

**APPROVED**

# South Chicago Land APA

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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 (OTM) 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.

**Age Requirements** - You must be 18 years of age or older to compete in the South Chicago Land APA. However most Host Locations do not allow under 21year olds. Please check with League Office before signing up players under the age of 21.

**Office Hours** - League Office hours are Monday through Friday, 12PM to 6 PM and Saturday 3PM to 6PM. 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** – [scl.apaleagues.com](http://scl.apaleagues.com)

This website allows you to:

- a. Get the latest up to date information on playoffs, tournaments or any other South Chicagoland APA 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

**Team Fees** - Team Fees are \$40 per week (\$70 for Double Jeopardy) regardless of the number of matches played or forfeits. Full Team Fees must be paid for playoff matches and forfeits. If you are paying by check, please make your check payable to South ChicagoLand Apa. There will be a \$25 charge for any returned checks, plus a loss of bonus points. Any team that is past due at the end of the session will not qualify for the Division Playoffs or Wild Card Draw.

**Membership Dues and New Players** – Annual Membership dues are to be paid the first night a player plays or by the first week of the session, whichever comes first.

**Adding New Players** – Notify your opponent BEFORE you start. \$25 membership MUST be paid before shooting and written down in the Fees Section of the scoresheet and Money envelope. Must fill out application found in the money envelope.

**Official League Start Time** –Start Time varies from division to division. Follow rules on page 27 of OTM for forfeit times. Remember all fees are still due for forfeits and matches played will not be awarded. Try to Work with teams, after all we are here to play pool and have fun.

**Summer Double Play** – A player may play up to two matches on a League night. If a team has only 3 players, then they are allowed to shoot two people twice after all three have shot once. The team with all its players there have the right to pick who shoots a second time. If shooting two players twice then the opponent can pick the first player to shoot twice

and the team with only three players may pick the last player.

Fall and Spring Double Play – A player may play up to two matches on a League night given they adhere to the following rules. This applies for the whole session not only up to the 4th week, excludes playoffs. The opposing team has the option to pick the player who will shoot twice as long as they don't violate the following.

NOTES Regarding Double Play – A player can only play twice if there are no other players available or if the available player breaks the 23-Rule and after everyone has shot one time. A team is not allowed to put up a player that will cause potential double play opportunity when there are 2 players available to comply with the 23-Rule. A team is not allowed to double play a Skill Level that is not available on the roster. Teams that make players “unavailable” will lose double play privileges. MVP points will only be rewarded for the first match.

Team Envelope Pick-Up/Drop-Off Scoresheet Delivery – Scoresheets can be picked up at your division's designated pick-up location on Monday. Scoresheets and fees must be dropped off at your division's designated drop-off location by 7p.m. Friday. 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 and Total Innings Square filled in
- Defensive Shots are marked and Totaled
- 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

8-Ball - 3 Possible Bonus Points

- 2 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 - 10 Possible Bonus Points

- 7 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
- 3 points will be awarded for accurate and complete scoresheets.

Bonus Points for Bye Weeks

- 8-Ball – 8 Bye Points + 3 Bonus Points
- 9-Ball – 60 Bye Points + 10 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 – Captain / Co-Captain will be called.

Second Week Past Due: Scoresheet will be stamped Final Notice – Entire Team will be called.

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

Any team that falls two weeks behind in paying their team fees will receive a FINAL NOTICE on their next scoresheet.

- 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 - Patches are available for the following accomplishments. Write in the comments section of the scoresheet otherwise patch will not be given.

- 8-on-the-Break
- 8-Break-and-Run
- 9-on-the-Snap
- 9-Break-and-Run
- 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.

MVP Awards – Each Division will have top points winner from each skill level each session. The top three of each will qualify for an MVP Tournament held in conjunction with our CityWide/World Qualifier.

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 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 within 24hrs of the match to be played.
2. Work with your opponent's team captain to select a date and time to play the rescheduled match. It must be made up within 2 weeks of the original date unless approved otherwise. No make-up matches will be allowed in the last two weeks of the session.

Forfeits - If a team fails to show for a match, the opposing team, providing at least 3 players are present and properly listed on the scoresheet, will receive 8 points and 3 bonus points if requirements are met. If at least one match is played, you will be awarded for the remaining matches providing you have players present and they properly listed on the scoresheet.

2 points for matches forfeited during the regular session, not valid for full forfeits.

3 points for matches forfeited during the playoffs.

Teams that do not show up for two consecutive weeks will be considered dropped from the league and a new schedule will be issued. Refer to the OTM for more information. Games that are cancelled due to bad weather will become the Team Captains responsibility to call each other early enough to reschedule the match.

Inclement Weather - If you are unable to make it to League night due to severe weather, It is the responsibility of the Team Captain to notify his/her opponent of the situation to forfeit, reschedule or request a make-up match.

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, South Chicagoland APA 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** - South Chicagoland APA will honor any suspensions from a neighboring APA area.

**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.

**4 Team Division:** One round of playoffs. 1st vs Wild Card.

**5-7 and under Division:** 1st vs Wild Card, 2nd vs 3rd, Winners play each other in second round.

**8-16 Team Division:** 1st Place Automatic Bid. 2nd vs Wild Card, 3rd vs 4th, winners play each other in 2nd round.

During each session, the 1st round of Playoffs will be scheduled on the same day of the week as your regular League play. The 2nd round of Playoffs will be scheduled on the same day following the first round of Playoffs.

The next session will begin the week following the 2nd round of Playoffs.

**Player Eligibility** - Players must have played at least **4 times** with the team during the session to be eligible to play in the Session Playoffs. New players must have 10 matches before the end of spring session to qualify for City Wide. Spring session playoffs matches count towards the 10.

**Trophies** - Each member of the first place team will receive an award. In addition, each team will also receive a team plaque that can be put on display at their Host Location.

**World Qualifier/Citywide** - The World Qualifier/Citywide 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 South Chicagoland APA 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.

**Handicaps** - It is the player's responsibility to notify League management if you are playing in another APA League. It is also your responsibility to notify this League Office if, at any time, your skill level in any other APA league exceeds your current Skill Level. 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.

**Male Skill Level 2** - In Playoffs and Higher Level Tournaments such as City Wide, in 8-Ball male SL2 will play as a SL3 and in 9-Ball, male SL1 will play as a SL2.