

Michiana APA Local Bylaws



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Introduction

We 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.

Section 1: Local League Information trista

Age Requirements

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

Office Hours

Local League Office hours are Monday - Friday, 10 a.m. to 10 p.m. and Saturday, 11 a.m. to 4 p.m. The office is closed on Sunday. 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.

Website

Our website address is michiana.apaleagues.com.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Michiana 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 www.facebook.com/MichianaAPA where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account 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 \$45 per week regardless of the number of matches played. Full Team Fees must be paid for playoff matches and forfeits. Weekly Team Fees may be paid electronically using **PayPal** or **Venmo** and enter team name/team number in the memo field. The entire team fees must be paid in one transaction, not individual payments.

Weekly fees can be submitted via:

- PayPal: brandoncole@tristatepool.com
- Venmo: @KaleenaCole
- Cash at designated drop off location

Scorekeeper App (SKA)

- All matches will be scored electronically using the APA Scorekeeper App. Matches must be submitted in full at the end of each league night.

Bonus Points

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

- Matches are submitted via Scorekeeper at the end of the league night
- All fees are up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- **8-Ball - 2 Possible Bonus Points**
 - 1 point will be awarded for the entire weekly fee being paid electronically or in cash at a drop off location
 - 1 point will be awarded for scoresheets being submitted via SKA
- **9-Ball - 10 Possible Bonus Points**
 - 5 points will be awarded for the entire weekly fee being paid electronically or in cash at a drop off location
 - 5 points will be awarded for scoresheets being submitted via SKA

Remember these are bonus points that are awarded at the sole discretion of the Local League Office.

We offer scorekeeping clinics and other clinics (Defensive Shots, etc.). Attending these clinics will also earn bonus points for the teams. These will happen one time per session and must include 5-8 players per team participation. 2 points per team that show up will be awarded.

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.

Bonus Points for 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 + 2 Bonus Points
- **9-Ball:** 60 Bye Points + 10 Bonus Points

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

Past Due Procedure

First Week Past Due: Team Captain / Co-Captain will be called.

Second Week Past Due: 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 next to their team name in SKA.

- 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.

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 then run the rack for ten points.
- Rackless: Your opponent didn't break during your match.
- 20-0: 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.*
- Beat the LO

Patches are awarded the week after they are earned from your Division Rep. Make sure it is marked appropriately in SKA.

Section 2: Local League Play

Play when more than 1 table is available

- When more than 1 table is available teams must begin using the 2nd table at the 2-hour mark from start time. Example: 7pm start time, the 2nd table will be used at 9pm or earlier if both captains agree.

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 Local League Office**. Upon receiving approval from the Local 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 prequalified League obligations such as a World Pool Championship.

- Rescheduled matches must be played within two weeks of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session. Exceptions with special conditions may be made by the League Office.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.

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 Local 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.

Teams in Default

Any team that does not show up for its match for two consecutive weeks will be deemed to be in default and will be dropped from the Division.

Additionally, any team that has not paid their League fees for two consecutive weeks can be dropped from the Division. Teams who have failed to pay their League fees for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying his/her share of the team fees owed. The defaulting team's players will be suspended from the League until their portion of the fees is paid. The Local League Office has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for any week they play while their fees are past due.

Adding & Dropping Players

New players may be added or dropped at any time during the first four weeks of the session. For an added player to participate in a League match, the opposing Team Captain must be notified that you are adding or dropping a player before the team match begins. To add a player to your roster, simply write the word add and the player's name (next to the other names) on your copy of the weekly scoresheet. Remember, new players may be added only during the first four weeks of the session. Exception: New players may be added after the fourth week, but only with prior approval from the Local League Office. If you have a problem with a player, drop and replace them during the first four weeks, if possible. If you add a player to your roster after the fourth week you may add them and play the same night only with the permission of the opposing Team Captain. Otherwise they will be added to your roster and be able to play the following week. Please note, we will need the player's name, address, date of birth and phone in order to add them to a team. Eligible (meaning qualified for the World Qualifier) teams may not, during the Spring Session, drop players from their roster after the fourth week of play. **This is a National rule.** Players who are ineligible to participate in Higher Level Tournaments will be dropped from the roster by Local League Management prior to the World Qualifier. No player may play with zero matches played after the seventh week. If a player has not played a match by the seventh week of the session they will be removed from their team's roster.

Exception: Players may be added to a team after the fourth week, but only with prior approval from the Local League Office and they must be added to the roster prior to the scheduled week of play. Additions

must be approved by the Local League Office prior to play. If this exception were not allowed, some teams would be forced to quit, leaving byes in the schedule. Teams do not join this League to get forfeits; they join because they want to play. The APA appreciates your understanding of this exception. This exception cannot be used by eligible (qualified for the World Pool Championships) teams during the Spring Session. Eligible team's rosters are locked and may not be altered unless the team elects to give up their eligibility.

Adding Teams

Teams maybe added after week 1 of play. Added teams will be started with lowest team points in the division minus 1 point for each week in 8-Ball and 2 points each week for 9-Ball.

Preventing Forfeits

(Player May Play Twice on One Night)

Refer to **Team Match Play** in the General Rules section of the Official Team Manual, which 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 Michiana APA 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, through week 7, in the following circumstances:

- 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 (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.
- 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 Local League Office.
- 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.
- 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 (23-Rule) or the Limited Senior Skill Level rule. All players who have already played must be available as a choice for the “replay” match.
- 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.
- 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.

- 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.

There is no 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 Rule is not in affect during **after week 7 of the regular session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

Headphones/Earbuds

Headphones/Earbuds are not allowed for all League play, including tournaments. We want to ensure that all players are aware of their surroundings and of their opponent. This will allow for the opponent or Team Captains to notify all players of time-out and watched ball situations.

MVP Awards

There will be a MVP program for all players, and they must play **6** matches in a session with their team to qualify for this program.

- **8-Ball Skill Level Tiers:**
 - SL 2-3: White Tier
 - SL 4-5: Green Tier
 - SL 6-7: Black Tier
- **9-Ball Skill Level Tiers:**
 - SL 1-3: White Tier
 - SL 4-5: Green Tier
 - SL 6-7: Black Tier
 - SL 8-9: Grey Tier

Each winner for the tiers will have the choice of a hoodie, fleece, zip up jacket or plaque.

Section 3: Sportsmanship and Conduct

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 APA does not have the right insist a Host Location to admit this player.

Suspended Players

The Michiana APA will honor any suspensions from all APA areas.

Section 4: Local League Playoffs and Tournaments

Session Playoffs

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

During each session, the Playoffs will be scheduled on the same day of the week as your regular League play. There will be one week of Playoffs with the winners advancing to the Tri-Annual Tournament.

In accordance with Official Team Manual, **Session Playoff site selection** will be made at, or prior to, the Team Captain meeting at the beginning of the session. Teams that qualify for Playoffs will be notified of the site selection. It is possible a Playoff match will be at a neutral location, or it is possible the Playoff site might be at the home of either or both of the teams involved.

Player Eligibility: Players must have played at least 6 times with the team during the Fall and Spring session and 4 times during the Summer session to be eligible to play in the Session Playoffs and Tri-Annual Tournament.

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p><u>4-5</u></p> <p>One Team Qualifies For Tri-Annual</p>	<p>1st Place vs Wildcard Winner Advances To Tri-Annual</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>6-7</u></p> <p>Two Teams Qualify For Tri-Annual</p>	<p>1st Place vs Wildcard 2nd Place vs 3rd Place Both winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>8-11</u></p> <p>Three Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wildcard 3rd Place vs 4th Place Both winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>12-14</u></p> <p>Four Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place advances directly to Tri-Annual</p> <p>3rd Place vs Wildcard 4th Place vs 5th Place All winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p><u>15-16</u></p> <p>Five Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place advances directly to Tri-Annual</p> <p>3rd Place vs Wildcard</p> <p>4th Place vs 7th Place</p> <p>5th Place vs 6th Place</p> <p>All winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>

World Qualifier

The World Qualifier is an annual modified single elimination tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent the Michiana APA in the APA World Pool Championships.

*A maximum of 16 teams will participate in the 8-Ball World Qualifier:

***Summer** - 4 Teams from the Tri-Annual

***Fall** – 4 Teams from the Tri-Annual

***Spring** – 6 teams from the Tri-Annual

*A maximum of 12 teams will participate in the 9-Ball World Qualifier:

***Summer** - 4 teams from the Tri-Annual

***Fall** – 4 Teams from the Tri-Annual

***Spring** - 4 Teams from the Tri-Annual

*subject to change based on team count

- You must win a Tri-Annual to gain eligibility into the World Qualifier.
- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the Tri-State APA to retain their qualified status.
- All players on Qualified teams must remain active in the Tri-State APA in the format they are qualified in, in order to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- 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.
- If a team qualifies for World Qualifier during the Spring session, the team MUST play during the Summer 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. If you are on a team that is qualified for the World Qualifier, you must be on an active roster from the session the tournament is being played. At least 4 members of the team must continue to the play in the Summer Session to keep their eligibility.

- All players must have at least 4 matches played in the Summer and/or 6 matches played in the Fall and Spring, and all subsequent sessions, on the Qualified team in the session they qualified and all subsequent sessions in the Tri-State APA to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.
- The Travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

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

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

Trophies

End of session awards will be given at the end of every session. Each member of the first-place team will receive an award. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!

Tri-Annual

To be eligible for the Tri-Annual Tournament, qualifying teams must be on an active roster the session following. Example, your team qualifies for Spring Session, that team must play Summer Session. If the team qualifies in Fall Session, the team must play in Spring Session. This will be a Single Elimination tournament.

50% Rule For Qualified Teams

Refer to **50% Rule for Qualified Teams** under **World Pool Championships** on the Tournament Information and Rules section of the Official Team Manual.

Travel Assistance for the World Pool Championships

Should your team qualify for World Pool Championships, travel funds will be paid out after proof of travel expenses. Prior to leaving for World Championship, funds will be paid up to \$550 per player that is qualified. **You must make your own reservations!**

Any teams qualified for a Showdown Series event (Wheelchair, Scotch Doubles or Jack & Jill) will receive money generated from the qualifying tournament. This will be used for travel expenses only. All players must be on an active roster in the specified format of the Showdown Series event in which they are participating at the time of the event.