

APA of Central Iowa Bylaws May 1st, 2025

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APPROVED

By Dante Guagliardo at 3:07 pm, Jan 14, 2025

We welcome you and your team to the American Poolplayers Association! In order for us to enhance your enjoyment and the service of the League, we must enforce Local Bylaws, which are designed to allow a smooth operation of the League. Read these bylaws carefully and keep them with the APA Official Team Manual. Breaking these rules could cost you points, a Playoff spot and a chance to advance to the Local or APA World Pool Championships.

These bylaws have been read and approved by the American Poolplayers Association. These Local Bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual.

OFFICE HOURS are Monday through Friday 9am to 5pm. If I am not available please leave your name, phone number, and a short message and your call will be returned as soon as possible. (Texting works also)

MEMBERSHIPS - Applications (new & former players)

All players must complete (in full) an application or register online before play starts. All applicable fields should be filled in, including the one that asks if you have ever been an APA member. If a previous member, the Local League Office needs to know the last skill level, and their previous membership number. Teams will be held responsible for falsified membership applications which may include losing bonus and match points. The team may also be disqualified from any higher level competition.

APA membership dues are charged (plus 7% sales tax) per calendar year and are owed on the player's first night of play or the fourth week of the session, whichever occurs first. No exceptions! All unpaid players will be dropped after the 4th week of the session. If an unpaid player is played you will lose all of your bonus points plus 2 points if playing 8-Ball and 10 points if playing 9-Ball.

WEEKLY TEAM FEES – Because we are going digital we will not be using paper score sheets after the first 4 weeks of play in the weekly **8** and **9-Ball** formats. Starting the 5 week of play, all matches must be scored using the APA Scorekeeper app. Also all fees must be paid by using stripe each week or the whole session must be paid in full by the end of the 4th week of play. This does not include prepaid events. Weekly fees for 8-Ball and 9-Ball formats are \$41.25 per team per week for all scheduled matches, division playoffs and individual or full team forfeits including Double Jeopardy which is also \$41.25 per team for a total of \$82.50. Team Captains should get into the habit of collecting the individual fees prior to the start of each players match. Remember, this is a weekly team fee not a per player match fee. If your opponent forfeits any or all of their matches your team is still responsible for the full weekly fee. Also, if your team forfeits you are still responsible for the full fee. Any team with a returned check will be charged \$30.00. No starter check will be accepted. Name and address must be imprinted on all checks not hand written. Over payment of fees will result in a team credit and will show next to your team on the next score sheet that you receive. You may use the credits for weekly fees, membership fees, patches, etc. Any credits left at the end of each session will be placed in the player fund going toward travel and/or trophies.

Underpayment of fees will also be listed on scoresheets and in the scorekeeper. If your envelope is short on fees for the week you will lose your bonus point(s), if it is a returned check you will lose your bonus point(s) from the week the you became past due and every week following as well as the Team Captain being marked ineligible the first week, the co-captain the second week and so on until it is paid in full. It is expected all balance due amounts be paid by the next week, or may face being dropped from the League. Lost bonus points are not recoverable.. If a team should drop prior to the end of the session, each member will be responsible for his share of the remaining weeks.

There is no team fee when you 'play' a BYE team.

LEAGUE STARTING TIME - The starting time for League play is 7:00 pm on weeknights and 1:00 pm on Sundays. Both teams are required to begin play, even if only one player from each team is available. If play has not begun by the end of the 15-minute grace period, all matches will be forfeited by the offending team. Full weekly fees will still be owed by both teams.

It is expected that if a team will be late, the Team Captain must call the Host Location before the end of the 15-minute grace period. As long as the opponent Team has been contacted, an additional 15 minutes will be granted before any forfeits may be called.

Teams that are approached by another team in their division requesting to reschedule, are urged to be as accommodating as possible to the request. You know the old rule, "What goes around comes around." One day your team may need the same courtesy. You will have 4 weeks to play any makeup matches (no makeup matches in the last 4 weeks of play, which begins when the previous weeks scores are suppose to be submitted)

BONUS POINTS -Each team will receive bonus points (2 point for 8-Ball and 10 for 9-Ball) for submitting their paperwork/scores and fees on time and for completely filling out score sheets and submitting them online. Bonus points cannot be recovered.

During the first 4 weeks envelopes are to be picked up by the home Team Captain. Envelopes are to be dropped within 24 hours after your weekly play is scheduled to start. Score sheets need to be completely filled out including the sportsmanship rating and all money must be accounted for. If this is not done your team will lose their bonus points. Being late more than 3 times will cause your team to be ineligible for Tri-Annual. This is the team captain's responsibility every week. After the 4th week of play you must submit payment before submitting your scores. That is to be done before 11am the morning following play. Once scores are submitted and entered you cannot go back and pay using stripe and fees are considered past due, at that point you must pay using Venmo and include a \$2 late fee.

FORFEITS -**During the first 4 weeks of play there are no team forfeits but there can be individual forfeits.**

If a team fails to show for a match, the opposing team (providing 5 players are present and listed on the score sheet) will receive 8 points and 2 bonus point in **8-Ball** (60 + 10 in 9-Ball) if all paperwork is completed and fees and dues are up to date. Individual forfeits are 2-0 in **8-Ball** and 15-0 in **9-Ball** (Except in playoffs and tournament play when forfeits are 3-0 in 8-Ball and 20-0 in **9-Ball**). Teams that do not show up for two consecutive weeks will be considered dropped from the League and a new schedule will be issued. Dropped teams or any suspended player will forfeit all benefits trophies, awards and prize money. If a team drops out before the session is over, matches played will stand. If a team forfeits one or more matches it is still responsible for the full amount of weekly fees. Teams that forfeit 3 or more matches in the last week of play will NOT be eligible for the Wild Card draw. There will be no forfeits due to inclement weather. So if travel is not advised you cannot force a team to forfeit (as long as the team notifies you within 2 hours of start time). A player's safety is more important than League play. If a team notifies you after the 2 hour window it is up to you as captain to decide.

BYES - Byes are worth 8 points + 2 bonus point in 8-Ball and 60 points + 10 bonus points in 9-Ball. No score sheets need to be returned and no fees are due. Byes will not be awarded during the first four weeks of any session while new teams are still being added. Make-up matches will be required for the four weeks that were missed. If a team drops out creating a bye in the division, all matches played to that point will stand.

ADJUSTING YOUR TEAM ROSTERS - You are allowed to add or replace players during the first 4 weeks of each session. Any roster changes after the 4 week of play are only allowed if that team gives up any chance of qualifying for HLT play that session. All players must be current members before they can play, so please make sure that all applications are filled out and that fees are paid before they play. Please inform the opposing Team Captain of any new members, not listed on the score sheet, prior to the coin toss which determines who puts up first. Failure to comply makes that member ineligible to play that evening. After the 4th week of the session, if the team drops to 5 players, they may add 1 player (this may mean losing higher level tournament eligibility). Remember, the team must have NO MORE THAN 5 available players. Build your teams responsibly! After the

4th, week all additions to a roster must be approved by the League Operator! These rules are different for a qualified team in the Spring session. No teams may add players during the final four weeks of a session.

Known Ability

When adding a player of known ability, call the Local League Office for their skill level. If you play previous APA members without getting their assigned skill level those points will be forfeited. Returning teams that add a brand new player to their roster whose skill level increases by two levels or more that session will also be at risk of losing all points earned at the lower skill level(s). Play fair, have skilled players start as a SL5 or 6 as warranted.

MAKE UP MATCHES – Only 2 weekly make up matches at a time will be allowed and the League Office must be notified when this occurs. It is suggested that matches be pre-played whenever possible. Contact the League Office for pre-play score-sheets. If after several attempts to contact the opposing team to reschedule, notify our office and pay the weekly fee and it will be entered as a forfeit. Make-up matches must be complete within 4 weeks and turned in before the last 4 weeks of play. I do not cancel League play. If during the last 4 weeks of play the interstates are closed due to bad weather you will have 48 hours to make up that match.

DIVISION SCHEDULES - Schedules will be distributed at the beginning of each session, which shows the weekly schedule of every team in your division and the names, addresses, and telephone numbers of all the host locations in your division. Please remember, this schedule is subject to change as teams may drop or be added and new schedules will be distributed and available on the app.

TEAM RESPONSIBILITIES - Team Captains, Co-Captains and all team members have a responsibility to their League, as well as to their teammates. We understand teams will try to protect all APA members from what may seem to be, or is unfair, unsociable, or even hostile behavior from another team or team member. You must also understand that we have methods in place to address these problems. If you find yourself in any of these situations, contact the League Office for assistance.

As a general rule, all communications between teams should be handled through the **TEAM CAPTAIN**. If additional information is needed, contact the league office. It is imperative that Team Captains inform their team members of the proper chain of command to follow in regards to questions, concerns, rulings, or any other problems that may occur during League play.

As a general rule, the best way to handle most disputes during League play is to have the 2 players involved attempt to reach a solution within League rules. If the 2 players reach a solution that is agreeable to both and fits the rules then their decision is final. If an agreement cannot be made, contact your League Office.

As a general rule, chalk, US currency and weapons cannot be used as a pocket marker during league play. You may use your personal chalk holder.

Any team dropping in Summer session after losing in the World Qualifier will be responsible for paying all weekly fees for Summer session since Summer is not mandatory for qualified teams.

RULING RIGHTS - During regular session play, only Team Captains, coaches, and current match players, have any rights or privileges involving the explanation of rules, infractions, fouls, or coaching time-outs. Only the League Operator may make a final decision if necessary.

WRITE-UPS CONCERNING SKILL LEVELS - If you feel that a player in your division or on your team is underrated or overrated, go to centraliowa.apaleagues.com, under contact us, you will find a tab for skill level evaluation. Complete the form describing your concerns with details. All skill level complaints will be evaluated. Please be aware that immediate action may not be taken on a person's handicap, but they will be watched carefully to determine if there is valid concern. Keep in mind that everyone has a good night, including lower skilled

players, just as higher skilled player can have a bad night. After all, what if someone were to complain about you if you had a good night? Should we raise you after one good night?

TEAM/PLAYER DISQUALIFICATIONS - There are many reasons that may cause 1 or more members, or an entire team to be disqualified. Such as: Underage player(s) on your team; playing current or former APA members at a lower skill level than what they actually are/were. If you are adding an established APA member to your team and are unsure of their last known skill level, the best method is to add them but not play them until the next week; purposely hiding the true playing capabilities of your team members. This is considered cheating! Playing someone under a false name; Receiving repeated complaints about your team/player after your team was warned.

SCOREKEEPING Mark all coaches on your score sheet and verify with the opposing team. This will help to avoid confusion, since calling for a non available time out will be considered a sportsmanship violation.

In 8-Ball and 9-Ball make sure you understand what a safety and or a Defensive Shot is and be sure to mark these plus all innings for that player. A Defensive Shot and or a safety is any shot that is taken where there is no intent to pocket a ball. Make sure that you are marking all Defensive Shots. This includes shots which you feel were intentionally missed and failed safeties. INTENT is the key word here. If the scorekeeper feels there was no intent to pocket a ball, a defensive shot must be marked. Giving the opponent an intentional ball in hand IS considered a Defensive Shot and must be marked.

TEAM CONDUCT - The APA provides a social as well as a competitive environment for its members. Each team member has the responsibility and is expected to show respect to the establishment owners, their employees and other League Members.

If you have members on your team who may put your team in conflict with APA Sportsmanship policies, please correct their behavior or drop them from your team. When it is necessary to address un-sportsmanship like conduct, warning and suspensions will be sent to those members who repeatedly show inappropriate conduct. Any player or team receiving 2 or more sportsmanship violations may be dropped from the League.

PROTESTING A PLAYER MATCH - In order to file an official protest you must stop that match and complete a "Protest" form, you may continue on to the next match. If you do not have a protest form, you can use plain paper. Include a \$25 fee in your envelope. Remember, only officially filed protests will be accepted. If the decision is in your favor the protest fee will be credited to your team.

If the Local League Office requires a rematch, the match(s) must be completed within two weeks.

GENERAL INFORMATION - If a player is banned from an establishment, they can only play with the permission of the bar owner or manager.

Any qualified team finishing below 50% in standing in their division will lose eligibility unless they can justify in detail their poor session performance. They may regain eligibility if they finish in the top 3rd of their division in Spring session.

Any player with \$\$\$\$\$\$ symbol following their name on the scoresheet is not eligible for play until they contact the Local League Office or all past due amounts are paid in full. If a team falls more than two weeks behind in weekly fees then the Team Captain becomes ineligible until the past due is paid in full. Checks for weekly fees will not be held for deposit at a later date. If you don't have the money in your account do not issue a check until you do.

As stated in the Official Team Manual "If the fourth match has not started by two hours after the official league start time, teams should put up their next player and start play on a second table. If there is an available table. It does not say you can refuse to do so. Refusal will cost you bonus points.

Slow play will not be tolerated. As stated in the APA OFFICIAL TEAM MAUAL if a table is available and the fourth match has not started by OFFICIAL LEAGUE START TIME plus two hours, then play would begin on a second table, with the fifth match starting on the next available table. A team is subject to penalty if an available table is made unavailable for splitting matches situation and it is later determined they, in anyway, caused it to be unavailable or resisted using the second table unless BOTH teams agree to continue on one table.

There will be absolutely no cell phone use during your time at the table. No electronic devices/ear buds or head phones, with the exception of hearing aids can be used during Higher Level Tournament play.

If a different cue ball is being used other than the one provided by the bar, both teams must agree on the use of the ball.

If a ball is moved while in the act of shooting it MUST BE REPLACED BY THE OPPOSING PLAYER. If this becomes an issue or a player is found to be moving balls to his or her benefit then the match may be forfeited. This is at the sole discretion of the League Operator and their decision is final.

If any team violates the Team Skill Level Limit rule (23-Rule) as stated in the OTM it will result in loss of all team points and of the offending team's bonus points.

TROPHIES- Unless otherwise stated in the bylaws, the only trophies (awards) awarded will be a Club Trophy for every 100 matches, High Points Winner, World Qualifier winners, win/loss (TOP DOG) patch for ending the session winning at least 90% of your matches with a minimum of 7 shoots. Patches will be awarded for each Break & Run, **8-Ball** Breaks and **9-Ball** breaks and if you add \$1 for the patch it will enter you in a drawing for a trip to Las Vegas. This drawing will be held at the World Qualifier. Other patches that will be awarded are Rackless Night (8-Ball only with no S8, E8, WP8), 20-0 Skunk, Mini Slam (8&9-Ball), 5-0 Clean Sweep (8&9-Ball), I beat a 6 or 7 in 8-Ball or ,8 or 9 in 9-Ball for the lower skilled players. There must be a 3 skill level difference to receive a I beat a ? patch. Once a month a envelope will be dropped off with a list of everyone on your team and each patch they won included. To enter in the drawing just enclose \$1 for each patch, noting on the enclosed list who paid and drop it off at one of the drop locations.

SESSION PLAYOFFS - Session Playoffs will be used to determine which teams qualify for the Tri-Annual Tournament. If your team chooses not to participate in playoffs they must notify the local league office during the first 4 weeks of play.

The structure of a division's Session Playoffs will depend upon the number of teams in the Division.

Number of Teams In the Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wildcard Winner Advances To Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify For Tri-Annual	1 st Place vs Wildcard 2 nd Place vs 3 rd Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>8-11</u> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri- Annual 2 nd Place vs Wildcard 3 rd Place vs 4 th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>12-16</u> Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri- Annual 2 nd Place advances directly to Tri-Annual 3 rd Place vs Wildcard 4 th Place vs 5 th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

World Qualifier (if using Tri-Annals)

The World Qualifier is an annual 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 your League name here in the APA World Pool Championships. Unless circumstances dictate a change due to division size. All teams in Tri-Annals my complete Tri-Annual tournament to completion. Leaving before the bracket is complete will cause your team to lose their qualification.

*A maximum of **24 teams** will participate in the 8-Ball World Qualifier:

***Summer - 8 Teams** from the Tri-Annual

***Fall - 8 Teams** from the Tri-Annual

***Spring - 8 Teams** from the Tri-Annual

*A maximum of **24 teams** will participate in the 9-Ball World Qualifier:

***Summer - 8 Teams** from the Tri-Annual

***Fall - 8 Teams** from the Tri-Annual

***Spring - 8 Teams** from the Tri-Annual

*subject to change based on team count

- 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 bracket (time permitting.)

Tri-Annual & World Qualifier - At the end of each session all of the teams that have qualified will compete in the Tri-Annual Tournament. Teams eligible for Tri-Annual must register for the event. Teams must fill out a registration envelope, enclose the \$40 registration fee and turn it in before the deadline. Deadline dates will be posted in the newsletter and on the app. The winner(s) will receive prize money and a predetermined number of the winners will also qualify for World Qualifier. Your team must be active to participate in Tri-Annual Tournament (with the exception of Spring Tri-Cup). Any and all draws for match assignments will be done by the League Operator. World Qualifier teams will consist of teams that earned and maintain eligibility according to National Guidelines and Structure. World Qualifier match ups will be determined by each team's power rating from highest to lowest. This is determined by average weekly points and Higher Level Tournament experience. Which teams go in each bracket and the number of brackets is also determined by the League Operator.

World Qualifier winners qualify for the APA WORLD POOL CHAMPIONSHIP IN LAS VEGAS.

Once your team has qualified for the World Qualifier, it must remain active for the remaining of the League Year's sessions. For example, Summer qualified teams must remain active for the Fall and Spring session; Fall teams must remain active through the Spring session. In addition, teams advancing to the APA World Pool Championship event must continue playing for the next League Year's Summer session if they were not active in the previous Fall session. Remember that your Spring roster is the one that competes in the World Qualifier.

Winners of the World Qualifier will receive Travel Assistance. However, if a team elects not to go, they forfeit any right to any travel assistance. Travel Assistance is only given to the teams and players that actually attend the APA World Pool Championships event. All travel arrangements will be made by you. You must show proof of purchase of airline ticket or hotel before the League Operator issues any money from the travel fund. No Exceptions. Team that only play in Spring session and win the World Qualifier are only entitled to 2/3's of the travel assistance.

APA WORLD POOL CHAMPIONSHIP Any team disqualified for handicap reasons at the APA World Pool Championship will be required to repay all money awarded from the player fund, which includes airfare, hotel, entry fee and any additional money awarded. There will be NO exceptions to this.

SINGLES BOARDS Throughout the League year we will be scheduling singles boards for each tier group; 1 thru 3's, 4/5's, and 6 thru 9's (when possible). Winners will advance to the APA regional tournament approx the first weekend(s) in October and March, which is broken down by skill level tier groups.

SHOWDOWN SERIES

The first slot for any doubles event will be awarded in a tournament for only players participating in the doubles division for at least 2 sessions. We will be holding tournaments for all other Showdown Series slots for tournaments held during the APA World Pool Championships events in Las Vegas. All events will have an entry

fee with all proceeds to going to travel, lodging and entry fee for the teams or players who advance. All participants must comply with National rules and remain on an active roster or any qualification or points will be lost. Any player or team that is a no show for a Showdown series event is not eligible to participate in another showdown series event for 5 years unless given prior approval from League Operator.

MVP TOURNAMENT

At the end of each session the top two MVP winners from each tier group in each division will qualify to enter in the MVP Tournament. If one of the MVP winners from your tier group is already qualified then it may be passed to the next player. If there is a tie both, players qualify. The MVP winner is determined by percentage of points available per match that you have won. Players must play at least 2 sessions prior to the event to be eligible. The MVP Tournament will be held in July of each year.

POOL GOD TOURNAMENT

This is a doubles event with a handicap limit of 12. Alternating rounds between 8-Ball and 9-Ball, double elimination. All APA doubles rules apply, one coach per rack, alternating shot continues from the break and includes break. \$50 entry fee, 100% payback with money added along with prize giveaways. All teams and players must do what the POOL GOD says; anyone who fails to obey is eliminated. This tournament will be held only if there is enough interest.

FLYAWAY SPORTSMANSHIP INVITATIONAL This tournament is an invitation only event and has a \$35 entry fee due before the designated deadline. The players that are eligible is determined by nominations turned in at the end of each session, as well as suggestions opposing players inform me about during tournament and weekly play. From that list I go through and remove players and teams who I have had behavioral, sportsmanship issues and complaints about during the league year. I also remove any player who has won this tournament in the last 5 years as well as players who haven't played 2 sessions prior to the event and do not have 25 plays in two years (the 25 plays have to be in the same format, not a combination of both). From the remaining players I separate them into 8 brackets by handicap. This is an **8-Ball** only tournament so **9-Ball** only players have their handicap converted. I will be sending the 8 winning players to an all inclusive resort. This means you will need a passport. This isn't a cash prize, no substitutions and you have to go on the trip the dates announced. If you cannot go for whatever reason, then it will be awarded to the second place player time permitting. Any player that doesn't make the trip can be responsible for repaying the player fund for the cost incurred.

WALKING DEAD RESSURECTION TOURNAMENT All the teams that do not qualify for the WORLD QUALIFIER, as long as they meet eligibility requirements, can compete. The tournament winners will win a trip to LAS VEGAS during the WORLD POOL CHAMPIONSHIPS. The number of winning teams is determined by the number of entries. All tournament information, guidelines and eligibility requirements will be handed out in the team envelopes during the last 4 weeks of play. Information about the tournament is available before hand, upon request. Teams with 4 or more players on their roster that have won this tournament or won a World Qualifier in the last 5 years cannot participate. This is to insure as many players as possible have the opportunity to experience the World Championships in Las Vegas. This is not a cash tournament, no prize substitution or change of travel. You must fly out as a team and use the hotel booked by the League Operator.

***Remember the APA is about having fun with
friends and shooting pool, so tell your friends!
Good Luck and Good Shooting!***