



## **LOCAL BYLAWS**

**Steve Gillaspie & Lisa Gillaspie**

**Cell:** 815-909-7693

**Email:** [willgrundyapa@gmail.com](mailto:willgrundyapa@gmail.com)

**Website:** [willgrundy.apaleagues.com](http://willgrundy.apaleagues.com)

**Facebook:** [www.facebook.com/WillGrundyCountyAPA](http://www.facebook.com/WillGrundyCountyAPA)

## **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 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.

## Section 1: Getting Started

### **Age Requirements**

You must be 18 years of age or older to compete in Will County Pool League.

### **Office Hours**

League Office hours are Monday through Thursday, 10 AM to 9 PM. 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 [willcounty.apaleagues.com](http://willcounty.apaleagues.com)

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other Will County 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, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at [www.facebook.com/WillCountyAPA](http://www.facebook.com/WillCountyAPA) 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.

### **Team Fees**

Team Fees are \$50 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 APA/Will County Pool League. There will be a \$25 charge for any returned checks, plus a loss of bonus points.

### **Team Envelopes**

The team envelopes will be delivered to the Host Location that you are playing at. Envelopes are due at the same Host Location immediately after the end of play.

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

The bonus points awarded will be as follows:

Each team that pays their full dues and turns in the envelope/s correctly will receive 1 bonus point for 8-Ball and 5 points for 9-Ball, per match. Bonus points are not returned after the past due is paid.

Remember these are bonus points that are awarded at the sole discretion of the League Office.

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You will lose your place in the playoffs and/or the opportunity to compete in tournaments.

**Note:** Teams do not need to submit paperwork or fees for bye weeks.

### **MVP Tournament**

The Top performer of the MVP list (by PA percentage) will receive the MVP award. Required minimum matches for MVP is 8. All Summer and Fall winners, of both formats, are invited to the MVP tournament held in June (provided they're on an active roster at that time); 100% payback of entry fees. Open tables during tournament.

### **Marking the Pocket**

The coaster should 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!

### **Skill Levels**

Men can only play as a 2 handicap in 8-Ball after they have a handicap based on 10 matches, but must play as a 3 in all post-season play and tournaments. Men cannot be a SL 1 in 9-Ball.

### **Playing Twice**

Playing twice is allowed,

- As long as player handicap is 5 or less
- As long as the team does NOT violate the 23 -Rule
- The player is announced before the start of the 2<sup>nd</sup> match. If the player is not declared at this time, it is up to the opposing team whether to permit the play twice rule or not.
- 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. 2) You can play two 2s, if one 2 is not present.
- Player cannot play back to back matches. The player playing twice must play the last match.
- Playing twice is not allowed in playoffs or upper level tournaments.

### **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 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.

### **Forfeits**

Any team that forfeits two full weeks will be dropped. Total forfeit for 8-Ball is 10 points and 9-Ball is 60 points.

### **Past Due Procedure**

**First Week Past Due:** Scoresheet will be stamped Past Due – Team 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/Chips**

Patches are available for the following accomplishments:

- 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.
- 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.*
- Sportsmanship: You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet and the League Office will determine if the patch will be awarded.

If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet. All players will receive the first 8 Ball Break, 8 Break & Run, 9 on the Snap, 9 Break & Run patch per session, per team for free. All additional will be \$1 and MUST be noted on the sheet. All

money collected for this will be added to players fund for prizes. Only the Rackless doesn't have a column to note it. Patches are awarded the week after they are earned and will be included in your team envelope.

## **Section 2: League Play**

### **Rescheduling Matches**

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you wish to reschedule a match, **you must make a request to the League Office**. Upon receiving approval from the League Office please use the following procedure:

- Contact the Team Captain of the team you are scheduled to play and notify them of your intent to reschedule;
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a National Tournament.
- Rescheduled matches must be played within two weeks of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session. Exceptions with special conditions may be made by the League Office.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.

### **Inclement Weather**

Rescheduling for inclement weather is generally a result of snow or icy conditions, but can result from any condition that makes it dangerous for players to travel to their match locations. The League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with your, or your team's ability, to get to your scheduled match location, contact the League Office for additional instructions.

### **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 his/her 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 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) and no bonus points for any week they play while their fees are past due.

## Section 3: Sportsmanship and Conduct

### 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

**Will Grundy County Pool League will honor any suspensions from a neighboring APA area.**

## Section 4: League Playoffs and Tournaments

### Session Playoffs

Minimum matches required for playoffs, Tri-Annals, World Qualifier:

- Summer session: 4
- Fall session: 6
- Spring session: 6

1st and 2nd place teams have home advantage in the playoffs and finals. The higher finishing team gets home advantage in all matches. If 7' or 8' table is not available for the playoff match, home team has pick of location. 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 and on 1st and 2nd place teams' playoff roster, provided they have a minimum of 6 matches played.

**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 (8 Ball only)

(1 week of Playoffs)

Number of Teams In the Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u>  One Team Qualifies For Tri-Annual	1 <sup>st</sup> Place vs Wildcard  Winner Advances to Tri-Annual  In a 4-team division, eligibility will not be passed to teams finishing directly behind an already	Awards:  Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies

	qualified team in the Playoffs	
<b><u>6-7</u></b>  Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual  2 <sup>nd</sup> Place vs Wildcard  Winner advances to Tri-Annual	Awards:  Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies and playoff winner will receive a trophy
<b><u>8-11</u></b>  Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual  2 <sup>nd</sup> Place vs Wildcard 3 <sup>rd</sup> Place vs 4 <sup>th</sup> Place  Both winners advance to Tri-Annual	Awards:  Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies and playoff winners will receive a trophy
<b><u>12-14</u></b>  Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 <sup>nd</sup> Place advances directly to Tri-Annual  3 <sup>rd</sup> Place vs Wildcard 4 <sup>th</sup> Place vs 5 <sup>th</sup> Place  All winners advance to Tri-Annual	Awards:  Top Point Finishers will receive the 1 <sup>st</sup> Place Session trophies and playoff winners will receive a trophy
<b><u>15-16</u></b>  Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 <sup>nd</sup> Place advances directly to Tri-Annual  3 <sup>rd</sup> Place vs Wildcard 4 <sup>th</sup> Place vs 7 <sup>th</sup> Place 5 <sup>th</sup> Place vs 6 <sup>th</sup> Place  All winners advance to Tri-Annual	Awards:  Top Point Finishers will receive the 1 <sup>st</sup> Place Session trophies and playoff winners will receive a trophy

#### **OPEN DIVISIONS (9 Ball only)**

(2 weeks of Playoffs)

<b>Number of Teams In the Division (at the end of the session)</b>	<b>World Qualifier (WQ) Qualification Playoff Structure</b>	<b>Session Award Structure</b>
<b><u>4-5</u></b>  One Team Qualifies	1 <sup>st</sup> Place vs Wildcard	Awards:

For The WQ	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	Playoff Winner will receive the 1 <sup>st</sup> Place Session trophies
<b><u>6-11</u></b>  One Team Qualifies For The WQ	1 <sup>st</sup> Place vs Wildcard 2 <sup>nd</sup> Place vs 3 <sup>rd</sup> 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 1 <sup>st</sup> Place Session trophies
<b><u>12-16</u></b>  Two Teams Qualify For The WQ	Division Point Leader advances directly to the WQ  2 <sup>nd</sup> Place vs Wildcard 3 <sup>rd</sup> Place vs 4 <sup>th</sup> Place  Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards:  Division Point Leader will receive the 1 <sup>st</sup> Place Session trophy and Playoff Winner will receive a trophy

### **TRI-ANNUAL (formally known as CHALLENGE OF CHAMPIONS)**

All division champion teams and Point Leader teams (where applicable) advance to the end of the session Tri-Annual. All qualified teams receive cash prizes. Once qualified, teams must remain active through the Fall and Spring sessions. Check Official Team Manual for list of APA requirements.

### **WORLD QUALIFIER (formally known as Citywide)**

The Annual World Qualifier Tournament is a modified single elimination tournament with the qualified teams advancing to Las Vegas with travel assistance. All qualified teams are required to be active for the Tri-Annual.

\*A maximum of 32 teams will participate in the 8-Ball World Qualifier:

\***Summer** – 8 teams from the Tri-Annual

\***Fall** – 10 teams from the Tri-Annual

\***Spring** – 12 teams from the Tri-Annual

\*subject to change based on team count

### **Trophies**

End of session awards will be given last week of play. In addition to what's outline in the graph above, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!