill level tier. Playoff matches do NOT count toward this award. The maximum amount of MVP matches that will count toward the award will be 14 in the Summer Session and 16 in the Fall and Spring Sessions. If you happen to play more than the maximum scheduled matches because of the Playback Rule, you will only receive your first 14 or 16 matches of MVP points. In order to be eligible to win the MVP award you must play a minimum of 7 matches in the Summer Session and 8 matches in the Fall and Spring Sessions).
- 19) **The "Big Dawg" Award:** For the Summer, Fall and Spring Sessions, the 8-Ball & the 9-Ball team with the most points earned in a session out of all the divisions competing in that format in the entire Southern Michigan APA Pool League area will receive the **Big Dawg Award**. In the event that two or more teams are tied for the **Big Dawg Award**, both/all teams tied receive the award. Each team earning the **Big Dawg Award** will receive a plaque for each member on the team. In addition to the plaque, the team will gain an automatic bid to the World Qualifier (without needing to participate in the Playoffs). **The team MUST stay in the top half of their division or the team is subject to lose its eligibility.**
- 20) **Automatic Entries into The World Qualifiers:** Any team can gain an automatic entry into the World Qualifier by winning the **Big Dawg Award** or 1st place in their division, for divisions with 8 or more teams, or via winning the end of session Playoff match. A team must remain in the top 50% of the teams in their division in any session following gaining their World Qualifier eligibility or they are subject to possibly losing their World Qualifier spot and having to re-qualify.
- 21) **Trophies and Awards:** Awards will be awarded at the World Qualifier at the end of the Spring Session to the first place and second place teams. The 1st place team will receive one set of individual plaques, along with a plaque for their Host Location. The 2nd place team will only receive two team plaques, 1 for their Host Location and 1 for the team.
- 22) **Number of matches needed to play in Playoffs:** In order for a player to be eligible to participate in the end of session Playoffs, they must have played **at least four (4) matches played with their team during a 14-week Summer Session or six (6) matches with their team during the Fall and Spring Sessions**, prior to Playoffs beginning. In order for a player to be eligible to participate in the World Qualifiers at the end of the Spring Session, a player must have a skill level based on at least 10 actual match scores in the last two years, in the format in which they are advancing. The 10 scores must be attained by the end of the Spring Session in the League year corresponding to the World Qualifier in which the player is advancing. **Forfeits DO NOT count as a match played!**
- 23) **End of Session Playoffs:** Setup for end of session Playoffs may vary session to session, and is at the Southern Michigan APA's discretion. Teams may sometimes gain automatic eligibility to World Qualifier based on session qualification guidelines. When a team earns a spot to the end of session Playoffs, they are required to participate in the Playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees for session Playoffs. The only situation in which a team may forfeit their Playoff spot is in the event that the session Playoffs for the division can be filled from another team willing and eligible to participate.
- **Divisions with 7 teams or fewer:** The team with the most points at the end of the session, prior to the Playoffs will win first place. The 1st and one wild card advance to the end of session Playoffs. There will be one week of Playoffs and winner of that match will advance to the World Qualifier. **Note:** In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.
 - **Divisions with 8 to 11 teams:** The team with the most points at the end of the session, prior to the Playoffs will win first place, a slot in the World Qualifier and sit out the end of session Playoffs. The 2nd place team will play the wild card team. There will be one week of Playoffs and the winner of this match will also advance to the World Qualifier.
 - **Divisions with 12 teams or more:** The team with the most points at the end of the session, prior to the Playoffs will win first place, a slot in the World Qualifier and sit out the end of session Playoffs. The 2nd, 3rd and 4th place team and one wild card team will advance to the Playoffs. There will be one week of Playoffs with the 2nd place team playing the wild card team and 3rd and 4th place teams playing and the winners of these two matches will also be advancing to the World Qualifier.

- 24) Qualified Teams:** Once your team becomes qualified for the World Qualifier your team must finish within the top half in your division until the World Qualifier to avoid possible disciplinary action from the Local League Office. Also, once teams have qualified for the World Qualifier they **must** remain active. **Example:** Summer qualified teams must play in the Fall and Spring sessions. Fall qualified teams must also play in the Spring Session.
- 25) World Qualifiers:** The World Qualifiers will be held once a year at the end of each Spring Session. Each event will be a Modified Single Elimination format.

There will also be a World Qualifier once a year in February for the 8-Ball Doubles and 9-Ball Doubles Championships in Las Vegas held in April during the Poolplayer Championships.

The Jack & Jill Doubles World Qualifier will be held every year in April. The winner will advance to the Jack & Jill Championship held in Las Vegas in August during the World Pool Championships.

- **If a team qualifies for the World Qualifier from the Summer Session, the team MUST play in the upcoming Fall and 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.**
- **If a team qualifies for the World Pool Championships from the World Qualifier, the team MUST play in the upcoming Summer Session or forfeit their eligibility.**

- 26) Travel Assistance Policy:** Should your team qualify for any of the Showdown Series or World Pool Championships, travel funds will be paid out **one week** prior to the date of your departure to Las Vegas. **You must make your own reservations!**