



APA of West Michigan Local Bylaws

LEAGUE INFORMATION:

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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.

START TIME: League play will begin within 15 minutes of scheduled start time. Play will begin even if only one player from each team is present. Play must be continuous; otherwise, forfeit points will be awarded to the team with players present.

TEAM DUES: Fees are \$40 per team for all scheduled matches regardless of forfeits. There is no charge for byes. Please make all checks payable to APA Pool Leagues. There will be a \$30 returned check charge. If your checks are returned NSF more than once, we will no longer accept them. APA memberships are due the first night a player shoots or the 4th week, whichever occurs first. If a team allows a player, who is not a paid APA member, to shoot a League match, the team will be responsible for the membership dues if the player drops off of the team. Failure to pay weekly fees in full will result in loss of bonus point(s) and may result in your team being dropped from the League for non-payment. A team that is dropped for non-payment, or withdraws from the League with a balance due, will be responsible for the past due amount. In most cases, the balance will be divided equally among all players on the roster.

WEEKLY SCORESHEETS AND BONUS POINTS:

DROP OFF DIVISIONS: Scoresheets are due at the drop sites within 24 hours of the scheduled start of League play. (Start time 7:00 p.m. Wednesday – Scoresheets due 7:00 p.m. Thursday)

MAIL IN DIVISIONS: Scoresheets must be postmarked the day following your match. If your envelopes are turned in or mailed on time, scoresheets are **completely** filled out, and all fees paid, 8-Ball teams will receive 1 bonus point; 9-Ball teams will receive 20 bonus points each week.

Penalty points will be assessed on a sliding scale: First late envelope: 8-Ball: 1 point penalty, 9-Ball: 20 point penalty; Second late envelope: 8-Ball: 2 point penalty, 9-Ball: 40 point penalty, etc.

FORFEITS: If a team fails to show up for a match, the opposing team (if at least 5 players are present and listed on the scoresheet) will be awarded Forfeit points. During the last three weeks of the session, team forfeits points may be awarded based on the average points won per week during regular session play by the team receiving the forfeit points. In order to receive forfeit points, paperwork and weekly fees must be turned in as usual.

RESCHEDULED MATCHES: Any rescheduled match must be made up within two weeks of the original match unless other arrangements have been made with the Local League Office. If not, zero points will be awarded to both teams. The Local League Office must be notified of rescheduled matches. No exceptions.

PLAYBACKS: In the event that a team shows up for a League match and knows they will not have a full field of 5 players, they may use a playback. The opposing Team Captain must be notified at the start of the match that the team will likely use a playback. The team that has all of their players will choose a player from the team that is short to play again. Details are as follows:

A: When an opposing team chooses a player to playback, then that player chosen must be able to meet the requirements of the Team Skill Level Limit rule (23-Rule). Moreover, the team who is short players must prove that they have another player on their roster that could have legally played. If they do not, they must forfeit the last race. For example, a team has 6 people on their roster with listed skill levels of 6, 6, 5, 4, 4, & 3. On this particular night they have only 4 players show up and play...6, 6, 5, & 3, which equals 20. Even though playing the 3 again would only add up to 23 the 3 cannot play because the other two players on the team roster are both 4s and had one of them been present and played they would have violated the 23-Rule. Therefore, in this case they must forfeit the last race. However, had one of the "4s" been a "3", a N/R", or a "2", then yes the "3" could be legally chosen to play again. In fact, only the "3" could be chosen as any one of the others (6, 6, or 5) would add up to a 23-Rule violation. **The opposing team cannot force the team over the 23-Rule and then call a 23-Rule violation.**

B: The team who is short player(s) will have absolutely no "say-so" regarding who is to be chosen from their team to play again. The decision of who plays will be totally up to the team who has all their players present. Regarding who pays and how much is up to the team whose player is playing twice. Usually, the cost is

spread amongst those present, but that is a team decision. The entire \$40 team fee must be paid and turned in to receive any bonus points.

C: Only one (1) single playback for each team is allowed during a team match.

D: Should both teams have a player missing then a "Blind Draw" will be made to match up the 5th race. This is normally the only case where both teams playback.

E: THIS RULE IS NOT TO BE USED DUE TO A TEAM BEING UNABLE TO FIELD 5 PLAYERS WITHOUT VIOLATING THE 23-RULE. If a team has 5 or more players present at a match who in any combination would violate the 23-Rule, then they have to play 4 players and **FORFEIT** the 5th match point. *(Even if there is a team member on the roster who could have played had they been present.)* **IN ALL CASES**, a team must play only the combination of players that proves that they could legally meet the 23-Rule. If there is no such combination on their entire roster then they are allowed to play four to nineteen and then forfeit the last race.

F: Playbacks will be allowed until the last 2 weeks of regular session play.

G: No one from the team who is missing players **is allowed to leave the site** before the playback person is chosen **without first notifying the opposing Team Captain** with a legitimate excuse. **Exception:** A player may leave if they cannot be chosen to do the playback because of the 23-Rule.

H. No team will be allowed to use the playback rule more than 3 times without receiving prior permission.

SPORTSMANSHIP VIOLATIONS: Any team with two or more sportsmanship violations may be dropped from the League. Disassembling or 'cracking' your cue in view of the opposing player prior to the end of the match could be considered concession of the match. For example, if the opposing player is shooting the 8 or 9-Ball, **and they see** that you have broken down your cue, the player is not required to make the shot, if however, they choose to shoot and miss, you have given up the right to reassemble your cue and finish the game. This rule is designed to prevent a player from 'sharking' their opponent on the final shot by standing in the shooter's line of sight and breaking down the cue. If you need to change a shaft during a match you may do so as long as it is not your turn at the table and it is done in a discreet manner. Move away from the playing area so as not to disrupt the shooting player. **PLEASE USE COMMON SENSE.**

SESSION PLAYOFFS:

Summer Session Only
(One Week of Playoffs)

Number of Teams In the Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
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<p><u>4-5</u></p> <p>One Team Qualifies For The WQ</p>	<p>1st Place vs Wildcard</p> <p>Winner Advances To WQ</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>Playoff Winner will receive the 1st Place Session trophies</p>
<p><u>6-11</u></p> <p>Two Team Qualify For The WQ</p>	<p>1st Place vs Wildcard 2nd Place vs 3rd Place</p> <p>Winner of each Playoff match advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winners will receive the 1st Place Session trophies</p>
<p><u>12-16</u></p> <p>Four Teams Qualify For The WQ</p>	<p>Division Point Leader advances directly to the WQ</p> <p>2nd Place vs Wildcard 3rd Place vs 5th Place 4th Place vs 6th Place</p> <p>Winner of each Playoff match advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winners will receive the 1st Place Session trophies</p>

In the Fall & Spring Sessions
(2 Weeks of Playoffs)

Number of Teams In the Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p><u>4-5</u></p> <p>One Team Qualifies For The WQ</p>	<p>1st Place vs Wildcard</p> <p>Winner Advances To WQ</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>Playoff Winner will receive the 1st Place Session trophies</p>
<p><u>6-11</u></p> <p>One Team Qualifies</p>	<p>1st Place vs Wildcard 2nd Place vs 3rd Place</p>	<p>Awards:</p>

For The WQ	Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Playoff Winner will receive the 1 st Place Session trophies
<u>12-16</u> Two Teams Qualify For The WQ	Division Point Leader advances directly to the WQ 2 nd Place vs Wildcard 3 rd Place vs 4 th Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards: Playoff Winner will receive the 1 st Place Session trophies

Any team that is qualified for the World Qualifier Tournament must finish in the top 50% of their division in all sessions following their qualification or they may forfeit their qualification and be forced to requalify.

WORLD QUALIFIER WINNERS: The teams that win at the World Qualifier Tournament must use the Travel Assistance Fund to attend the APA World Pool Championships. If the winning team is unable to attend the APA World Pool Championship, the 2nd place finisher, who lost in the finals to the team that is not attending, will be awarded the Travel Assistance Fund and the right to compete at the APA World Pool Championship.

BARRED PLAYERS: If a player is barred from a Host Location, they may only participate in League play with the permission of the owner/manager. APA of West Michigan has no authority to insist that a player be allowed to play at any location.

INCLEMENT WEATHER POLICY: Should weather force the cancellation of League play in the Grand Rapids metro area, an announcement will be posted on the Member Site, the APA app, and the *APA of West Michigan* Facebook page. In most cases, the decision to cancel League play will not be made until 5:00pm. The Division Representative for each division outside the Grand Rapids metro area will determine cancellation of League play based on weather conditions in their area. If League play is cancelled, the following week you will play the scheduled match for that week. Every effort will be made to make up the cancelled match after the last week of regular session play; however, there may be situations when this is not possible. You will be notified if and when the cancelled match will be played.

FALSIFICATION OF SCORESHEETS: Any team caught sandbagging or sending in falsified scoresheets may be subject to removal from the League and/or all members of the team raised one skill level.

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

MINIMUM SKILL LEVELS: There will be no male skill level 2's in 8-Ball or 1's in 9-Ball.

STARTING SKILL LEVELS FOR NEW PLAYERS: A team adding a NEW player who is known to have ability higher than the standard starting point must, in the interest of fairness, start the NEW player at their appropriate skill level. If a player's skill level should go up 2 or more levels in one session, penalties may be assessed against the offending team.