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jhayes , 07/09/2026, 3:19:10 PM

Chicago APA
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Introduction:

Welcome to the Chicago APA league area of the American Poolplayers Association.

This document explains the structure of the League at a local level. Use it along with your Official Team Manual available on our local league website or the APA app. These bylaws have been created for the smooth and efficient operation of the League and to help clear up common issues that will allow you to focus on your game. After all, the APA is all about having fun, meeting people, and playing pool!

All previous local bylaw documents are now null and void. You must be 18 years of age or older to compete in open divisions of the Chicago APA.

Section 1: Basics

Office hours:

Office hours are Noon until Midnight. The preferred way to contact the league office is to CALL. You can call the office line 7 days a week during office hours. If you don't get an answer, leave a TEXT for fastest response.

Phone: 773-575-4157
E-mail: brad@chicagoapa.com

Team Captain Responsibilities:

The Team Captain is the team organizer. The captain must have a phone and e-mail address to allow for quick and effective communication with the League Office. The Team Captain's responsibilities and duties include:

1. Collecting and paying the weekly dues online no later than 3 days after play.
2. Confirming that all players on the roster have paid their yearly dues...or be responsible for those dues if they are not paid before our session audit.
3. Distributing information from the League Office to all members of the team. This includes rule amendments, tournament announcements, and any other League business.
4. Responsibility for the conduct and good sportsmanship of all team members during matches.
5. Making sure that proper and accurate scorekeeping procedures are followed.
6. Having team players at the scheduled match site on time.

Website: You can get most league information on the APA app but we still have a website... www.chicagoapa.com. There is a copy of these by-laws as well as a pdf version of the Official Team Manual. There is a link on the home page for Credit Card payments and a host location finder.

APA app/Player account: If you have a fully filled out data record, you can claim your account, and use the APA app. The app gives you a wealth of player statistics, schedules, match results, and general news for upcoming events. If you don't have a fully filled out data record, and would like to use the app, call the league office. We can get you set up in no time.

Team Fees are $40 per week ($75 for Double Jeopardy) regardless of the number of matches played including forfeits and playoffs. All team fees should be paid thru our on line payment link no later than 3 days after play.

Team Envelopes: We will continue folder delivery for patch and pin awards only. Each team will still get a large plastic team envelope with a smaller "cash" envelope inside. The team envelopes will be delivered to your choice of local drop locations. There will also be extra paper scoresheets in your envelope if there are any issues with the scorekeeper app.

The following are the current drop locations: Mullens (Norridge), Northwest Liquors, Joe Es Unforgettable lounge, Nick's Billiard Academy, Christina's, Cary's, Mullens (Chicago), and Black Sheep.

Once you have picked them up, you do NOT have to return them until the end of the session. Keep them until you have earned a few patch awards. Turn them in that week, and we will send the patches back to you the following week. We will deliver Monday and Tuesday folders on Mondays...Wednesday and Thursday folders will be delivered on Wednesday each week.

Bonus Points:

Each week, bonus points are awarded for proper scorekeeping, accurate finances, and timely folder returns as follows…

• 8-Ball – Possible 3 BP per week... To get all 3 points, you must turn in your folder on time, keep accurate score, pay the entire weekly fee in cash envelope and keep a zero balance. Failure to do any of the above will result in a 3-point deduction. Missing points can be reinstated if the situation is remedied within one week.

• 9-Ball – Possible 10 BP per week…To get all ten points, you must turn in your folder on time, keep accurate score, pay the entire weekly fee in cash envelope and keep a zero balance. Failure to do any of the above will result in a 10-point deduction. Missing points can be reinstated if the situation is remedied within one week.

Remember these are bonus points that are awarded at the discretion of the League Office. Keeping current with your weekly fees is important. If you fall behind on payments, you risk more than your bonus points. You may lose your place in the playoffs, the opportunity to compete in tournaments, or in drawings for trips to Vegas.

Team Forfeits: Any team that does not show up for a match for two consecutive weeks will be deemed in default and will be dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Make-ups: Many teams playing in our in-house divisions choose to play make-up matches instead of using double play. These matches need to be cleared within 5 weeks of the original match. If they are not, the match goes to the team who originally had a full team.

Patches: Patches are awards given for individual performance. Winning and paying for a patch may also send you to Vegas on the Party Bus. Each time the player meets the criteria for earning a patch...and pays $1...they get a patch and a chance in the Party Plane drawing. Here are the patches you can win.

¬ 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.
¬ Skunked: You win 20-0 in 9-Ball.
¬ Team sweep: If your team wins all 5 matches. Please write each player name individually. Can be earned in 8 or 9 ball.
¬ I beat a 6 (or 7) 8-ball only
¬ I beat a 7 (8 or 9) 9-ball only.
¬ I beat the league operator.

The $1 per patch helps fund trips to Vegas. (For every $500 worth of patch awards collected, we send another player to Vegas on the Party Plane.) We usually send 12-14 players to Vegas each year thru this program. There is a drawing after the World Qualifiers are over for patch winners **who have not won a trip through the World Qualifier tournament**. The actual cut up back flaps from your cash envelopes are used for this drawing. Please write legibly or you risk losing a free trip to Vegas. If you are using the SKA, and online payment options, you still need to write your patch and pin requests on the cash envelope. Please pick up and KEEP your team envelope, write the awards on the back flap and drop a dollar in the envelope. When you want your patches, turn your envelope in and we will return it with the requested awards.

New players only:

¬ I won my first APA match: EVERY new player should get one of these at some time in their APA career. It is available to all players **whenever** they win their first APA match. The patch is free if the player wins their first match played in the league. They owe $1 if they win any time after that first match.

Holy Grail of patches:

THE CYCLE. To win a Cycle patch, you must win a true Rackless, Break-and-Run, and 8- or 9-on-the break. You pay for each of the lower level patches, and get the CYCLE for free. You get 3 chances in the normal drawings, and are entered into a special drawing for winners of this patch alone. The odds of winning this drawing are set by the number of Cycle patches awarded during the year. USUALLY 10 to 15 are awarded…much better odds than the normal patches.

Incentives:

From time to time, we will run incentives and promotions for new teams, new captains, or new Host Locations. These could be in the form of team credits, free play or APA apparel. All incentives will be posted on-line as well as in the team envelopes. Any

credits not used by the end of the session (including playoffs) will not be refunded. Players and or teams will only receive their incentive if they are a member in good standing.

Section 2: League Play

Week one: NO FORFEITS on week one. You can use double play, or makeups to finish week one matches, but there are no forfeits on week one. If a team is unable to field a full team on week one, that team is responsible for setting up makeups. All attempts for makeup matches will be made, if a makeup match cannot be made by week 5, 8 bye points will be issued in 8-Ball, 60 bye points will be issued in 9-Ball.

Bye Weeks: Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team will be given the following points for the week: • 8-Ball – 7 Bye Points plus normal bonus • 9-Ball – 50 Bye Points plus normal bonus. You do not need to pay for bye week matches.

Match start time: Match start time is listed on the scoresheet and schedule. Teams MUST start play if players from both teams are present, and either team wants to start. A team can start a match with only one player present.

Forfeits: Individual forfeits count for 2 points in 8-ball and 15 points in 9-ball during the regular session. They count for 3 and 20 respectively during playoffs and tournament play. The team forfeiting the match never gets any points. Both teams have to pay for the matches. The points are team points, and no individual match play credit will be given.

A full team forfeit in 8-Ball is worth 10 Points + 3 BP. A full team forfeit in 9-Ball is worth 60 Points + 10 Bonus Points. Both teams are responsible for the full weekly fees for any week in which a match or portion of a match is forfeited.

Match put ups and responses: Once the first match is over, the team putting up next has 1 minute to name a player, and then the opposing team has 1 minute to name a player. The match must start immediately once both players are named for the match. If either team does not have a player available, they can use the 15-minute buffer only once during the team match.

Roster Changes: All teams can make roster changes until the 4th week of play without permission. After the fourth week, it is up to the League Operator whether a team can make changes.

Teams that are qualified for the World Qualifier in the summer session follow the above rules in the fall session. In the Spring session, they have 4 weeks to make changes...period. The team you see in the Scorekeeper in week 5 is what you will bring with you to the World Qualifier.

Double Play Rules:

1. The double play option is available to any team that knows it will not be able to field a full roster on BEFORE THE MATCH STARTS.
2. If you are going to use the double play option, you need to tell your opponent that you will be short a player BEFORE THE MATCH STARTS. At this time, you also have to tell your opponent which players will be available to play that night.
3. Your opponent needs to choose which of the available players will play twice BEFORE THE MATCH STARTS.
4. Once your opponent has chosen which player is playing twice, YOU choose where that player plays during the match. (They can play back to back, first and last, or any combination in between.)
5. If your 5th player shows up, they can play if BOTH teams agree to allow it. If either team says no... you stay with the original double play option.
6. You can only use Double Play if you don't have any combination of available players who COULD play a legal match without out it. (You can't use DP to get a "better" line up by sitting an available player. You also must have a combination of players on your roster that can fit under 23 with one player playing twice...and have a player who is on the roster, but not available for play who COULD have played in the DP slot if the whole team had shown up.
7. Your team can decide how to pay for the double play match…You can make the player who plays twice pay for the match. You can pitch in as a team, or you can make the player who didn't show up pay for the match. It is all up to you, but you do need to pay for it.

Make-ups: There are times teams will agree to do make-ups rather than double play. These matches need to be completed within 5 weeks of the original match. If they are not, the match goes to the team who originally had a full team.

All Makeups must be finished and turned in before the last week of play. NO MAKEUPS can be scheduled for matches scheduled for the last two weeks of a session.

Inclement weather: We live in Chicago, and inclement weather is the norm. In most cases, if your opponent can show up, you have to show up…or forfeit the match. If it is OBVIOUSLY impossible or dangerous to play on a certain night, we will contact each team to cancel the night's matches. We will reschedule or drop cancelled nights from the schedule.

Section 3:

Sportsmanship and Conduct. It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. Individuals who are consistently deemed to be displaying poor sportsmanship may be subject to match forfeits, probation, suspension or termination of League and/or APA membership.

Refusal to Do Business With: At any time, at the sole discretion of the League Operator, we can refuse to do business with any individual regardless of whether the

individual's APA membership is in good standing or not. 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.

This applies to host locations as well. If a host location doesn't provide an enjoyable player experience, and/or receives multiple complaints about the safety, playability, or general atmosphere, the league can suspend or terminate a host location from the league.

Banned Players: If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person in their establishment for a League match or to force a move to a neutral location.

Section 4:

Playoff structure… or How do I win? .

Number Of Teams In The Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
4-5 One Team Qualifies For The WQ	1st Place vs Wildcard Winner Advances To WQ In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Playoff Winner will receive the 1st Place Session trophies
6-11 One Team Qualifies For The WQ	1st Place vs Wildcard 2nd Place vs 3rd 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 1st Place Session trophies
12-16 Two Teams Qualify For The WQ	Division Point Leader advances directly to the WQ 2nd Place vs Wildcard 3rd Place vs 4th 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 1st Place Session trophies

Local Tournaments:

World Qualifier
The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win round trip airfare to and room accommodations in Las Vegas and the opportunity to represent Chicago APA in the APA World Pool Championships.

Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible any bye slots, **if available**, that occur on the World Qualifier boards. Any other available byes will be filled by the team's overall Spring Session point total.

• All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status. Finishing in the bottom half twice makes loss of Qualification likely. Finishing in last place in the Spring session makes loss of Qualification probable. ANY qualified team that finishes in the bottom half of the division in the spring session will play one or more EXTRA rounds of pool at the World Qualifier. These extra rounds will be played against other qualified teams that failed to stay in the top half. These extra rounds will be played against other qualified teams that failed to stay in the top half.

• We will provide round trip airline tickets, and 4 rooms in Vegas for each team. If a team chooses not to go to this event, the slot and the perks will be given to the team they last eliminated on their World Qualifier board.

MVP Tournament: There will be an MVP tourney at the end of the year for all the division MVP's from the previous year. There will be three skill level brackets in this tournament. 2-3, 4-5. 6-7. The winners from each bracket will win trips to Vegas on the party plane.

Playoff rules: Playoff rules are standard weekly rules with the following exceptions:

1. Teams play only until they cannot be beaten.
2. There is no double play.
3. There are no makeups.

Party Plane: For those teams and players who don't win a trip to Vegas through the tournament structure, we have the Party Plane. The Party Plane players spend a long weekend in Vegas at the World Pool Championships. They can't play in the main event, but they can get the experience of being at the world's largest pool tournament. They can play in MiniMania, soak up sun at the pool, or visit any Vegas attraction they want. Their time is their own for 3-4 days. All players get roundtrip airfare, a roof over their heads (double occupancy), transportation to and from the airport along with group check in when they arrive.

On the Party Plane, we send teams that won their divisions, but didn't win at the World Qualifier. We send a "second tier" team…one of the teams that don't even make the playoffs. There are also a dozen or so patch and pin winners who fly on the party plane.

Section 5:

Odds and ends…frequently asked rule questions:

Taking your stick apart is NOT a loss of game. It can be a sportsmanship violation.

A pocket is legally marked if the marker is between the middle diamond and the pocket. If the marker is on the middle diamond, and you aren't sure which pocket your opponent is marking, it is your responsibility to ask.

Chalk is a legal pocket marker.

Anyone can be designated a coach for anyone else on their team.

If a sitting player asks a shooting player if they want a coach…that is a coach, and they might as well go to the table and discuss it.

If a shooting player asks for a coach and the sitting player refuses, that is NOT a coach.

There is no rule prohibiting lower level players from attempting masse or jump shots…it is NOT a foul, or loss of turn. It should be reported to the league office if a lower level player successfully performs either a jump or masse.

A double hit occurs when two balls are close together, BUT NOT TOUCHING, and the player shoots straight "through" the combination or at a minimal angle. A double hit refers to the player striking the cue ball a second time after the initial contact. This sends the cue ball in the same general direction, with almost identical speed as the object ball. This is a foul, because the player has hit a live cue ball twice in the same shot.

If a potential double hit situation occurs on the table, you have to tell your opponent that you are watching for a double hit. If the player is warned first, and still shoots the combination, a double hit has occurred if the cue ball travels down the table at virtually the same speed and direction as the object ball. This is a ball-in-hand foul because the shooter has altered the course of a moving cue ball by contacting it a second time.