

SECTION 1: NOLA APA

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Welcome to NOLA APA!

NOLA APA is the largest amateur pool League in the Greater New Orleans area encompassing a seven-parish region. In addition to Orleans and Jefferson Parishes, NOLA APA has exclusive rights to operate in St. Charles, St. Bernard, Plaquemines, St. Tammany, and St. John Parishes. We are currently the 10th largest APA franchise in the country with over 450 teams participating in weekly League play.

Our goal is to provide our nearly 3,000 New Orleans-area pool players with unmatched service, equitable weekly competition, exciting tri-annual citywide events, an outstanding World Qualifier as well as other championship qualifying opportunities throughout the year. Teams and individuals can earn prizes such as trophies, plaques and cash as well as trips to compete in a number of Championship tournament events held annually in Las Vegas.

NOLA APA is part of the world's largest amateur pool organization – the American Poolplayers Association – that has more than 260,000 members participating both nationally and internationally in Canada and Japan. The APA hosts the World Pool Championships, Poolplayer Championships in both 8-Ball and 9-Ball, as well as Championships for Jack and Jill 8-Ball Doubles, open 8-Ball and 9-Ball Doubles, Triple Masters and Wheelchair Challenge. The APA also hosts and conducts the U.S. Amateur featuring the nation's best amateur pool players.

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Function of NOLA APA

Our main goal is to provide local pool enthusiasts with the opportunity to compete and enjoy their sport of choice in a competitive but fair and fun League. We strive to maintain the balance between competition and fun by implementing the following bylaws and adhering to the rules set forth by the National organization. Our members are welcome to contact the League Office at any time to discuss anything in relation to League Operation and we welcome constructive criticism aimed at improving the League. In an effort to maintain an efficient League Office operation, we do suggest that calls be funneled through the Team Captain or Co-Captain to avoid repetitive situations.

We are happy to provide at no charge to our members a top-notch website – nola.apaleagues.com -- where registered members can keep track of their performance, check team standings and schedules, communicate with other members through our forums or private message system and keep abreast of local and national comings and goings.

Along with providing basic services such as team packet distribution and pick up, score sheet evaluation and inputting, handicap evaluation and maintenance, and tournament coordination, we also strive to maintain good sportsmanship in the League. Ultimately, NOLA APA exists for the enjoyment of our local members. Please remember that each of our members participate for the same reason – to have fun! Keep that in mind as you go through weekly play and into our Higher Level Tournaments. Good sportsmanship is not a suggestion – it is a rule. Point blank...we will not tolerate ignorant, rude, intimidating or otherwise disruptive behavior and those who continually display poor sportsmanship will be removed from the League.

We hope that the following bylaws answer most of the questions that you may have concerning the policies of NOLA APA. Feel free to make copies for each of your team members and for your "Home" location. Division Reps, Team Captains, Co-Captains and Coaches should refer to these Local Bylaws and the APA Official Team Manual during regular session play and local tournaments.

Thanks again for being a part of NOLA APA as we strive for even greater heights in the future.

Darin Daussat
League Operator

NOLA APA: 504-525-1007 / nola@apaleagues.com / <http://nola.apaleagues.com>

THIS DOCUMENT CONTAINS RULES AND REGULATIONS OF WHICH MOST OF YOU ARE ALREADY VERY FAMILIAR. IT WAS PUT TOGETHER TO HELP CLARIFY ISSUES DURING REGULAR SESSION PLAY. ALTHOUGH THERE IS THE OFFICIAL TEAM MANUAL, THIS DOCUMENT WILL PROVIDE GREATER DETAIL ON OUR RULES AND REGULATIONS AND COINCIDES WITH THOSE IN THE OFFICIAL TEAM MANUAL WHEN PARTICIPATING ON A LOCAL LEVEL.

SECTION 2: START OF SESSION REMINDERS

Organizing a new session is always a hectic time for the League Office and members alike. Since teams are allowed to adjust their rosters during the first four (4) weeks of every session, errors can be made that could complicate matters quite a bit. In order to help things run smoothly every week of the session, please do the following:

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BASICS

Good sportsmanship is the primary concern of everyone in the League, so please cooperate with and help one another. As long as “your team” shows good sportsmanship and handles situations according to these Bylaws, you will always be doing the right and correct thing.

Problems between teams typically result from rule disagreements, the mishandling of “Good Hit-Bad Hit” situations, improperly maintaining your own scoresheet, or openly questioning the skill levels or scorekeeping practices of the other team during your matches. Team Captains and Co-Captains are responsible for making sure that everyone on the team understands how the League Office wants these particular issues handled during match play. **Always have a copy of the current Bylaws and APA Official Team Manual with you** so that your team can answer any rule questions that might come up. Remember, the Bylaws coincide with the APA Official Team Manual during regular session play and local tournaments. During the regular session, if both teams have forgotten their Bylaws, find out where one of your Division Reps are playing and call them for a reading of the rule involved. All Team Captains, Co-Captains and coaches must understand those sections of the Bylaws describing the rules and policies governing the playing of matches. You may find yourselves playing against a very competitive team that follows the letter of the law as far as the Bylaws and APA Official Team Manual are concerned. This is not their problem, it is their right. So please prepare your team to know and follow the rules, and to cooperate whenever a rule is broken. **If your team should ever face an intolerable situation created by the other team**, and no amount of reading the rules and “polite” requests have any effect....remember that declaring an official protest, where allowed, is your only defense. Team Captains and Co-Captains have control over the match being played. You have the right to stop a match and file an “official protest” at any time, if you have a problem with the conduct of one of the other team members, or if a rule disagreement cannot be resolved. Simply, inform the other Team Captain or Co-Captain that you are filing an official protest for the match in question and start the next match immediately with new players. The League Office will aggressively investigate the protest, and will either directly award match points, reschedule matches, and/or suspend members from the league.

HOW MANY TEAMS CAN I PLAY ON?

You may play in combinations of up to ten (10) 8-Ball and 9-Ball Divisions during the same session. Players may not play on two different teams in the same division. If you participate on multiple teams on the same night, you may request that those teams be placed in separate divisions prior to the schedules being issued. The League Office cannot guarantee that these requests will be honored only that we will do our best to accommodate our members.

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CONTACTING THE LEAGUE OFFICE

Before contacting the League Office, please read the related sections in these Bylaws. This may answer your questions. When contacting the League Office, please have ready the division, team, and membership numbers that are necessary to identify the team/members that you will be discussing. Also notify the office immediately of any address or telephone number changes. We frequently mail notifications to specific members, and this allows the League Office to provide you with the most efficient service. You should leave "voice mail" messages whenever you cannot contact someone directly. When contacting the League Office in "writing", please place your letter or note inside your weekly payment envelope!

You may contact the League Office in a number of ways. By phone: 504-525-1007. By email: nola@apaleagues.com. By fax: 504-529-1438. Or by private message through nola.apaleagues.com to League Office personnel.

NOLA APA PRIVACY POLICY

NOLA APA takes your privacy very seriously and does not sell the personal information of our members. Keep in mind, the personal contact information gathered by NOLA APA is used for contact purposes only. We will release information such as home and cell phone numbers and email addresses upon request for the purpose of APA business between members only. We will not provide phone or email addresses to the general public or for any other reason other than APA business. Please do not call the office looking for a friend's number, etc.

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TEAM REGISTRATION

If you are registering a new team, please note that the League Office requires the home and cell telephone numbers, along with the date of birth (DOB) of all of the new team members.

CHECK YOUR ROSTER EACH WEEK

Check your roster for proper membership numbers, skill levels and spelling. Make sure that your Team Captain is the first name listed on the roster and that your Co-Captain is listed second. If you play an "old" (previously rated) player under a new membership number and at an "under-rated" skill level during the regular session, you lose any and all match points that the individual won. It is the player's responsibility to shoot at the correct skill level and to notify the League Office, repeatedly if necessary, of any administrative errors. When adding a "new" APA member to your team, make sure that you inquire about previous APA membership. Since there is no sure method for uncovering players who sign-up using falsified membership applications, the APA has no choice but to void all points won by any member who plays at an improper rating. If the infraction is uncovered during the playoffs or other HLT events, it would mean disqualification for your team. If the League Office has reason to suspect that the infraction was done intentionally, the team captain and/or the player in question may be suspended.

PLAYOFF/HLT ELIGIBILITY (MATCHES NEEDED)

A member must have a minimum of 4 matches played in the format in question (8-Ball for 8-Ball teams, 9-Ball for 9-Ball teams) with that team to be eligible to participate in playoffs. A member must have 10 or more matches played in the specific type of game in question (8-Ball for 8-Ball teams, 9-Ball for 9-Ball teams) as well as four matches played with that team during the qualifying session in order to be eligible to play in upper level tournaments (exceptions apply for higher level tournaments depending on session length – see sec. 12-5). Matches played in subsequent sessions but prior to the higher level event are not counted towards the total number of matches played for eligibility. Matches played in 8-Ball and 9-Ball are separate and cannot be added together for eligibility. Please remember that you may have matches forfeited to your team late in the session, which may prevent you from gaining eligibility for one or more of your players.

Play your “new” players early in the session to ensure they obtain enough matches played to become eligible for the Playoffs and Higher Level Tournaments.

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MAKING CHANGES TO YOUR ROSTER

Ask, and inform, the other team about any possible changes to the current roster **before** the first player match of the evening. **To add a player to your team (up to and including week #4), simply write their name on your scoresheet (along with their date of birth). Also write “new” beside their name if they are “new” to the APA.** To add a player after week #4, refer to the Survival Rule. *To remove a player from your roster, simply draw a line through their name and write “drop”.* Remember, no more than eight (8) players on a team. Players added to your roster that evening, or players who you thought were added, but who still are not listed on the current division roster, are not allowed to play unless you notify the other team prior to the start of the first match.

PROPER I.D. / AGE

All members must have a valid photo I.D. and be 18 or older. **Please keep in mind that those players under the age of 21 may be restricted from entry into certain locations.** NOLA APA does not interfere in the business practices of Host Locations and no special considerations will be given if problems arise. Please keep that in mind when adding players to your roster.

SECTION 3: LEAGUE STRUCTURE

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LEAGUE YEAR / TOURNAMENTS

The APA League Year consists of three (3) sessions beginning with the Summer, including the Fall, and ending with the Spring, each lasting 10 to 16 weeks. At the end of each of these sessions, your team may qualify for the Divisional Playoffs or Second Chance Playoffs (see Higher Level Tournaments). If you win either of these playoffs, your team also becomes eligible to play in the associated end-of-session Tri-Annual (City Cup) Tournament, where you can win trophies and significant amounts of prize money, and where your team can also qualify for the World Qualifier (Regionals) which is held after the Spring Session ends. Your team may play in any or all three sessions. If your team becomes eligible for the World Qualifier in the Summer Tri-Annual, you must maintain at least four (4) “original” team members on the same team, in the same format, in the Fall and Spring sessions. If your team becomes eligible for the World Qualifier in the Fall Tri-Annual, you must also maintain at least four (4) “original” team members on the same team, in the same division, in the Spring Session. (see Higher Level Tournaments - Section 12).

Holidays Since we are on a national schedule, you may be required to play on some holidays (Memorial Day, July 4th, Labor Day, etc.) Teams will be allowed to reschedule depending upon the week of play involved. (See the Rescheduled Matches in the Bylaws)

3-2

TEAM CAPTAIN & CO-CAPTAIN

Team Captains and Co-Captains are both responsible for maintaining the good conduct of the team, understanding the basic rules and procedures of the League, and having a copy of the current Bylaws with them at all League matches to use as a reference in the event that a rule is questioned. Team Captains are also specifically responsible for collecting and sending in fees and for handling skill level and sportsmanship complaints generated by their team. Team Captains also have the right to determine who can be a member of the team and when they play. The member listed in the number (1) position on your roster is recognized by the League Office as the official Captain of the team. The member listed in the number (2) position is recognized as the Co-Captain. If only the Co-Captain is present at League matches, the League Office recognizes that member as the “Acting Captain”. If the Team Captain and Co-Captain are not present at League matches, the League Office recognizes the senior team member , or the member signing the scoresheet, as being the “Acting Team Captain” for that team match. Team members may, at any time, vote a new Team Captain/Co-Captain into position. Simply send us a written statement signed by a majority of the team members. The former Team Captain/Co-Captain must comply with the team’s wishes, or face suspension. Members may contact the League Office for help with this matter. Team Captains and Co-Captains who do not lead by example may be asked to step down as a team leader for a two (2) year period, but may continue to play for their team. Any additional problems will result in an automatic suspension.

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DIVISION SCHEDULE

Your division schedule is produced at the beginning of each session and updated during the session, whenever teams are added or dropped. It not only shows the playing schedule for all of the teams in the division, as well as a list of all of the playing location addresses and telephone numbers, but lists the names of your Division Reps. Should a problem arise during the regular session, you can refer to the schedule to locate one of your Division Reps for assistance.

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DIVISION REPS

Division Reps are players who volunteer to take an active role in the operation of NOLA APA. They are normally long-time League members who have a vast knowledge of APA rules and policies. Their primary focus is to provide rule interpretations and clarifications for other members. Under no circumstances are Division Reps authorized to make rulings or decisions that affect the outcome of weekly matches. Given their standing in the League, Division Reps are expected to maintain the highest level of integrity and any abuse, perceived or otherwise, of the position may result in immediate removal of the title and potential suspension from the APA. Those interested in serving as Division Reps should contact the League Office.

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BOARD OF GOVERNORS

The NOLA APA Board of Governors is an elected group of individuals (APA members) who serve as a voice for the League membership. The Board of Governors assists the League administration with a variety of issues that may directly affect League membership, review and suggest amendments to League bylaws, suggest penalties for those members who commit rule infractions and provide feedback on related issues from the general membership. Like Division Reps, given their standing in the League, members of the Board of Governors are expected to maintain the highest level of integrity and any abuse, perceived or otherwise, of the position may result in immediate removal of the title and potential suspension from the APA. Those interested in serving on the Board of Governors should contact the League Office.

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TEAM ROSTER

Produced each week, the roster gives the current skill level of each member on your team as well as your opponent for that night of play. If the letter "N" is next to your skill level, it means that your membership fee has not been paid; "0" in the skill level position means that the player is a new member who is "non-rated" (has not played and has no skill level). All non-rated players will receive "2" coaching time-outs, even though the APA may require them to play their first match at a skill level that would normally allow only one coaching time-out. In 8-Ball, males must start as a skill level "4" (females SL-3); while in 9-Ball males start as a skill level "4" (females SL-2). If dollar signs (\$\$\$) are next to a player's name, it means that personal fees are owed and must be paid that night, or their match will be forfeited to the opposing team and will not be counted as a match played. An asterisk (*) means the player needs to complete a membership application (that we have no address/phone # on file). **Have all new members pay their membership fees and complete a membership application before they play. Their fees must be included in your team envelope or the matches involved will be forfeited when your team envelope is received at the League Office (other penalties may also apply).**

a. Remember to complete the FEES SECTION in the lower left corner of the scoresheet. Inform the opposing Team Captain of any new player(s) you wish to add to your team (who are not listed on the current scoresheet), prior to the coin toss that determines which team puts up first, and "visually" verify that these members names are added to "both" scoresheets. Failure to do this, makes that member ineligible to play, coach, advise the coach, or keep score that evening. The opposing team should also be notified of any members you wish to drop from your team (are crossed-out on your scoresheet). Note: they are no longer officially on the team and are not eligible to play, coach, advise the coach, or keep

score that evening, and their skill level cannot be used for "23 Point Rule" purposes.

b. If any member of your team passes away, you may be allowed to replace them with players of equal or lesser skill level, as long as the new member has ten (10) or more matches played in the APA (unless doing so violates a national rule). The League Operator may adjust this requirement, based upon the circumstances, i.e., allowing a new female player to be added to the roster. The new member must still shoot at least four (4) times (if an established player), or ten times (if new to the format) to qualify for the playoffs or Higher Level Tournaments. Contact the League Operator! Restrictions do apply to qualified teams during the Spring session.

- c. Any “new League members” who have not played a match during the session, on or before week seven (7), and who have no APA skill level, will be dropped from all rosters.
- d. Any League members who do not pay their membership fee on or before week four (4), will be automatically dropped from all team rosters. **Membership fees are due the night a player “first” shoots.**
- e. For more information about regular session roster changes see Survival Rule below.

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SURVIVAL RULE

If, after the first four weeks, players on your team become unreliable, you may take advantage of the "Survival Rule". The rule works as follows:

1. This rule can only be used during regular session play, not for playoffs, etc. The rule may be used additional times during regular session play, but only as long as items (2) through (5) listed below are complied with and you contact the League Office prior to adding your players.
 2. The team must be down to five (5) or less “available” players. Unavailable players still listed on your team roster and score sheet must be removed.
 3. You may add only enough players to bring your team up to a maximum of six (6) members, and the added player(s) have at least ten (10) actually played matches in the APA (unless exceptions are approved by the League Operator - i.e. new female players, etc.). Based upon the circumstances, the League Operator may adjust these requirements at his discretion.
 4. All added players must still play the required number of matches, as detailed in the “Higher Level Tournaments” section, in order to be eligible for the playoffs.
 5. The opposing Team Captain must be notified of your roster changes and that you are invoking the “Survival Rule”, prior to the start of that night’s matches.
- * - the League Office reserves the right to alter these qualifications based on specific situations such as developing divisions or territories if determined to be in the best interest of the League and division.

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TAVERN & BILLIARD ROOM OWNERS

The tavern and/or billiard room owner is not responsible for paying memberships or weekly League fees, buying team shirts, providing free pool, etc. Team fees are ultimately the responsibility of the team, and the Team Captain is held responsible for collecting them and sending them in. If your Host Location does provide amenities, please show your appreciation by thanking them. The League Office recognizes the right of the owner to prohibit individuals from entering their establishments, even active League members, and will not interfere in the business practices of the establishments. The APA prohibits the use of a “strip club”, or “exotic dancing club”, as a Host Location in any existing APA travel League. Also, the APA may restrict establishments in what are perceived as “dangerous areas” from participating in current APA travel Leagues. Teams may also be asked to move from establishments perceived to be in dangerous areas, if requested by an overwhelming majority of the teams in that specific division. Under no circumstances will the League Office allow teams to use this request to violate anyone’s civil rights.

SECTION 4: TEAM FEES & FINANCES

4-1

LEAGUE PAYMENTS

Please Make Checks Or Money Orders Payable To: NOLA APA.

The League Office expects the Team Captain of the team to assume responsibility for its members, and its finances. The following items describe the situations that might occur, and the policies of the League Office regarding them:

- a. Over-payment of fees will result in a “team credit”, and this amount will be shown above your team roster on the next scoresheet that you receive. You may use the credit for weekly fees, memberships, etc.
- b. Under-payment or non-payment of fees will result in the team being “past due”, and this amount will be shown above your team roster on the next scoresheet that you receive. The team automatically loses its Bonus Point(s) for that week and all subsequent weeks, until all fees are paid and up to date. The Team Captain, not the establishment owner, is responsible for unpaid fees. If your Team Captain becomes dishonest or unreliable, vote them out as Team Captain immediately. Team Captains who become unreliable and have to be removed by the League Office, may be prohibited from being either a Team Captain or Co- Captain for a minimum of two years. **Missing or stolen fees are considered underpayments.** Members temporarily suspended from the APA because of unpaid fees will have (\$\$\$) next to their names. They are allowed to shoot, but all fees must be up to date that night or the team loses its bonus point(s) and that individual match is forfeited. The Team Captain of a team that falls more than two (2) weeks in arrears will be “flagged” (\$\$\$) and may be removed as Team Captain. Teams two (2) or more weeks in arrears at the end of regular session play, will not be eligible for the Divisional Playoffs (unless all fees are paid prior to the playoffs).
- c. Returned checks are fined \$25.00, in order to cover administrative overhead. The team will not lose their Bonus Point(s) for the week that the check was originally sent in. However, the returned check fine and all outstanding team fees (past dues) must be paid the week the past due shows on their score sheet in order to avoid losing that week’s Bonus Point(s). Checks may not be used to cover other “bounced” checks...Money Orders or cash only!
- d. **If your team should fold, the fees that would have been normally paid during the remainder of the session (including two weeks of playoffs), will still have to be paid. The Team Captain will be held responsible for these fees.** Other team members may also be held responsible (based upon the circumstances involved). The League Office has a “Survival Rule” in place that can help keep your team together for the remainder of the session, thus avoiding any penalties. (see Survival Rule - Section 3).
- e. If the team that you are scheduled to play fails to show up, you must still pay your weekly fees. If they are dropped from the division schedule the following week, your weekly fee paid the previous week will be credited to your team account.

4-2

APA ANNUAL MEMBERSHIP FEE

\$25.00 **per member**. Annual membership fees are due the night a player first plays in the League and are renewable every January 1st (or coinciding with the start of the Spring session). Players who join after August 15th will be charged the \$25 annual membership fee but will renew the following year at a prorated amount of \$15 if done by March 1st. After March 1st, only full \$25 memberships are accepted. Players who join after December 1st will be charged the \$25 annual membership fee that will be good through December 31st of the following year. Please do not play unpaid members, unless you are paying their membership fee that evening **“and” are turning in your Team Envelope “on time”**. For a membership to be considered “PAID”, it must be received in the office “on-time”. **Playing one un-paid member will lose your Bonus Point(s) and that match is forfeit; playing two or more un-paid members loses all points won that evening (including Bonus Points) and those matches are forfeit; the other team gets credit only for the matches they won. Unpaid members can be identified by the letter “N” next to their skill level on the roster and scoresheet.**

4-3

TEAM WEEKLY FEE

Get in the habit of collecting the individual fees from your players or tavern owner prior to the start of the match. **Remember, this is a “weekly” fee, not a “per player match” fee.** If you or your opponents forfeit any or all of the matches, both teams are still responsible for paying the full \$35.00 weekly fee. If your team has a “Scheduled Bye”, the weekly fee does not have to be paid. If a team wishes, they may pre-pay for the entire session (or any portion thereof). The \$35 weekly fee is for 8-Ball and 9-Ball. The fee to participate in double jeopardy is \$55. The fee for our Triple Masters, Doubles and Ladies 8-Ball formats is \$25 per week.

4-4

TEAM & PAYMENT ENVELOPES

Every session, each team receives a new team envelope along with a new payment envelope. The large white team envelope is used for scoresheets, rosters, and other information that you might receive from the League Office each week. The smaller payment envelope is for fees being paid, as well as any communication (notes) directed to the League Office. Official Team Manual, Bylaws, pens, (and other bulky or heavy objects) need to be removed from your team envelope and stored in a personal folder. The only items permitted in your team envelope are your scoresheet, payment envelope, schedule, and membership applications. This will help ensure that the team envelope survives the session. Thanks! You may write notes on the front or back of the scoresheet, but it is preferred they be on a separate piece of paper and placed in your payment envelope. Place your payment envelope and the completed scoresheet in the larger team envelope, and place your team envelope in the DROP-BOX located at one of the designated "DROP-OFF" location(s) shown on your team envelope. If a drop box is not available at your “DROP-OFF” location, contact the Office. If you can’t drop off your team envelope prior to the required day and time, it will not reach the League Office in time for processing, and your team will not receive the Bonus Point(s). If you turn-in your envelope late, scoresheets only will be issued to your team the following week. You can pick-up your team envelope at your designated "PICK-UP" location (shown on the front on your team envelope) any time after the day and time listed for that location. If your team cannot find the envelope at the “pick-up” location, contact the League Office for a replacement scoresheet or make a copy of your opponent’s scoresheet and place them, along with your weekly fees (checks or money orders only) in your opponent’s “payment” envelope, or put them in the mail slot at your drop box location. If you use the other team’s envelope and their paperwork is late or you have someone else drop your paperwork and they fail to do so on time, you will not receive your Bonus Point(s). We highly recommend that you use checks or money orders to pay your fees. The League Office is not responsible for the loss of “your” cash.

SECTION 5: WEEKLY TEAM POINTS

5-1

BONUS POINTS

Each team gets three Bonus Points in 8-Ball (ten points in 9-Ball) for turning in their paperwork and “total” weekly fees on time, for not playing un-paid members and for completely and correctly filling out their scoresheet (including the sportsmanship rating). If those responsibilities are not met, the Bonus Point(s) will not be given and cannot be reinstated. **Your Bonus Points do affect your team standings during the regular session but are not taken into consideration when determining the divisional playoff tie-breakers. Bonus Points can only be re-instated when caused by an administrative error and the League Office is promptly notified in a timely manner.**

5-2

FORFEITS / FORFEIT POINTS AWARDED

Continuous Play

Play must be continuous. If a team does not have a player available to put up (present and on-site) the moment a match is over, they forfeit the remaining match points for the evening as described in “Number of Matches Played” below, unless the other Team Captain agrees to wait for the player to arrive. The team receiving the forfeit must prove to the forfeiting team that they had a player present who could have played the forfeited match, even if the forfeiting team was required to put-up first. If they have an available player on-site, they are not required to have additional players present in order to receive additional forfeit points; if they do not have a player on-site, then they will not get the forfeit points for that match nor any remaining matches. Please remember that the other Team Captain is not obligated to wait for your player. This is your problem, not theirs. If neither team has a player present for a given match, then neither team gets forfeit points for any of the remaining matches. Individual match forfeits in the regular session are worth 2 points. In playoffs, forfeited matches are worth 3 points.

Team Fails To Show

If a team fails to show, the opposing team will receive a “standard” of eight (8) points in 8-Ball and sixty (60) points in 9-Ball.

Forfeit Points Are Based On Number of Matches Actually Played (last two weeks of regular session)

If the opposing team shows up and plays only two (2) matches or less, your team will receive a standard “total” of eight (8) points for the night in 8-Ball (the same as if a BYE had occurred). If the opposing team plays a minimum of three (3) or four (4) matches in 8-Ball, your team will receive points for all matches won, plus all remaining forfeits; in 9-Ball if a team plays two matches or less, your team will receive all points previously won, plus fifteen (15) points for each of the remaining forfeited matches up to 60 total points (during regular session play).

Penalties For Forfeiting Matches In Regular Session Play

Teams forfeiting ten (10) matches may be dropped from the League automatically. Teams forfeiting three (3) or more matches, or losing all 5 matches in 8-Ball or teams losing (70 or more points in 9-Ball) on the last two weeks of the regular session, **will be heavily scrutinized**. Teams forfeiting seven (7) or more matches throughout the session (16 weeks) will NOT be eligible to participate in session ending playoffs. Teams forfeiting five (5) or more during a 12 weeks or fewer session will not be eligible for playoffs.

5-3

SCHEDULED BYES

When a team is scheduled for a “BYE” (meaning that they are not scheduled to play another team that week) they will receive eight (8) points for the night in 8-Ball and sixty (60) points for the night in 9-Ball. No weekly fees are due for the night!

SECTION 6: “THE EQUALIZER” HANDICAP SYSTEM

6-1

Overview of the APA *Equalizer* Handicap System

Handicap systems only promise that you will be competitive (capable of staying close to a winning percentage of 50%), not that you will win sixty, eighty, or one hundred percent of your matches. The APA Equalizer handicap system calculates a performance value; in other words, the skill level at which you played during that particular match. This value is based upon such elements as your lifetime winning percentage, total games, games won, games lost, total innings, defensive shots, mathematical factors built into the system, etc. for each match that you play - whether you win or lose. The 8-Ball handicap system uses the ten best performance values (twelve best in 9-Ball), out of your most recent twenty matches (last twenty), to calculate your skill level for that week. Since your playing performance is calculated on losses as well as wins, your skill level could still go up if you performed very well in a losing match, or go down if you perform poorly in a winning match. It’s impossible to judge the skill level of a given player unless you know how they performed in their last twenty matches. A player may have shot great in the match he/she played against you, but may have simply had a good night. Expect the skill levels of new League members to fluctuate greatly during their first ten matches, due to the limited data that the handicap system has to work with.

If playing on “multiple” teams in the Tri-Annual Tournament, and you possess two different skill levels, you will be required to play at the higher skill level. Note that any scores shot during the first weeks of your “current” regular session (wins or “loses”) have no effect on your Tri-Annual Tournament skill level. Also note that the individual scores you shoot in the Tri-Annuals will be added to your current regular session record soon after the event, and may or may not affect your current session skill level at that time. Also, scores from any HLT Singles events which you may have competed in, will be added into your current record soon after that specific event.

6-2

STARTING SKILL LEVELS

New members who have not yet played a match will have a zero (0) shown as their skill level until they play their first match. You start playing 8-Ball as a SL-4 (if male) or a SL-3 (if female), provided you have never played 8-Ball in the APA (or have less than ten APA 9-Ball scores in your record). You start playing 9-Ball as a SL-4 (if male) or a SL-2 (if female), provided you have never played 9-Ball in the APA (or have less than ten 8-Ball scores in your record). As a result of the League structure and its administrative requirements, new players' skill levels may fluctuate multiple levels; even veteran members playing on multiple teams may legally have a one (1) skill level difference shown on the rosters and scoresheets of the different teams that they play for, up to and including the Divisional Finals (but may have only "1" unique player number). If you have an "established" 8-Ball skill level (based upon "10" actually played APA 8-Ball scores), you will start playing 9-Ball at your current 8-Ball skill level. If you have an "established" 9-Ball skill level (based upon "10" actually played APA 9-Ball scores), you will start playing 8-Ball at your 9-Ball skill level. Be patient, a player's skill level becomes more accurate with more games played and with more scores in their record. Veteran players rejoining the League must always come back into the League at their previous APA Skill Level.

6-3

FREQUENTLY ASKED SKILL LEVEL QUESTIONS

Answers to the most frequently asked skill level questions are given below:

a.) You have a good run and win the majority of your last twenty matches; and then lose the majority of your next ten matches. Why won't your skill level go down??

Because you may still have a large number of wins in your "last twenty playing performances" and since the handicap system uses your "ten or twelve best performances out of your last twenty matches" to calculate your skill level, your skill level stays the same. The fact that you are on an extended losing streak has no effect on your skill level in this particular case. If you're not doing very well this session, ask yourself how you did last session or the session before. Those previous performances may still be in your current skill level calculation.

b.) You lose a match and your skill level goes up. How can that happen??

The system uses the ten or twelve best out of your last twenty, but if you have less than ten or twelve wins in your last twenty the system will use some of your best losses to make up the "ten best" performances needed to calculate your skill level. If you lose your next match and it is a "better" loss than the ones previously used in the calculation, and you are on the borderline between two skill levels, your skill level may go up.

c.) You have very few wins in your last twenty, but don't go down. What's up??

Per national APA rules, once you have played ten matches in either 8-Ball or 9-Ball you become "established" in that particular game and cannot play at a skill level lower than one less than the "Highest" (HI) skill level you have ever reached in that game. This is called your "Lowest Attainable" (LA). Also, if you ever play in a World Pool Championships or Poolplayer Championship tournament you will be given a "National Lowest Attainable" (NLA) that cannot be lowered without the approval of the APA National Office.

d.) You don't play any matches on a particular week but your skill level changes. How can that happen??

The previous session's Tri-Annual (City Cup) scores are entered into your record around week seven of

the current session, and any Singles events that you may have participated in are entered soon after the event. As a result, your skill level may change even if you didn't play a regular session match that week.....or you may play in multiple divisions and forgot that you played a match that week in the other division.

e.) Your team has new APA league members on it and their skill levels went from SL-3 to SL-5 after playing only a few matches. How can that happen??

Since these members have less than ten matches played, they are not "established". They have no official skill level, (HI), or (LA), and as a result, their skill levels can fluctuate wildly with every match they play, especially during their first six matches, or until they get ten matches played. When structuring your team, it is very important to recruit new entry level members (beginners) who don't have the ability to play better than a SL-3, in order to insure that your team does not run into a "23 -Point Rule" problem later on in the session.

f.) You "believe" that a member of the other team is cheating, by "making sure they get their innings in". What should you do??

The only three ways that a player can cheat by "adding innings" are: 1) Playing defensive shots that are not called and marked; or 2) "Ducking-up" balls near pockets without actually trying to pocket them; or 3) Missing balls on purpose. Please remember that any shot that is not an obvious attempt to pocket a ball may be marked as a defensive shot and that if your scorekeeper understands this, any player attempting to "sandbag" can't possibly get away with it. This is why the League Office recommends using experienced players as scorekeepers.

g.) You "believe" that a player lost on purpose. What should you do??

Simply write it up. The League Office will record the incident so that the players record can be examined in the future. If the non-performance was "obvious" and you have witnesses to support that, the League Office may also send a letter to the player's Team Captain. Never confront the other team or make any derogatory statements, whatsoever, about your "perception".

SECTION 7: WEEKLY TEAM PLAY

7-1

BASICS

Good sportsmanship and cooperation between teams are the two most important considerations of your League play. Team members in general, and Team Captains and Co-Captains in particular, have a responsibility to their League, as well as to their teams. While the League Office understands that teams will try to protect their members from what may seem to be, or is, unfair, unsociable, or even hostile behavior from another team or team member, you must also understand that we have methods in place to address these problems. If you find yourselves in any of the following situations, please handle them as described below. No other form of response to these problems is acceptable. Teams that do not comply with rules and policies of the League Office, or otherwise create problems for their division, will be identified and will receive a notice describing the violation and the penalty invoked. Keep your Local Bylaws handy for easy reference. Please remember that Local Bylaws override the APA Official Team Manual in local League play and local HLT events. If requested, it is the responsibility of the team calling the infraction to show their opponents (in writing) that an infraction has indeed occurred. If you are unable to find any rule covering the situation, then it is to be considered that "no rule exists" and match play is to continue. Teams can, and will, use the rules to their advantage, and have the right to do so. If either team can prove (in writing) that a rules' infraction has or has not occurred, then all members of both teams must accept that fact, or face possible suspensions and/or loss of match points if they do not behave in an adult manner. If your team has a problem with some issue related to the playing of your matches and you want to know what your options are, you should be able to find the answer in one the following sections:

7-2

THE RIGHTS & PRIVILEGES OF TEAM MEMBERS

Only Team Captains or Co-Captains, coaches, and current match players, have any rights or privileges involving the questioning of rule infractions and fouls, or the calling of coaching time-outs, referee time-outs, or official protests. The other members of both teams are free to root for and encourage their fellow members, as well as offer the help described in the section titled “Free” Playing Advice, but are not allowed to interfere in any player match. Doing so may result in suspension.

- a. Only Team Captains or Co-Captains, coaches, and current match players are allowed to question rule infractions and fouls. **WARNING:** Both teams should remind their players how “Good Hit-Bad Hit” (close hit) situations are handled so that sportsmanship problems do not occur (see Good Hit-Bad Hit). Player suspensions can result.
- b. Only Team Captains or Co-Captains are allowed to file official protests.
- c. If the Team Captain and Co-Captain are not at the location, the League Office recognizes the person who signs the scoresheet or the senior team member present, i.e. the member with the lowest membership number, as the “Acting” Team Captain.
- d. If Team Captain, coach or any team member suggests or asks “do you want/need a timeout” the timeout must be taken.**

HOW TO APPROACH ANY PROBLEM

As a general rule, all communications within, and between, teams shall be filtered through the Team Captain or Co-Captain. If more help is needed, then the Division Representative should be contacted. Your Division Rep is not authorized to make any rulings on behalf of the League Office. They will simply try to help you locate answers to your questions in the Bylaws or your Official Team Manual. It is imperative that each Team Captain/Co-Captain inform their members about the proper way to handle questions, concerns and rulings since this can eliminate or greatly lessen the potential for problems between teams.

7-3

RULE DISAGREEMENTS

In any situation where the teams disagree on a rule interpretation, proceed as follows:

1. The Local Bylaws over-ride the APA Official Team Manual during regular session play and all local tournaments including Playoffs, Tri-Annuals and World Qualifier. During regular session play, if the Local Bylaws and APA Official Team Manual do not cover the disputed situation, or neither team has their Bylaws with them, or the opposing team continues to dispute the call, the team calling the infraction must either contact the Division Representative and have them check their Bylaws for confirmation, file an official protest as described and where allowed by these Local Bylaws, or must concede the issue without further discussion. If the team calling the infraction decides not to suspend that player match and file an official protest, but instead continues to create problems for the other team, then that team is allowed to suspend the player match, file an official protest (also citing sportsmanship problems), and request the next player match be started immediately (see Protesting A Player Match).
2. During Tri-Annuals, and World Qualifier, the League Operator, a League Representative or a Division Rep, will be on location in order to help settle all issues. Simply stop your match and call us. Failure to do so voids your right to protest later.
3. Failure to follow the above policies will cause your team to be in conflict with League policies, and suspensions and/or loss of match points may result.

7-4

IDENTIFICATION

Carry a valid photo I.D. with you at all times in order to show proof of age and identity. Teams have the right to request I.D., so please comply in a friendly manner. Only Team Captains, Co-Captains or players involved in the match are allowed to request I.D. and it must be done prior to the start of that player match

or immediately following. Do not ask for I.D. during a match. If you do not follow this policy, the other team is allowed to file a sportsmanship complaint against you. It is the responsibility of all Team Captains to verify that their team members are 18 years of age or older, prior to adding them to the roster and playing them for the first time. Also, inform them that they must carry proper identification (picture I.D.) with them at all times. If a player is asked for I.D. and cannot or will not produce it, they are NOT allowed to play their match. If they do not present a valid I.D. to the opposing Team Captain before the night's matches are finished, that match is forfeited and other penalties may apply. If they are playing in the last match of the evening they must produce a valid photo I.D. immediately after the match is concluded. If no photo I.D. is produced, both teams must write "Forfeit - No Photo I.D." in the area of the scoresheet where the match was recorded and place a "W" in the "W-L" box of the team "winning" the forfeit. If additional matches must be played in order to determine the winning team after the forfeit is marked, the team match continues in the usual manner. Under-aged members and members playing under a false name, when identified, will be suspended from the League. If it is felt their Team Captain had prior knowledge, they will not be allowed to Team Captain or Co-Captain, a team for a two (2) year period and may also be suspended from the League. The team involved loses all points for the night and will have any and all points previously won by that member deducted from the team's total point count for the session. If this is strictly an age issue (meaning that the under-aged player was properly rated), then no points will be credited to their opponents. If the team in question is participating in a Higher Level Tournament, they will be disqualified for having an under-aged member on their team, or for having a team member playing under a false name. The player involved will be suspended from the APA for a period of two (2) years.

7-5

STARTING TIME / SPLITTING MATCHES (IF NEEDED)

The official starting time for the first match varies from division to division (normally, 7:30 pm), and is based upon Standard Time, not "bar time". Both teams should start the night's matches on time, even if only one player is present from each team. However, teams have a fifteen (15) minute grace period (after the official divisional starting time) in order to begin their first match, but unless the first match is started before the grace period ends (meaning players have been chosen for the match), all matches will be forfeited for the evening. Matches may start, even if the opposing team member(s) does not have a scoresheet with them. After the first match, play must be continuous, unless both Team Captains agree to wait for players to show up. Your player must be on the premises when the previous match ends or your team forfeits all remaining matches for the evening. Teams are under no obligation to wait beyond the official League forfeit times. If you think that you might be late for a scheduled match and want to try to get special consideration, check your schedule and give the other Team Captain a call at the Hosting Location. **Remember, official start time for the majority of divisions during the first four weeks of a session is 8 p.m.** Sunday Double Jeopardy start time is 3:30 p.m. Start time for Double Jeopardy during the first four weeks of play is 4 p.m. (includes 30 minute grace period).

SPLITTING MATCHES – If teams are not in the fourth match by the official start time + 2 hours mark, teams **must** split matches if a table is available. Then the fifth match would begin on whichever table was to become available first. Splitting matches is waived if **BOTH** teams wish to continue on one table.

SCORESHEET*How To Start The Scoresheet*

Team Captains will flip a coin to see which team puts up the first player. Winner of the toss has choice of either putting a player up or forcing the opposing Team Captain to choose first. NOLA APA policy requires that the player who wins the break either through a lag or coin flip in each match be listed on the top line of both scoresheets; their opponent's name goes on the next line. In the second match, the opposing team picks a player and the order that the players are listed is again decided by who wins the break. The teams continue to take turns in this fashion until all five matches are played.

How To Mark The Scoresheet

Mark "S-8" in all situations where the player is actually shooting at the 8-Ball and makes the 8-Ball in a wrong or un-marked pocket, or pockets the cue ball, or causes the cue ball to permanently leave the playing surface; also, whenever the eight is made on the break and the cue ball is pocketed or permanently leaves the playing surface. Mark "E-8" whenever the player is not shooting the 8-Ball, but the 8-Ball is accidentally pocketed. Mark all of the coaching time-outs on your scoresheet as each one is taken, and also verify your count with the other scorekeeper as each one is taken. This prevents confusion and disagreements. You may wish to place a "Dot" in the "Top" left corner of each game block for the shooter listed on the "top" line, and a "Dot" in the "Bottom" left corner of each game block for the shooter listed on the "Bottom" line. Remember, it is strongly advised that both scorekeepers sit together so that coaching time-outs (and other issues) can be verified. If you do not verify coaching time-outs, and a protest results, the "tendency" will be to favor the shooting team, unless you can provide neutral witnesses to the infraction. If you cause trouble with the other team over this rule, they are allowed to suspend the player match and file an official protest. Your team will also receive a "rule violation/sportsmanship" letter from the League Office. Mark all innings and defensive shots. **The game-winning shot in both 8-Ball and 9-Ball should NOT be marked as an inning.** The League Office recommends that your team use veteran members to keep score since inexperienced members may not maintain a good inning and defensive shot count. The innings and defensive shots for each player match should, but do not have to be the same on both scoresheets. Even if you feel that the counts on your opponent's scoresheet are totally unreasonable, under no circumstances should you confront the other team or make any comments concerning the differences between the two score sheets. Simply sign both scoresheets and write a note to the League Office explaining the situation in detail. The League Office asks that you make an official complaint against any team that you feel is not keeping score properly. This will help the League Office to identify teams that do not know how to keep score, or who attempt to gain advantage by simply not marking defensive shots or proper innings. Teams that violate scorekeeping policies are subject to having the skill levels of some or all of their members raised by the League Office.

How To Check And Verify The Scoresheet

Before each player match in both 8-Ball and 9-Ball, it is your team's responsibility to verify that the member who the other team told you they were putting-up, is the same member that they have written-in on their scoresheet. No change or protest can be made once the balls are broken in that match, unless you I.D. the member after the match is over and find that the member written-in on your "opponent's" score sheet is not the member who actually played. In 8-Ball - After each game, you should "visually" confirm (with the opposing scorekeeper) how many games each player has won, and announce that score to both players. In 9-Ball - After each game, you should "visually" confirm (with the opposing scorekeeper) how many total balls each player has scored, and announce that score to both players. Before signing the scoresheets, make sure that your opponent could have complied with the "23-Point Rule" even though they forfeited one or more games. You may be eligible for more points. If they couldn't meet the requirements, mark "23-Rule Violation" in the area of the last forfeited match to assure that you get credit for the points you deserve.

Scoresheet Violations

Falsifying a score sheet by including player matches that were never played (**Ghosting a Match**), will result in a suspension for the responsible parties, and the loss of all points that evening for the team(s) involved as well as other potential penalties at the discretion of the League Operator. When a former APA member joins your team but isn't sure at what skill level they last played...use caution! Call the League Office or don't play them that night! Playing a team member at too low a skill level "forfeits" that match once the balls are broken. Playing a team member at a higher skill level carries no penalty and cannot be corrected once the balls are broken. Playing a player under a false name (during regular session play) will result in zero (0) points for your team that night, and a suspension for all parties involved. In 8-Ball, your opponent will receive credit for all points won in the other matches, plus two (2) points for the illegal match. In 9-Ball, your opponent will receive credit for all points won in the other matches, plus fifteen (15) points for the illegal match. During higher level competition, playing a player under a false name will result in the team being disqualified.

7-7

DEFENSIVE SHOTS (SAFETIES)

- a. It is good sportsmanship to call your safeties, but sometimes players simply forget. Teams not calling and marking safeties (those who "simply forget") will be identified, and will automatically be given additional "defensive shots" by the league computer system. The skill levels of team members also may be raised by the League Office.
- b. When playing a safety on the 8-Ball, if the 8-Ball is accidentally pocketed in a pocket that is not marked, it is loss of game. If the pocket is marked, it is considered a win.
- c. In the "Defensive Shots" column of the scoresheet, **mark any shots that were obviously not an attempt to pocket a ball**. This includes shots which you feel were intentionally missed for any reason. If all of the teams in the league would use experienced members as scorekeepers and follow this rule, "attempted" sandbagging by individual players would be eliminated.
- d. When playing safeties, all rules that normally apply to the cue ball and the object balls are still in effect.
- e. **Giving an intentional ball-in-hand is considered a defensive shot**. It is permissible for the player to simply pick-up and hand the cue ball to their opponent, but a safety should be marked on both scoresheets.
- f. When you're left bad (snookered) and you have to "kick" at one of your balls, it is not considered a safety as long as you shoot hard enough to drive the object ball to any pocket. If your only intent is to shoot soft and simply make contact with a rail, this shot is not offensive, but "defensive" and is to be marked as such.
- g. Any scorekeeper marking defensive shots to intentionally hurt opponents skill levels will be subject to penalties from the League Office.
- h. In an effort to make determining what is/is not a defensive shot and correctly recording on your scoresheet, the APA has made available an instructional video available for free viewing at nola.apaleagues.com

7-8

NO-SHOWS (STARTING TIME GRACE PERIOD)

Please note that in regular session play ... forfeit time is fifteen (15) minutes past the official League starting time. It is permissible for teammates to use this grace period to wait for other teammates to arrive. If at fourteen (14) minutes past the official starting time, only one member is present from the opposing team, match play is to begin. Note that only one scoresheet is required for matches to begin. If the team match is forfeited, you should write the forfeit time on your score sheet (remember that the League uses "real time" not "bar time"), and sign your name next to the forfeit time. If you wish, you may simply call the League Office and leave a "time-stamped" message explaining the situation. Remember during the first four weeks of play the grace period is thirty (30) minutes.

7-9

RESCHEDULED MATCHES

a. Scheduled matches in Divisional Playoffs, Tri-Annuals, and World Qualifier cannot be rescheduled for any team for any reason except in the event of a weather emergency or unless the event itself is rescheduled by the League Office.

b. Teams needing to reschedule regular session matches should request the reschedule (from their opponents) at least two weeks in advance. You may call the League Office for the phone numbers of the opposing Team Captain. A rescheduled match is at the option of your opponents and if agreed upon must be made-up by the 7th week unless approved in advance by the League Office. If your opponent cannot or will not make-up, your team must show up or will forfeit that match.

c. Makeups will occasionally be required due to early session byes being filled, teams participating in higher level tournaments or holidays. Please make every effort to have those matches, when applicable, made up by the seventh week of the session. Matches not made up by the seventh week may be forfeited at the League Operator's discretion.

Teams entering the League following the start of the session (those that fill byes) are responsible for initiating contact with opponents for make- up matches. The League Office will provide contact information to the Team Captain upon registration to aid in rescheduling.

d. Rescheduled matches following the seventh week of the session must be made up within one week of the regularly scheduled date at a mutually convenient time. The League Office must be alerted and approve any and all rescheduled matches.

7-10

STALEMATING/DRAWING A GAME

In order for a game to be stalemated (automatically declared a draw), a three-step process must occur in the following order:

(Step 1) The first player fouls in one of the following manners: hits no balls, intentionally or accidentally scratches in a pocket, touches the cue ball in some illegal manner, or does not want to take the shot and simply hands the cue ball to the other player, etc. (giving their opponent a ball-in-hand).

(Step 2) The second player wants a stalemate and chooses not to take advantage of the ball-in-hand they just received and simply hands the cue ball back to the player who initially created the foul. However, if the second player chooses to execute a shot (even an intentional or accidental foul), the chain of the stalemating process is broken.

(Step 3) At this point, if the second player chose not to take advantage of their ball-in-hand (handed the cue ball back); and the original player (the player first to foul) is also looking for a stalemate and does not wish to take advantage of their ball-in-hand, the game is automatically stalemated. If he/she does not want a stalemate, they may simply take their shot ... and the chain of the stalemating process is broken.

In 8-Ball, simply mark out the game block involved and replay the game using the next game block. In 9-Ball, simply count all balls remaining on the table as dead balls and re-rack the game. The rack is to be re-broken by the same player (the player who initially broke that specific game). If a game is not automatically stalemated (as defined above), but the players find themselves in a “repetitive play” situation, please note that play may continue “forever” unless either “both” players or “both” Team Captains agree to stop and replay the game. If a game is “stalemated” in 8-Ball any inning and defensive shot counts related to that game should be crossed out. In 9-Ball, any balls previously pocketed during that game, will count toward the player’s scores, remaining balls on tables should be marked as dead and innings and points earned stand. In 8-Ball and 9-Ball, the player who broke the previous rack breaks. Write the word “DRAW” or “STALEMATE” in the game block where the stalemate occurred.

7-11

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 asked to watch and call the hit. The Team Captain/Co- Captain, coach, or current match player of the “non-shooting” team should be the one to call the “referee time-out” and should be the one to inform the other Team Captain/Co- Captain that they would like the hit watched. The current shooter should then hold up the shot and wait for the neutral party (referee) to get into place. Both Team Captains must agree upon the neutral party that is to act as the designated referee. If the referee was not asked to watch the shot (and the shooting team did not see the shot or they simply felt the hit was good), or if the designated referee was asked to watch for a potential bad hit, but could not make the call for whatever reason, the shot automatically goes to the shooter. A “split-hit” (contacting both balls with the cue ball in such a manner that it is difficult or impossible to determine which ball was contacted first) is considered a “good” hit unless the referee is 100% positive that the hit was indeed “bad”. All calls made by the designated referee are final and binding. **WARNING:** The non-shooting team is not allowed to file an official protest in these situations. The referee’s decision is binding. If the non-shooting team creates any problems over this rule, the shooting team is allowed to officially protest that match (see *Protesting A Player Match*). Any unsportsmanlike conduct over this rule by team members on either team, may result in suspensions and/or loss of match points.

7-12

“FREE” PLAYING ADVICE

In 8-Ball, anyone on the team may, at any time, remind the shooter that they are about to shoot the wrong category of balls, but not which number ball to shoot (which would be considered illegal coaching); that they should mark their pocket; that the table is “open”; that they must shoot from behind the “line”; that they have a ball-in-hand; that they have just pocketed a ball on the break. Players may at any time, request confirmation of a rule covering a particular playing situation or request (or be told) the current score of the match. Advice related to the playing of the game in progress can only be given by the coach and only during an official time-out (see Coaching & Referee Timeouts - Section 10). Anyone may talk to the shooter without penalty between games and matches.

In 9-Ball, anyone on the team may, at any time, notify the shooter that they are shooting at the wrong ball; that they have a ball-in-hand; that they have just pocketed a ball on the break. Players may at any time, request confirmation of a rule covering a particular playing situation or request (or be told) the current score of the match. Advice related to the playing of the game in progress, can only be given by the coach and only during an official time-out (see Coaching & Referee Timeouts - Section 10). Anyone may talk to the shooter without penalty between games and matches.

7-13

ILLEGAL (SIDELINE) COACHING

If you feel that illegal coaching is taking place, have your Team Captain/Co-Captain notify the other Team Captain/Co-Captain in a polite and reasonable manner. Team Captains and Co-Captains who cannot control illegal coaching by their team will receive a warning letter, and may be removed from their position and/or suspended upon further review. The team may also lose match points. *If your team is called for an illegal coaching violation, you must cooperate fully with the other team in determining whether or not a rule violation has occurred.* If you choose to enforce any of the rules concerning coaching, have your Team Captain/Co-Captain reference the section titled “Coaching & Referee Time-Outs - (Section 10)” to make sure that you are correct, then call the infraction and temporarily stop any match activity. If after checking the Local Bylaws, the call is disputed by the other team, proceed as described in the section titled “Rule Disagreements”. If you suspend the match in question and file an official protest, but illegal coaching continues in one of the following matches, stop all remaining matches for the evening and politely leave the establishment even if it is your "Home" location.

7-14

CONCEDING THE MATCH -

Breaking Down Your Cue/ Grabbing The Rack

Breaking down your cue or grabbing the rack can distract a player who is in the process of shooting and could result in loss of match. This is considered an act of poor sportsmanship and should be handled as follows. If a player is shooting, and his opponent cracks his stick (starts to take it apart) within view of the shooting player, this action will be considered **a potential concession** of game by the opponent. The shooting player must stop, ask his opponent if he just conceded the game and if so, the shooter will be awarded the game. If the shooting player continues to play, he has forgiven his opponent. If he misses, the opponent will be permitted to take his turn. The intent is to eliminate a non-shooter attempting to intimidate or distract the shooting player. This rule does not apply when a player needs to change their cue stick for a short stick when there is a wall/post obstruction. **A player may use one cue stick for breaking and a different cue stick for shooting.**

7-15

SPORTSMANSHIP PROBLEMS

Disregarding the rules, grudges, personal problems, racial and sexual discrimination or harassment in any form, and members simply interested in causing trouble, will not be tolerated by the League Office.

Intoxication will not be accepted as an excuse. Severe action will be taken against teams or players who harass or threaten other APA members. If you have members on your team who may put your team in conflict with the APA sportsmanship policies, please correct their behavior or drop them from the team. These members will, at a minimum, receive a warning letter and can be suspended upon further review. If you feel that you have a valid complaint against a player on the other team, please handle the situation as follows:

- a. Have your Team Captain/Co-Captain politely inform the other Team Captain/Co-Captain about your concern. Under no circumstances should you argue with, or otherwise further provoke, the offending member(s). Remember, you are always free to keep quiet or leave the establishment and then have your Team Captain send a formal complaint to the League Office. If you decide to worsen an already bad situation, by attempting to defend your honor or your ego, the League Office will hold you responsible for helping to escalate the problem. If you are subjected to verbal abuse, or physical threats, let the League Office take care of these situations. If the problem cannot be resolved, proceed as follows:
- b. If a player match is in progress, and your Team Captain/Co-Captain has no other option but to stop the match and “officially” file a protest ...they should reference the section titled “Protesting A Player Match”. If sportsmanship problems continue after the next match is started, stop that match and all remaining matches for the evening, and politely leave the establishment even if it is your "Home" location. The team/players causing the problem will face possible suspension.
- c. If you are between matches after having officially protested a match, and the other team is still causing trouble, you can extend the initial “official protest” to include the remainder of your matches as described in (b.) above and then politely leave the premises.
- d. If the problem de-escalates and no official protest is required, simply have your Team Captain complete a written statement describing the problem, the members involved, and the Team Captain/Co-Captain with whom they tried to resolve the problem. Include the names and membership numbers of any witnesses.
- e. If any members of your team are threatened with violent behavior by anyone “on or with” the other team, your team is always free to leave the establishment. The League Office will decide whether the matches will be replayed, whether points will be awarded for the remaining matches, etc.
- f. In order to fully describe the problem, your Team Captain may use the enclosed “Protest Form”, the back of your scoresheet, or simply write a note and place in your “payment envelope”. While you are always welcome to call the League Office, no action will be taken unless you file an “official protest” and submit the protest fee.

7-16

PENALTIES FOR SPORTSMANSHIP VIOLATIONS

(Guidelines)

- 1.) Committing physical violence, or being “restrained” from committing physical violence, during League play or “as the result of an incident that occurred during league play”, is an automatic indefinite suspension (minimum 1-2 years before appeal).
- 2.) Threatening physical violence is an automatic minimum 6 months to 2 year suspension (must be reviewed and final decision made by the League Office).
- 3.) Your first “minor” problem results in a letter to your Team Captain. You are free to call or write the League Office to explain the situation.
- 4.) Your second “minor” problem results in a letter directly to you. Once again, you are free to call or write the League Office to explain the situation.
- 5.) Your third “minor” problem results in an automatic 30-90 day suspension (must be investigated and felt to be valid by the League Office).
- 6.) Your fourth “minor” problem results in an automatic 6 months to 2 year suspension (must be reviewed and final decision made by the League Office).
- 7.) Your fifth “minor” problem results in an automatic indefinite suspension (must be reviewed and final decision made by the League Office).

Note: Sportsmanship problems that escalate at Higher Level Tournaments will result in much more severe penalties (minimum 6 mos. - indefinite suspension). As you can see, our sportsmanship program is designed to identify and remove the real troublemakers from the league. All suspended members will be removed from any and all rosters and those individuals must call the league office to be reinstated once their suspension period is complete. The League Office greatly appreciates you taking the time to write the complaint and your help in keeping your division free from these problems. As long as “your team” shows good sportsmanship and handles situations according to the current Bylaws, you will always be doing the right and correct thing.

7-17

SKILL LEVEL / SCORESHEET CONFRONTATIONS

Creating a confrontation with your opponents by claiming that the skill level of one or more of their team members is under-rated, or that they are not maintaining the inning and defensive shot counts properly, is one sure way to get yourself in trouble with the League Office and to ruin the evening for the other fifteen League members who may be present. If you have a question concerning the current skill level of a member, or the inning and defensive shot counts of the other team, you should *quietly* call it to the attention of your Team Captain and then simply forget about it and continue to enjoy the evening. If your Team Captain agrees, they can write us a note and the player will be reviewed. Remember, nothing is going to happen that evening to change that person’s skill level, so please make the best of it and let the League Office handle the situation. If you insist upon starting trouble with the other team over these issues you will be considered as acting in an unsportsmanlike manner and in violation of the rules.

7-18

EXCESSIVELY SLOW PLAY

If your team finds itself playing against a very slow team, or a particular member who is playing very slowly, just grin and bear it for the evening but write a note describing the situation. A letter will be sent to the other team asking them to speed-up their matches. In Higher Level Tournaments (Tri-Cup or World Qualifier) quietly make a referee aware of the situation so he may review any potential issues. Teams that go into Sudden Death during a higher level tournament will receive a warning and could be put on the clock for any or all remaining matches during the event.

7-19

SPECTATOR INTERFERENCE

If individuals who are not members, relatives or friends of the other team, meaning that they are obviously “not with” the other team, interfere with your matches or threaten any of your players, temporarily stop the match and ask the "Home Team" Captain to help resolve the problem. Ask them to inform the owner of the establishment (or the employee in charge), that their assistance is needed to rectify the problem. If the Team Captain makes no attempt to assist you, or fails to get the problem resolved in a timely manner, then talk to the tavern personnel yourself. Home Team Captains not working with the visiting teams to resolve problems may face sportsmanship violations and may be removed from team leadership! If the employee in charge chooses not to help with the problem (or if the problem cannot be resolved even with their assistance), and match interference continues, or your team feels threatened, you can stop the match and immediately leave the premises. You must still submit an official protest (in writing) to the League Office.

Depending upon the nature of the problem and validity of the complaint, the League Office may award forfeit points to your team, may elect to reschedule the completion of the team match at another time, or may consider the match simply a “walk-out” forfeit by your team. If the problem is simply a nuisance problem, i.e. loud music, loud talking patrons, etc., and your team chooses not to deal with the nuisance, your only option is to forfeit your remaining matches, and leave the premises. If any members of your team are threatened with violent behavior by anyone including persons “not with” the other team, your team is always free to leave the establishment. If threats (by persons “not with” the opposing team) can be substantiated, the remaining matches will normally be rescheduled for play at the “Home” location. Spectators attending any League matches who are relatives or friends of one of the team’s members and who are obviously “with” one of the teams become the responsibility of that team and are not allowed to coach, make calls, stop matches, shark players or otherwise participate or interfere in those matches. If any members of your team are threatened with violent behavior by anyone “with” the other team, your team is always free to leave the establishment. If it is substantiated that threats were made by the opposing team or anyone “with” the opposing team, that team will forfeit all remaining matches. If the League Office can not substantiate, but feels that a threat may have been actually made, or that the team at least felt threatened by the behavior of the other team or the bar patrons, then all incomplete matches will normally be rescheduled. Note that the matches may be officially rescheduled for a different time and/or different location by the League Office. If a spectator accidentally bumps a shooter, there is no foul. The cue ball and object balls are simply placed back where they were, if possible. If the table was disturbed to such an extent that this cannot be done, the game is re-racked and broken by the original breaker. If you “complete” a player match, please note that “No Protest Can Be Made Later” - that match point stands.

7-20

DRESS CODE

The APA and your local League do not mandate a dress code for the players. Use common sense when selecting clothing. If you feel that a player's attire is not appropriate, please do not create an incident with the other team or you will be violating the League's sportsmanship policies. Have your Team Captain write a note to the League Office. During events held outside of your normal playing locations, the Tournament Director/and or Host Location rules will determine proper attire. Headphones are not allowed to be worn by any player in any APA match. During HLT events, it is suggested that shooters remove their cell phones and pagers and leave them with their teammates while in the playing arena. If not, they must direct their calls to voice mail. You're there to play pool, not to talk on the phone. At all HLT Events, it is mandatory that they be turned off or "muted" and directed to voice mail (if worn in the arena area) or penalties may apply. Also please be aware that the APA does not interfere in the business practices of Host Locations therefore any and all dress code stipulations are the responsibility and under the sole discretion of those locations.

7-21

CELL PHONES DURING LEAGUE PLAY AND UPPER LEVEL TOURNAMENTS

It is not permissible to answer your cell phone while you are in an APA match. Once the balls have been broken, at the very beginning of your personal match, you CANNOT answer your cell phone. You must either a. turn it off, or b. Leave it with your friends/teammates to answer for you during your match. Repeated violations of this rule will be addressed by the League Office.

If you are expecting an important call: let your opponent know that you are awaiting an important call before your match begins. If and when this call comes in, YOUR FRIEND/TEAMMATE WHO HAS ANSWERED THE PHONE FOR YOU (PLAYER MAY NOT ANSWER IT) can alert you that the call has come in. Let your opponent know and answer the call. Please keep it as short as possible.

Personal cell phone usage has become increasingly popular and has come to a point that it disrupts the flow of a match. It can also leave the perception that the player is being coached by someone on the other end of the phone. While there is no penalty for answering your phone, play must still be continuous and players are still held to timely standards in taking their turn at the table and in executing shots.

On a similar note, headphones are not allowed to be worn during an APA match due to the necessity of being able to clearly hear your opponent or coach during the match.

7-22

PROTESTING A PLAYER MATCH

- a. If a problem occurs during a match that cannot be resolved by the teams, or by assistance from your Division Reps, the teams must suspend (stop) that specific player match and file an "official protest". If the match is allowed to continue, then no protest can be filed at a later time and the points won for that specific player match "stand". You must immediately start your next match! Forget about the previous match - we'll make the ruling for you! You may never stop a match to protest someone's Skill Level. Play the match, then write us a note asking that the player be reviewed. If the match-winning 8-Ball is
- b. protested, that player match is not considered complete and "can" be protested. In order for your protest to be considered official, you must inform the other team that you are filing a protest so that they are aware of it. "Both teams" must write the word "Protest" on their scoresheet (in the area of the player match in question) and write a description of the problem on the back of the scoresheet, or on a separate piece of paper placed in your "Payment Envelope". List any neutral witnesses who can support the protest and include a \$25 "Protest Fee" in your payment envelope that evening in order to make your side of the protest "official". Only officially filed protests will be considered by the League Office. If the decision is in your favor, the \$25 protest fee will be credited back to your team. If not, your protest fee will be used for administrative overhead.

- c. If you have sportsmanship problems with the other team after the initial protest, stop the remaining matches, and have your team politely leave the establishment, even if it is your “Home” location.
- d. If only one team files an official protest, they will receive the points for the match(s) involved or the APA’s Standard Average (Partial Forfeit Rule). Their protest fee will be credited to their team. If both teams file an official protest, and the League Office requires a rematch, both teams will be notified as to the date and time of the rematch, and the protest fees will be used for administrative overhead. If only one team shows up for the rematch, they receive the win(s). If both teams fail to show, no points will be awarded.
- e. If the Team Captains or players take it upon themselves to continue the match (or to replay the game or the entire match), the match results stand, and cannot be protested later.

SECTION 8: HOSTING LOCATIONS

8-1

CONDITION OF THE HOSTING LOCATION (Playing Conditions)

Environmental conditions in the location where the matches are being played such as too much or too little noise, too much or too little air conditioning, too much or too little light, poor table conditions or too many patrons, are related to the business practices of the location and, as such, the League Office cannot interfere. Of course, you can still politely ask the Home Team Captain or the employee in charge for help in the matter and hope things can be improved. If not, simply make the best of it. Teams may not agree to play anywhere other than the officially scheduled location, unless the establishment owners involved and the League Office authorize the change. It is the policy of the League Office not to become involved in the business practices of the establishments, and teams are not allowed to change their "Home" locations once a session has started, unless the establishment is unable to host league play, or the location owner has come into conflict with the rules and policies of the League Office or gives permission for the team to move.

8-2

LOCATION TEMPORARILY CLOSED

If a hosting location is temporarily closed, both teams are to proceed directly to the home location of the visiting team and (if a table is available) play their matches there. If no table is available there, the “officially scheduled” home team for those matches is allowed to choose a neutral location.

8-3

PLAYING EQUIPMENT (CONDITION OF TABLES, TABLE EQUIPMENT, ETC.)

- a. Teams must accept the normal condition of the equipment at Host Locations; the League Office cannot interfere in the business practices of the hosting locations. However, it is acceptable to politely ask the Home Team Captain to try to get the conditions improved for the future. A team is not allowed to change the cue ball that is normally used on the assigned table, unless the change is agreed to by the other team. The League Office may however suggest to the tavern owner to upgrade equipment in order to better promote League play.
- b. If a Host Location has a mix of normal weight, magnetic, and oversized cue balls, that are normally shared by all of the tables, the normal weight cue ball (or one that belongs with the table) is to be made available. No one may change the normally available cue ball, unless both teams agree.
- c. If no bridge is available, you do not have to keep one foot on the floor.
- d. If the hosting location does not have a short cue stick, and you need to execute a shot close to a wall or pole, or other obstruction, you are allowed to use your own short cue, or even take your shooting cue apart and use the shaft (remember, legal jump shots must be executed with your cue intact (see Jump Cues). Also note that if a member on the other team has their own personal short cue, they are not obligated to share it.

SECTION 9: BREAKING QUESTIONS

9-1

WHAT IS A “LEGAL” RACK / BREAK

In 8-Ball, for the rack to be legal the 8-Ball must be placed in the center of the rack. Otherwise, the rack is illegal and the same player is allowed to break again. For the break to be legal, the cue ball must initially contact the first or second ball in the rack, and at least four (4) object balls must be driven to a rail or a ball must be pocketed. The cue ball may not be shot into a rail before contacting the rack!

In 9-Ball, the lowest numbered ball must be placed at the head of the rack, and the 9-Ball must be placed in the center of the rack. Otherwise, the rack is illegal and the same player is allowed to break again. The head ball in the rack must be struck first and at least four (4) object balls must be driven to a rail or a ball must be pocketed. The cue ball may not be shot into a rail before contacting the rack!

The cue ball does not have to hit a rail (after contacting the rack) in either 8-Ball or 9-Ball. Breakers are not allowed to purposely “soft-break”. Doing so results in a re-rack with the rack being broken by the same shooter, even if the rack would otherwise meet the criteria of a legal break. If the situation continues, the League Office should be notified, in writing, and sportsmanship penalties may apply. Players reported soft-breaking, face the possibility of having their skill level elevated or even being suspended. Players must break as hard as possible (with control).

9-2

“LEGAL BREAK” SITUATIONS

If A Scratch Or Foul Occurs On The Break

(In 8-Ball)

If a foul or scratch occurs on a legal break, the opposing player has an "open" table, and must place the cue ball somewhere behind the head string. In this case, "behind" means that the base of the cue ball must be behind the head string. If the player places the cue ball anywhere other than behind the head string and takes a shot, or if they shoot at a ball that is behind the head string, a sportsmanship violation has occurred. If the base of an object ball is resting on or outside, the head string, it is considered playable.

Note: If a foul occurs on the break, and the 8-Ball is pocketed or permanently leaves the playing surface, it is loss of game.

(In 9-Ball)

If a foul occurs on a legal break, the opposing player has ball-in-hand anywhere on the table and may shoot the object ball (lowest ball) into any pocket. If the 9-Ball is illegally pocketed on the break, it is spotted immediately on the foot spot and all other pocketed object balls -stay down as “dead” balls.

If “No” Scratch Or Foul Occurs On The Break

If the break is legal, and the cue ball does not scratch, or permanently leave the playing surface, or is not fouled in any other manner:

(In 8-Ball)

- a. If the 8-Ball is pocketed, the breaker wins the game. Mark "B-8" and "0" innings on the scoresheet.
- b. If the breaker runs out, mark "B-R" and "0" innings on the scoresheet.
- c. If only one category of balls (solid or stripe) is pocketed, the breaker must play that category of balls

for the remainder of the game.

- d. If more than one category of balls is pocketed, regardless of how many of each category is pocketed, the table is considered "open", and the breaker has choice of category. The table remains "open" as long as both ball categories keep getting pocketed simultaneously, or until only one ball category is legally pocketed. As long as the table remains "open", you may make initial contact with any ball, other than the 8-Ball, in order to pocket your choice of stripes or solids.
- e. If the 8-Ball leaves the table and remains permanently off the playing surface, it is loss of game.
- f. Object balls leaving and remaining permanently off the playing surface are spotted immediately, unless a ball was legally pocketed, in which case they are spotted when the breaker misses, or completes their run out just prior to shooting the 8-Ball.
- g. If no ball(s) are pocketed on the break, but the breaker mistakenly thinks a ball was pocketed, and continues to shoot, the following penalties apply:
 - 1.) If the shooter misses their first shot, (and the opposing team notifies them of their error) the opposing player receives ball-in-hand, and the game proceeds as normal (open table).
 - 2.) If the shooter pockets a ball on their first shot (and the opposing team notifies them of their error), the pocketed ball stays down, the opposing player receives ball-in-hand, and the game also continues as normal (open table).
 - 3.) If the shooter pockets a ball on their first shot and subsequently executes a second, third, fourth shot, etc. before the opposing team notifies them of their error, then the game is to be stopped and replayed (opposing player breaks).
 - 4.) If the opposing team does not notify the shooter of the error until after their own player has executed a shot at the table, then the game is to continue (with the breaking team keeping the category of balls they initially pocketed).
- h. If you break the rack and allow your opponent to execute a shot at the table (before you notice that a ball was pocketed on the break), their shot stands.

(In 9-Ball)

- a. All balls pocketed count for the breaker. If the 9-Ball is pocketed, the game is over.
- b. Balls knocked off table are immediately spotted in numerical order on the foot spot.
- c. You must always shoot at the next ball in rotation.
- d. If no ball(s) are pocketed on the break, but the breaker mistakenly thinks a ball was pocketed, and continues to shoot, the following penalties apply:
 - 1.) If the shooter misses their first shot, (and the opposing team notifies them of their error) the opposing player receives ball-in-hand, and the game proceeds as normal.
 - 2.) If the shooter pockets a ball(s) on their first shot (and the opposing team notifies them of their error), the pocketed ball(s) become "dead balls" and stay down, the opposing player receives ball-in-hand, and the game also continues as normal. Exception: 9-Ball is spotted, if pocketed.
 - 3.) If the shooter pockets a ball on their first shot and subsequently executes a second, third, fourth shot, etc. before the opposing team notifies them of their error, then the game is to be stopped and replayed (no points are awarded and the opposing player breaks).
 - 4.) If the opposing team does not notify the shooter of the error, until after their own player has executed a shot at the table, then the game is to continue (all points earned stand).
- e. If you break the rack and allow your opponent to execute a shot at the table (before you notice that a ball was pocketed on the break), their shot stands.

9-3

"ILLEGAL BREAK" SITUATIONS

When breaking 9-Ball, the 1-Ball (or head ball) must be contacted first and when breaking 8-Ball, the first or second ball at the front of the rack must be contacted first. In both 8-Ball and 9-Ball, "4" object balls must contact a rail or a ball must be pocketed.

- a. If the rack is struck or broken illegally (meaning that the cue ball initially contacted an illegal ball) and the cue ball does not scratch, or permanently leave the playing surface, or get fouled in any other manner,

then the same player is allowed to break again (even if four object balls contacted a rail).

b. If the rack is struck or broken illegally (meaning that the cue ball initially contacted an illegal ball) and the cue ball scratches, or permanently leaves the playing surface, or gets fouled in any other manner, then the opposing player breaks the rack (even if four object balls contacted a rail).

c. If the rack is never struck, regardless of what happens to the cue ball, the same player breaks again.

d. If the breaker stops the cue ball from hitting the rack (with their hand, cue stick, etc.) there is no penalty and the same player is allowed to break again.

9-4

REQUESTING A “RE-RACK”

The breaker is entitled to receive a “tight” rack. If they feel the rack is not tight or aligned properly, they may request a re-rack. If after two re-racks, the breaker is still not satisfied with the rack, their opponent has the option of continuing with the re-racks or simply letting the breaker rack their own balls.

SECTION 10: STROKING / SHOOTING QUESTIONS

10-1

WHAT IS CONSIDERED LEGAL CONTACT

For contact to be legal, and to avoid a ball-in-hand foul, the cue ball must contact your own category of balls in 8-Ball, or the next ball in rotation in 9-Ball, before contacting any other balls. The cue ball (or “any” ball on the table) must then contact a rail or be pocketed. If the cue ball strikes a rail first, it must then legally contact the shooter's object ball, and after contact, the cue ball or any object ball must then contact a rail or be pocketed in order to avoid a ball-in-hand foul. “Split-Hits” are good hits (no penalty applies), unless the designated referee is 100% positive that the hit was bad.

10-2

CUE BALL FOULS

The cue ball is “live”, meaning that it is subject to being fouled, in the following situations:

1. The cue ball is always “live” during all game situations after the break (and the “ball-in-hand” foul rule applies), EXCEPT under the following conditions:

a. If your cue stick or body is accidentally bumped, by a spectator or another APA member (not on or with your team), causing accidental movement of the cue ball or object balls (regardless of how many), no foul is assessed. The cue ball and/or object balls are simply replaced as close to their original positions as possible by the opposing shooter. If four or more object balls are moved, then the players are to re-rack and replay the game. Original breaker breaks the rack. If bumped by a player who is on or with your team, then all penalties apply; either a ball-in-hand foul if the cue ball is contacted.

2. The cue ball is “live” when the shooter, or their coach, is placing or positioning the cue ball in a ball-in-hand situation. If you touch another ball with the cue ball, or with the hand holding the cue ball “while placing or positioning” the cue ball you have just fouled. Touching an “object ball” with some other part of the body, or your clothing, is not a foul however. Any balls that are moved must be placed as close to their original position as possible, by the opposing player. There is no foul when “adjusting the cue ball” in a ball-in-hand situation. You are allowed to adjust the cue ball with any part of your cue stick, including the tip and ferrule.

10-3

STROKING SITUATIONS

Double-Hitting The Cue Ball

Double-hitting the cue ball while stroking “through” it, is handled as follows: the shooter can never be called for any type of double-hit foul when breaking a rack. 1. If the cue ball and object ball are touching...shoot the shot any way you like (within APA rules of play). 2. If the cue ball and object ball are further than a chalk width apart...shoot the shot any way you like (within APA rules). 3. If the cue

ball and object ball are within a chalk width apart... A. if you shoot with a level stick (head on) it will automatically be called a foul (ball in hand to opponent). B. If you angle the shot, with a level or elevated cue stick so that the cue ball and object ball travel in different directions after contact no foul will be called. (assuming all other APA rules of play are followed). C. If you elevate your stick so that the cue ball does not follow the object ball after contact no foul will be called (assuming all other APA rules of play are followed). NOTE: If you elevate your cue with your elbow about shoulder high and your forearm not higher than your shoulder you should be ok. However, any higher and you might be called for a 'masse' shot which may be illegal depending on house rules.

Push-Shot

A Push shot (when both cue and object ball are frozen together) will not be called in this amateur League and may be shot in any fashion.

Playing One-Handed, Opposite-Handed, Etc.

All shooters, unless physically handicapped, are required to shoot with both hands, and use their standard hand positions, while executing "easy to reach" shots. There are certain situations where you may need to use one of these techniques (to better reach and execute a shot) and you are allowed to do so in those cases. You are always allowed to use a bridge for hard-to-reach shots. If it is difficult to use a bridge, you are even allowed to hold the cue stick above the cue ball with one hand and "spear" the cue ball, or even shoot the shot from behind your back or opposite handed. Note that if no bridge is available, house rules prevail. However, it is unsportsmanlike conduct and you could be suspended and/or your team disqualified if you use these techniques as your primary shooting method to help disguise your true shooting ability. Even if your opponent agrees to let you shoot your match one-handed, opposite-handed, or behind-the-back, you are not permitted to do so in the APA.

10-4

ALTERING BALLS IN MOTION

The term "altering the path", which is used in some of the following situations, means the touching of a moving ball - with a cue stick, a part of the body or clothing, or any other object (including another ball, a piece of chalk or a coaster), or the causing of a moving ball to come into contact with another object. If any of the following situations are caused by someone bumping into the shooter's cue stick, no fouls apply and all moved or altered balls must be placed as close to their original positions (if at rest), or final resting position (if moving), as possible. If this is not possible, then the players may wish to replay the game.

Caused By Objects

In both 8-Ball and 9-Ball, no foul occurs if "untouched" objects slip, fall or otherwise alter the path of any moving ball. Any balls moved or pocketed are simply replaced as close to their original position as possible, and balls which had their motion altered are placed in a position near where they most likely would have come to rest, by the opposing shooter.

Caused By The Incoming Player

In order to maintain order, it is highly suggested and good practice that the incoming player first ask the opposing team if it is a ball in hand situation regardless of the obvious nature of the call. If however, a good-hit was already made "or" if it was possible that a good hit could have occurred, had the cue ball not been stopped, then the incoming player has just committed a foul (by touching the cue ball) and their opponent receives a ball-in-hand. **Again, the best practice is to always wait for the cue ball to stop rolling and then confirm with the opposing player that it is ball in hand.**

Caused By the Shooter

In 8-Ball, altering the path of a moving 8-Ball (by any member of the shooting team or any spectator "with" the shooting team), results in loss of game for the team involved. If the 8-Ball is pocketed, the result is loss of game. In 8-Ball, altering the path of a moving cue ball (after shooting at the 8-Ball) by any member of the shooting team, or any spectator who is "with" the shooting team, is loss of game. In 8-Ball, altering the path of a moving cue ball (while not shooting at the 8-Ball) by any member of the shooting team or spectator who is "with" the shooting team, results in a ball-in-hand foul and the incoming player is to place any object balls contacted by the altered cue ball back as close to their original position as

possible. In 8-Ball, altering the path of an object ball(s) in motion (other than the 8-Ball) is not a ball-in-hand foul unless the cue ball, which is “live” in this case, was contacted as a result. Any ball(s) moved or pocketed by the altered ball are simply replaced as close to their original position as possible by the incoming player unless the 8-Ball was pocketed, in which case it is loss of game. If the 8-Ball was in obvious danger of being “pocketed early” (had the moving object ball not been altered) it would result in loss of game. In 9-Ball, altering the path of a moving cue ball by any member of the shooting team, or any spectator who is “with” the shooting team, when shooting at an object ball is a ball-in-hand foul and the incoming shooter is to place any object balls that were moved or pocketed back as close as possible to their original position. However, if the cue ball is altered (or stopped) after pocketing the 9-Ball, and it was 100% obvious that the cue ball would not have scratched before its motion was altered, no foul occurs. If there was a possibility that the cue ball could have scratched, then the 9-Ball is to be spotted on the foot spot (all pocketed or altered balls are to be replaced back in their original position) and the incoming player is to receive ball-in-hand. In 9-Ball, altering the path of a moving object ball(s) is not a ball-in-hand foul unless the cue ball, which is “live” in this case, was contacted as a result. The incoming shooter simply places the object ball(s) affected back as close as possible to where they were originally sitting (if at rest) or near where they most likely would have come to rest (if in motion).

10-5

BALLS AT REST SITUATIONS

Even dropping chalk (or any other object) on the cue ball results in a ball-in-hand foul.

- a. If your stick is bumped, no fouls apply, and all balls should be returned to as close to their original position as possible by the opposing shooter. If that is not possible, both players may wish to replay the game.
- b. Moving any balls (which were at rest), even the 8-Ball, requires only that the opposing shooter place the moved balls back as close to their original position as possible. If any of the moved balls make contact with the cue ball, the result is a ball-in-hand foul.
- c. Purposely digging under the cue ball, to cause it to jump over an obstruction, is a ball-in-hand foul. If an accidental miscue causes this to happen, there is no foul.
- d. If an object ball is mistakenly used as a cue ball while executing a shot and:
 - 1.) the 8-Ball is pocketed (in 8-Ball) it is loss of game.
 - 2.) the “real” cue ball is contacted in any way, the result is a ball-in-hand foul. All balls that were moved are to be placed as close to their original positions as possible by the opposing shooter.
 - 3.) if items (1), or (2) above did not occur, no penalty occurs and all balls that were moved are to be placed as close to their original positions as possible by the opposing shooter.
- f. Checking the spacing between two object balls or between the rail and an object ball is only allowed during a ball-in-hand situation, and only with the cue ball. The cue ball is “live” and cue ball fouls apply.
- g. Accidentally moving balls which may have been blocking a pocket. If a ball(s) which is thought to have been blocking a pocket is accidentally moved (or knocked into the pocket) during a shot, allowing another object ball to enter that specific pocket, that ball does not count and is immediately spotted. Any and all moved balls are placed back as close as possible to their original positions by the opposing player, even those accidentally knocked into the pocket in question (no foul applies unless the cue ball is contacted). If the 8-Ball is pocketed prematurely (illegally) as a result of the blocker ball being moved, the shooter loses the game. If the cue ball scratches as a result of the blocker ball being moved, their opponent receives ball-in-hand foul unless the shooter was on the 8-Ball, in which case the result is loss of game.
- h. A frozen ball foul cannot be called after a shot is executed unless the non-shooting team verified with their opponents (or a neutral party or referee) that the ball was indeed frozen to a rail “prior” to the shot being executed. A frozen ball must be declared “frozen” prior to **each** shot.
- i. When intentionally choosing to give up ball-in-hand to your opponent (while on the 8-Ball), it is preferred that you simply pick-up the cue ball and hand it to your opponent, rather than pushing or rolling the cue down the table. Keep in mind that if you elect to push or roll the cue ball down table to your opponent and the cue ball accidentally falls in a pocket, the result could be loss of game.

10-6

BALLS PERMANENTLY LEAVING THE PLAYING SURFACE

(This section pertains only to balls that are knocked off the table, or remain balanced on the rail of the table, as a result of a shot. This section does not apply to balls moved and pocketed accidentally, or to balls which were “officially” pocketed, or to balls which enter a pocket and then bounce back onto the playing surface of the table.) If any of the following situations are caused by someone bumping into the shooter’s cue stick, no fouls apply and all moved balls must be placed as close to their original positions as possible. If this is not possible, then the shooters may wish to replay the game.

In 8-Ball, if the cue ball permanently leaves the playing surface on the break, after legally contacting the rack, the opposing player has ball-in-hand behind the head string. If the 8-Ball is pocketed, the result is loss of game. In 8-Ball, if the cue ball permanently leaves the playing surface, other than on the break, the opposing player has ball-in-hand anywhere on the playing surface. If the 8-Ball is pocketed, it is loss of game.

In 8-Ball, if the 8-Ball permanently leaves the playing surface, it is loss of game.

In 8-Ball, object balls other than the 8-Ball, that permanently leave the playing surface when a ball has been legally pocketed are spotted after the shooter misses, fouls, or runs out the ball category they are shooting prior to playing the 8-Ball. Otherwise, the ball(s) are spotted immediately. There is no penalty for causing an object ball (other than the 8-Ball) to permanently leave the playing surface.

In 9-Ball, if the cue ball permanently leaves the playing surface on a legal break, the opposing player has ball-in-hand anywhere on the playing surface. In 9-Ball, object balls that permanently leave the playing surface are immediately spotted in numerical order. There is no penalty for causing an object ball to permanently leave the playing surface. In both 8-Ball and 9-Ball if any balls land on another table where a League match is being played and disrupts the balls, the balls should be replaced as close as possible to their original positions. If this cannot be done, the game is to be re-racked and broken by the same player.

10-7

MARKING THE POCKET

You don't have to call your pocket, the number of rails, or any kisses in either 8-Ball or 9- Ball. However, in 8-Ball, the pocket (that the 8-Ball is being played in) must be marked with a coaster, or some other agreed upon marker - even if the opposing player says that it’s “OK” not to mark the pocket! The rule is simple - if the pocket is marked you win, if not you lose!

a. Only the shooter and the coach are allowed to mark the pocket. The shooter can mark the pocket any time prior to shooting the 8-Ball. The coach can mark the pocket only during a coaching time-out. If other members of the shooting team identify the pocket by voice or action, or mark the pocket, it is considered a sportsmanship issue and will be dealt with accordingly by the League Office.

b. When marking the pocket, please use a coaster or other lightweight marker. If the 8-Ball makes contact with the coaster when entering the designated or marked pocket, that’s fine!

No penalty applies.

c. As long as the pocket marker is on the “half” of the rail “closest to the pocket” in which the 8-Ball is legally pocketed, they win! The marker does not have to be sitting directly over the pocket. Also note that the shooter does not need to be the one who originally placed the coaster there, nor do they need to touch or reposition the coaster before executing their shot. If the pocket is marked and they legally pocket the 8-Ball, they win.

d. If the marker slips off the table while in the process of shooting the 8-Ball (or just prior to the shot), the pocket is considered to be marked.

e. If more than one coaster is on the table, and the shooter does not clearly indicate the chosen pocket, the non-shooting team must request clarification before the shooter plays.

f. Often the question arises whether cue chalk may be used to mark a pocket? While the APA recommends using an object foreign to the table to mark your pocket, there is no penalty for using chalk to mark your pocket.

Otherwise, no foul occurs as long as the 8-Ball falls into a marked pocket.

10-8

POCKETING THE 8-BALL WHILE SHOOTING YOUR LAST OBJECT BALL

You cannot simultaneously play the 8-Ball and your last object ball. This results in loss of game if the 8-Ball is pocketed, and the game is to be marked as "E-8".

10-9

COMBINATION SHOTS

In 8-Ball, the 8-Ball can be used in the middle of a combination shot, but cannot be the first ball struck. In 9-Ball, the next ball in numerical sequence must be contacted first.

10-10

OFFICIALLY POCKETED BALLS

- a. A ball entering a pocket and returning to the surface of the table is not considered officially pocketed and remains where it ends up on the table surface. There is no foul.
- b. If a Ball(s) which was "previously balanced" on the edge of a pocket (had obviously stopped rolling for several seconds), suddenly falls in (before or after the next shot is executed) without having been contacted by another ball, that ball shall be placed back on the edge of the pocket after any balls in motion come to rest (this includes the 8-Ball). Any ball that merely "hesitates" (or sits spinning) at the edge of a pocket before falling in, is considered a pocketed ball. If a ball (other than the 8-Ball) accidentally falls in the pocket and another ball comes to rest near enough to the edge of the pocket to prevent the original ball from being replaced (where it was originally sitting), that ball shall remain where it came to rest and the ball which accidentally fell in the pocket shall be counted as a pocketed ball.
- c. Object balls (other than the 8-Ball) that were accidentally moved and fell into a pocket, are not considered officially pocketed, and must be replaced as close to their original position as possible, by the opposing shooter.

10-11

SPOTTING POCKETED BALLS (COIN-OP TABLES)

If balls are accidentally pocketed by a shooter's cue stick, clothing, etc., they are to be placed back on the table (as close as possible to their original position) by your opposing player. It is the responsibility of the team that caused the ball to be pocketed, to pay to have the ball returned, unless both teams agree to share the cost. In 8-Ball, "both" teams are to share the cost of replacing balls that were hanging on the edges of pockets, and then fell into the pocket without being contacted by another ball.

In 9-Ball, the object balls numbered (10) through (15) may be used as replacements for the 9-Ball if it is illegally pocketed on a foul; for replacing accidentally pocketed balls; and for replacing balls which were hanging on the edge of a pocket, before suddenly falling in. If you run out of the extra replacement balls (10-15) follow the above rules listed for 8-Ball.

10-12

SHOOTING THE WRONG CATEGORY OF BALLS (STRIPES/SOLIDS)

- a. If the shooter realizes they are shooting the wrong category of balls, or if their team mates realize the error and offer "free" advice as to which category of balls the shooter has, the shooter can avoid a foul by simply shooting at, and making contact with, the correct category of balls. Contact must be made "before" the opposing team calls them on the foul. The foul is considered "official" and "called" the moment a member of the opposing team verbally "questions" as to whether or not the shooter is shooting the right category of balls. If asked, members of the opposing team must give the other team correct advice concerning which category of balls they have. If the opposing team gives incorrect advice about ball category, no fouls can be called, and if the shooter should shoot at and legally pocket the wrong category, then they would keep that category for the remainder of the game.
- b. If a player is shooting the wrong category of balls and a foul is called and only that player has committed the foul, the result is ball-in-hand to the opponent.
- c. If a foul is called and both players have committed a foul, the game is a draw and must be replayed

(same player breaks).

d. Once the 8-Ball is pocketed, the game is official and no fouls can be called concerning either player shooting the wrong category of balls.

10-13

JUMP CUES

“Specialized” Jump-Cues cannot be used in any APA event (including regular session play). The exception is if a player is participating in the Triple Masters format and also must be allowed by “House Rules”.

SECTION 11: COACHING & REFEREE TIME-OUTS

11-1

KEEPING TRACK OF COACHING TIMEOUTS

Please remember that both teams are responsible for verifying with each other, vocally and physically, the count of the number of coaching time-outs taken by each team in each and every game of a player match, regardless of how far away the respective scorekeepers may be from one another. If you fail to do this, and a protest results, the “tendency” will be to favor the “shooting” team, unless you can provide neutral witnesses to support your claim.

11-2

WHO CAN CALL A COACHING TIME-OUT

Any member of the shooting team can legally call a coaching time-out.

11-3

WHO IS / IS NOT ELIGIBLE TO COACH

Anyone on the team can be designated as the coach and the coach may be changed for each time out called, as long as they are not suspended or ineligible. If a player is common to two teams, competing against one another, in a City Cup or World Qualifier event, they are not allowed to coach for either team. Teams may use a different coach for each timeout, but the coach may not be changed once that timeout has been called, except in a "real" emergency. Please note that when a player (common to multiple teams that are playing in the divisional playoffs, the City Cup, or the World Qualifier) is coaching one team and then gets called to play for another team, a replacement coach may be designated (as long as the teams he/she play on fall under the Common Player Rule). If an emergency arises, the opposing team must be notified of the emergency and of any coaching changes. If a match is protested because of a coaching change, the League Office may require proof of the emergency. You are not allowed to coach or shoot for more than one team (at the same time) in any higher level event, since this could seriously delay both matches.

11-4

WHEN CAN YOU COACH

The coach may talk to his/her shooter during a legal coaching time-out called by either team, or while the balls are being racked between games. A legal coaching time-out is active from the time it is called until that shooter actually plays a shot, or elects to give up ball-in-hand.

If the team who called the original coaching time-out decides to give up ball-in-hand, the other coach must cease talking with their player, or call their own coaching time-out, if available. An “attempt” should be made to exit the playing area (if possible) prior to the shot being executed. However, if the coach does not “completely” leave the playing area before the shot is performed, no penalty applies. The coach may even get a consensus from other team members (outside the playing area) and reestablish verbal instructions or even re-enter the playing area as long as the shot has not yet been executed. The coach should not discuss “upcoming” shots with their player between innings, or during an official “referee” time-out. Note that “sideline” coaching is difficult to prove during regular session play, so don’t push the issue. If you feel that someone is illegally coaching, politely notify their Team Captain of your concerns.

If the problem continues, you can always stop the match in question, file an official protest, then proceed with the next match. If this occurs during divisional playoffs, notify your official referee or contact the League Office.

11-5

THE PLAYING AREA

In general, only the coaches and current match players are allowed in the playing area during an official time-out, and if no time-out has been called, only the shooter is allowed in the playing area. The following rules apply:

- 1.) Because of the limited amount of space available in many locations, it may be difficult to determine the extent of the playing area. As a result, people needing to walk by the table in order to get from one area to another, cannot be called for a foul unless they give “illegal” playing advice to the shooter as they pass by, or consult with the coach about the game in progress, while at the table.
- 2.) Non-coaches going up to the table during a coaching time-out in order to examine the layout and consult with the coach, have committed a sportsmanship violation. The coach is always free to consult with non-shooting team members, but not at the table. Telling a player to move away from the table while the layout is examined is not acceptable. Only coaches and shooters are allowed in the playing area.

11-6

COACHING SITUATIONS

Except for the “free advice” described in the section titled “Free Playing Advice”, match players cannot seek, or accept, “playing advice” from anyone other than their coaches during a game in progress, and only during an official coaching time-out. “Playing advice” is defined as a statement which meets any of the following criteria:

- 1.) Any statement which describes or indicates the pocket in which to play “any” ball.
- 2.) Any statement “instructive in nature” which is “obviously” intended to change the shot selection of the shooter such as “think about it”, “think smart”, “look it over”, etc. may be deemed illegal coaching. Making other statements such as “hit it easy”, “draw it”, “nice and easy”, “drill it”, “in the corner”, “shoot the green one”, “play the 10-Ball”, etc. could also result in an illegal coaching foul. However, saying something like “take your time” or “run them out” may not be considered instructional playing advice.

The Coach

- a. The coach is allowed to call a coaching time-out whenever their team has control of the table, even if their shooter is addressing a game winning shot. The shooting team can never be penalized for sharking its own shooter.
- b. Coaches may, at any time, consult with another team member about a coaching situation, but must do so only outside the actual playing area.
- c. If the coach calls for an unavailable coaching time-out, it is considered a sportsmanship violation. Repeated offenders may incur significant penalties as determined by the League Office.
- d. If the coach calls for a coaching time-out, or “asks” the shooter if they “need or want” a coaching time-out, they are charged for a time-out and if available must use it at that time.
- e. In a ball-in-hand, situation during which a coaching time-out has been called, the coach is allowed to place or position the cue ball for the shooter. The shooter also has the option of making further adjustments to the cue ball, if they wish. The same rule regarding placing the cue ball applies to the coach as applies to the shooter. If the shooter, or coach, fouls in the process of placing the cue ball, the result will be ball-in-hand for the opposing player. Therefore, it should be the player’s choice as to whether he wants to place the cue ball or allow his coach to place the cue ball for him.
- f. During a time-out, the coach may use a cue stick (if they choose) to help demonstrate how the shot is to be executed. However, they are not allowed to “physically” line-up, guide, or position the shooter’s cue stick (while the shooter is holding it). During a time-out, “verbal” instructions are fine and the coach can tell the shooter to shoot easy, move left, move right, etc.

The Shooter

- a. If the shooter asks for or calls for an available coaching time-out, the time-out stands, and cannot be refused by the coach.
- b. If the shooter asks for or calls for an unavailable coaching time-out, or asks if there are any coaching time-outs remaining, there is no foul. They are simply informed that no more time-outs are available.
- c. If the shooter continues to shoot after a legal coaching time-out is called, no foul is created, but the time-out is considered used even though no discussion took place between the shooter and coach. If the coach still needs to coach the shooter, then another coaching time-out must be called, if one is available.
- d. If the shooter asks for clarification of a rule, it is considered free advice, not a coaching.

Other Members Of The “Shooting” Team

- a. If any member of the “shooting” team, other than the coach, “asks” the shooter if they “need or want” a coaching time-out, or “calls” a coaching time-out, it must be taken if available.
- b. Non-coaches going up to the table during a coaching time-out in order to consult with the coach have committed a sportsmanship violation.
- c. The coach of the shooting team is not allowed to physically line-up, guide, or position the cue stick (while it is in the shooter’s hand), even during a time-out.

Members Of The “Non-Shooting” Team

No penalty may be called if the non-shooting team allows the shooter to execute a shot and then finds out that an illegal time-out was previously used.

Spectators

Spectators are not allowed to coach the shooter in any way. This includes sitting with the coach or team and advising them as to when to call a time-out, etc. If this occurs during the regular session, simply write a note to the League Office or stop the player match and file an official protest if the problem cannot be resolved. If this occurs during divisional playoffs or other Higher Level Tournament events, illegal coaching and spectator interference fouls will apply and the illegal coach (if an APA member) may also face suspension from the League. If the illegal coach is a non-APA member, they may be restricted from joining the APA in the future. Team members involved with the illegal coach may also face suspension. However, if a bar patron (not affiliated or obviously not “with” either team) should yell out something like “why don’t you shoot the 3”, no penalty occurs and both captains should ask the establishment owner or employees to stop the individual from interfering in the matches.

Illegal Aid

Providing illegal aid in the form of playing advice (with the exclusion of free playing advice) when a time out has not been called and a team does not have any available timeouts is considered a foul and the result is a ball-in-hand to the opponent. Allowing a team to take a time out when one is not available does not constitute a foul. The opponent should be aware of the number of timeouts available to their opponent and alert them that they have already used a timeout.

Merely calling for a timeout when one is not available does not constitute a ball in hand foul (see sec. c under “the Coach”)

11-7

LENGTH OF TIME OUTS

Coaching time-outs should not exceed one minute. However, this rule is relaxed (without penalty) during the regular session and during higher level events held at your regular locations. Teams should not abuse this rule since doing so can add considerable time to the matches. Repeated complaints against a team for taking long time-outs, can lead to the replacement of the Team Captain. During higher level events held outside of your regular locations, complaints concerning long time-outs will be addressed immediately, and teams may be put on a “shot clock” if the situation continues. Once warned, if players continue to take longer than one-minute for a referee-timed coaching timeout, a ball-in-hand penalty will be assessed.

11-8

NUMBER OF TIMEOUTS

During regular session play, SL-1, SL-2, and SL-3 and “NEW” non-rated players (BOTH MALE AND FEMALE playing their first match in the APA) get two (2) coaching time-outs per game. Veteran SL-4 and higher players get one (1) coaching time-out per game. During division playoffs and other higher level competition, all skill levels are allowed only one (1) coaching time-out per game. As a precaution, the coach should always verify the number of time-outs that have been used, with their scorekeepers and the opposing team.

11-9

REFEREE TIME-OUT SITUATIONS

- a. Only the Team Captains/Co- Captains, coaches, or current shooters of either team are allowed to call for an official referee time-out.
- b. There can be as many referee time-outs as needed to help resolve rule questions or to have a neutral party watch a potentially bad-hit shot.
- c. The shooter is to holdup their shot when a referee time-out has been called by the non-shooting team. Coaches, please call for a referee early enough to ensure that the shooter has adequate time to hold up his shot. The best way to ensure that you get the shooter’s attention is to call “your” player by name - “Joe, hold up the shooter, we need a referee!” Do this before the shooter gets into the position. If not, the shooter could be in mid-stroke and might be unable to stop his shot.
- d. Teams requesting repeated unnecessary referee timeouts (as determined by the league office and on-site referee personnel) is considered an act of sharking and those teams will receive a warning followed by other penalties should the practice continue.

SECTION 12: HIGHER LEVEL TEAM EVENTS

ALL HIGHER LEVEL EVENTS

Divisional Playoffs, City Cups, World Qualifiers, Singles Regionals, and World Pool Championships & Poolplayer Championships are “Higher Level” events. Players may not be added to the rosters (nor be replaced from the rosters) of Divisional Playoff or City Cup Qualified teams, under any circumstances. Your “most current” end-of-session roster is the roster that you must use for all post session play.

12-1

PLAYING ON MULTIPLE TEAMS IN HLT EVENTS

You are allowed to qualify with and play for, more than one team in the Divisional Playoffs as well as the City Cup and World Qualifier tournaments. If the common teams meet, you may choose to sit out or declare a team. If you declare a team and the team loses, you **may not** advance with the winner. If you do not declare a team, you will move on to the next round.

12-2

PLAYER LOSS OF ELIGIBILITY:

Non-eligible players cannot play, coach, advice the coach, or keep score, and their skill level cannot be used for “23-Point Rule” purposes. Players lose their eligibility by:

1. Not having actually played the required number of matches for their team during the session in question.
2. Not meeting the age requirements of the APA.
3. Being on suspension.
4. Being dropped from the roster of a qualified team.
5. Owing fees (having dollar signs \$\$\$ next to their name). Note: A player may still play, but if the owed

amount is not paid that night, their match is forfeited.

12-3

TEAM DISQUALIFICATION

Teams may become disqualified as a result of the following infractions:

1. Having under-age members on the team.
2. Having played current and former APA members, at lower than calculated or assigned skill levels. When adding a "new" APA member to your team, make sure that you inquire about previous APA membership and skill level rating. Since there is no sure method for uncovering players who sign-up and play under a "new" or "incorrect" player number (and incorrect rating), the APA has no choice but to disqualify the team if "any" member of the team plays at an improper rating.
3. Purposely hiding the true playing capabilities of any team members.
4. Playing someone under a false name.
5. Valid complaints about a qualified team intentionally dumping. NOTE: Previously qualified teams that perform "poorly" on subsequent sessions will be carefully reviewed and may lose their qualification..
6. Teams that are in arrears at the end of regular session play, will not be eligible for the Divisional Playoff matches.

You may appeal the decision by submitting a "written" request to: APA Appeals Committee, 1000 Lake St. Louis, Suite 325, Lake St. Louis, MO 63367. You must include a copy of the disposition and the reason you feel the APA should review your case.

12-4

DIVISIONAL PLAYOFFS

Table Scheduling Conflicts (During Playoffs)

If two teams from the same tavern (with only one available table) both draw home field advantage for the playoffs, the team with the most points plays at their home tavern. The other team may choose any other tavern as their home tavern for that night of play. They should notify the League Office immediately to prevent our having to make the choice for them.

Player Eligibility

Brand new League members must play four (4) matches "for your team" during the current session. IMPORTANT: "Veteran" members (those who have at least 10 scores in a given format, must have four match scores with your team. Please remember, you cannot combine 8-Ball and 9-Ball matches for eligibility purposes and converted scores do not count as actually played matches. NOTE: "Established" players (APA members who have 10 or more scores in their record for the game in question) may only have a (1) skill level difference. Players who are crossed-out and marked as "N.E." (not eligible) on your playoff scoresheets, or who have (XXX) next to their names cannot play, coach, advise the coach, or keep score, and their skill level cannot be used for "23-Point Rule" purposes. If a player owes fees (has dollar signs \$\$\$ next to their name), they are allowed to play, but if the owed amount is not paid that night, their match is forfeited.

Teams that are in arrears on their weekly dues will not be eligible to participate in the divisional playoffs or any higher level tournament.

Tie-Breakers

At the end of the current session your team will finish in a given "place", or standing (1 , 2 , 3 , 4 , 5 etc.) within your division. In the case of ties, the APA uses the following system for determining the tie-breakers:

- a. If only two teams are tied - Break the tie by letting their records against each other during regular session play decide the issue. If they played each other two or more times during the session, simply add up the total points that they won "against each other" to determine

the winner. If that result is still a tie, then only consider how they did against each other the last time they met.

b. If “three or more” teams are tied - Break the tie by matching the teams against each other according to “which teams involved met first” during the session. After you match the teams up (and determine which two teams met first during the session) break the tie using

the above procedure. Take that winner and match them against the other teams involved. Continue this procedure until all finishing positions have been determined.

c Your team’s standing (and the number of teams in your division) will determine whether your team makes it into the Divisional playoffs or the second chance playoffs.

Division and Second Chance Playoff Formats – 8-Ball

(8-16) Team 8-Ball Division If your *team finishes in first place, your team automatically advances to that session’s Tri-Annual (City Cup)*. If your team finishes in either 2nd, 3rd, 4th, or 5th Place, your team will play in the Divisional Semi-Finals (2 vs 5 3 vs 4). If your team finishes in either 6th, 7th, 8th or 9th Place, your team will play in the Second Chance Semi- Finals (6 vs 9 ... 7 vs 8). If it’s an 8-team division, 6 seed receives first round bye in second chance playoffs.

(6) Team Division If your *team finishes in first place, your team automatically advances to that session’s Tri-Annual (City Cup)*. If your team finishes in 2nd place your team receives a bye to the Divisional finals (2 vs Bye. ... 3 vs 4.).. Second chance playoffs will feature seeds 5 vs. 6.

(4) Team Division Divisional playoff format only, no second chance! *If your team finishes in first place your team automatically advances to that session’s Tri-Annual (City Cup)*.; *if your team finishes in second place your team receives a bye to the Divisional Finals.* (2 vs Bye.... 3 vs 4.).

Note: Your specific Divisional Playoff format is determined by the number of teams that are listed on your division schedule the last two weeks of the session.

Division Playoff Formats – Ladies 8-Ball

In each division consisting of seven or more teams, the top five teams will compete in the division’s regular playoffs. NOTE: The first place team will sit out until the final match. For divisions with six or fewer teams, the first place team advances directly to the divisional finals while teams in 2nd and 3rd place advance to divisional semifinals.

Division Playoff Formats – 9-Ball

Divisional playoff formats for 9-Ball will mirror those for 8-Ball with the addition of second chance for 9-Ball.

9-Ball Tie-Breaking Procedure

During the playoffs and during all HLT events, please note that if the score ends up in a tie (50-50), the team that won three of the five player matches is the winner.

Teams that finish as high point winners or win divisional playoffs qualify for that session’s City Cup tournament where they can compete for additional prizes and/or money as well as qualify for the World Qualifier held annually in June. Teams that win the second chance playoffs qualify for a spot in second chance City Cup with the opportunity to win prize money and qualification into the World Qualifier in June.

12-5

TRI-ANNUAL / CITY CUP TOURNAMENT

Eligibility

All players must have the required number of “shot” match scores to be eligible for the associated City Cup Tournament at the end of that session, unless you lose eligibility for some other reason. 10-week session = 6 scores, 12-week session=7 scores all other =10 scores. If a division or second chance playoff winning team does not return for the following session, they WILL NOT be allowed to participate in City Cup and their qualification will be defaulted to the runner-up.

Teams advancing to the main draw in City Cup (Division winners) must advance to the designated bracket round to be guaranteed a share of prize money. Only a Team Captain or Co-Captain will be allowed to claim any payouts. Teams that do not show for City Cup forfeit their rights to any prizes.

12-6

WORLD QUALIFIER TOURNAMENT

The World Qualifier is our national qualifier tournament held annually in June.

The APA Year

The official APA League Year starts with the Summer Session, is followed by the Fall Session, and ends with the Spring Session. After the Spring Session is over, a World Qualifier Tournament is held to determine which teams will be going to the APA World Pool Championships in Las Vegas. Please make sure that your team members meet all of the eligibility requirements!!!

Must Have At Least (10) Ten “Lifetime” Scores

The APA national rule requires that each team member must have at least ten (10) “lifetime” actually played matches in their record, in the game in question, to be eligible to advance with the team to the World Qualifier or to Las Vegas. All (10) scores must have been shot prior to, or during the Spring Session. Note that you may not combine 8-Ball and 9-Ball scores together for eligibility purposes, and converted scores do not count as actually played matches. Remember, if they end up with less than 10 scores (for whatever reason) they lose eligibility to advance with your team!

World Qualifier Teams Must Remain Active

Teams that gain eligibility for the World Qualifier during the Summer Session must also play at least four (4) “original” members on the same team during the Fall, Spring and subsequent Summer Sessions. Teams that gain eligibility for the World Qualifier during the Fall Session must play at least four (4) “original” members on the same team during the Spring Session. Note: Teams may not change “Format” and retain eligibility

Spring Session Roster Changes

Teams are allowed to make minor modifications to their Spring Session roster. All changes must comply with national rules and must be approved by the League Operator. The APA also requires that your Spring Session roster must be the roster you use in the World Qualifier. Remember, you must retain at least four (4) “original” members on your Spring roster for your team to retain eligibility. You may add or replace up to four (4) members on your Spring roster (as long as you retain 4 original members), but only with League Operator approved “established” APA members who have ten (10) or more actually played scores in their record. The request and all changes must be made before week #4 of the Spring Session. DO NOT simply add them to your roster! You must receive approval from the League Operator! The replacement players must also shoot at least four (4) times for your team during the Spring Session to become eligible for the World Qualifier. Players not meeting the above criteria are not eligible and will be dropped from all Higher Level Tournament rosters.

Original Members

Original members are eligible players who were on the team roster at the time the team became eligible for the World Qualifier. If a team qualifies in the Summer, and a player drops from the Fall roster, they can only regain "originality" by rejoining the team and playing at least four (4) matches for the team in the Spring Session of the APA year in question.

WORLD QUALIFIER ELIGIBILITY

How An Eligible Team Retains Eligibility

Please note that if your team wins a World Qualifier slot (in the Summer, Fall, or Spring), this information applies to you! Congratulations and please read this information very, very, carefully. For a team to retain its team eligibility to compete in the World Qualifier and have the opportunity to advance to the APA World Pool Championship, the team (once qualified) must retain at least four (4) “original” team members in all subsequent sessions leading up to the June World Qualifier as well as the subsequent Summer session in which the qualifier is played. If qualified in 8-Ball, the team must remain in an APA 8-Ball League, if qualified in 9-Ball, the team must remain in an APA 9-Ball League. This eligibility requirement helps guarantee current and accurate skill level ratings. . **Teams qualified for the World Qualifier MUST remain active in the subsequent Summer session (including four original members) in order to retain qualification for the World Qualifier.** The team must also remain competitive during subsequent sessions, especially the Spring Session. All non-competitive teams will be subject to losing World Qualifier qualification based on the following markers: Teams that have earned qualification must maintain the following standards in each subsequent session to keep their qualification. 6-Team Division – League Operator discretion; 8-Team Division – top 6 finish; 10-team Division - top 7 finish. 12-team Division – top 9 finish; 14-Team Division – top 10 finish. Teams that do not maintain these standards **WILL FORFEIT QUALIFICATION – ABSOLUTELY NO EXCEPTIONS.**

How An Eligible Team Member Retains Eligibility

For an eligible team member to retain their individual player eligibility and be able to advance with their team to the World Qualifier and have the opportunity to advance to the APA World Pool Championship, all “eligible” team members must be listed on the qualified team’s Spring roster and shoot at least 4 times during regular Spring Session play.... and they must have at least 10 actually shot league match scores in their record prior to entering the World Qualifier. They also lose eligibility to receive additional awards and prizes. All ten scores must have been shot in the same game “format” in which they qualified. If a team that qualifies in the Summer elects to drop an eligible player from their Fall roster, that player loses their individual player “originality” and “eligibility” and can no longer advance with their team to the World Qualifier or the APA World Pool Championship unless they are re-added to the team by week #4 of the Spring Session and shoot at least 4 times with the team during the Spring Session. If re- added to the roster (before week #4 of the Spring Session); and if they shoot at least 4 times with the team during the Spring Session, and if they have at least 10 actually shot league scores in their record by the end of the Spring Session, the player regains both their “eligibility” and “originality” and are again eligible to shoot with the team in all levels of Higher Level Tournament play, including the APA World Pool Championship, if the team should advance that far. All ten scores must have been shot in the same game “format” in which they qualified. The only players eligible to advance with a qualified team to the World Qualifier are those players listed on the qualified team’s Spring roster (as of week #4 of the Spring Session) who are deemed eligible by the following criteria: (1) they were listed as eligible players on the team’s roster when the team qualified; they have at least 10 scores (same format) in their record by the end of the Spring Session; and they have shot with the team at least four times during the Spring Session; or (2) they are replacement players who meet all “replacement” player eligibility, have been approved by the League Operator, and have shot at least four times with the team during the Spring Session. Any player dropped from the team’s original qualifying roster and not re-added to the Spring roster (by week #4) has lost their eligibility to advance with the team and share in any awards or prize monies. Individual players must also remain personally competitive during the Spring Session. Non- competitive individual team members (felt to be dumping) will be reviewed and may face handicap re- evaluation or suspension.

Replacing Players On An Eligible Team Roster

Non-eligible, or non-approved players are automatically removed (by the computer) from your World Qualifier roster. Think twice before carrying non-eligible players on your Spring roster and limiting your World Qualifier roster to less than a full field of eight players. Your team may elect to replace a

dropped player(s) with an “established” and League Operator approved player. Replacement player(s) must meet the following criteria: (1) they must have had at least 10 scores in their record (preferably 20 scores) as of the date your team qualified; (2) they must be approved by the League Operator (your request must be submitted to the League Office prior to week #4 of the Spring Session); and (3) they must have shot with the team at least four times during the regular Spring Session. Replacement players will be carefully reviewed and if they are “borderline” players or have “limited” scores in their record (10 minimum), they will be authorized only after their skill level is adjusted to a proper level.

Special Scheduling For City Cup / World Qualifier Teams

If your team advances to either the City Cups or World Qualifier the following special arrangements and procedures apply (as long as both teams on which you play, fall under the “Common Player Rule” - meaning that you have “2” or more “common” players that are listed on both your team roster and on the roster of another team that is playing in the tournament - both teams must be playing in the same round):

- 1.) We will try to place the teams on side-by-side tables (if in the same format).
- 2.) If “you” are coaching a match and are called to play for the other team, you may legally designate a “replacement” coach to take your place (even in the middle of a team match).
- 3.) Matches cannot be held up to wait for prospective players to finish a match on another table.
- 4.) Anytime two teams with common players compete against one another, players who choose not to declare may not participate in any fashion, not even coaching. Seeding may also be done if the number of common players is large. If your inability to shoot puts one of the teams in a 23-Rule situation (based upon the team’s printed roster not actual players present at the site); or if one of the teams cannot field five matches (again, based on your roster) then the number of matches needed to be played will be adjusted (to an odd number) by the League Operator to assure parity for the teams involved. All common players will still advance with the winning team.

12-8

THE SUDDEN DEATH RULE

This rule goes into effect during all Higher Level Tournaments in order to complete the matches within a reasonable time frame. For City Cup and World Qualifier 8-Ball play, it goes into effect three (3) hours and 45 minutes after the official starting time of your team matches and works as follows:

- a. If the sudden death time has not yet been reached, sinking the winning 8-Ball in any of the individual player matches, or forfeiting the current player match to the other team, automatically allows both teams to play their next player match in its entirety and in the normal manner.
- b. When the sudden death time is reached, whatever player match you are currently in is played out in its entirety and in the normal manner. After that player match is over, if other player matches are required, in order to determine the winner of the team match, then each of the needed matches will be decided by a single rack worth two (2 points). If that does not decide the match, then a second rack worth one point (1 point) will be played. Note that you still must comply with the “23-Rule”! If the balls are broken and it is noted that the “23-Rule” has been violated, the entire team match has just been forfeited.
- c. 9-Ball sudden death time is implemented at the 3-hour mark of a match. Each team match must be in the 5th individual match by the 3-hour mark or all subsequent matches will consist of all points earned being doubled. Each object ball pocketed will count as two points and the 9-Ball will count as four points.

SECTION 13: NOLA APA TEAM/PLAYER AWARDS

13-1

APA PATCHES

APA Local Patch Program

NOLA APA offers patches UPON REQUEST for players who accomplish:

APA 8 On The Break / APA 9 On The Snap

APA 8-Ball Break & Run / APA 9-Ball Break & Run

NOLA APA also provides patches to Division Winners and Team Captain patches to those Team Captains who register their teams during the early registration period. It is the Team Captain’s

responsibility to request the patch from the Tournament Director upon turning in the scoresheet at the control desk.

NOLA APA also makes other patches available for order. A list of the patches and pins along with prices is available online at nola.apaleagues.com.

13-2

TROPHIES/PLAQUES/PICTURES

Trophies and/or Plaques are awarded to the Divisional High Point winner as well as the Divisional Playoff winner; the City Cup Championships; and at World Qualifier. Special awards are presented to the hosting locations of all divisional winners.

The Divisional High Point winner and the Divisional Playoff winner receives plaques or merchandise for all members on the team. The hosting tavern of the Divisional High Point Champion (1st Place) receives a wall plaque or trophy as well as the Divisional Playoff winner. All Division High Points Champions and Playoff winners advance to the City Cup Championship to compete for cash, prizes and a qualification to the June World. Taverns hosting the winning teams will also receive a Trophy or plaque. Teams that win at the World Qualifier also receive individual and Hosting Location Trophies and are off to Vegas for the APA World Pool Championship courtesy of NOLA APA. The World Qualifier is a “modified single-elimination” tournament. The Tri-Annuals (City Cup) is a single elimination event.

13-3

PRIZE MONEY

Division winning teams making it to the City Cups receive cash for advancing to specified rounds in the event. The prize money won by any team in an APA sanctioned event is to be split equally among all the members listed as “eligible” on the team’s roster at the time when the prize money was won.

13-4

CHAMPIONSHIP TRAVEL FUND

Travel Funds are funds allocated for the World Qualifier winning teams and team members who choose to travel to Las Vegas to compete in the APA World Pool Championship. Players who elect not to travel with their team to the World Pool Championship forfeit their share of the travel fund. Teams advancing to Vegas also receive last place prize money upon check-in at the World Pool Championship To ensure that teams are properly accommodated, all airfare and hotel arrangements are “normally” made months in advance by the League Office and deposits are sent in to the APA Travel Agency. Sorry, but this restricts teams from making their own arrangements, unless they wish to forfeit the deposits made on their team’s behalf. If the League Office chooses not to make advance arrangements (due to excessively high airfare prices), individual checks will be issued to the qualified team members and they will be allowed to make travel arrangements on their own. **ONCE TRAVEL ARRANGEMENTS ARE MADE, THOSE MEMBERS WHO CANCEL WILL BE RESPONSIBLE TO REIMBURSE THE LEAGUE FOR THOSE ASSOCIATED FUNDS.**

Each team advancing to the APA World Pool Championship in Las Vegas will receive a standard Travel Package. Any team who advances to the World Pool Championship but elects not to attend will forfeit their Travel Package to their Runner-Up. Listed below is an example of Travel Package (Package subject to change:

9-Ball and Ladies: Round trip airfare for each member of the team and 3 rooms per team for 3 or 4 nights

Open 8-Ball: Round trip airfare for each member of the team and 3 rooms per team for 5 or 6 nights

NOTE: Teams will only receive 1 round trip ticket per player, and this Travel Package is **NOT** redeemable for cash. If you are going on more than 1 team, **you still receive only 1 plane ticket.**

13-5

MOST VALUABLE PLAYER

Each session the player (in each division) who posts the best winning percentage (min. 10 match scores) will be declared that division's MVP. Each division winner is presented a certificate along with a \$50 check. If a division has two or more players tied at the conclusion of the regular session, both players will receive a certificate and the \$50 will be divided equally. Winners may elect to receive a MVP trophy in lieu of the monetary prize. **(10 week session – min. 6 matches played; 12 week session - min. 7 matches played)**

SECTION 14: LEAGUE WEBSITE

14-1

NOLA.APALEAGUES.COM

NOLA.APALEAGUES.COM is the official website of NOLA APA. Designed specifically for APA members, the site provides easy to access information including schedules, division rosters along with team and personal information. You **MUST** have a valid and current email address on file with the League Office to access specific areas of the site. To submit your email address, send your name, player number and email address to nola@apaleagues.com

14-2

WEBSITE RULES AND REGULATIONS

Regulations concerning use/abuse of the privilege to utilize this free service are detailed on the site itself. Please make sure to use the site in a positive, constructive manner. Individuals who post abusive or derogatory messages aimed at other member will be in danger of having their access revoked.

REFUSAL TO DO BUSINESS

At any time, at the sole discretion of the League Operator, NOLA APA of Greater New Orleans, can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.