



# Central IL APA Pool Leagues

## LOCAL BYLAWS

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Facebook: Central IL APA Pool Leagues

*You must be 18 years of age or older to compete in Central IL APA.*

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# LOCAL BYLAWS

## Central IL APA Pool Leagues

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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 provided by the APA. 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!**

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All previous local bylaw documents are now null and void.

## Section 1: Getting Started

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**Office Hours** League Office hours are Monday through Thursday 8:30 am - 8:00 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.

**Phone:** (217)864-1274

**Cell:** (217)433-4165

**E-mail:** kim@illinoisapa.com

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**Team Captain Responsibilities** The Team Captain is the team organizer. The Team 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 weekly fees and APA membership dues from the team.
  2. Submitting payments, forms and other information to League Office in a timely manner.
  3. Distributing information from League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business.
  4. Responsibility for the conduct and good sportsmanship of all team members during League play.
  5. Making sure that proper and accurate scorekeeping procedures are followed.
  6. Having team players at the scheduled match site on time.
  7. Returning team envelope to the drop off location on time.
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**Division Representative Responsibilities** Division Representatives (Division Reps) are appointed by the League Operator or voted on by the Team Captains. He or she is a person that has played in the League for a long time, is a person of integrity and is well respected by League members. Division Reps are your primary point of contact for questions about rules and other general inquiries about their division. They make sure that League information and notices are distributed and understood by their players. They are a spokesperson for their division and ensure that all concerns, queries and questions from the division are addressed. They carry a rule book on League nights and are available to answer any questions when necessary. The Division Rep will call the League Operator on a League night if deemed necessary. You will find your Division Rep's phone number on each scoresheet.

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**Website**

Our website address is **Central IL APA Pool Leagues** [www.illinoisapa.com](http://www.illinoisapa.com)

This website allows you to:

- a) View schedules, team rosters, standings and individual records for your division
- b) Print your scoresheets on-line. No need to drive to pick it up
- c) Get the latest up to date information on playoffs, tournaments or any other Central IL APA Pool League events.

Team standings will be posted on the website as soon as possible. They will generally be posted by Thursday for Sun/Mon/Tues divisions and by Monday for Wed/Thurs/Sat divisions.

In addition, we also have a Facebook page at **Central IL APA Pool Leagues** where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

Please sign up for both of these today and join our growing on-line community.

**Even if you don't sign up for the website, please make sure we have your e-mail address on file.** All announcements are always made first on-line and through our e-mail mailing list – don't miss out on valuable information! The website and e-mail are the Local League Office's most efficient communication tools, helping to ensure that you get the most out of your experience and keeping 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 pertinent to the League.

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**Team Fees**

Team Fees are \$35 per week (\$70 for Double Jeopardy) (\$51.00 Masters) (\$32.50 Senior Division (\$25.00 Juniors) regardless of the number of matches played including forfeits and playoffs. If you are paying by check, please make your check payable to APA. There will be a \$25 charge for any returned checks.

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**Team Envelopes**

The team envelopes will be delivered and picked up by our route drivers each week to the locations.

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**Scoresheets**

The League will place great emphasis on proper scorekeeping. Be careful not to lose points for your team by submitting an incomplete scoresheet. Make sure the scoresheet is legible, has all appropriate areas completed and has the signature of both captains

Keeping current with your weekly fees is important. If you fall behind in payments, your team may lose points. You will lose your place in the playoffs and the opportunity to compete in end-of-session tournaments.

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**Past Due Procedure**

Any team that falls two weeks behind in paying their team fees will receive a FINAL NOTICE on their next scoresheet and points will be taken. Additionally, the Team Captain (& other players) may be marked ineligible to play.

- If payment is not received at this time, the team will be given notification that they will be dropped from the League for non-payment.
- All players on the team will be given notification that they will be dropped from the League for non-payment.
- 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 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 that have not been paid by the Team Captain or other members designated by the team. Teams having rosters with players who owe money to the League will not be able to participate in any play-offs, Tri-Cups or other tournaments until such monies are paid.
- Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player.

**First Week Past Due:** Past Due warning on scoresheet

**Second Week Past Due:** Final notice warning on scoresheet

**Third Week Past Due:** Mark Team Captain ineligible

**Fourth & Final Week Past Due:** Change Team Name to TEAM DROPPED DUE TO NON-PAYMENT and mark all players ineligible.

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**Abusive Language**

No abusive language directed at the League or the League Operator will be tolerated on the scoresheets. All concerns should be written up in a calm and professional manner. This will guarantee that your concern is looked at,



Each year, get a patch/pin on your 1<sup>st</sup> 8 BALL BREAK N RUN, and a polo/hoodie or free membership on your 8<sup>th</sup>.



Get a CLEAN SWEEP patch on each 8 BALL 5-0 MATCH. Forfeits do not count as a completed match.



Each year, get a patch/pin on your 1<sup>st</sup> RACKLESS NIGHT in 8 BALL. When...you win the lag; are an established SL 2 thru 4 with at least 10 scores in the computer; and do not touch the rack for the rest of the night!

## Patches & Pins



Each year, get a patch/pin on your 1<sup>st</sup> 9 BALL ON THE SNAP, and a polo/hoodie or free membership on you 10<sup>th</sup>.



Each year, get a patch/pin on your 1<sup>st</sup> 9 BALL BREAK N RUN, and a polo/hoodie or free membership on your 15<sup>th</sup>.



Get a SHUT-OUT patch on each 9 BALL 20-0 MATCH.



Get a CLEAN SWEEP patch on each 9 BALL 5-0 MATCH. Forfeits do not count as a completed match.



Each year, get a GRAND SLAM patch by achieving all in the same league year: 8 on the break; 8 break n run; 9 on the snap and 9 break n run.



Get a patch when you have played 500 MATCHES and another when you have reached 1000 MATCHES.

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**Members must be in good standing with the APA to be eligible for these achievements.**

**When you reach your achievement based on the criteria below you will receive a patch.**

**\* Anyone wanting a pin will need to request it by simply make a note at the bottom of your score sheet requesting a pin instead of a patch.**

### **PATCHES & PINS**

The APA league year begins each SUMMER session and ends the following SPRING session.



Each year, get a patch/pin on your 1<sup>st</sup> 8 BALL ON THE BREAK, and a polo/hoodie or free membership on your 4<sup>th</sup>.



Each year, get a patch/pin on your 1<sup>st</sup> 8 BALL BREAK N RUN, and a polo/hoodie or free membership on your 8<sup>th</sup>.



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Each year, get a patch/pin on your 1<sup>st</sup> 9 BALL ON THE SNAP, and a polo/hoodie or free membership on you 10<sup>th</sup>.



Each year, get a patch/pin on your 1<sup>st</sup> 9 BALL BREAK N RUN, and a polo/hoodie or free membership on your 15<sup>th</sup>.



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Get a CLEAN SWEEP patch on each 9 BALL 5-0 MATCH. Forfeits do not count as a completed match.



Each year, get a GRAND SLAM patch by achieving all in the same league year: 8 on the break; 8 break n run; 9 on the snap and 9 break n run.



Get a patch when you have played 500 MATCHES and another when you have reached 1000 MATCHES.

### **Incentives**

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

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## Section 2: League Play

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### Adding New Teams

Occasionally, in order to fill a bye, the League Operator may add new teams to a division during the first four weeks of a session. If team make-ups are not possible, the new team will be issued points equal to two points (15 in 9-Ball) less than the last place team's total team points (excluding bonus points) to that date.

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### 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 shall be given the following points for the week (these points include the bonus points a team would have received if all the paperwork was correct):

- 8-Ball – 8 points
- 9-Ball – 60 points

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

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### Rescheduling Matches

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you plan to reschedule a match, you must notify the League Office. Please use the following procedure:

- Contact the Team Captain of the team you plan to reschedule with 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 before the last three weeks of the end of session. Exceptions with special conditions may be made by the League Office.
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### Inclement Weather

Inclement weather is generally, but not limited to, snow or ice conditions. The League Office will use school closings and state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact your Division Rep for additional instructions.

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## **Forfeits**

Arriving late is disrespectful to the waiting team. Their time, as well as yours, is valuable. If you think your team may be late for a match, try to contact the opposing captain.

Unless otherwise specified, all League matches will begin promptly at 7:00 PM (Wednesday Seniors Noon), (Thursday Early Bird 9:00 AM) (Sunday 1:00 PM and 5:00 PM) on the scheduled night of play. Play will begin immediately even if only one player from a team is present and it is past 7:00PM (Wednesday Seniors Noon), (Thursday Early Bird 9:00 AM) (Sunday 1:00 PM and 5:00 PM). Matches may start even if one or both available players do not have scoresheets. However, the match must still be scored even if it is on a blank piece of paper. This information can be transferred when the player with the scoresheet arrives.

If no members are present (two members for each team playing Double Jeopardy) to start the match within the 15 minute grace period, a full team forfeit will be called. The offending team will lose all points and still be responsible for their weekly fees.

After beginning the match, play must be continuous unless agreed upon by both Team Captains. Please be ready to play when your match is called and not use this time to go the bar, take a smoke break, or use the bathroom. Continuous play applies during an individual match too. You cannot agree with your opponent to take a smoke break during your match. You are holding up everyone else!

In the event of a full team forfeit or no-show, the team receiving the forfeit is required to call the Division Rep and notify them that the opposing team has not shown up. Teams will receive bye points if their scoresheet is filled out with players that were ready to play, and the weekly dues are included.

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**Teams in  
Default**

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. Additionally, any team that has not paid their League fees for two consecutive weeks is in danger of being dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Teams that default are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and 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 deemed necessary. 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).

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## Section 3: Sportsmanship and Conduct

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**Sportsmanship** 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. We are all here to have fun and a good time. Please don't spoil it for others!

There is a fine line between cheering for your player and against your opponent. As a rule, cheer for your player's accomplishments and not the opponent's misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to match forfeits, probation, suspension or termination of League and/or APA membership. For example, jumping out of your chair during a match that you are watching to say a hit was bad or the 8-ball was not marked, will be deemed poor sportsmanship, and the player is liable to a suspension. It is fine to cheer for an 8-on-the-Break, but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. When you are not playing, please sit, watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

The League office has set the following guidelines to handle verbal abuse, bad language (profanity), physical contact and other sportsmanship problems. A few examples are breaking cue sticks, throwing objects or sharking your opponent.

**Note:** These guidelines are the minimum suggested penalties and are not limited to these recommendations. Based upon the specific circumstance, the League Office has the option to impose an even stronger penalty. It is important that those ladies and gentlemen, who cannot act as such, adjust their behavior appropriately or risk being removed from the League.

**Sportsmanship** Verbal abuse consists of name calling, threats, profanity or any other language that could be considered as harassment or that could cause embarrassment to other League members or non-members. Physical contact is the hostile physical contact between two players or player and non-member(s). This contact can be in the form of bumping, shoving, pushing or hitting.

Please refer to pages 66-69 of the Official Team Manual or call your Division Representative for further clarification.

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**Refusal to Do  
Business With**

At any time, at the sole discretion of the League Operator and with qualified input from Division Reps, Central IL APA Pool League can refuse to do business with any individual. These individuals will not be suspended from the APA but will not be welcome in our League. This will typically be used for people who are disruptive to the League, constantly complain about handicaps or otherwise and deride the League in public.

The vast majority of players have a great time in the League and display true sportsmanship values. We have met some great people that personify the APA spirit, and we want to promote that. 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.

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**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 to their establishment for a League match.  
**Central IL APA Pool League will honor any suspensions from a neighboring APA area.**

## **Section 4: League Playoffs and Tournaments**

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**Session Playoffs** At the end of the regular session, the top teams and a Wild Card team compete in playoffs. The winners of the playoffs qualify for the Cash Cups Tournament. In larger divisions, teams finishing with the highest number of points in their division can qualify directly into the Cash Cups without participating in the playoffs.

The Wild Card is a team drawn at random from all teams in the division. The purpose of the Wild Card is to prevent teams from 'giving up' towards the end of the session as it keeps every team alive until the final week. In order to qualify for the Wild Card, a team must be fully paid up with all their session dues and have no more than five forfeits during the session.

**NOTE:** A team cannot forfeit more than three individual matches within the last 2 weeks of regular weekly play. Teams who do not adhere to this rule will forfeit eligibility into playoffs.

**Playoffs will be scheduled on corresponding League nights.**

**The next session will begin the following week.**

The following table displays the playoff structure:

<b>Number of Teams in Division (at Week 6)</b>	<b>Playoff Structure</b>
11 and below (2 teams qualify for Cash Cups)	<b>1st Place gets a direct entry into Cash Cup</b> <b>Playoffs:</b> 2nd Place vs Wild Card 3rd Place vs 4th Place One Playoff winner qualifies for Cash Cup
12 and above (3 teams qualify for Cash Cups)	<b>1st Place gets a direct entry into Cash Cup</b> <b>Playoffs:</b> 2nd Place vs Wild Card 5th Place vs 6th Place ---- 3rd vs Wild Card 4th vs 7th  Two Playoff winners qualify for Cash Cup

### **Masters Division and Jack & Jill Divisions**

The World Qualifier is an annual tournament that takes place at the end of the League year in which the winning teams win travel assistance to Las Vegas and the opportunity to represent Central IL APA Pool Leagues in the APA World Pool Championships.

If a team qualifies for the World Qualifier, they must meet the following criteria to maintain their eligibility:

- Teams that qualify in the Summer Session must remain active and play in the Fall and Spring Sessions.
- Fall qualifying teams must remain active in the Spring Session.
- Teams must be up to date with all League fees and memberships.
- Players must have played a minimum of 4 times in the session they qualified and all subsequent sessions.

### **Player Fund Payout**

The Cash Cup tournament teams will receive a portion of the end of session prize fund payback.

Teams will be required to sign a team payout form. In addition, each player will be required to fill out a W-9 form to receive the prize fund payback. If a player receives \$600.00 or over for the league year, they will be sent a 1099 form

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Please fill out the information below and return it to the APA office ASAP. This form will avoid 1099's at the end of the year unless you receive \$ 600 or more in a year's time. Thank you.

<u>DATE RECEIVED</u>	<u>TEAM NAME</u>	<u>DIVISION</u>	<u>AMOUNT RECEIVED</u>
_____	_____	_____	_____
	<u>PLAYERS NAME:</u>	<u>PLAYERS SIGNATURE:</u>	<u>Amount Received by Each Player:</u>
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____

Team Captain - \_\_\_\_\_ - The above check was received by me and distributed to my team as documented above.

\_\_\_\_\_  
TEAM CAPTAIN SIGNATURE

Approved

## World Qualifier(Formerly LTC)

The World Qualifier is an annual tournament that takes place at the end of the League year in which the winning teams win travel assistance to Las Vegas and the opportunity to represent Central IL APA Pool Leagues in the APA World Pool Championships. If a team qualifies for the World Qualifier, they must meet the following criteria to maintain their eligibility:

- Teams must maintain World Qualifier eligibility in accordance with the Team Manual.
- Teams that qualify in the Summer Session must remain active and play in the Fall and Spring Sessions.
- Fall qualifying teams must remain active in the Spring Session.
- Teams must be up to date with all League fees and memberships.

\*A maximum of 64 teams will participate in the 2020 World Qualifier:

Summer & Fall session 1<sup>st</sup> place teams and playoff winning teams qualify for Summer/Fall Cash Cup **and** the World Qualifier.

Spring session 1<sup>st</sup> place teams and playoff winning teams qualify for Spring Cash Cup. The number of teams qualifying out of Cash Cups for the World Qualifier) will fluctuate each year depending on teams needed to reach 64 teams per format for the World Qualifier.

\*subject to change based on team count

### Trophies

Trophies will be awarded after the end of each session to all 1st place teams. Each member of the team will receive a trophy. Each team will also receive a team trophy that can be put on display at their Host Location to show off their accomplishments!

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### Feedback

We welcome feedback on these bylaws, so please submit your feedback to [kim@illinoisapa.com](mailto:kim@illinoisapa.com) and we may incorporate them into the next revision.

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# Good Luck and Good Shooting!



The top female & male player in each division, that played a minimum of 1/2 the regular session are eligible for the MVP Award. Using regular session data, qualified players are determined using the following equation to determine their "PA" (Points Available) percentage:

**Number of Points Earned ÷ Number of Points Available = PA (Points Available) percentage**

**8-Ball Example:** In an individual 8-Ball match, a player has 3 points available to win. If he/she played 10 matches, they had 30 points available to win. If they won a total of 13 points, then their PA is 43%.

10 matches = 30 points available  
13 points =  $13 / 30 = 0.43 = 43\%$

**9-Ball Example:** In an individual 9-Ball match, a player has 20 points available to win. If he/she played 10 matches, they had 200 points available to win. If they won a total of 162 points, then their PA is 81%.

10 matches = 200 points available  
162 points =  $162 / 200 = 0.81 = 81\%$

Ties will be broken in the following order using regular session play data:

1. Total Number of Matches Played
2. Win Percentage
3. Performance Points
4. Lifetime Win Percentage

