



LOCAL BYLAWS

John Ervin
League Operator(s)

Office: 903-780-6893

Email: john-ervin@sbcglobal.net

Website: easttexasapa.com

Facebook: [East Texas APA League](#)

Introduction

We 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 the East Texas APA.

Website

Our website address is easttexasapa.com.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other East Texas APA events
- b) Set up your Member Services Account to:
 - View schedules, team rosters, standings and individual records for your division; and
 - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at East Texas APA League where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

Even if you don't sign up for your Member Services Account, please make sure we have your email address on file. All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming Playoff match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

Team Fees

Team Fees are \$40 per week (\$70 for Double Jeopardy) regardless of the number of matches played. Host locations may have green fees that are charged in addition to APA team fees. Full Team Fees must be paid for Playoff matches and forfeits. All weekly fees must be made through APA Online Member Services. To qualify as a double jeopardy team, the second team in the opposite format must consist of at least 4 common members.

New Players And Returning Members

New players must sign up online by scanning the QR Code on the front of the weekly packet or at join.poolplayers.com. By signing up and paying their membership online the player number can be added to the team. All returning members must also pay their membership online. Cash will not be accepted for membership payment.

Team Envelopes (For Divisions Not Using Scorekeeper)

Team Captains should collect all League fees from the players on their teams. Procedures for turning in your team's weekly fees/scoresheets, green fees, and membership envelopes vary and is dependent upon the Host Location. Please see your Division Representative for details of handling weekly scoresheets, team fees, etc. for your Host Location.

Scorekeeper

All 8-Ball and 9-Ball team matches must be scored using the APA Scorekeeper App.

Bonus Points

Bonus Points for paper scoresheets

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

- Innings are filled in for every game.
- The winner and loser of every game is marked with the number of racks won.
- The final match score is filled in.
- Both teams sign the scoresheet.
- All fees are up to date.
- No abusive comments are written.

Bonus Points for electronic submissions

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

- All matches are scored in the order played.
- Fees are paid in full using Online Member Services.
- No abusive comments are submitted in comments to the League Operator.

The bonus points awarded will be as follows:

- 8-Ball Team and 8-Ball Doubles: 3 Possible Bonus Points
- 9-Ball Team and 9-Ball Doubles: 20 Possible Bonus Points
- Masters: 7 Possible Bonus Points
 - Points will be awarded for the entire weekly fee being included in the payment envelope, the team being current on all fees owed and for accurate and complete scoresheets.
- Ladies: 2 Possible Bonus Points
 - Points will be awarded for the entire weekly fee being included in the payment envelope, the team being current on all fees owed and for accurate and complete scoresheets.

Remember these are bonus points that are awarded at the sole discretion of the Local League Office.

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the Playoffs and/or the opportunity to compete in tournaments.

Bonus Points for Bye Weeks

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

- 8-Ball: 8 Bye Points + 3 Bonus Points
- 9-Ball: 60 Bye Points + 20 Bonus Points
- 8-Ball Doubles: 3 Bye Points + 3 Bonus Points
- 9-Ball Doubles: 20 Bye Points + 20 Bonus Points
- Masters: 15 Bye Points + 7 Bonus Points
- Ladies: 5 Bye Points + 2 Bonus Points

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

Late Penalties

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their scoresheet and points will be taken away. Additionally, the Team Captain (and other players) may be marked ineligible to play by being made INACTIVE on the team. If payment is not received at this time the team will be given notification that they will be dropped from the League for non-payment. If the fees are not brought current by third week or arrangements made to pay the past due balance, the team will be dropped. All players on the team will become equally responsible for the fees that are due, including fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

Patches

Patches are available for the following accomplishments:

- 8-on-the-Break: You make the 8-ball on the break.
- 8-Break-and-Run: You make at least one ball on the break and then run the rack.
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make at least one ball on the break and then run the rack for ten points.
- Rackless: Your opponent didn't break during your match.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Shutout: You win 20-0 in 9-Ball.
- Mini Slam: 8-on-the-Break and 8-Break-and-Run **or** 9-on-the-Snap and 9-Break-and-Run on the same League night
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same double jeopardy match.*
- I Beat A 7 (in 8-Ball) and I Beat A 9 (in 9-Ball)

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet or in the Scorekeeper App and scan the QR code to complete the Google Patch Form. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Google Patch Form is completed. Patches are awarded the week after they are earned and will be included in your team envelope.

Section 2: Local League Play

Rescheduling Matches

On occasion, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified League obligations, or other reasons. You are required to reschedule a match if your match conflicts with your opponent's other pre-qualified League obligations and the opponent requests rescheduling. If you plan to reschedule a match, due to inclement weather, or for other reasons, **you must notify the Local League Office before 5pm (at least two hours before league play begins) of the day of play.**

Please use the following procedure:

1. Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
2. Work with your opponent's Team Captain to select a date and time to play the rescheduled match. Rescheduled matches must be played within three weeks of the original scheduled match date. No make-up matches will be allowed in the last four weeks of the session, unless the Local League Office grants an exception, which will only occur as a result of special circumstances.

Teams are not allowed to reschedule individual matches.

Holidays: All matches scheduled on holidays can be rescheduled and played prior to the original match date. You must notify the league office if you schedule the match earlier than the original date.

World Qualifier (WQ) Tournament: All teams participating in a WQ Tournament that conflict with their regularly scheduled weekly match **MUST RESCHEDULE THEIR WEEKLY LEAGUE MATCH**. Due to the timeframe that WQ occurs in following the start of the session, pre-playing the match is not always possible (however, it is still preferred). Therefore, these teams have until Week 7 of the session to complete these matches. All monies and scoresheets must be turned in on or before Week 7 of the session. If matches are unable to be completed in full in the designated time frame, team captains must call the League Office for approval to complete the match at a later date.

World Pool Championship: All teams participating in a WPC (Vegas) Tournament that conflict with their Playoff match **MUST RESCHEDULE THEIR PLAYOFF MATCH**. You must allow all players of the WPC participating team time to return from Vegas. Pre-playing the match is not always possible (however, it is still preferred). All Playoff matches must be completed by Wednesday before Tri-Annals is scheduled to give the league office time to set up the tournament.

Inclement Weather

The Local League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled due to inclement weather. If you feel that weather conditions may result in League play being cancelled or postponed, check our Local League Website for the most up-to-date information. Contact the Local League Office if you have additional questions or concerns, but only after you have checked the website. Most important, ***please be safe*** and do not risk injury if you feel the travel conditions are unsafe.

Teams in Default

Any team that does not show up for its match for two consecutive weeks will be deemed to be in default and will be dropped from the division.

Additionally, any team that has not paid their League fees for two consecutive weeks can be dropped from the Division. Teams who have failed to pay their League fees for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying their share of the team fees owed. The defaulting team's 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 it deems appropriate. 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 any week they play while their fees are past due.

Cell Phone Usage

If a player answers a cell phone during a game, whether it is their turn at the table or not, it is considered a time out. If the player has already had their maximum timeouts, this will be considered a

sportsmanship violation and repeated offenses can lead to sportsmanship penalties such as probation and/or suspension.

Table Choice / Coin Flip

Home team will have table choice, unless tables are assigned by the Host Location. At the start of the match, home team shall flip and visiting team will call it.

Double Jeopardy

Teams participating in Double Jeopardy should be strategic in the way players are chosen for matches so conflicts do not arise. Example: Team A puts up a player but team B's player that's chosen by the Team Captain/Co-Captain is currently playing a match in the alternate format. When this situation arises, the players have been chosen so that individual match will be skipped until team B's player completes his/her alternate format match. Both teams will proceed with the match. Team Captains do not allow the final match in 8-Ball & 9-Ball to be played by the same person.

Section 3: Sportsmanship and Conduct

Concerns During League Play

All concerns should be submitted in writing using the appropriate form found on easttexasapa.com in a courteous and professional manner within 24 hours of play. This will guarantee that your concern is considered, documented and addressed. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without them when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

Suspended Players

The East Texas APA will honor any suspensions from all APA areas.

The Right To Refuse Service

East Texas APA has the right to refuse/terminate services and/or membership as deemed necessary to ensure the integrity of the League.

Section 4: Local League Playoffs and Tournaments

Session Playoffs

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than four individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs and the Wildcard Draw. Exception: If a team forfeits due to not being able to meet the 23-Rule with the lowest 5 players listed on their roster. In this case, teams that cannot meet the 23-Rule cannot forfeit more than eight individual matches.

During each session, the 1st round of Playoffs will be scheduled on the same day of the week as your regular League play. The next session will begin the week following the Playoffs.

Players must have played at least 4 times in the Summer, Fall and Spring Session with the team during the session to be eligible to play in the Session Playoffs. Forfeits do not count as matches played.

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

Tri-Annuals

The number of teams participating in each Tri-Annual will vary from session to session depending on how many division and teams in each division. Teams qualify by winning the Playoffs at the end of each session. Teams may sometimes gain automatic eligibility to the Tri-Annual Tournament based on session qualification guidelines.

World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent your League name here in the APA World Pool Championships.

*A maximum of 36 teams will participate in the 8-Ball World Qualifier:

***Summer** – 12 Teams from the Tri-Annual

***Fall** – 12 Teams from the Tri-Annual

***Spring** – 12 teams from the Tri-Annual

*A maximum of 36 teams will participate in the 9-Ball World Qualifier:

***Summer** – 12 teams from the Tri-Annual

***Fall** – 12 Teams from the Tri-Annual

***Spring** – 12 Teams from the Tri-Annual

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier boards.
- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the session the corresponding tournament is held, in the East Texas APA to retain their qualified status.
- All players on Qualified teams must remain active in the session the corresponding tournament is held, in the East Texas APA in the format they are qualified in, in order to participate in the World Qualifier and World Pool Championships.

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the eligible members of those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board. Each 8-Ball and 9-Ball team winning the local **WQ** qualifies for the **World Pool Championships** in Las Vegas and will receive money for travel assistance. Should a team / individual player elect not to go to the World Pool Championships, the team or individual player will forfeit all monies for travel assistance. If the team / individual player has already received the money for travel assistance, the team / individual player will be required to repay the entire amount to the APA travel fund. Once in Vegas if an individual fails to support their team by not participating in team events or departs Vegas before their team completes the World Pool Championship that player must return all monies received for travel assistance to the APA players fund. Failure to do so will result in suspension of membership for each member until the travel assistance money has been repaid. In the event a qualified team decides not to participate in the World Pool Championships, the team that finished second in that local Pool Championship will advance to the World Pool Championships.

Team Eligibility For World Qualifier

To be eligible to participate in any APA tournament, including the World Qualifier or Tri-Annuals, a team must: 1) be active in the session occurring simultaneous with the tournament; and 2) have at least four (4) members who were members of the team at the time that it qualified for the tournament. For example, if Team A qualifies for the World Qualifier in the Fall Session, and the World Qualifier is scheduled to take place during the following Summer Session, to be eligible to play in the World Qualifier, Team A must be active in the Summer Session and have at least 4 players who were on the team during both the Spring Session and the Summer Session.

Teams that qualify for the World Qualifier must remain active in the East Texas APA to retain their qualified status.

Section 5: Other Formats

Ladies League

A Ladies team can have a maximum of five (5) ladies on its roster. Three (3) players from each team will play individual matches during each team match. The combined handicaps of the three players playing in each team match cannot exceed 13. The team fee will be \$24 per team match.

Bonus Point: 2 Bonus Points per team match will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 5 Points + 2 Bonus Point

Individual Forfeit Points: 2 Points during regular session play and 3 Points during Playoffs.

Full Team Forfeit Points: 5 Points + 2 Bonus Points

The Championship Team will earn Travel Assistance to compete in Las Vegas at the Ladies Championship in the Showdown Series. Currently, for a slot to the Ladies Championship in the Showdown Series, the East Texas APA must have a minimum of 10 teams playing in its Ladies League. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list. If by chance we are not granted a Ladies Championship slot in the Showdown Series, Travel Assistance will still be available for the Championship Team to travel to Las Vegas to participate in MiniMania. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated in the Ladies Championship.

Masters League

The Masters League will consist of teams with a maximum of four (4) players on their roster; three (3) 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 Point: 7 Bonus Points per team match will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 15 Bye Points + 7 Bonus Points

Individual Forfeit Points: 5 Points

Full Team Forfeit Points: 15 Points + 7 Bonus Points

Playoff matches are scored the same as in weekly play except a forfeited individual match is worth 7 points. In the case of a tie at the end of a team match, the tie will be broken by the number of individual matches won.

The winner of the League's Masters Championship will earn Travel Assistance to compete in Las Vegas at the Masters Championship in the Showdown Series, or, in the alternative, in MiniMania. Currently, for a slot to the Masters Championship in the Showdown Series, the East Texas APA must have a minimum of 10 teams playing in the Masters League. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list. If by chance we are not granted a Masters slot, Travel Assistance will still be available for the Masters team to travel to the Showdown Series to participate in MiniMania. The amount of Travel Assistance awarded to the winner of the League Masters Championship will be determined based on the number of Masters teams in the division. The Travel Assistance Fund will be used to provide Travel Assistance to those teams advancing to the Master's Championship in the Showdown Series, or in the alternative MiniMania. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated in the League's Masters Championship.

Playoff Structure For Ladies, Masters And Doubles Leagues

