



APPROVED
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LOCAL BYLAWS BATON ROUGE APA

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Introduction

We would like to welcome your team to the American Poolplayers Association; your local League operates as Baton Rouge APA. This document explains the structure of the League at a local level and should be used in conjunction with your Official Team Manual provided by the APA.

These bylaws have been created for the smooth and efficient operation of the League and to help clear up common issues that will allow you to focus on your game. After all, the APA is all about having fun, meeting people, and playing pool!

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

You must be 18 years of age or older to compete in the Baton Rouge APA.

Section 1: Getting Started

Office Hours-League Office hours are Monday through Friday, 12:00 pm to 8:00 pm. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible.

Website

Our website address is batonrouge.apaleagues.com

This website allows you to view schedules, team rosters, standings and individual records for your division, get the latest up to date information on playoffs, tournaments or any other Baton Rouge APA events.

In addition, we also have a Facebook page [Baton Rouge APA](#) where you can view and share pictures of tournaments and get updates about the League.

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

Even if you don't sign up for the website, please make sure we have your e-mail address on file. All announcements are always made first on-line through our social media channels and through our e-mail mailing list – don't miss out on valuable information! The website and e-mail are the Local League Office's most efficient communication tools, helping to ensure that you get the most out of your experience and keeping you up to speed on what is happening at all times, be it upcoming playoff match locations, wild card picks, tournaments or any other information pertinent to the League.

Team Fees

Team Fees are \$40 per week (\$80 for Double Jeopardy) regardless of the number of matches played including forfeits and playoffs. If you are paying by check, please make your check payable to Baton Rouge APA. There will be a \$30 charge for any returned checks plus loss of bonus points. Ladies division fees are \$30 per night. Masters fees are \$35 per night. Doubles fees are \$20 per night.

APA Scorekeeping App

Our league utilizes the APA Scorekeeping App available free through both iPhone and Google app stores. Please download the app and sign up for a free online member services account at poolplayers.com to access and score your team matches, view your team and individual statistics, and stay update to league events.

Bonus points will only be awarded if all of the following occur:

- Scoresheets are submitted following your team match.
- All fees are up to date
- All individual player fees are current.
- No abusive comments are written

The bonus points awarded will be as follows:

8-Ball - 3 Bonus Points

9-Ball - 15 Bonus Points

Remember these are bonus points that are awarded at the discretion of the League Office. Keeping current with your weekly fees is important. If you fall behind on payments, you may risk more than your bonus points. You may lose your place in the playoffs and the opportunity to compete in tournaments.

Past Due Procedure

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

Should a team be dropped from the league for non-payment all players on the team will become equally responsible for the fees that are due, including those for the remainder of the session and will not be able to rejoin the League until they have paid their portion.

The League Office will not be responsible for fees or monies that have not been paid by the Team Captain or other members designated by the team. Teams having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid.

Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player.

Any team that does not show up for a match for two consecutive weeks will be deemed in default and will be dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Teams that default for the two above reasons are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and players will be suspended from the League until their portion of the fees is paid. The League Office has the right to assign different portions of the outstanding fees to individual players as deemed necessary. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for the week if they play and do not clear their past due.

Abusive Language

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

Patches

Patches will be awarded each time the player meets the criteria for earning a patch. Patches available:

8-on-the-Break: You make the 8-Ball on the break.

8 Break and Run: You make at least one ball on the break and then run the rack. ☐

9-on-the-Snap: You make the 9-Ball on the break.

9 Break and Run: You make at least one ball on the break and then run the rack for ten points.

Rackless: Your opponent didn't break during your match by you not winning a default match. (One per session will be given only in the 8-Ball format.)

Skunked: You win 20-0 in 9-Ball.

Mini Slam: 8-on-the-Break and 8 Break and Run or 9-on-the-Snap and Break and Run within the same league night. Tournament play does not apply. (One per session)

Grand Slam: An 8-Ball Mini Slam and a 9-Ball Mini Slam earned within the same session. Tournament play does not apply. (One per session)

500/1000 Matches Played: These patches are awarded to players for reaching a longevity milestone with APA. Once a player reaches 500 or 1000 matches in 8-Ball or 9-Ball, they will receive a 500 Club or 1000 Club Patch for their accomplishment.

Patches are awarded the week after earned and will be in the team envelope. Please NOTE clearly on your score sheet so that your award does not go unrecognized. If you don't receive your patch the week after you earned it, please submit a note through the app so we can provide one next time. We also offer several other specialty patches such as Clean Sweep for 8-Ball and 9-Ball, I Beat a 7 in 8-Ball or I Beat an 8 or 9 in 9 -Ball.

Incentives

From time to time, we will run incentives and promotions for new teams, new Captains, or new Host Locations. These could be in the form of team credits, or APA apparel. All incentives will be posted on-line. Players and or teams will only receive their incentive if they are a member in good standing.

Section 2: League Play

Bye Weeks

Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team shall be given the following points for the week. Bye points will not be given until the 4th week of the session.

8-Ball – 8 Bye Points

9-Ball – 60 Bye Points

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

Forfeits

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

A full team forfeit in 8-Ball will be worth 8 Points + 3 Bonus Points

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

A full team forfeit in 9-Ball will be worth 60 Points + 15 Bonus Points

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

The last two weeks of the session a full team forfeit points are as follows:

8-Ball: 4 Points + 1 Bonus Point

9-Ball: 30 Points + 6 Bonus Points

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

A team may begin play with one player present. Once the first match is over, the team putting up next has one (1) minute to name a player, and then the opposing team has one (1) minute to name a player. The match must start immediately once both players are named for the match. If the team does not have a player available, that entire match will be forfeited. If any team forfeits 8 or more individual matches during regular session play, they will not be eligible for playoffs and/or the wild card draw. The only exception to this rule is in the situation where a team is forfeiting a match due to their skill levels forcing them to utilize the 4-19 Rule.

A No-Call/ No Show by a team will result in zero points for the team that scheduled week, plus a 10 Point penalty.

Roster Changes

Teams have until within the final four weeks of play to make changes to their roster. (i.e. adding/dropping players). To add a player to your roster within the first four weeks, simply make changes on the app. After the first four weeks, changes will need to be made via the league office.

No changes will be allowed within the final four weeks without approval. Players added to roster during the final four weeks without approval will count as a forfeit for the team to which they were added if they play a match and they will be dropped from the roster. In the situation where a team is given approval from the Baton Rouge APA League Office to add a player within that time frame, the added player may be ineligible for playoffs and higher-level tournament play.

*Teams that have gained eligibility to the World Qualifier have until the 4th week of play to make changes to their roster in the Spring Session. Changes after that point will result in loss of qualification.

Appropriate Skill Levels

If a team plays a player at a skill level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Ensure that you verify with the Baton Rouge APA League Office the correct skill level of any player not listed on your roster prior to playing them.

A player must be established (i.e. - have a minimum of ten (10) matches in a format for their skill level to be converted to an alternate format.

For example, if a male player has only played 3 matches in 9-Ball and is ranked a 3, the player must still start 8-Ball as a skill level 4 because he is not yet “established” in 9-Ball. Contact the Baton Rouge APA League Office if you have questions regarding the number of matches played and the skill level a player should start at.

Splitting Tables

If a team is not in the 4th match of play at the 2-hour mark, and if there is a table available, a team can request to play the next match on a second table. If the other team refuses, they may face sportsmanship penalties which could include match forfeits.

Rescheduling Matches

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

Contact the Team Captain of the team you plan to reschedule with and notify them of your intent to reschedule.

If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a National Tournament.

Rescheduled matches must be played within three weeks of the original scheduled match date. Exceptions with special conditions may be made by the League Office.

No rescheduled matches will be allowed to be played the last two weeks of the session.

Inclement Weather

The League Office will use school closings and state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact your Division Rep or the office for additional instructions.

Section 3: Sportsmanship and Conduct

Sportsmanship

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is a big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time.

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

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person in to their establishment for a League match.

Baton Rouge APA will honor any suspensions from a neighboring APA area.

Section 4: League Playoffs

Session Playoffs (Ladies or Masters divisions may differ)

Session Playoffs will be used to determine which teams qualify for the Tri-Annual Tournament.

The structure of a division's Session Playoffs will depend upon the number of teams in the Division.

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wildcard Winner Advances To Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>8-11</u> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard 3 rd Place vs 4 th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>12-14</u> Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard 3 rd Place vs 6 th Place 4 th Place vs 5 th Place All winners advance to Tri-Annuals	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>15-16</u> Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard 3 rd Place vs 8 th Place 4 th Place vs 7 th Place 5 th Place vs 6 th Place All winners advance to Tri-Annuals	Awards: Top Point Finisher will receive the 1 st Place Session trophies

NOTE: A team cannot forfeit more than seven individual matches during regular session weekly play. Teams that violate the limit will forfeit eligibility into Playoffs and the Tri-Annual Tournament.

No World Qualifier qualified teams will be included in the session ending wild card draw or playoffs. Teams previously qualified may be included in playoffs if the spot is earned during regular session play and those teams request to participate in advance of playoffs being set.

Playoffs will be scheduled on corresponding League nights with the exception of double jeopardy divisions in which the 9-ball portion of matches will take place on the night immediately following the regular night of play.

The next session will begin the following week.

Session Ending Awards

Team individual and host location plaques are awarded to those teams who finish first (high point winner).

In addition, teams earning qualification to the World Qualifier will receive World Qualifier awards at the corresponding Tri-Annual.

We also offer session ending awards for the Big Dawg teams (high point for the entire session across the entire league) in both 8 and 9 ball.

Section 5: Tri-Annals and World Qualifier

Tri-Annals

Tri-Annals are held following each session and teams advancing will have the opportunity to participate against other teams to earn qualification into the annual Baton Rouge APA World Qualifier. The Tri-Annual tournaments will feature both 8-Ball and 9-Ball open teams. To be eligible to compete, teams **must** be participating in the following session with at least four original members from the qualifying teams in order to retain qualification to participate (also applicable to World Qualifier below).

World Qualifier

The World Qualifier in Baton Rouge APA is an annual tournament that takes place at the end of the League year in which the winning team(s) win travel assistance to Las Vegas and the opportunity to represent Baton Rouge APA in the World Pool Championships. There will be individual player travel assistance for each eligible player that is on a team when the team qualifies for the World Pool Championships (8-Ball & 9-Ball), Masters Championship, Ladies Championship, Jack & Jill Championship, 8-Ball Doubles Championship, and the 9-Ball Doubles Championship. In addition, each winning team will receive a team World Qualifier Trophy and individual awards for each player. In addition to national qualifying standards, to retain eligibility for the local World Qualifier, qualified teams must be active and participating with at least four original members in the Summer Session of the World Qualifier. Players who earn qualification on more than one team, only receive one travel assistance package for that particular championship event. Our runner up teams in the 8/9

ball World Qualifier will receive a berth in a regional event with paid entry and runner up awards.

Should a team elect not to go to the World Pool Championships, the team will forfeit all awards and monies for travel assistance. If the team has already received the money for travel assistance or if travel arrangements have already been arranged by the league office, the team will be required to repay the entire amount to the Baton Rouge APA travel fund. Failure to do so will result in suspension of membership for each member of the team until the travel assistance money has been repaid. If a player that qualifies for Las Vegas chooses not to participate in the World Pool Championship, they will not receive any money as the money is for travel assistance, not a cash payout. If a player receives the travel assistance and then does not go to Las Vegas for the Tournament, the player will be required to pay back the travel assistance to the League before the player will be allowed to resume playing in the league. In the event a qualified team decides not to participate in the World Pool Championships, the team that finished second in the World Qualifier will advance to the World Pool Championships.

MVP Program

The MVP Program will be based on a skill level tiered system. Division stats are available on Member Services and the breakdown of the tiers are as follows:

8-Ball	9-Ball
Skill Levels 2-3	Skill Levels 1-3
Skill Levels 4-5	Skill Levels 4-5
Skill Levels 6-7	Skill Levels 6-9

Using regular session data (playoffs not included), MVP qualified players will be determined by the using their Points Available Percentage (PA). Calculations on how this is figured can be found at the bottom of this page.

The top two MVP's and any ties will be invited to the session MVP Throwdown event.

Each player will need 8 matches played per team to be a participant in the MVP Program.

To calculate the PA use the following equation:

Number of Points Earned / Number of Points Available

Example 8-Ball:

In every 8-Ball match, a player has 3 point available to win.

If a player played 10 matches, they had 30 points available to win.

If they won a total of 13 points in those 10 matches then the calculation is:

$13 / 30 = 0.43$ or 43%

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

Example 9-Ball:

In every 9-Ball match, a player has 20 points available to win.

If a player played 10 matches, they had 200 points available to win.

If they won a total of 162 points in those 10 matches then the calculation is:

162 / 200 = 0.81 or 81%

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

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

Tri-Annual Tournament match scores will not be included.

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

Fun Tournaments

A Captain or Captain/Co-Captain or similar Tournament may be held for each session of the League year. The tournament is to show appreciation for all the time and effort players contribute. All players must be active in the session to be eligible.

Player Eligibility for events

All players must be on a roster in the current session to participate in the Baton Rouge APA events. (Only exception is for eligible World Qualifier/Tri-Annual players although other qualifications may apply for team eligibility.) Online registration (if available) is preferred to participate. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you will be held responsible for the entry fee. Dollar signs (\$\$) will be placed next to your name on your scoresheet and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money all points earned by the player will be forfeited.

Masters Division

The Masters League will consist of teams with a maximum of 4 players permitted on a roster; 3 of the 4 team members will participate in each team match. There will be no skill level limit.

Each individual match will be a race to 7 and will include 8 games of 9-Ball and 5 games of 8-Ball. Players can earn 1 point for each game won. A team can earn a maximum of 21 points per night. Coaching is not allowed.

Bonus Points: 3 Bonus Points will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 15 Bye Points + 3 Bonus Points

Individual Forfeit Points: 15 Points *Subject to change based on team count

Feedback We welcome feedback on these bylaws, so please submit your feedback to dvolz@apaleagues.com and we may incorporate them into the next revision. Good Luck and Good Shooting!