

Gt Falls, Montana  
Local Bylaws  
League Office 406-899-7665  
Effective Summer 2025

# Local Bylaws

Summer 2025

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

**SPORTSMANSHIP** - The primary objective of the League has always been to provide players of all abilities with the fun and enjoyment of friendly competition. Each player is expected to accept victory and defeat in a sportsmanlike manner.

Two common violations of good sportsmanship are conceding an unfinished game and undoing a cue during play. All players are asked to allow opponents to finish the game before racking the balls or undoing cues. No penalty will be assessed unless repeated violation of this conduct occurs.

Another area of good sportsmanship concerns fouls. A foul is a foul and should be observed as such. Occasionally, a player feels that a foul is a foul only if they get caught. Generally, a professional player will call a foul on him/her self. Likewise, good sportsmanship in the amateur ranks requires a player to admit a mistake, and live with the consequences. It is technically each player's responsibility to protect them-self, pay attention to your game.

Cheering when your opponent misses is very unsportsmanlike conduct. Using the pretense "We were just rooting for our player" is not acceptable, and to ensure other teams are not offended by you cheering, you should refrain from cheering until the opponent has left the playing area. All members are encouraged to support their teammates, teams chanting team cheers are disruptive to other contestants and cannot be allowed.

**WEEKLY TEAM FEES**- Full weekly fees are due regardless how many matches are played. Teams are encouraged to pay all fees by check. A \$15 fee will be added to all returned checks. All fees paid in cash are subject to count upon receipt in the League Office. Team envelopes are picked up in the location of play and left with the bartender when match is completed. Team may be assessed additional late fees for repeated shortages or late envelopes.

**BYE AND FORFEITS**- An Individual player forfeit in 8 Ball is worth 2 points and 15 points in 9-Ball with the forfeiting team receiving 0 points. Entire team forfeits will be scored same as a BYE as described in the team manual. An entire team match will be forfeited if at least one player is not present 15 minutes past official game time. Teams may receive an additional 15 minutes if they call within the first fifteen-minute period.

**MAKE-UP GAMES-** Teams are allowed to reschedule a match if they give 24 hours' notice to opponents, with some restrictions. No make-up games are allowed the last two weeks of a session. *All make-up games must be played within three weeks. (Ex. Week One make-up must be played by end of week four).*

Partial Make-up matches (less than 5 matches) will not be allowed.

### **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 Great Falls MT 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 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 4<sup>th</sup> 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 5<sup>th</sup> 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 **the last week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments, or the World Qualifier.**

**MISSING 9-BALL POINTS-** If teams cannot come to an agreement as to what the score is, the Score Keepers will flip a coin. The team that wins the coin toss will win the point variance.

**CELLULAR PHONES-** Players may not answer a Cellar phone while playing a match. Players listen to and may wear MP3 players during their Weekly league match, but are limited to only ONE ear, so they can interact with opponent during match.

**BONUS POINTS-** Bonus points are added weekly if score sheets are completed fully. Teams can receive 1 point for 8-Ball and 20 points for 9-Ball. Teams cannot have any past due fees and sheets must be filled out as described in Official Team Manual. Teams may also lose bonus points for late envelopes, excessive change, or unsportsmanlike conduct.

**TEAM CHEERS-** All members are encouraged to support their teammates, teams chanting team cheers are disruptive to other contestants and cannot be allowed.

**City Cup World Qualifier-** All players must shoot ten (10) matches in the League calendar year prior to the City Cup (WQ) event. Cash-Cup scores will count towards the ten annual scores required.

**REFUSAL TO DO BUSINESS WITH-** At any time, at the sole discretion of the League Operator, American Poolplayers Assoc. 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 complaints about handicaps or who otherwise deride the League in public.

### Fall & Spring Sessions Playoffs

| Number of Teams<br>(at the end of the session)   | World Qualifier (WQ) Qualification<br>Playoff Structure   | Session Award<br>Structure   |
|--|---|--|
| <p style="text-align: center;"><b><u>4-5</u></b></p> <p>One Team Qualifies<br/>For The WQ</p>  | <p style="text-align: center;">1<sup>st</sup> Place vs Wildcard</p> <p style="text-align: center;">Winner Advances To WQ</p> <p style="text-align: center;">In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>   | <p style="text-align: center;">Awards:</p> <p style="text-align: center;">Playoff Winner will receive the 1<sup>st</sup> Place Session trophies</p>  |
| <p style="text-align: center;"><b><u>6-11</u></b></p> <p>One Team Qualifies<br/>For The WQ</p> | <p style="text-align: center;">1<sup>st</sup> Place vs Wildcard<br/>2<sup>nd</sup> Place vs 3<sup>rd</sup> Place</p> <p style="text-align: center;">Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>  | <p style="text-align: center;">Awards:</p> <p style="text-align: center;">Playoff Winner will receive the 1<sup>st</sup> Place Session trophies</p>  |
| <p style="text-align: center;"><b><u>12-16</u></b></p> <p>Two Teams Qualify<br/>For The WQ</p> | <p style="text-align: center;">1<sup>st</sup> Place vs Wildcard (WC)<br/>2<sup>nd</sup> Place vs 7<sup>th</sup> Place<br/>3<sup>rd</sup> Place vs 6<sup>th</sup> Place<br/>4<sup>th</sup> Place vs 5<sup>th</sup> Place</p> <p style="text-align: center;">Winner of 1<sup>st</sup> vs WC will play Winner of 4<sup>th</sup> vs 5<sup>th</sup><br/>Winner Of 2<sup>nd</sup> vs 7<sup>th</sup> will play Winner of 3<sup>rd</sup> vs 6<sup>th</sup> in the Playoff Finals</p> <p style="text-align: center;">Winner of each Playoff Final match advances to the WQ</p> | <p style="text-align: center;">Awards:</p> <p style="text-align: center;">The highest seeded winner of the two (2) Playoff Finals matches will receive the 1<sup>st</sup> Place Session trophies</p> |

**Summer Session**  
**One Week of Playoffs**

| Number of Teams<br>(at the end of the session)  | World Qualifier (WQ) Qualification<br>Playoff Structure   | Session Award<br>Structure   |
|---|---|--|
| <p style="text-align: center;"><b><u>4-5</u></b></p> <p>One Team Qualifies<br/>For The WQ</p>   | <p style="text-align: center;">1<sup>st</sup> Place vs Wildcard</p> <p style="text-align: center;">Winner Advances To WQ</p> <p style="text-align: center;">In a 4-team division, eligibility will not be<br/>passed to teams finishing directly behind an<br/>already qualified team in the Playoffs</p>     | <p style="text-align: center;">Awards:</p> <p style="text-align: center;">Playoff Winner will<br/>receive the 1<sup>st</sup> Place<br/>Session trophies</p>  |
| <p style="text-align: center;"><b><u>6-11</u></b></p> <p>Two Team Qualify<br/>For The WQ</p>    | <p style="text-align: center;">1<sup>st</sup> Place vs Wildcard<br/>2<sup>nd</sup> Place vs 3<sup>rd</sup> Place</p> <p style="text-align: center;">Winner of each Playoff match advances to<br/>the WQ</p>   | <p style="text-align: center;">Awards:</p> <p style="text-align: center;">The highest seeded<br/>winner of the two (2)<br/>Playoff Finals matches<br/>will receive the 1<sup>st</sup><br/>Place Session trophies</p> |
| <p style="text-align: center;"><b><u>12-16</u></b></p> <p>Four Teams Qualify<br/>For The WQ</p> | <p style="text-align: center;">1<sup>st</sup> Place vs Wildcard<br/>2<sup>nd</sup> Place vs 7<sup>th</sup> Place<br/>3<sup>rd</sup> Place vs 6<sup>th</sup> Place<br/>4<sup>th</sup> Place vs 5<sup>th</sup> Place</p> <p style="text-align: center;">Winner of each Playoff match advances to<br/>the WQ</p> | <p style="text-align: center;">Awards:</p> <p style="text-align: center;">The highest seeded<br/>winner of the two (2)<br/>Playoff Finals matches<br/>will receive the 1<sup>st</sup><br/>Place Session trophies</p> |