

Effective 2018/2019 League Year

THE RULES AND PROCEDURES OF THE OFFICIAL TEAM MANUAL ARE IN EFFECT UNLESS SPECIFICALLY MENTIONED IN THESE BYLAWS.

These are the bylaws for the divisions run by Rob and Mary and are approved by the American Poolplayers Association.

TEAM DUES: Nightly dues are \$40. Shortages of dues will penalize teams from the playoffs. FORFEITS MUST BE PAID. The bonus point system is in effect. Each team that pays their full dues and turns in the envelope/s correctly will receive one bonus point per match. Bonus points are not returned after the past due is paid. Checks are recommended for all League fees, but NSF checks will carry a bank penalty. Online payments allowed. Money that is missing or stolen must be replaced by the team, so please use checks or pay online Teams will lose their bonus point for each week the past due is left unpaid. Checks are payable: **AMERICAN POOLPLAYERS or APA. Online payments to Mary@chicago-pool.com**

RULE BOOK EXCEPTIONS:

- A) No part of the cue stick may be used to maneuver the cue ball when in "ball in hand".
- B) When a team drops out, the match is worth 8 points for all teams. If not all teams get the same number of byes, the bye is worth 8 points.
- C) 1st and 2nd place teams have home advantage in the playoffs and finals. The higher finishing team gets home advantage in all matches. If the table is not legal, home team has pick of location.
- D) A coach may not get a team consensus from the team during the time out period. The coach calling too many timeouts (Not the player), is a sportsmanship penalty. The Time Out Period of one minute starts when a 'time out' is called and ends when the coach leaves the table. Penalties may be assessed for constant slow play and time outs.
- E) No wildcard in the main playoff, only in the second tier. Top teams play off. See **Playoffs** for more details.
- F) Any team that forfeits two full weeks will be dropped, and points distributed equally.
- G) **MVP (Male & Female) Award:** The highest performing player/s, by performance points, will receive the MVP award; the Top performer of the MVP list (by PA percentage) will receive the MVP award. Required minimum matches for MVP is half the session (if odd # of weeks, ½ - 1), and 4 Matches played for MVP. Runner up to a previous MVP winner within the current League year (Summer – Spring), would also win. In the case of unequal byes, the player with the 2nd bye will receive their average points won minus 1 pt. In the case of a tie, both players win. If more than two players tie, the two with the best winning percentage, would win. **MVP Female:** The top female player in the top 10 of the MVP list and the top 10 of the MVP list will receive an award. If no female is top 10, then the top female in the top 20 will be recognized. In the case of a tie, winning percentage would be the tiebreaker. All winners are eligible for the Annual MVP tournament held in the Spring. (provided they're on an active roster at that time); 100% payback of entry fees.
- H) The coaster must be on or within the first diamond of the designated pocket. Teams agreeing not to mark the pocket, risk losing the game if opponent changes their mind, and possibly losing at higher level. Mark it!
- I) All players, regardless of handicap, get ONE TIME OUT (coaching).
- J) Men can only play as a 2 handicap after they have a handicap based on 10 matches but must play as a 3 in all post season play and tournaments.
- K) A player that breaks their cue stick in anger (not to be confused with breaking down their stick), could forfeit the match and/or the entire night's points and could suffer additional consequences.
- L) We restrict play to adults, 21 years of age, or older.

MASSE'S AND JUMP SHOTS are only legal if the house rules allow them. Check with the bar owner or bartender. No restrictions by handicaps. We reserve the right at Higher Level Tournament play to restrict by handicap.

COACHING: Once the coach leaves the table, coaching has been completed. (See 2C) The coach calling for a time out, counts as a coaching, whether the coaching occurs or not. Coaching is described as telling a player what and/or how to play.

Playing Twice: Playing twice is allowed, but certain conditions are in place to avoid abusing the rule. Check your team envelope for the **Golden Rules** of conditions to use the Play-a-Player-twice Rule. Ex: You can only play a player whose handicap is on the roster: ex: 1) If you have only one two, you cannot play a two twice at 23 points.

2) You can play two 2s, if one 2 is not present. This is true of ALL handicaps. Teams will receive an additional bonus point when not using the Playing Twice Rule.

START TIME: If at least one player is present at 7:00, play begins. Forfeit #1 is at 7:16 pm if no player is present. Forfeit #2 is at 7:30 if no one is available to play. Forfeit #3 at 7:45, and at 8:00, all 5 points are forfeited. Remember, you joined to play pool, not to collect forfeits. Full dues are still due to receive the forfeit points and bonus point. In the case of **inclement weather**, the League Office will not allow any forfeits. Make up matches will be allowed when approved by the League Office. **NOTE:** All points must be claimed and issued no later than 2 weeks from the end of the session. NO EXCEPTIONS. Teams can also agree to make up matches instead.

PLAYOFFS & FINALS: All tables are acceptable for League night play, but ~~for~~ playoffs and finals, tables must be a 7 or 8 foot tables. A legal playoff table has no hindrances around the table, i.e.; poles, short walls or other obstructions that interfere with the shooter. The legality of the table must be protested prior to the night of play. The home team has choice of table within their division area. Trophies are awarded to players listed on the Top Point teams, **in certain size divisions**, and on 1st and 2nd place teams' playoff roster, provided they have a minimum of 3 matches played. Players with 3 MP will remain listed on the playoff roster, can keep score and coach but are ineligible to play. Playoff winners advance to their respective events; **bp tier playoff winners qualify for the Citywide/World Qualifier Tournament (see below), Secondary playoff winners qualify for the Secondary Cash Tournament. (See below)**

Handicaps: It is the player's responsibility to notify League Management, if they play in another APA League, at a higher handicap. Failure to do so could result in lost points or other penalties. Entering post season play at a lower handicap could disqualify you, or your team from participation.

OPEN DIVISIONS: Playoff of the top 4 teams, 1st vs. 4th and 2nd vs. 3rd. (unless announced otherwise). Secondary playoffs *: In divisions of 6 teams: 5th vs. 6th; with 8 teams, 5th vs. 8th and 6th vs. 7th; with more than 8 teams, 5th vs. wildcard and 6th vs. 7th. When there is a tie for the last playoff position, the loser of the tie replaces the wildcard team. Only teams ineligible for the Citywide/World Qualifier Tournament are eligible for secondary playoffs. The winner of the secondary playoff will advance to the **Annual Secondary Cash Tournament** at the end of the **League** year. Teams with more than 6 forfeits, shortages or sportsmanship violations, will not be allowed to participate. Any team that forfeits any points the last night of play could be ineligible for playoffs or wildcard draw. Citywide/World Qualifier teams must meet APA criteria to remain eligible (see Official Team Manual). Citywide/World Qualifier teams can choose to pass the Fall Session playoffs but attempting to re-qualify by finishing Top Point could have benefits at the Citywide/World Qualifier. Each sessions' playoff format will be announced after the 5th week in the session's Update. Citywide/World Qualifier teams are not eligible for Spring Session playoffs.

TOP POINT TO CITYWIDE/World Qualifier: **It is customary to advance Top Point teams directly to Citywide/World Qualifier, bypassing the playoffs, in divisions with 10 or more teams.** This is not assured, or assumed, so you must check the Playoff format announced early in each session.

8-Ball SECONDARY TOURNAMENT: This tournament is single elimination, race to one game unless **announced differently in the Session Update**; 23-Rule is in effect. **Teams compete for Cash prizes from the Player Fund.** League Management reserves the right to determine eligibility for the Secondary format and to deny participation.

CITYWIDE/World Qualifier TOURNAMENTS: The Annual Citywide/World Qualifier Tournament is a **single** elimination tournament with the qualified teams advancing to Las Vegas with travel and lodging paid from the Players Travel Fund. Qualified teams are not eligible for Spring Session playoffs but can earn a bye by finishing Top Point in a division that has a Top Point winner to advance.

A further appeal process is available through the APA, in the case of disqualification, as the APA is the highest authority.

BARRED MEMBERS: Any player barred from a location will be allowed to play only with the permission of the owner or manager. **At any time, at the sole discretion of League management, Mary or Rob Guzzo 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.**

LEAGUE OFFICE: **The League Office will close at 10:00 pm, Mon - Thurs, except the last week of play and during playoffs. Questions should be referred to the Division Rep listed on your scoresheet. Anyone calling and being abusive at any time could lose their bonus point. The APA National Office number is 636-625-8611, should you ever be unhappy with the service of the local League management.**

Mary & Rob: League Operators
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