



## Local Bylaws

**Devinne & Kody Mertens**  
**League Operators**

Cell: 605-759-3633

Email: [dmertens@apaleagues.com](mailto:dmertens@apaleagues.com)

Email: [kmertens@apaleagues.com](mailto:kmertens@apaleagues.com)

Website: [sesd.apaleagues.com](http://sesd.apaleagues.com)

Facebook: [SE South Dakota APA](https://www.facebook.com/SESouthDakotaAPA)

### **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

### Age Requirements

You must be 18 years of age or older to compete in Southeast South Dakota APA League.

### Office Hours

Local League Office hours are Monday through Friday, 5 p.m. to 9 p.m. and Sunday from 12 p.m. to 9 p.m. 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 [sesd.apaleagues.com](http://sesd.apaleagues.com).

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other SESD APA League 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 [facebook.com/sesdapa](https://facebook.com/sesdapa) 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.

### Start Time

The start time is at 7:00 p.m. for 8-Ball and 1:00 p.m. for 9-Ball. Play must begin even if only one player from the team is present. Play must be continuous otherwise forfeits will be awarded to the team with players present.

### Team Fees

Team Fees are \$30 per week 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 SESD APA League. There will be a \$25 charge for any returned checks, plus a loss of bonus points.

### Team Envelopes

Scoresheets can be picked up at your division's designated pick-up location within 48 hours of your scheduled match. Scoresheets and fees must be dropped off at your division's designated drop-off location by 12:00 p.m. the day following your match. No bonus point(s) will be awarded if team envelopes are not at the drop-off location by the deadline.

## **Bonus Points**

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

## **Late Penalties**

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points will be taken away. Additionally, the Team Captain (and other players) may be marked ineligible to play by being made INACTIVE on the team. If payment is not received at this time the team will be given notification that they will be dropped from the League for non-payment. If the fees are not brought current by third week or arrangements made to pay the past due balance, the team will be dropped. All players on the team will become equally responsible for the fees that are due, including fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

## **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**

Patches or Pins are awarded the week after earned and will be in the team envelope. **Please mark clearly on your scoresheet in the message center whether you want a patch or a pin if not marked in the message center no patch or pin will be awarded.** You will earn a patch or pin the first time you get one of the following: 8-on-the-break, 8 Break-and-Run, 9-on-the-Snap, 9 Break-and-Run, Skunked: You win 20-0 in 9-Ball, and Rackless. After you have gotten your first patch you will have to get a total of 5 of the same patch or pin in a session to receive a cue it up cue stick holder.

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

## **Section 2: Local League Play**

### **Rescheduling Matches**

On occasion, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified League obligations, or other reasons. You are required to reschedule a match if your match conflicts with your opponent's other pre-qualified League obligations and the opponent requests rescheduling. If you plan to reschedule a match, due to inclement weather, or for other reasons, **you must notify the Local League Office.** Please use the following procedure:

1. Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
2. Work with your opponent's Team Captain to select a date and time to play the rescheduled match. 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, unless the Local League Office grants an exception, which will only occur as a result of special circumstances.

### **Inclement Weather**

The Local League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled due to inclement weather. If you feel that weather conditions may result in League play being cancelled or postponed, check our Local League Website for the most up-to-date information. Contact the Local League Office if you have additional questions or concerns, but only after you have checked the website. Most important, *please be safe* and do not risk injury if you feel the travel conditions are unsafe.

### **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 their 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).

### **Forfeits**

If a team fails to show up for a match, the opposing team (providing 5 players are present and listed on the scoresheet) will receive 10 points in 8-Ball and 75 points in 9-Ball if all paperwork is completed and all fees and dues are up to date. If a team forfeits, that team is still responsible for the full amount of the weekly dues. Teams that forfeit three or more matches in the last weeks of play will NOT be eligible for the wild card draw or for Playoffs.

### **Byes**

No scoresheets need to be returned and no fees are due for byes. Byes are worth 8 points in 8-Ball and 60 points in 9-Ball. If a team drops creating a bye in the division then all matches played to that point would stand.

## **Section 3: Sportsmanship and Conduct**

### **Banned Players**

If a Host Location has banned a player from entering their establishment, the team must play without them 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**

SESD APA League will honor any suspensions from all APA areas.

### **Protests**

All protests must be in writing and include a \$25 protest fee from each team. The League Operator will inform both Team Captains of the outcome. The team that wins the protest will get the \$25 returned and the other \$25 will be added to the players' fund.

### **Falsification of Scoresheets**

If a team is caught sandbagging or sending in falsified scoresheets, they will be subject to penalties handed down by the League Operator, which may include being suspected or dropped from the League.

## **Section 4: Local League Playoffs and Tournaments**

### **Session Playoffs**

Playoff locations will consist of the highest seed teams hosting the Playoff match. The number of team(s) that qualify depends on the size of the division:

- **4 and 5 team divisions:** 1st place will host the wild card. Winner qualifies to the World Qualifier. **Important:** In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.
- **6 or more team divisions:** 1st place will host the wild card and 2nd place will host the 3rd place team. The winners will play in the Playoff Finals to determine who will advance to the World Qualifier.

Once a team has qualified for the World Qualifier, it must remain active for the remainder of the League year. A team that qualifies from the Summer Session must continue to play during the Fall and Spring Sessions; a team that qualifies from the Fall Session must continue to play during the Spring Session. **Qualified teams that do not finish in the top half of their division in the session(s) after they qualify are subject to heavy scrutiny of their handicaps and/or potential loss of qualification.**

If a team has already qualified from a previous session and requalifies in a different session then the next team in line from a 5 or more-team division would be awarded the slot into the World Qualifier match. The winning teams that advance from the World Qualifier to the World Pool Championship will be required to play in the next League year's Summer Session.

### **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 SESD APA League in the World Pool Championships.

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

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the members of 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 last team eliminated by the non-attending team on their World Qualifier board.