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### Introduction

We would like to welcome 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 your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League. After all, the **APA is all about having fun, meeting people, and playing pool!**

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

## Section 1: Getting Started

### Age Requirements

APA Omaha allows all players 21 years and older. Anyone ages 18-20 must receive prior approval from the League Office and follow the rules established by the Host Locations in which they would play. If there is enough interest, a junior league may be established for players younger than 18.

### Office Hours

League Office hours are Sunday through Thursday, 3 PM to 10 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.

### Website

Our website address is [omaha.apaleagues.com](http://omaha.apaleagues.com).

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other APA Omaha 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/pages/APA-Omaha/123877414347671](http://www.facebook.com/pages/APA-Omaha/123877414347671) 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, to stay informed please join our online community by signing up for a Member Services Account, download and install the members app, "Like" the [APA Omaha](#) Facebook page and join the Facebook Group "[APA Omaha Local Poolplayers](#)".

**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.

### Division Rep Responsibilities

Division Reps are appointed by the League Operator or voted on by the Team Captains. He or she is a person that has played in the League for a long time, is a person of integrity and is well respected by League members. Division Reps are your primary point of contact for questions about rules and other general inquiries about their division. However, the League Operator retains local authority in decision-making regarding policies, rulings and penalties. The Division Rep will make sure that League

information and notices are distributed and understood by their players. They are a spokesperson for their division and ensure that all concerns, queries and questions from the division are addressed. They carry a rule book on League nights and are available to answer any questions when necessary. The Division Rep will call the League Operator on a League night, if deemed necessary.

### **Team Fees**

Team Fees are \$35 per week (\$70 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for playoff matches and forfeit. If you are paying by check, please make your check payable to APA Omaha. There will be a \$25 charge for any returned checks, plus a loss of bonus points.

### **Team Envelopes**

The team envelopes will be delivered to the Host Location that you are playing at. If your team plays at a location with a drop box (currently Shooters Sports Bar and Grill), envelopes are due at the drop box immediately after the end of play. All other team envelopes are to be mailed and should be postmarked no later than one (1) day following your night of play.

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

- Innings are filled in for every game
- The winner and loser of every game is marked with the number of racks won
- Final match score is filled in
- Scoresheet is signed by both teams
- 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 included in the payment envelope and the team being current on all fees due.
  - 1 point will be awarded for accurate and complete scoresheets.
- **9-Ball - 15 Possible Bonus Points**
  - 8 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
  - 7 points will be awarded for accurate and complete scoresheets.

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

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 + 15 Bonus Points

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

### **Past Due Procedure**

**First Week Past Due:** Scoresheet will be stamped Past Due and past due amount will be notated on Scoresheet.

**Second Week Past Due:** Scoresheet will be stamped Final Notice – Team Captain / Co-Captain will be called. **Team Captain will be marked ineligible.**

**Third Week Past Due:** Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible. Entire team will be called.

- 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.

### **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.

## Patches

For each 9 On-the-Snap, 8 On-the-Break or 8/9 Break & Run, players may pay \$1 to be entered into the drawing at the end of the Summer Session. The program will pay back 100% of the money collected. The winner need not be present at the drawing; however, the player must be registered on a team for the Fall Session.

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.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Skunked: 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.*
- I Beat a 6 or 7 (8 Ball) and I Beat a 7, 8 or 9 (9 Ball) – must be lower skill level than patch.

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet and fill out the Patch Request form. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Patch Request form is completed and sent in to the League Office.

Patches are awarded the week after they are earned and will be included in your team envelope.

## Section 2: League Play

### 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 League Office**. Upon receiving approval from the 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 pre-qualified League obligations such as a National Tournament.
- Rescheduled matches must be played within four 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 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 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.

### **Continuous Play during Double Jeopardy Matches**

If teams are choosing their players for matches 1 through 4, they may choose a player that is currently playing in the other format. Once both teams have chosen their players, they will advance to the next match and choose the players for that match and begin playing. When choosing a player for the 5th match, that player must be available and not currently involved in a match in the other format. If that player is unavailable, another player needs to be chosen or that match would be forfeited.

In the rare case of a player, whose was chosen during match 1 through 4 and was playing in the other format, is still playing in that other format when the fifth match of the opposing format is ready to begin, this does not create a forfeit. The fifth match would begin immediately after that player finishes in the other format.

### **Replay/Double Play (Team Members Playing More than One Match)**

From time to time during regular session play teams may be short players due to illness, work, family emergency, etc. Members are here to play. A team that is short players may elect to makeup individual matches that cannot be fielded for the night, or they may elect for the opposing team to select one of their players to play twice under certain conditions. When electing to "double play" a member, the short team must keep all of their members on site until the opposing team has selected who is to play twice. EXCEPTIONS: Emergencies, illness, or higher skilled players who would break the "Team Skill Level Limit Rule" are free to leave, as the opposing team cannot force the short team to break the "Team Skill Level Limit Rule". The short team must have an absent player on their roster that is at least the skill level of the lowest player present, and only if the skill level of the absent player would not have broken "Team Skill Level Limit Rule". This means no team will be allowed to double play in order to stay within the "Team Skill Level Limit Rule."

This rule applies only to regular weekly play. This rule can only be used 3 times by a team during a session (an 'X' after the team name will indicate how many times this option has been exercised.) This rule may not be used in the last five weeks of the regular session. At no time will a team will be allowed to play a player twice during playoffs or tournament play.

WARNING: Do not abuse this policy. Management reserves the right to award forfeits when deemed necessary. If a team uses this policy more than three times in any session, they may be disqualified from participating in the "Wild-Card" draw, play-offs, or retaining eligibility to subsequent tournaments.

## Section 3: Sportsmanship and Conduct

### Refusal to Do Business With

The vast majority of players have a great time in the League and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

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

### 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 League does not have the right to require a Host Location to permit access to a banned person for a League match.

### Suspended Players

**APA Omaha will honor any suspensions from a neighboring APA area.**

## Section 4: 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 1<sup>st</sup> round of Playoffs will be scheduled on the same day of the week as your regular League play.**

In Divisions consisting of 6 or fewer teams, the 1st place points winner will immediately advance to the Tri-Cup Tournament. The 2nd place points team and the Wild Card team will play for the other spot in the Tri-Cup Tournament.

In divisions consisting of 7 or more teams, the 1st place points finisher will be declared the High Point Winner and will be exempt from the playoffs and will immediately advance to the Tri-Cup Tournament. The 2nd place points finisher will play the Wild Card team and the 3rd place points finisher will play the 4th place points finisher in the first round of play-offs. The winning teams for this first round of playoffs will both advance to the Tri-Cup Tournament.



Qualified teams will be allowed to “requalify” in future sessions during the League Year. There will be no “passing back” of qualifications, regardless of division size.

Player Eligibility: Players must have played at least 6 times with the team during the session to be eligible to play in the Session Playoffs and Tri-Cup Tournaments.

### **Trophies**

End of session awards will be given at the Tri-Cup Tournament. Each member of the High Point Winner teams from the regular session will receive an award. Other awards may be given out at other tournaments.

### **Tri-Cup Tournaments**

At the conclusion of each session, a Tri-Cup Tournament will be played to gain eligibility into the World Qualifier (formerly known as LTC). All division winning teams and those teams that are first round playoff winners are the teams that are invited to participate. In order to participate in the Tri-Cup Tournament, all players on the invited team must have an active membership and the team must remain active in the next session of play with at least four original members from the previous session’s roster. The invited team’s previous session’s roster is the roster that is played in the Tri-Cup Tournament.

### **World Qualifier**

The World Qualifier is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent APA Omaha in the World Pool Championships. The World Qualifier will consist of the High Point Winner of each division of each session (summer, fall, and spring) of the league year, plus Tri-Cup Tournament winners. Teams can lose eligibility to the World Qualifier should they fall below 50% in the standings of their division after qualifying for the World Qualifier.

### **Travel Assistance for the World Pool Championships**

The Travel Assistance Fund will be used to offset travel expenses actually incurred by the members of those teams advancing to the APA World Pool Championships. Only the team members that attend the World Pool Championships will receive travel assistance funds. Any players that have received travel assistance funds and do not attend the World Pool Championships are responsible for returning the funds back to Travel Assistance Fund through the League Office. Teams are responsible for making their own travel arrangements. If a team chooses not to go to this event, the slot and the travel assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board.

### **MVP Tournaments**

MVP is a program that recognizes players for their individual performance during weekly play each session. MVP is calculated by the number of points earned divided by the number of points available (PA).

**Example in 8-Ball:** In every 8-Ball match, you have 3 points available to win. If you play 10 matches, you have 30 points available to win (3x10). If you win a total of 13 points in those 10 matches then the calculation is:  $13 / 30 = 0.43$  or 43%. This means that you won 43% of the points available (PA) to you during the session.

**Example in 9-Ball:** In every 9-Ball match, you have 20 points available to win. If you play 10 matches, you have 200 points available to win (20x10). If you win a total of 162 points in those 10 matches then the calculation is:  $162 / 200 = 0.81$  or 81%. This means that you won 81% of the points available (PA) to you during the session.

At the end of each session, the top two players in the MVP standings (for each skill level tier, in each division) will be invited to the next annual MVP Tournament.

Additionally, the following may be applied to the MVP Tournaments:

- \$15 Entry Fee
- Greens Fees
- Double Elimination Brackets
- Brackets Tiered According to Skill Levels
- Cash Payout to Top Finishers in Each Bracket

### **Big Dawg Award**

One team per year will be recognized as the Big Dawg. This title will be given to one 8-Ball team and one 9-Ball team that have earned the most points across all divisions of that format throughout the entire League year. There will be a cash payout to this team.

Remember to always have fun!!!

Good luck and good shooting,

*Russ & Mary Reynolds-East*  
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