



Kalamazoo APA

Local Bylaws

OFFICE HOURS: MONDAY – FRIDAY 12:00 - 11:00 p.m.

Saturday - 12pm to 6pm

Daryl Keeler dkeeler@apaleagues.com

Mike Keeler 269-929-6618 mkeeler@apaleagues.com

www.kalamazoo.apaleagues.com

Official Team Manual (OTM) and Bylaws... Please read and share them with your team members.

Become familiar with the rules. READ THE BYLAWS. They are part of your rules.

Bylaws may change some rules in OTM. Pay close attention to the section on scorekeeping. This area is very important so as not to let another team cheat you by keeping their handicap down. Read and pay attention to the section in the OTM dealing with conduct.

TABLE OF CONTENTS

Financial Page 3

Team

Information Page 4

In Match Page 6

Scorekeeping Page 7

Handicap Page 8

Awards Page 8

Playoffs Page 10

FINANCIAL

1. THE HANDLING OF WEEKLY SCORESHEETS, TEAM FEES, APPLICATIONS

Team Captains should collect all League fees, dues, and membership applications from the players on their teams. Membership dues and membership applications should be placed in a sealed envelope with the "APA Membership Fees" form. Procedures for turning in your team's weekly fees/scoresheets, green fees, and membership envelopes vary and is dependent upon the Host Location. Please see your Division Representative for details of handling weekly scoresheets, team fees, etc. for your Host Location.

2. TEAM FEES

- Open division (8-Ball and 9-Ball) team fees are \$40.00 per team, per match. Most Host Locations have "greens fees" that are charged in addition to APA team fees.
- 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), fees are \$40 per team, per match. To qualify as a double jeopardy team, the second team in the opposite format must consist of at least 5 common members.
- All matches are to be paid in full on the original night of play. Full team fees are due regardless of how many players play (i.e. - there is a forfeit in a match).
- If a team that has received the "bye fill promotion" forfeits an individual or full team match, they must pay for the forfeited match/matches for their team and for their opponent's team. This applies to the "bye fill promotion" teams only, NOT to all forfeits!
- Full team fees are to be paid during session Playoffs. This is regardless of how many players play (i.e. - match is completed with only 3 players needing to play).
- If a team owes any past due money to APA, it must be paid prior to the WILD CARD DRAW or the team WILL NOT BE ELIGIBLE for the draw. In addition, any team owing the League money must pay the past due amount by the last week of the session or the team WILL NOT BE ELIGIBLE to play in Playoffs or any Higher-Level Tournament.

3. TEAMS PAYING IN ADVANCE

Any team wishing to pay for the entire session up front will receive the last week of the session for free.

4. MEMBERSHIP FEES TO APA

Membership fees for all APA players are \$25.00 per year. All members' annual dues are to be paid the first week of the new Spring Session. If a player pays online at Poolplayers.com they have until week 4 to pay their membership. If a player has not paid by the fourth week of the session they will be dropped from all teams that they are on.

5. CHECK POLICY

If you choose to pay by check, please make it out to the Kalamazoo APA. There will be a \$30.00 charge for returned checks, plus the loss of the bonus point. If you have more than 1 returned check you will no longer be able to write checks for League play.

TEAM INFORMATION

6. TEAMS FAILING TO APPEAR FOR A SCHEDULED MATCH

Any team failing to appear to play a scheduled match will be considered dropped from the League unless the League Office is notified, by the next day, after the scheduled night of play. All team fees must be paid before the team can resume play. If a team fails to appear for a match and forfeits all five (5) matches, the team scheduled to play will receive 8 points in 8-Ball or 60 points in 9-Ball. If the same team fails to appear for a second match, the team will be dropped from the division and the team will become a BYE or possibly eliminate a BYE. Should a team fail to appear during the final four weeks of the regular session, each member listed on that team would not be able to resume play as an APA member until any unpaid balance is paid in full.

7. AGE REQUIREMENT

The age requirement to participate in APA pool leagues is 18 years old. However, the Host Location/bar has the absolute voice on the age minimum to participate in APA in their establishment. The Host Location/bar has the option to only allow players 21 years of age or older to participate in League in their establishment. The player will also be dropped from the roster. With prior approval from the APA office juniors age 15-18 can play on a team if the team has at least 5 adult players. Juniors are not allowed to play in Higher Level Tournaments or the Playoffs.

8. MEMBERS BARRED FROM HOST LOCATIONS

If a team has a member on its roster who is barred from a Host Location, that member will only be allowed to play with the permission of the Host Location Owner or Manager. We will not adjust the schedule to accommodate players that are barred.

9. RESCHEDULING & MAKE-UP MATCHES

Make-ups are allowed only with the prior approval the Kalamazoo APA.

a. SEVERE WEATHER If severe weather occurs, the Team Captains should reschedule the match as soon as possible. PLEASE NOTIFY THE LEAGUE OFFICE IF/WHEN YOU ARE RESCHEDULING YOUR MATCH.

b. HOLIDAYS All matches scheduled on holidays can be rescheduled and played prior to the original match date. PLEASE NOTIFY THE LEAGUE OFFICE IF YOU ARE RESCHEDULING YOUR MATCH.

c. HIGHER LEVEL APA TOURNAMENTS All teams participating in a local Tournament that conflict with their regularly scheduled weekly match MUST RE-SCHEDULE THEIR WEEKLY LEAGUE MATCH. The League Office must be notified at least two weeks in advance. If matches are unable to be completed in full within 2 weeks, team captains must call APA for approval to complete the match later.

d. UPON APPROVAL OF KALAMAZOO APA Special circumstances with the pre-approval of the APA.

10. DOUBLE JEOPARDY

Teams participating in Double Jeopardy should be strategic in the way players are chosen for matches so conflicts do not arise where a player is participating in a match but is also needed to play a match on another table. A player must be finished playing one match to be "put up" in and begin another. In the situation where a team would like to "put up" a player that is participating in another match, they may

ask their opponent to wait. The opponent can choose to wait until the player's match is completed but is not required to. If the opponent chooses not to wait, the opponent can require the team to select another player to play the match, allow a replay if there is not another player available, or make the team forfeit. In addition, a player may not forfeit the match that they are currently playing to be put up in the match in the alternate format.

11. REPLAYS

If a team is short a player on a designated League night, they may request that their opponent allow them to use the "Replay" rule. The "Replay" rule allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the "Replay" rule:

- Teams must notify their opponent of the need to use/or potentially need to use a "Replay" prior to any player leaving.
- The player that plays the "Replay" is chosen by the team's opponent.
- The player chosen to play the "Replay" match must still allow the team to comply with the Team Skill Level Limit if it applies to the team in question).
- Teams can use one "Replay" per league night.
- "Replays" will NOT be allowed during Playoffs, or during any Higher Level Tournament play
- A team that has enough players present is not allowed to use the "Replay" rule; they must play a player that has not yet played in the match. The only exception to this rule is if the team cannot comply with the Team Skill Level Limit with the 5 players present to play. The team may then request a "Replay" from their opponent. The request must still be made by the start of the 4th individual match.
- A "Replay" may NOT be used to play a roster line-up that would not be legal without the replay rule (ex - you cannot play a 7, 7, 3, 3 that equals 20 and ask for a replay to comply with the 23-Rule unless you have a 2 or 3 on your roster but not present at League). In other words, you cannot play an illegal line-up and try to utilize the replay rule to make it legal. That is considered a violation of the Team Skill Level Limit.
- 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 Division Representative and to APA by means of an official protest form.

12. FORFEITS

During the final two (2) weeks of the regular session, if a team forfeits three (3) or more matches they will be ineligible for Playoffs and/or the wild card draw. If any team forfeits 8 or more matches during regular session play, they will not be eligible for Playoffs and/or the wild card draw.

13. JEOPARDY

After week six (6), if a team declares "Jeopardy" (due to a drop-in team members forcing them to add players to their roster) the added player will not be eligible for the Playoffs or Higher Level Tournaments. In addition, if they must add 3 or more players the team will not be eligible for Playoffs or Higher Level Tournaments.

14. ROSTER CHANGES

See the APA Official Team Manual.

IN MATCH

15. CELL PHONE/EARPHONES

If a player answers a cell phone during a game, when it is their turn at the table, it is considered a time out. If the player has already had their maximum timeouts, this will be considered a sportsmanship violation. Headsets or ear buds are not allowed during play.

16. STICKS

A player can change sticks during a game. It is not a loss of game. It is not loss of a game if someone breaks down their stick during a match. It would be considered bad sportsmanship and should be considered when giving sportsmanship points at the end of the match.

17. JUMP SHOTS

Scooping the cue ball to jump it is NOT legal. You must use the stick with which you are shooting the match. You cannot use a jump stick.

18. COACHING

See the APA Official Team Manual

19. SMOKING DURING APA LEAGUE PLAY

To ensure the timeliness of APA League matches and a decent conclusion time for APA League nights for all players, guidelines must be put in place to address smoking during APA League play. Players should be ready to play as soon as they are put up in a match (Bylaw #6). Matches will not be held for a player to take a "smoke break" before beginning their match. "Smoke Breaks" are also prohibited while a player is playing an APA match. Players must complete their match in its entirety before going outside to smoke.

20. SPLITTING MATCHES DURING WEEKLY LEAGUE PLAY

On occasion, team matches may be lengthy making it logical to split matches to speed up play and completion of the team match. Therefore, if the fourth individual match of a team match has not started by official League time plus 2 hours, the match must be split to a second table (if a table is available). If the fifth individual match of a team match has not started by official League time plus 3 hours, the match must be split to a second table (if a table is available). Either Team Captain may ask their opponent to split tables based on this timeframe. The match must be split if one team wants to do so. If both teams agree, play can continue on one table.

21. ORDER OF PLAY

A team may begin play with one player present. Once the first match is on the hill in 8-ball or at the skill level before completion in 9-ball, the team putting up next will name a player and then the opposing team has two (2) minutes to name a player. The match must start immediately once the prior match is completed. Once a player has been put up, he/she must play. You cannot change players once a player has been named for a match. The only exception to this rule is if a team puts up a player whose handicap will force them to break the Team Skill Level Limit or Senior Skill Level Rules. The team has the right to change to another player on the team whose handicap will not violate the Team Skill Level Limit Rule. They must change the player before the balls are broken.

SCOREKEEPING

22. BONUS POINT SYSTEM

Teams will receive bonus points each week of regular session for meeting the following four requirements:

- 1) Turning in correct and completed scoresheets (one error allowed). See APA Official Team Manual for how to correctly complete a scoresheet.
- 2) Turning in full League fees on the scheduled night of play. The team must also NOT have a past due balance left unpaid.
- 3) Not playing a player who owes money to APA, being either membership fees past week 4 or past due balances.
- 4) Scoresheet envelopes must be in one of the designated drop boxes no later than two days after the day of play that week.

All four requirements must be met for a team to earn Bonus Points. Bonus Points will be awarded on a weekly basis as follows:

- 8-Ball = 2 Bonus Points
- 9-Ball = 10 Bonus Points

Team Captains should ensure that all four Bonus Point System Requirements are met prior to turning in your score sheet and League fees to APA. Bonus Points will be used to determine division standings at the end of the session, including Big Dawg. Bonus Points are NOT awarded during Playoffs.

Team Captains should notify APA during weekday office hours, 12:00pm - 8:00pm, if you feel your team did not receive its "earned" bonus points. Mistakes in awarding Bonus Points by APA will only be given to the team if APA is notified within two weeks of scheduled date of play in question.

23. POINTS AWARDED DURING 'BYE' WEEKS

Teams that have a 'BYE' during the session will receive eight (8) points in 8-Ball and sixty (60) points in 9-Ball.

24. VIOLATING THE TEAM SKILL LEVEL LIMIT RULE

Any team that violates the Team Skill Level Limit Rule forfeits all the points it won during that team match, whether their opponent calls the violation or not. In addition, they will not earn their bonus point(s) either. Teams playing a team that violates the Team Skill Level Limit must note it on their score sheet to receive their bonus point(s).

HANDICAP

25. HIGHER LEVEL TOURNAMENT SKILL LEVEL

See Official Team Manual: The Skill Level You Must Play With

26. HANDICAPS

The lowest skill level in 8-Ball is a 2. Both males and females are allowed to play as a skill level 2 during regular League play. However, all males with a skill level of 2 must play as a skill level of 3 in all Higher Level Tournaments. The lowest skill level in 9-Ball is a 1. Both males and females are allowed to play as a skill level 1 during regular League play. However, all males with a skill level of 1 must play as a skill level 2 in all Higher Level Tournaments.

27. PLAYING A PLAYER AT A SKILL LEVEL LOWER THAN APPROPRIATE

If a team plays a player at skill level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Therefore, ensure that you verify with APA the correct skill level of any player not listed on your roster prior to playing them.

28. CONVERTING SKILL LEVELS FROM ONE FORMAT TO ANOTHER

A player must be “established” (i.e. - have a minimum of ten (10) matches) in a format for their skill level to be converted to a different format. Contact APA if you have questions regarding the number of matches played and the skill level a player should start at. Starting a player at an inappropriate skill level (a skill level lower than their actual skill level) will result in the team forfeiting the match to their opponent.

AWARDS

29. TOURNAMENT PRIZE MONEY AND TRAVEL ASSISTANCE

There will be an 'individual player Travel Assistance' for each player that is on a team when the team qualifies for the World Pool Championships (8-Ball & 9-Ball). Therefore, any player that qualifies for the World Pool Championship in Las Vegas, in one of the formats mentioned above, will receive Travel Assistance. If a player qualifies on more than one team/format, they will receive the Travel Assistance for each team/format in which they qualify.

Should a team elect not to go to the World Pool Championships, the team will forfeit all awards and monies for Travel Assistance. If the team/player has already received the money for Travel Assistance, the team/players 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.

If a player that qualifies for Las Vegas chooses not to participate in the World Pool Championship, they will not receive any money, as the money is for Travel Assistance, not a cash payout. If a player receives the Travel Assistance and then does not go to Las Vegas for the World Pool Championship, the player will be required to pay back the Travel Assistance to the League before the player will be allowed to resume playing in the League.

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

30. PATCHES

Earned patches/pins will be attached to your next week's scoresheet. Patches are given each time one is earned except for the Rackless Night Patches. Rackless Night Patches are limited to one patch per player per session. Go to local APA website for details on what patches are available to be earned during the APA League sessions and the requirements/restrictions on each patch. You may opt out of receiving patches by writing "opt out" next to your name on the scoresheet. This must be done on **the first week** of the session. You will receive 1 entry into the Patches for Vegas drawing for each patch earned.

31. PATCHES FOR VEGAS

Players opting out of patches will receive 1 entry into the drawing for each patch they earn. At the 8-Ball World Qualifier a drawing will be held to send one player for every 750 patches earned to Las Vegas to play in the Minis.

32. Aloha Challenge

To qualify for the tournament, starting in the Fall session your team must play at least 2 sessions in the year with 4 original members on your team. You must play the Summer session to qualify and each session after qualification to remain qualified. The Hawaiian Team Championship (HTC) will be held after the Summer session ends and will be held using Toledo rules. To qualify: 1) finish in the top three teams in 8 or 9 ball for the Big Dawg or 2) win your division and play in the division winners tournament at the end of the summer session and win. The Division winner's tournament and the HTC will mirror the rules

of the Aloha Challenge. Six teams will qualify each session. And six will qualify from the Division winner tournament.

33. BIG DAWG AWARD

For the Summer, Fall and Spring Sessions, the 8-Ball and the 9-Ball team with the most points earned in a session out of all the divisions competing in that format in the entire Kalamazoo APA Pool League area will receive the BIG DAWG AWARD. If two or more teams are tied for the BIG DAWG AWARD, both/all teams tied will 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 standings or be subject to the loss of its eligibility.

PLAYOFFS

34. SESSION PLAYOFFS

Divisions that have 7 teams or fewer will proceed as follows: The team with the most points at the end of the session, prior to the Playoffs will win first place. The 1st and a wild card team advance to the end of session Playoffs. There will be one week of Playoffs and one team will advance to the World Qualifiers.

Divisions that have 8 - 11 teams will precede as follows: The team with the most points at the end of the session, prior to the Playoffs, will win first place. The 1st through 3rd place teams and one wild card will advance to the end of session Playoffs. There will be one week of Playoffs and the winners of these two matches will advance to the World Qualifiers.

Divisions that have 12 - 16 teams will precede as follows: The team with the most points at the end of the session, prior to the Playoffs, will win first place, a slot in the session's World Qualifier, and sit out the end of session Playoffs. The 2nd through 4th place teams and one wild card will advance to the end of session Playoffs. There will be one week of Playoffs and the winners of these two matches will also advance to the World Qualifiers. If First place team is qualified there will be no automatic berth for the session. Note: Automatic berth will not be given if the first-place team is already qualified.

Setup for End of Session Playoffs may vary session to session and is at the APA's discretion. Teams may sometimes gain automatic eligibility to World Qualifiers 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 fess for session Playoffs. The only situation in which a team may forfeit their playoff spot is if the session Playoffs for the division can be filled (another team willing and eligible to participate).

35. NUMBER OF MATCHES NEEDED TO PARTICIPATE IN PLAYOFFS

For an established player (an established player is a player that has at least 10 matches in the system in the format that is being played) to participate in the session Playoffs, he/she must have played at least six (6) matches for Fall and Spring session and four (4) matches for Summer session with the team during the session, prior to the beginning of Playoffs. Forfeits do not count as a match played!!!

36. QUALIFIED TEAMS

Once your team becomes qualified for ANY HIGHER LEVEL TOURNAMENT, your team must finish within the top half in your division until the World Qualifier to avoid possible disciplinary action from the League Office. Also, once teams have qualified for a Higher Level Tournament they must remain active. Example: A team qualifying for the Great Lakes Invitational in Spring must play the Summer and Fall to remain qualified.

37. World Qualifier

Both of the World Qualifiers will be held once a year at the end of each Spring Session. Each event will be a Double Elimination format. The number of national qualifiers from 8-Ball World Qualifier will depend on the team count for the year in that format. The number of teams advancing from the 9-Ball World Qualifier will depend on the team count for the year in that format.

- 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.

38. 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 (obtainable through your division representative or available online). No fee shall be required to issue a complaint.

39. REFUSAL TO DO BUSINESS

At any time, at the sole discretion of the League Operator, Kalamazoo 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.

40. DIVISION REPS

If you have a rule question or issue arising on league night you are to contact your Division Rep. They will answer the question or get the answer for you.

Div	Mem #	Name	Email Address	Phone
282	49103782	Donya Dobbin	donyadobbin@yahoo.com	269-806-2559
292	49105384	John Blasi	rocky2012.jb@gmail.com	269-993-9625
390	49104951	Trevor Sandberg	trevor.w.sandberg@gmail.com	269-352-3042
480	49104737	Amanda Rodriguez	arodiscool8@yahoo.com	269-760-6226
588				
599	49105417	Erin Adams	golfnut417@aim.com	269-760-7725
680	49106915	Gregory Bowlby	ihcsn2@gmail.com	269-352-8585
682	49108384	Mario Lambaria	mariolambaria@gmail.com	616-724-7931
692	49108384	Mario Lambaria	mariolambaria@gmail.com	616-724-7931
782	49107416	Jason Lamorandier	nd10000@aol.com	269-779-2522
790	49104824	Matthew Goretzka	matthew.j.goretzka@outlook.com	269-303-3271
792	49107034	Elizabeth Marko	elizabethmmarko@gmail.com	269-270-8100