

**APA of Greater Arlington Bylaws**  
**Steve and Tammie McBay APA League Operators**  
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These Bylaws have been read and approved by the American Poolplayers Association. The Local Bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual. The Official Team Manual will be your primary source of information and all rules in the Official Team Manual will be followed, with the exception to the revisions listed below. Occasionally it may be necessary to revise these bylaws and you will be informed of changes.

**League Office:** The League Office hours are 10:00a.m. to 7:00p.m. Monday through Friday. Our telephone number is 972-203-1888. If we are not in the office when you call, you may leave your name, phone number and a short message on the answering machine. Someone will call you back as soon as possible. You may also send us an e-mail message. Our e-mail address is [arlington@apaleagues.com](mailto:arlington@apaleagues.com).

**Team Fees:** Team fees are \$35.00 per week for all scheduled matches, regardless of the number of games played, including forfeits, and the division playoffs. As the ARLINGTON APA is not responsible for cash, we recommend all weekly dues be paid by check or money order. If you pay by check, please make the check out to **ARLINGTON APA**. There is a \$25.00 charge for any returned check. We do not take post dated checks.

Any team that falls behind two (2) weeks behind in paying their dues may be dropped from the League for non-payment. Dropped teams forfeit all benefits, trophies, awards and qualification for City Championship.

**APA yearly Membership Fee of \$25.00 is due for each new person on the first night of League play. Any Active unpaid player will be removed from the team after the 4<sup>th</sup> week of the session. If the Team Captain allows a player to play without paying the \$25.00 Membership Fee and that player quits the team then the Team Captain is responsible for paying the \$25.00 Membership Fee. No Exceptions!**

**Start Time:** Play will begin at 7:30 p.m. (unless otherwise specified). Play must be continuous; otherwise forfeits will be awarded to the team that is present. Tardy teams are given a grace period of fifteen (15) minutes after official start time. If a team fails to have a player present to begin play at the end of the grace period, the absent team forfeits to their opponents. If the team is in transit to the Host Location and calls to inform the team they may be running a few more minutes late because of traffic, weather or a reason deemed to be reasonable no penalties will be assessed. NOTE: The League Operator and the opposing Teams Captain or Co-Captain must be contacted.

**Note:** If only one player is present from either team, no matter where that player is listed on the roster, the first match will start at 7:30. If at the end of that match there is not a player to start the second match and no phone calls have been received after the 15

minute grace period then the second match is forfeited and so on until the remaining matches are forfeited or a player shows up to play.

**New Players:** New players wishing to join a team, during the first four (4) weeks, must have a membership application and membership dues in the envelope the first night they play. Add the players name to the score sheet, and the word “ADD”. They must have their membership dues paid, or the team will forfeit all points for that match. After the fourth week, players may be added to the roster only with the League Office approval of the player, NO EXCEPTIONS! If dues are not paid then the new member will be dropped from the roster and the match forfeited.

**Byes: Eight** (8) Points are awarded for all byes in the 8-Ball League; Sixty (60) Points are awarded for all byes in the 9-Ball League and Fifteen (15) Points are awarded for all byes in Masters. Bonus Points are not applicable to Byes and no weekly Team Fee is due for Byes.

**Rescheduled Matches:** Rescheduled matches must be made up within two (2) weeks of the original match, unless preapproved by the League Office. If matches are not made up their will are no points given to either team. There will be NO RESCHEDULING the last two (2) weeks of the League session or during the playoffs. The only way to reschedule the last two (2) weeks of the League session is to play them in advance. Team Captains can, with the League Operators approval, reschedule a match if agreed to by BOTH Team Captains. **Note: Make up matches will be played at the scheduled location for the HOME TEAM or a neutral site agreed on by both Team Captains, regardless of which team calls first to reschedule.**

**8-Ball and 9-Ball Scotch Doubles:** Arlington APA Scotch Doubles League has three (3) Sessions per year, Spring, Summer and Fall. The League Year for Scotch Doubles begins in the Spring Session and ends in Fall Session. In both the Spring Session and Fall Session we will qualify one (1) team and in the Summer Session we will qualify two (2) teams for City Championship making four (4) teams that will play in the World Qualifier for a chance to Vegas and compete in the APA Showdown Series in Scotch Doubles. Players that play in Scotch Doubles format must be active on a regular 8-Ball or 9-Ball roster format. The qualifying teams must remain active in the Scotch Doubles format they qualified in to maintain their eligibility and active on a 8-Ball or 9-Ball roster.

**Masters Division:** Arlington APA offers Master’s play in an open format with no minimum skill level requirements. For a team to qualify to play in the playoffs a team must play a minimum of two sessions. In other words a team cannot join in the Spring Session and be eligible to play in the City Championship. This is done so a team can’t join in the Spring Session and take away what other teams have worked for the previous sessions.

**Severe Weather:** Severe weather conditions or travelers warnings are reason enough for rescheduling team matches. A team cannot make a team play during bad weather; the match will have to be rescheduled. The Team Captains will have to contact each other to schedule a make date.

**The Team Captain:** The Team Captain is a very important position. In many cases they are the person that started and organized the team. The Team Captain does not have to be the player with the highest skill level. The Team Captain however must be the leader and have control of the players on their team. The following is the Team Captains responsibilities:

- 1) The Team Captain must have a cell phone and the cell phone number for every one on their team. If not a cell phone number some form of communication with the players on the team.
- 2) Getting the team to Host Location on time for that nights match. At least 15 minutes before the match starts, regardless if you are the Home Team or the Visiting Team.
- 3) Making sure the players are ready to play and have their cue sticks out and ready in the event they are the first player up to play.
- 4) If it is your time to put up the next player have that player ready to play as soon as the last match is over.
- 5) Before the player plays their match they must have the players League Fee that is chosen to play before the match starts.
- 6) The score sheet, at the end of the night, must be completely filled out and signed by both Team Captains. Completely filling out the score sheet includes the players name and membership number, innings and defense shots for each match marked, innings totaled up at the end of each match, each match points marked and totaled at the end of the score sheet. Otherwise you may not receive your bonus point for that match.
- 7) The Team Captain is responsible for **COLLECTING** the **\$35.00 Team League Fee** and making sure it is in the envelope provided in the packet. **NOTE:** If any player that plays does not have their League Fee on any given night it is the Team Captain's and/or the teams responsibility to pay that player's League Fee that night and then collect the money from that player the next night of play. In other words no matter how many players play on any given night of play the League Fees must be paid in full or you could lose your bonus points until the League Fees are made current. **NO EXCEPTIONS!!**
- 8) Any team that drops out prior to the end of the session the **Team Captain** is responsible for paying the remainder of the session's League Fee's in full plus the League Fee's for the two weeks of play offs. (Example: If there is two weeks left and the team quits and/or drops out the Team Captain would owe \$70.00 for the remaining two weeks in the regular session plus \$70.00 for the two weeks of play offs for a total of \$140.00. **Until this is paid in full everyone on the Team will be suspended from playing anywhere in the APA.**
- 9) In the event of a team or individual match forfeits the \$35.00 Team League Fee must be paid in full.
- 10) In the event the Team Captain is not present on any given night of play the Co-Captain will assume all the above responsibilities.

**Score Sheets, Weekly Updates & Bonus Points:** In order to process the paperwork in a timely manner, the packets must be returned to the drop-off location no later the 7:00p.m. the day after the match. The VISITING team is responsible for picking up and dropping off BOTH teams packets. Bonus points will not be awarded to the Visiting Team for late packets.

Schedules will be sent to the Team Captains to be posted in each Host Location prior to the start of each session. Changes are sometime necessary when adding or dropping teams after the session begins. Revised schedule will be sent to all teams in the weekly packets. Team Captains are then responsible for replacing schedules and informing teammates of the changes. It is the Team Captain's responsibility to post any fliers sent in the packets at their home locations.

**NOTE:** Each week one (1) bonus point for 8-Ball (10 BP for 9-Ball) will be awarded to each team following these requirements:

- 1) Packets are returned as outlined above
- 2) Weekly dues are current and paid. It is understood by all Team Captain's that if cash payments are made it is the sole responsibility of the sender until received in the League office.
- 3) Both Team Captains should ask if there are any changes on the score sheet before League play begins.
- 4) Be sure to pick up your packets a day early for at least the first four (4) weeks of play in case of a schedule change. This is the Team Captains responsibility.
- 5) In the event your score sheet (and / or packet) is lost, please make a copy or use a blank score sheet before match begins and score the matches on your copy during play.
- 6) Even though your packet may be lost, you are required to turn in a score sheet with the proper amount of League fee's (including weekly dues and membership fee's with the completed application's). When you turn these in, provide a note explaining that your score sheet and packet has been lost
- 7) Bonus points are not automatically given to the teams. In addition to the packets being turned in on time the score sheets must be completely filled out, legible and signed by both teams for the team to receive their bonus point(s).

**Teams Dropping and Adding:** In the event a team drops out in the first four (4) weeks of play, for any format, the League Office will try to find a replacement team. Until that time that spot on the schedule will show a BYE and the League Office will not change the schedule. In the event 2 teams are dropped from a division, please be aware of schedule changes. These circumstances are beyond the control of the League Office. In a case where a team has dropped out and a BYE results, only the points for a BYE will be given plus the bonus point or points (bonus point rules still apply). If a team registers for a session and then fails to start or complete that session, each player on that team will be responsible for a portion of the League fees associated with that team for the remainder of the session. For example, if a team stops playing after the second (2nd) week into the session, each member of that team will be responsible to pay the League his/her share of the remaining League Fees for that session before being reinstated.

If a Team drops out after the session has started the League Office can put another team together to replace that team at anytime during the session except for the possibility of the last two weeks. If this happens in the last two weeks the opposing teams will pay their weekly League fees and receive the forfeit points.

**Survival Rule:** If a team drops below the minimum of 5 players on their roster they will be allowed to add a player or players to maintain a 5 person roster. The only exception is a team that is qualified for World Qualifier cannot drop or add players in the Spring

Session after the fourth week of play unless they want to surrender their eligibility to play in the World Qualifier.

**Playing a Player Twice:** In any week, except for the final four (4) weeks of play, if a team is short a player for any reason, they may play a player twice to keep from forfeiting. This must be declared before the start of the first match to the opposing Team Captain. The opposing Team Captain then has the right to decide which player will play twice and when they play in the match. Do not let your players leave until the person is chosen that will be playing twice. In the last four (4) weeks of the session a team is not allowed to play a player twice and must forfeit any matches that don't have players to play. **NOTE:** In the first two (2) weeks of the session a new team can start with four (4) players and play one (1) player twice, with the opposing team knowledge prior to the match starting, and the League Office is aware that the new team roster will be filled stating the fourth week. If a player is needed to play twice it is the responsibility of the entire team to pay for that match. In other words the player playing twice should not have to pay twice. Each player on the team should pitch in to make up for the fee required for that match. Any questions call the League Office.

**General Rules and Information:** **1)** Head phones, ear buds, ear phones or any other listening device is not allowed during match play. If you have any of these listening devices they must be removed and put in your pocket or purse before your match begins. **No Exceptions!** **2)** Players may talk to their team mates while waiting to take their shot, however, when your opponent misses and it is your turn at the table all conversation must immediately stop and the player take his or her shot. **3)** Breaking down a stick (actually taking it apart) during the opponent's turn at the table is considered in this League to be "sharking", and will be handled as a sportsmanship violation. **4) The player breaking may attempt to break as many times as needed to make a legal break (4 balls hit a rail or an object ball is pocketed)**

**How Forfeits Are Scored:** 8-Ball team will receive Eight (8) points for a forfeit when the other team does not show up. Individual forfeits are Two (2) points. During Playoffs forfeits will be Three (3) points for an individual match. For 9-Ball a team will receive fifteen (15) points for individual matches and seventy five (75) points for a team match plus ten (10) points for the bonus if the bonus rule is followed.. **Both teams must pay full weekly fees for all forfeits.**

**NOTE: During the last four (4) weeks of play if a team forfeits the forfeit points will be based on the average points they have scored during the session up to that point of the session.**

**Team Skill Limit Rule In Open Division (The 23-Rule)** – The total of the skill levels of the five players fielded in any team match cannot exceed 23. A team playing fewer than five matches must show that it would not have exceeded the 23-Rule if the five matches had been played. Any team that violates the 23-Rule forfeits all the points it won during that team match and the non-offending team will receive all the points they won plus one (1) point for the match in which the 23-Rule was broken and any subsequent matches.. The APA Equalizer Handicap System of play was developed so everyone that plays in an APA league has an equal chance of competing and having fun. Arlington APA allows you, if Necessary to play a player twice up until the last 4 weeks of the session. This

allows you to have 5 players to play and not have to forfeit the last match. If at any time during the session you have only five players to show up to play that night or day and your combined skill levels add up to over 23 you cannot send a player HOME in order to play a player twice to stay under the 23-Rule. If this happens you simply have to forfeit the last match and make necessary changes to roster if permissible at that time.

**Holidays:** Since we are on a national schedule, you may be required to play on some holidays (Memorial Day, July 4<sup>th</sup>, Labor Day, Halloween, etc.). Teams will be allowed to reschedule depending upon the week of play involved. (See the Rescheduling section of the Bylaws below)

**Verification of Identity:** All players should get into the habit of verifying identities. Should a team be found guilty of playing an imposter, the team will receive ZERO points for the week(s) involved. Their opponent will receive only those points they actually won plus the point for the match involving the imposter. In addition the Team Captain will be suspended from the League for a period of not less than 30 days.

**Cheating:** Teams found guilty of cheating, for example but not limited to, entering matches on the score sheet that were not actually played or sandbagging will receive ZERO POINTS for that week and the Team Captain will be suspended from the League for a period of not less than 60 days and the player(s) cheating or sandbagging. Don't let your opponent talk you into cheating!!!

**Sportsmanship:** Good Sportsmanship must be exercised by both teams at all times during League play. In the event good sportsmanship is not adhered to by any individual or team on either side the player or players are subject to suspension up to 30 days, cancellation of APA membership or suspended from APA for an indefinite time. Remember each player is responsible for their own emotions.

**Sharking:** Sharking is not allowed in the Arlington APA League. Sharking is the attempt to distract your opponent when they are at the table shooting. For example: standing too close to the table, reaching for the chalk, making loud comments to your teammates, standing in your opponent's field of vision, dropping your cue stick when your opponent is about to shoot. Any type of distraction when your opponent is at the table to shoot is not permitted in the Arlington APA League and will not be tolerated by the League Office. Once the match begins good sportsmanship demands that you adhere to the game's etiquette rules. Be nice and keep your comments to yourself.

**Proper Score Keeping For All Formats:** It is the responsibility of each team to keep score properly. Each team has their own score sheet to write in the proper player's name and player number. Each team keeps their own count of the innings played. Each team marks defensive shots as the score keepers see it or for the practice of good sportsmanship the shooter will tell his/her opponent and the score keeper that he/she is shooting defense. The total innings after each match are totaled and noted along with the notations as needed noted for **Abbreviations**. Also 8 on the break and 8 break & run 9 on the snap & 9 break & run need to be marked on the score sheets properly. If your team's score sheets are not properly scored as indicated the team could lose the bonus point.

**Skill Levels:** The explanation of a player's skill level will only be addressed with the individual player. It is alright to ask what a player's skill level is to possibly add that player to a roster but no explanation will be given. **No Exceptions!**

**Abbreviations:** To better communicate Match results, please use the following abbreviations:

SCRATCH ON 8 ...SO8; 8 BALL WRONG POCKET...8WP; EARLY 8...E8

**Masse' Shots:** Are allowed if the Bar does not object and if executed properly, the Bar's rules concerning these shots are usually posted and will apply. **The cue stick can be raised no more than a 45 degree angle to the table.**

**Ball In Hand Fouls:** The "Ball In Hand Fouls" are listed in the Official Team Manual. These are the ONLY fouls resulting in ball in hand. Any other violation of the rules is a sportsmanship violation and the League Office must be notified in writing as soon as possible. Warnings and penalties will be assessed as necessary at the discretion of the League Office.

**Time Out:** Will be considered called as soon as the player's coach or any other team member asks the player shooting if they want a time out, or suggest to the player to take a time out. See the Official Team Manual for information regarding coaching.

**Playoffs For All Formats:** In each division, the top three (3) teams and a Wild Card team will compete in that division's Regular Playoffs. Divisions with 5 or fewer teams will be as follows: 1<sup>st</sup> place vs. Wild Card. Due to the time frame of the playoffs, there will be no reschedules and no protests allowed. Teams involved in the playoffs that do not turn their packets in on time will be disqualified. **NO EXCEPTIONS!**

**Awards:** Trophies – Teams who win 1<sup>st</sup> and 2<sup>nd</sup> place in their division with the highest number of points will be awarded individual trophies, along with 1<sup>st</sup> and 2<sup>nd</sup> place trophies for their Host Locations, regardless of the out come of the play-offs. The TEAM winning the Division Play-offs will receive PLAY-OFF CHAMPION PLAQUES and patch.

**MVP Awards** – An MVP patch will be awarded to one person on each team with the highest winning percentage for each session. In order to be eligible for MVP award, a player must have played at least 8 times during the session on that team. The League Office reserves the right to adjust this limit due to scheduling or other problems.

**Other Tournaments:** Through the League Year, several tournaments will be held for Arlington APA players such as: Team Captain & Co-Captain and MVP, Etc. For more information, contact the League Office.

**Qualified Teams:** Summer Session teams that qualify for the World Qualifier must finish in the top half of their division in subsequent Fall and Spring Sessions of the current League year. Fall Session teams that qualify for the World Qualifier must finish in the top half of their division in the subsequent Spring Session of the current League

year. **Teams that do not finish in the top half of their division in the session(s) following qualification are subject to heavy scrutiny of their handicaps and possible loss of eligibility.**

**Qualified teams must have at least 4 players on the Spring roster from the session they qualified in.**

**After the fourth (4<sup>th</sup>) week of play qualified teams may not drop or add players to their roster without losing their qualification. If you have a player on your roster after the fourth (4<sup>th</sup>) week of play that has not paid their membership fee and are dropped from the roster for non-payment they cannot pay their membership fee and rejoin that team without the team losing their qualification.**

**Teams that qualify to go to Vegas for the APA World Pool Championships must remain active and play in the next League Year Summer Session or lose their eligibility.**

**Teams Achieving Eligibility for City Finals will be as follows:**

Eight Ball and Nine Ball: Divisions having 6 or more teams; Summer Sessions: First and second Place per division; Fall Session: First Place per division; Spring Session: First Place per division

**Eight Ball and Nine Ball: Divisions having 5 or fewer teams:**

Summer Sessions: First Place per division; Fall Session: First Place per division; Spring Session: First Place per division

**Masters Division having 6 or fewer teams:**

Summer Sessions: First Place per division; Fall Session: First Place per division; Spring Session: First Place per division

**Doubles Division having 6 or fewer teams:**

Summer Sessions: First Place per division; Fall Session: First Place per division; Spring Session: First Place per division

**Travel Package:** Each team advancing to the APA World Pool Championship in Las Vegas, Nevada will receive a travel package consisting of air fare and room accommodations paid by Arlington APA.

**Refusal to Do Business With:** At any time, at the sole discretion of the League Operator, Arlington APA 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.

**Thank you for taking the time to read these Bylaws. We hope they will help you have an enjoyable time playing pool in the APA!**

**GOOD LUCK, GOOD SHOOTING, AND ABOVE ALL – HAVE FUN!**

March 21, 2018