

Ozark Mt. APA Local Bylaws



Tom Porch
League Operator

Office: 479-295-8437

Email: rtporch1@cox.net

Website: ozarkmountains.apaleagues.com

Facebook: [Ozark Mt APA](https://www.facebook.com/OzarkMtAPA)

Introduction

I would like to welcome you and your team to the American Poolplayers Association!

This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.®**

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void.

Section 1: Local League Information

Age Requirements	You must be 18 years of age or older to compete in Ozark Mt. APA.
Office Hours	Local League Office hours are Monday through Friday 3:00 PM to Midnight, Saturday and Sunday 12:00 PM to 5:00 PM. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible. Phone: 479-295-8437 Email: rtporch1@cox.net
Team Captain Responsibilities	The Team Captain is the team organizer. The Team Captain must have a phone and email address to allow for quick and effective communication with the Local League Office. The Team Captain's responsibilities and duties include: 1. Collecting weekly fees and APA membership dues from the team. 2. Submitting payments, forms, and other information to the Local League Office in a timely manner. 3. Distributing information from the Local League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business. 4. Responsibility for the conduct and good sportsmanship of all team members during League play. 5. Making sure that proper and accurate scorekeeping procedures are followed. 6. Having team players at the scheduled match site on time. 7. Returning team envelopes to the drop off location on time.
Division Representative Responsibilities	Division Representatives are appointed by the League Operator or voted on by the Team Captains. He or she is a person that has played in the League for a long time, is a person of integrity, and is well respected by League members. Division Reps are your primary point of contact for questions about rules and other general inquiries about their division. They make sure that League information and notices are distributed and understood by their players. They are a spokesperson for their division and ensure that all concerns, queries, and questions from the division are addressed. They carry the Official Team Manual "OTM" on League nights and are available to answer any questions when necessary. The Division Rep will call the League Operator on a League night if deemed necessary. You will find your Division Rep's phone number on each scoresheet. In the case of your division not having a Division Representative, then captains are free to call the League Operator during League night.
Website	Our website address is ozarkmountains.apaleagues.com This website allows you to: a) View schedules, team rosters, standings, and individual records for your division b) Get the latest up to date information on Playoffs, tournaments, or any other Ozark Mt APA events.

In addition, we also have a Facebook page at <https://www.facebook.com/ozarkmtapa> where you can view and share pictures of tournaments, get updates about the League, and chat with fellow APA members.

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

Memos are included with most weekly paper scoresheets. Be sure all of the team reads them so that they don't miss out on special events and important information!

Team standings will be posted on the Website as soon as possible. They will generally be posted by Sunday for the following week.

Even if you don't sign up for the website, please make sure we have your email address on file. All announcements are always made first through weekly memos – don't miss out on valuable information! The weekly memos and Facebook 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 \$50 per week regardless of the number of matches played including forfeits and Playoffs. If you are paying by check, please make your check payable to Ozark Mt. APA. There will be a \$25 charge for any returned checks plus loss of bonus points.

Team Envelopes

The team envelopes will be delivered to the location that you are playing at. Envelopes are due at the Host Location immediately after the end of play and placed in Ozark Mt. APA drop box.

Past Due Procedure

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

- If the fees are not brought current by the third week, the team will be dropped from the League for non-payment.
- All players on the team will become equally responsible for the fees that are due, including those for the remainder of the session and will not be able to rejoin the League until they have paid their portion.
- The Local League Office will not be responsible for fees or monies that have not been paid by the Team Captain or other members designated by the team. Teams having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid.
- Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player.

First Week Past Due: Stamp Past Due

Second Week Past Due: Stamp Final Notice

Third Week Past Due: Team Captain ineligible for League play

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

Abusive Language

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

Patches

There are no limits on the number of patches you can earn in a session. 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. 8 Ball only.
- 20-0 Shutout: You win 20-0 in 9-Ball.
- Clean Sweep: Your team wins 5-0 in 8-Ball.
- Team Sweep: Your team wins 5-0 in 9-Ball.
- Mini Slam: 8-on-the-Break and 8 Break-and-Run or 9-on-the-Snap and 9 Break-and-Run during one individual match during an individual League night. No tournament matches are applied.
- Grand Slam: 8-on-the-Break and 8 Break-and-Run and 9-on-the-Snap and 9 Break-and-Run on one Double Jeopardy night of play. No tournament matches are applied.

Patches are awarded the week after earned and will be in the team envelope. If you don't receive your patch the week after you earned it, please write a note on the envelope or see your League Operator so we can provide one as soon as possible. We want you to receive all of the patches that you have earned. You earned them. You will get them!

Incentives

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

Section 2: Local 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.

- 8-Ball: 8 Bye Points
- 9-Ball: 60 Bye Points

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

Adding New Teams

Occasionally, the League Operator may add new teams to a division during the session. If team make-ups are not possible, the new team will be issued points equal to one point less than the last place team's total team points to that date.

Forfeits

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

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

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

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

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

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

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

Replay Player (Player May Play Twice on One Night)

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

- Teams must notify their opponent of the need to use, or potential need to use the Replay Rule before the balls for the third match are broken. The opponent must allow the replay; they cannot enforce a forfeit match.
- If the team's other player shows up prior to the start of the "replay" match, the "replay" match is cancelled and the player must play.
- A player may not be sent home and/or made unavailable so that a team may request a "replay" from their opponent. Attempts to take advantage of the Replay Rule should be reported to the Local League Office by means of an Official Protest Form.

- The opposing team gets to pick which player from the other team will play twice as long as it does not force that team to go over the Team Skill Level Limit rule (23-Rule). All players who have already played must be available as a choice for the “replay” match.
- The “replay” must be played in the last match of the night. You may not use the “replay” in the 3rd match and then play the last two matches. If a “replay” is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the last match puts up first.
- Only one player may be the replay player per League night of an 8 ball only division or once in 8 ball and once in 9 ball of a double jeopardy match.
- There is no limit on how many League nights a team can use the Replay Rule during the regular session based on the above criteria.
- “Replays” will **not be allowed in the last week of regular weekly League play of the session, Playoffs, or the World Qualifier.**

Rescheduling Matches

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

- Contact the Team Captain of the team you plan to reschedule with and notify them of your intent to reschedule.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as the APA World Pool Championships.
- Rescheduled matches must be played within two weeks of the original scheduled match date. No matches may be rescheduled for or during the last week of League play.

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

Inclement Weather

Inclement weather is generally, but not limited to, snow or ice conditions. The Local 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 League Operator for additional instructions.

Teams in Default

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

Teams that default are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and players will be suspended from the League until their portion of the fees is paid. The Local 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.

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 have a good time. Please don't spoil it for others!

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

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

Suspended Players Ozark Mt. APA will honor any suspensions from all APA areas. If a player is suspended by another APA League Operator in another League area, they will not be allowed to participate in the Ozark Mt. APA.

Section 4: Local League Playoffs and Tournaments

Session Playoffs Playoff locations, times and dates will be determined by League Operator once the teams have been determined that will be in the Playoffs. Generally, higher seeded teams will be the home location but may vary due to availability of that location at times designated for the Playoffs.

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

The wild card is a team drawn at random from all teams in the division. The purpose of the wild card is to prevent teams from 'giving up' towards the end of the session as it keeps every team alive until the final week. In order to qualify for the wild card, a team must be fully paid up with all their session dues and have no more than five forfeits during the session. A team may opt out of consideration for the wild card draw, if notice is given prior to the draw.

All teams automatically qualifying for Playoffs must play in the Playoffs, unless they give advance notice to the League Operator to replace the team with the next eligible team in the points' standing. If enough notice is not given or a replacement team is not found, the qualifying Playoff team will be required to pay for the Playoff matches if they decide to forfeit.

4 and 5 Team Divisions: The first-place team does **not** automatically qualify for the World Qualifier. There will be a one-week Playoff of the first-place team playing a wild card team with the winner qualified for the World Qualifier.

6 to 11 Team Divisions: The first place team does not automatically qualify for the World Qualifier. The schedule below sets the stage for who plays in the Playoffs for the slot in the World Qualifier. If a qualified team wins the Playoffs then the entry to the World Qualifier will fall to the next Playoff team not qualified for the World Qualifier. In the event of a tie, final division standings will prevail.

12 to 16 Team Divisions: The team with the most points at the end of normal weekly play automatically qualifies for the World Qualifier and do not play in the Playoffs. The schedule below sets the stage for who plays in the Playoffs for the second slot in the World Qualifier. If a qualified team wins the Playoffs or is the High Points winner then the entry to the World Qualifier will fall to the next Playoff team not qualified for the World Qualifier. In the event of a tie, final division standings will prevail.

The following table displays the Playoff structure:

Number of Teams in Division (at last week)	Playoff Structure
<u>4 & 5</u> 1 Team qualifies into the World Qualifier.	Playoffs: 1st Place vs. Wild Card Eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.
<u>6 to 11</u> 1 Team qualify into the World Qualifier.	Playoffs: 1st Place vs. Wild Card 2nd Place vs. 3rd Place Winners will advance to the second round of Playoffs. Winner of the second round will qualify for the World Qualifier.
<u>12 to 16</u> 2 Teams qualify into the World Qualifier. 1st Place team from the session will earn automatic qualification into the World Qualifier.	Playoffs: 2nd Place vs. Wild Card 3rd Place vs. 4th Place Winners will advance to the second round of Playoffs. Winner of the second round will qualify for the World Qualifier.

Session Playoff Exception: Playoff match-ups may need to be adjusted for teams playing in Double Jeopardy divisions because sometimes a situation may occur in the regular match-up scenario where one team would be scheduled in one format as home

team and the other format as the away team and as we know one team cannot be in two places at once, so therefore adjustments may need to be made.

World Qualifier

The World Qualifier 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 Ozark Mt. APA in the APA World Pool Championships.

The World Qualifier will be played on a Saturday and Sunday following the Spring Session. The exact dates of the World Qualifier will be released via weekly team memos early in the Spring Session. Sign-in usually begins at 8:00 AM both days and generally are completed by midnight, depending on the length of matches. This is a single elimination tournament. The World Qualifier structure is subject to change as the league grows.

Winning teams will receive a trophy or other award for each team member after the conclusion of the event. Each player traveling to the APA World Pool Championships will individually receive travel assistance based on then current airline prices for the specific scheduled arrival/departures dates. Due to the current fluctuation in airfares, there is a max limit of \$400. Each team will receive, if available 1 room for each 2 team members attending the event. If Ozark Mt. APA is unable to receive the required number of rooms at the event or a player chooses not to stay in the provided accommodations with at least a 2 week advance notification, Ozark Mt. APA will provide a housing allowance of the current APA negotiated room rates. Ozark Mt. APA also pays the Team Entry Fees for the World Pool Championships.

Trophies

Awards will be given to all teams that earn the Division Champion title by winning the final round of Playoffs. Each member of the team will receive an award. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishments!

Tournament Misc.

Excluding Ozark Mt. APA World Pool Qualifier and the APA World Pool Championships, all players must be on a roster in the current session to participate in any of the events. Online registration (if available) is required to participate. No onsite registration will be taken. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you will be held responsible for the entry fee. Dollar signs (\$\$) will be placed next to your name on your 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.

Team Eligibility

Excluding Ozark Mt. APA World Pool Qualifier and the APA World Pool Championships, all teams must be active in the session that the event is held in to be eligible to participate.

Feedback

We welcome feedback on these bylaws, so please submit your feedback to tporch1@cox.net and we may incorporate them into the next revision.

Good Luck and Good Shooting!