



# MOKAN APA LOCAL BYLAWS

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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. 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 MoKan APA. Host Locations may apply further restrictions.

### Office Hours

League Office hours are Monday through Friday, 4 PM to 11 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 [MoKan.apaleagues.com](http://MoKan.apaleagues.com).

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other MoKan 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 [facebook.com/MoKanAPA](https://facebook.com/MoKanAPA) where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members. We also have a group page for members only at [facebook.com/groups/304104464202896/](https://facebook.com/groups/304104464202896/) for you to have discussions, find other players, ask about rules, and see upcoming events.

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, phone number and birthdate on file.** These will allow you to sign up online whenever you are ready. All announcements are made first via the Member Services app and also through Facebook. Having an email address on file can keep you from missing out on valuable information! The website and app 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

APA membership dues are due the first night played. Allowing a player to play without first paying membership dues will cause a loss of bonus points.

Team Fees are \$50 per week (\$100 for Double Jeopardy) regardless of the number of matches played, and are due on the date the matches are **originally** scheduled. Full Team Fees must be paid for playoff matches and forfeits. If you are paying by check, please make your check payable to MoKan APA. There will be a \$35 charge for any returned checks, plus a loss of bonus points.

### **Team Envelopes**

How are scoresheets delivered and picked up?

**Score Keeper App** – We now exclusively use the official APA Score Keeper app. This can be found on Apple's App Store or Google Play. Search for "APA Scorekeeper" and download the app to your device. This is the preferred method of score keeping and payment.

**Envelopes / Scoresheets** – Some host locations will have team envelopes and drop boxes. The envelopes are for delivering patches, and/or collecting league fees. Envelopes should always be returned to the drop box at the end of play. Paper score sheets will be provided as well in the event of technical issues with the Scorekeeper app.

### **Bonus Points**

Your team will receive bonus points if **all** of the following occur:

- Table size is marked appropriately
- All fees (both league and membership) are up to date
- No abusive comments are written

The Bonus Points awarded will be as follows:

- **8-Ball - 2 Possible Bonus Points**
- **9-Ball - 12 Possible Bonus Points**

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 may lose your place in the playoffs and/or the opportunity to compete in tournaments.

### **Bonus Points for Bye Weeks**

Whenever a division has an odd number of teams, one team each week will not have a match. In this instance, the team with the bye shall be given the following points for the week (including the bonus points a team would have received):

- 8-Ball – 8 Bye Points + 2 Bonus Points
- 9-Ball – 60 Bye Points + 12 Bonus Points

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

## **Teams Added Midsession**

When a team joins a division after the session has started, the league office will determine if makeup matches are appropriate. If not, then the team entering will receive 1 point less than the current last place team for fairness.

## **Past Due Procedures**

### **Late Penalties**

Any teams that fall behind in paying their team dues will receive a PAST DUE on their next scoresheet and bonus points will be taken away. Additionally, the Team Captain (and other players) may be marked ineligible to play by being made INACTIVE on the team. 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. If the fees are not brought current by third week or arrangements made to pay the past due balance, the team will be dropped. All players on the team will become equally responsible for the fees that are due, including fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

- **First Week Past Due:** Stamp Past Due
- **Second Week Past Due:** Captain's Name changed to "Call LO"
- **Third Week Past Due:** Mark Team Captain ineligible
- **Fourth & Final Week Past Due:** Drop team from schedule

## **Comments on Scoresheets**

All concerns should be entered in the app's comments 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:

- **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. Only for 8-ball.
- **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.
- **Shutout:** 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.

- Grand Slam: Earning an 8-on-the-break, 8-break-and-run, 9-on-the-snap, and 9-break-and-run in 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.

There are no limits on the number of patches you can earn in a session.

Patches in most cases are awarded the week after they are earned and will be included in your team envelope, or delivered by the league operator or a representative. They may also be awarded at the end of the session as a bundle.

## Section 2: League Play

### 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, your opponent, and the host location**. The host location brings in wait staff based upon the number of people expected, so please remember that 10 to 16 people rescheduling can directly affect the service they provide.

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.
2. Work with your opponent's team captain to select a date and time to play the rescheduled match. Rescheduled matches must be played within TWO WEEKS of the original scheduled match date, or a date planned for and communicated with the League Office. They may be played on a different day of the week than normal, and may be played in a different location if necessary. No make-up matches will be allowed in the last two weeks of the session, unless the League Office grants an exception, which will only occur as a result of special circumstances.
3. Teams must pay for the rescheduled match by the original scheduled match date or the non-paying team will not be awarded bonus points.
4. Failure to complete the makeup match will result in a double forfeit.

### Inclement Weather

The League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled due to inclement weather. If necessary due to road conditions and safety, arrange for a makeup match with your opponent. Contact the League Office if you have additional questions or concerns, but only after you have checked the website. Most important, ***please be safe*** and do not risk injury if you feel the travel conditions are unsafe.

## **Preventing Forfeits**

### **(Player May Play Twice on One Night)**

Refer to **Team Match Play** in the General Rules section of the Official Team Manual, which states “**YOU MAY ONLY PLAY ONCE** in a team match.” However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, MoKan APA has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows one player (the “Replay Player”) from a team (the “Replay Team”) to play twice on the same night in the following circumstances:

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.
- The Replay Team’s need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Replay Rule **prior to the start of the 4<sup>th</sup> individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level rule. All players who have already played must be available as a choice for the “replay” match. If a player who has already played leaves, and the other team chooses that player for the replay, then that is considered a forfeit. Plan ahead of time. Intentional forfeits in an effort to prevent a team from attempting to win the full match points possible may cause the team forfeiting to lose their own bonus points at the discretion of the league office.
- The “replay” must be played as the last match of the night. If a “replay” is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player. The team scheduled to put up a player in the 5<sup>th</sup> match designates their Replay Player first.
- Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the “replay” match, the “replay” match is cancelled and the new player must play.

- There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. **The Replay Rule is not in affect during the last week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

## Section 3: Sportsmanship and Conduct

### Electronic Devices

**Cell Phone & Smartphone Use:** Cell phone and smartwatch use is prohibited while a player is taking their turn at the table and during coaching/time-outs.

### 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

**MoKan APA will honor any suspensions from a neighboring APA area.**

## Section 4: League Playoffs and Tournaments

### Session Playoffs

Some divisions such as Showdown series may not have enough teams to justify having Tri-Annuals. In this case the playoff chart may differ from the regular 8-Ball or 9-Ball team Tri-Annual playoff structure.

#### **No Tri-Annual – Two Weeks of Playoffs Required For 6-16 Team Divisions**

<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 For The WQ	1 <sup>st</sup> Place vs Wildcard  Winner Advances To WQ	Awards:  Playoff Winner will receive the 1 <sup>st</sup> Place Session trophies

	In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	
<b><u>6-11</u></b>  One Team Qualifies For The WQ	1st Place vs Wildcard 2nd Place vs 3rd 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:  Playoff Winner will receive the 1 <sup>st</sup> Place Session trophies

#### Tri-Annual – One Week of Playoffs for All Division Sizes

Number of Teams In The Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
4-5  One Team Qualifies For Tri-Annual	1st 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 qualified team in the Playoffs	Awards:  Top Point Finisher will receive the 1st Place Session trophies
6-7  Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual  2nd Place vs Wildcard  Winner advances to Tri-Annual	Awards:  Top Point Finisher will receive the 1st Place Session trophies
8-11  Three Teams Qualify	Division Point Leader advances directly to Tri-Annual	Awards:



For Tri-Annual	2nd Place vs Wildcard 3rd Place vs 4th Place  Both winners advance to Tri-Annual	Top Point Finisher will receive the 1st Place Session trophies
12-16  Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual  2nd Place advances directly to Tri-Annual  3rd Place vs Wildcard 4th Place vs 5th Place  All winners advance to Tri-Annual	Awards:  Top Point Finisher will receive the 1st Place Session trophies

\*A maximum of 24 teams will participate in the 8-Ball World Qualifier:

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

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

\***Spring** - 8 teams from the Tri-Annual

\*A maximum of 12 teams will participate in the 9-Ball World Qualifier:

\***Summer** - 4 teams from the Tri-Annual

\***Fall** – 4 teams from the Tri-Annual

\***Spring** - 4 teams from the Tri-Annual

\*subject to change based on team count

### **Trophies**

End of session awards will be given immediately following the conclusion of the session playoff, or at a previously announced and scheduled awards banquet or event posted on the League calendar. Trophies will be awarded not occur more than four (4) weeks after the session playoff. Each member of the 1<sup>st</sup> place team will receive an award.

### **End-of-Session Tournaments (Tri-Annuals)**

End-of-Session Tournaments will be held three times a year at the end of each session. For each session, the teams that finish with the most points in each division, along with the playoff winners per the graph above, will be invited to compete.

Player Eligibility: Players must have played at least 4 times, on each team, during the session.

- If a team qualifies for the Tri-Annuals in the Summer Session, the team must play in the Fall Session or forfeit their eligibility.
- If a team qualifies for the Tri-Annuals in the Fall Session, the team must play in the Spring Session or forfeit their eligibility.

- If a team qualifies for the Tri-Annuals in the Spring Session, the team must play in the Summer Session or forfeit their eligibility.

Winners from the Tri-Annuals will advance to the World Qualifier tournament.

### **World Qualifier**

The World Qualifier 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 MoKan 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.