



LOCAL BYLAWS Brad Fellhauer

Office: (217) 3414-4060

Email: Centralillinois@apaleagues.com

Website: centralillinois.apaleagues.com

Facebook: Central-Illinois APA Pool

Last Revised 02/28/17

LOCAL BYLAWS

Introduction I would like to welcome your team to the American Pool players 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.

You must be 18 years of age or older to compete in Central Illinois APA Pool League.

Section 1: Getting Started

Office Hours League Office hours are Monday through Sunday, 10AM to 10 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) 414-4060

E-mail: bfellhauer@apaleagues.com

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 the 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 envelopes to the drop off location on time.
8. To have their bylaws and Official Team Manual with them at the match site.

**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 score sheet.

Website

Our website address is centralillinois.apaleagues.com

This website allows you to:

- a) View schedules, team rosters, standings and individual records for your division
- b) Get the latest up to date information on playoffs, tournaments or any other Your League Name Here events

In addition, we also have a Facebook page at Central-Illinois APA Pool 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.

Team Fees

Team Fees are \$40 per week (\$80 for Double Jeopardy) regardless of the number of matches played including forfeits and playoffs. As the League operator is not responsible for cash, we recommend all fees be paid by check made out to the Central Illinois APA. Only checks of current team players will be accepted.. There will be a \$30 charge for any returned checks plus loss of bonus points.

APA NATIONAL PLAYERS MEMBERSHIPS DUES- APA membership dues are paid annually and due the first night a player plays **OR** by the 4th week of the session, whichever occurs first.

Team Envelopes

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

Bonus points will only be awarded 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:

- **8-Ball - 2 Bonus Points**
(1 point will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)
(1 point will be awarded for accurate and complete scoresheets.)
- **9-Ball - 12 Bonus Points**
6 points will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)
(6 points will be awarded for accurate and complete scoresheets.)

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 in payments, you may risk more than your bonus points. You will lose your place in the playoffs and the opportunity to compete in tournaments.

Past Due Procedure

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

- 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 matches 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: Stamp Past Due

Second Week Past Due: Stamp Final Notice

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

Abusive Language

No abusive language directed at the League, *any league player* or the League Operator will be tolerated on the score sheets. All concerns should be written up in a calm and professional manner. This will guarantee that your concern is looked at, documented and addressed. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Pins

Pins will be awarded for “8 On The Break” and “Break & Run”. Maximum 1 of each pin per player per session.

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 team credits or APA apparel. All incentives will be posted on-line as well as in the team envelopes.

Section 2: League Play

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 Bye Points
- 9-Ball – 60 Bye Points

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

Forfeits

If a full team of five players fail to show for a match, the opposing team is awarded forfeit points.

A full team forfeit in 8-Ball will be worth 8 Points

An individual forfeited match in 8-Ball is worth 2 Points during regular session play and 3 Points during playoffs.

A full team forfeit in 9-Ball will be worth 60 Points

An individual forfeited match in 9-Ball is worth 15 Points during regular session play and 20 points during playoffs.

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.

Both teams are responsible for the full weekly fees for any week in which a match or portion is forfeited.

START TIME- The normal start time is 7 PM, unless otherwise specified. Play will begin as soon as a minimum of one player from both teams is present Within 15 minutes following the normal start time. Once play begins, it must be continuous; otherwise forfeits will be awarded to the team with players present. It is in the best interest of both teams and sportsmanship to allow a window of forgiveness for a team to make it to a scheduled match. The maximum amount of time that should be allowed is 30 minutes following the normal start time. The waiting Team Captain should attempt to contact the tardy Team Captain or Co-Captain to determine their whereabouts. If a team request a later start time due to issues outside of their control, the waiting Team Captain shall contact their Division Representative to discuss their options and the appropriate plan of action to be taken. In the event the Division Representative is not available, the Team Captain shall contact the League Operator directly.

ADDING/DROPPING PLAYERS- Any adding or dropping players under Conditions not outlined in the Official Team Manual, will be done with the Approval of the League Operator.

FREE PLAYING ADVICE- In 8-Ball anyone on the team, at any time may Remind the shooter that:

- a) They are about to shoot the wrong category of balls (Not which number ball to shoot which would be considered illegal coaching and result in a ball-in-hand foul)
- b) They should mark their pocket

- c) The table is open
- d) They must shoot from “Behind the Line”
- e) They have ball-in-hand
- f) They have just pocketed a ball on break
- g) Their opponent has just conceded the game

DEFENSIVE SHOTS- A defensive shot is defined as a shot taken by a player With NO INTENT to pocket a ball. The determination of intent is at the discretion of the score keeper. Defensive shots will only hurt players when they are not marked properly.

CONCESSION OF THE GAME- If a player is shooting, and his/her opponent Breaks down his/her cue stick or makes any other show of concession of the game, the action may be considered a concession by the opponent and the player shooting shall receive the win for the game. If the shooter continues shooting, then he/she has forgiven the opponent and the game continues. The intent of this rule is to prevent a non-shooter from attempting to intimidate or distract the shooting player (SHARKING). Actions by the opponent that can be considered concession of the game includes ,but are not limited to, breaking down the cue stick, approaching the table in preparation for next shot ,and/or picking up the rack or balls from the pockets in preparation for next game.

LATE JOINING TEAMS- In newly formed divisions containing a bye, the League Operator may add teams to the division after the start of the session. Teams added in this manner will be awarded match points equal to the last place teams win points in the standings for both 8-Ball and 9-Ball, unless previous bye matches can be made up. In all cases, every attempt will be made to make up previous byes and the division schedule shall be adjusted to include the new team(s) and adjust the schedule in such a manner as to minimize teams repeatedly playing the same teams

HOLIDAYS- Since we are on a national schedule, teams may be required to play on some holidays. The League Operator will do their best to schedule around the Holidays, which may result in some divisions playing fewer weeks than other divisions or not having time off between sessions. Teams will be allowed to schedule depending upon the week of play involved as defined under the Rescheduling Matches section of these local bylaws.

GOOD HIT-BAD HIT- If a team feels that a shot might be “close”, it is the responsibility of the “non-shooting” team to call for a “referee time-out” prior to the execution of the shot. A neutral party (acting as a designated referee) should be called over to watch the shot.

TIME OUT- A time out has been called as soon as the players’ coach or any other team member asks the player if they want a time out or suggests to the player a time out. An example would be any other team member saying “Do you want to talk about it?” If a player calls time out, the Team Captain or designated Coach can waive off a time out and it will be disregarded. A player cannot waive off a timeout called by the Team Captain or their coach. See the Official Team Manual for more information regarding coaching.

INDIVIDUAL FORFEITS- Teams that are unable to field a 5 player team due to absence of player or because of the “23-Rule” will forfeit the individual matches of the night to their opponent where players are not available. The opposing team must have a player present to sign for the forfeit(s) and they also must stay within the “23-Rule”. The team winning via the forfeit shall list their player who is present first and the losing team shall be listed below with the W/L marked in the W-L area to verify their presence. Fees for forfeited matches are still due and payable even though no actual play occurred. An individual match cannot be postponed or rescheduled without consent of the League Operator. Without that consent, all matches for a team Must be played at the same time or BOTH teams shall be subject to loss of points for all matches not played on the week of play involved. Forfeited matches not recorded properly or signed will result in NO BONUS POINTS awarded, even if all other criteria for bonus points have been met.

**Preventing
Forfeits
(Player May
Play Twice on
One Night)**

General Rule 10 in the Official Team Manual states “YOU MAY ONLY PLAY ONCE in a team match.” However, to help prevent forfeits and for matches to be awarded on the table rather than by forfeit, two players shall be allowed to play twice (we will call this a Replay Player) on the same night in the following circumstances:

Teams must notify their opponent of the need to use/ or potential need to use the Replay Rule **prior to the start of the match before the match in which they will use the Replay Rule.** The opponent must allow the replay; they cannot enforce a forfeit match. (i.e. If the match in which the team wishes to use the “replay” is the 5th match they must notify their opponent prior to the start of the 4th individual match.) The start of a match is defined as the rack having been struck by the cue ball.

If the match in which the “replay” is to be used is prior to the 4th or 5th match, then once the “replays” are completed, the remaining matches must be forfeited, even if another player shows up. (i.e. Team A uses the replay for matches 3 & 4. They must then forfeit match 5 to their opponent.) No more than 2 replays can be used in one night.

If the team’s other player shows up prior to the start of the first “replay” match, the “replay” match is cancelled and the player must play.

A team that has enough players present is not allowed to use the Replay Rule unless they cannot comply with the 23-Rule. Any other reasons must be approved by the League Office.

The team that is not using the “Replay Rule” picks which of their opponent’s players will play twice, provided they do not go over the 23-Rule.

A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent, or to limit their opponent’s choices for the Replay player. Most teams know in advance what players will be there for league night and/or what players may need to leave early. In the event that one of your players must leave early, and you will need the Replay Rule, the opponent has the option of choosing one of the remaining players, OR, they can still choose the missing player for the replay. (provided they were present for the beginning of the first match) If they choose the player who is no longer present, then the match will be made up at an agreed time with that chosen player playing the match. Attempts to take advantage of the Replay Rule should be reported to the League Office by means of an official protest form.

Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to post a player in the replay match posts first.

There is no limit on how many League nights a team can use the Replay Rule during the regular session based on the above criteria. The replay rule may NOT be used the last 2 weeks of any session, and cannot be used in any playoff or tournament.

Rescheduling Matches

On occasion, usually due to inclement weather or a national tournament, 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 within two weeks of the original scheduled match date. No matches may be rescheduled in the last week of the play.

NOTE: Exceptions with special conditions may be made by the League Office.

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.

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) and no bonus points for the week if they play and do not clear their past due.

HOST LOCATION CLOSINGS/CHANGES- In the event a Host Location is temporarily closed or otherwise made unavailable, the home team will choose the location where the match will take place. The home must obtain the permission of that location's management and must notify the League Operator. Any changes made without approval will result in loss of bonus and possibly match points by the home team. The League Operator must be notified immediately of a permanent closing of a host location by the home team. The League Operator will assist the home team in finding a new host location. A team playing for a Host Location that permanently closes during the last three (3) weeks of a session, as well as playoffs, will become a "Road Team". A "Road Team" will play at their opponent's Host Location even if the "Road Team" is listed as the "Home Team" for that night of play.

Section 3: Sportsmanship and Conduct

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 subject 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.

ETIQUETTE- Any player not representing the best interest of Central Illinois APA
Will be notified of such and may be disciplined if deemed necessary. This is a fun league and a few players will not be allowed to spoil league play for everyone else.

Refusal to Do Business With At any time, at the sole discretion of the League Operator and with qualified input from Division Reps, Central Illinois 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.

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 Illinois APA Pool League Honors Other Central Illinois APA Pool League will honor any suspensions from a neighboring APA area. If a player is suspended by another APA League Operator in another league area, they will not be allowed to participate in the Central Illinois APA Pool League.

Section 4: League Playoffs and Tournaments

**Session
Playoffs**

At the end of the regular session, some teams will compete in Session Playoffs. The winner of the playoffs qualify for the World Qualifier. The Playoff Structure is listed below.

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.

The following table displays the playoff structure:

| Number of Teams in Division (at Week 6) | Playoff Structure |
|----------------------------------------------------|---------------------------------------------|
| <u>4-5</u> | Playoffs: 1st Place vs. Wild Card |

| | |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>1 Team qualifies into the World Qualifier</p> | <p>Winner will advance to the World Qualifier</p> |
| <p style="text-align: center;"><u>6-11</u></p> <p>2 Teams qualify into the World Qualifier</p> <p>The 1st Place team from the session will earn automatic qualification into the World Qualifier.</p> | <p>Playoffs: 2nd Place vs. Wild Card 3rd Place vs. 4th Place</p> <p>Winners will advance to the second round of playoffs. Winner of the second round will qualify for the World Qualifier.</p> |
| <p style="text-align: center;"><u>12-16</u></p> <p>3 Teams qualify into World Qualifier</p> <p>1st Place will earn automatic qualification to the World Qualifier</p> | <p>Playoffs: 2nd Place vs. Wild Card 3rdPlace vs. 4th Place</p> <p>Winners will qualify for the World Qualifier.</p> |

In accordance with Official Team Manual, **Session Playoff site selection** will be made at or prior to the Team Captain meeting at the beginning of the session and will be indicated on the schedule. It is possible a playoff match will be at a neutral location, or it is possible the playoff site might be at the home of either or both of the teams involved.

World Qualifier (WQ)

The World Qualifier (WQ) is an annual tournament that takes place at the end of the League year in which the winning team(s) win travel assistance to Las Vegas and the opportunity to represent Central Illinois APA Pool League in the World Pool Championships.

TRAVEL ASSISTANCE PACKAGE- each team qualifying for the World Pool Championship in Las Vegas, Nevada will receive a Travel Assistance Package which will include an allowance for travel expenses. Lodging and air travel arrangements are the sole responsibility of the team members. The value of the travel assistance package will be determined by the League Operator and will be dependent upon the amount of funds within the Players Fund for travel based on the number of teams playing within the format in the local league. If the winning team chooses not to attend the World Pool Championship, there will be no monetary value; the second place team will be awarded the position to the World Pool Championship in Las Vegas and be awarded the travel assistance.

MVP Program

The MVP Program will be based on a skill level tiered system across the entire League. The breakdown of the tiers are as follows:

8-Ball
Skill Levels 2-3
Skill Levels 4-5
Skill Levels 6-7

9-Ball
Skill Levels 1-3
Skill Levels 4-5
Skill Levels 6-9

Using regular session data (playoffs not included), MVP qualified players will be determined by using their Points Available Percentage (PA). To calculate the PA use the following equation:

Number of Points Earned / Number of Points Available

Example 8-Ball: In every 8-Ball match, a player has 3 point available to win. If a player played 10 matches, they had 30 points available to win. If they won a total of 13 points in those 10 matches then the calculation is:

$$13 / 30 = 0.43 \text{ or } 43\%$$

The player won 43% of the points available "PA" to them during the session.

Example 9-Ball: In every 9-Ball match, a player has 20 points available to win. If a player played 10 matches, they had 200 points available to win. If they won a total of 162 points in those 10 matches then the calculation is:

$$162 / 200 = 0.81 \text{ or } 81\%$$

The player won 81% of the points available "PA" to them during the session.

Ties will be broken in the following order using regular session play data (Tri-Cup Tournament matches not included).

Total number of matches played, if still tied, a comparison will be done by win percentage. If the tie is still not broken, a comparison will be done by performance points, and lastly, if still tied, a comparison will be done of life-time win percentage.

An MVP (Male & Female) from each tier will receive a plaque for their accomplishments.

Each player will need 6 matches played per team to be a participant in the MVP Program.

For each session, an MVP Tournament will be held in each format. The top 16 players from each tier will be invited to play. If the top 16 cannot participate, the field will open to the top 24.

The MVP Tournament entry fee will be \$15.00. 100% payback with added money will be paid to the top 4 finishers in each tier. The 1st Place winner of each tier will receive an MVP Prize and an entry onto a Singles Board Qualifier.

Captain Tournament

A Captain Tournament may be held for each session of the League year. The tournament is to show appreciation for all the time and effort each Team Captain contributes.

**Tournament
Misc.**

All players must be on a roster in the current session to participate in any of the events. Online registration (if available) is required to participate. No onsite registration will be taken. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you will be held responsible for the entry fee. Dollar signs (\$\$) will be placed next to your name on your score sheet and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money all points earned by the player will be forfeited.

**Team
Eligibility**

All teams must be active in the session that the event is held in to be eligible to participate.

FINAL AUTHORITY-The League Operator shall be the final authority on any and all decisions made regarding play in Central Illinois APA Pool League, and may without notice, amend any rule herein based on different circumstances.

Feedback

We welcome feedback on these bylaws, so please submit your feedback to centralillinois@apaleague.com and we may incorporate them into the next revision.

Good Luck and Good Shooting!

