



HEART OF TEXAS APA LOCAL BYLAWS

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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 Your Local League Name.

Office Hours

League Office hours are Monday through Friday, 10 AM to 8 PM. Sunday 12pm to 6 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. You may also email: tcollins@apaleagues.com or kcollins@apaleagues.com

Website

Our website address is <https://heartoftexas.apaleagues.com>.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Heart of 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 your <https://facebook.com/heartoftexasapapoolleague> 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 \$32.50 per week (\$65 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and forfeit. If you are paying by check, please make your check payable to Heart of Texas APA. There will be a \$35 charge for any returned checks, plus a loss of bonus points.

Team Envelopes

The team packet is an envelope containing each week's score sheets, fliers, memos and patches earned. The packet is the responsibility of the entire team. All information in the packet is meant to be seen and read by all players. Any private information will be put in a sealed envelope with the player's name on it. Only players listed on the envelope should open any private information.

PLEASE MAKE SURE ALL PLAYERS READ AND ARE AWARE OF THE CONTENTS OF PACKET.

Packets will be made available at your designated drop location.

In the Traveling Bar Division, it is **EACH TEAM'S RESPONSIBILITY** to pick up and drop off their team packet by designated time.

In-House and Bar teams must drop off packets at their designated drop location on the night of play. If you do not return your packet, including score sheets and fees, on time you bonus points will be deducted from your team for that match.

Bonus Points

Your team will receive bonus points if **all** of 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
- Final match score is filled in
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- **8-Ball: 2 Possible Bonus Points**
 - Entire weekly fee being included in the payment envelope and the team being current on all fees owed.
 - For accurate and complete scoresheets. (Including Marking defensive shot appropriately)
- **9-Ball: 15 Possible Bonus Points**
 - Entire weekly fee being included in the payment envelope and the team being current on all fees owed.
 - For accurate and complete scoresheets. (Including Marking defensive shot appropriately)

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 + 2 Bonus Points
- 9-Ball: 60 Bye Points + 15 Bonus Points

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

Past Due Procedures

1. **First Week Past Due:** “\$\$” will be printed on both scoresheets next to player’s name.
2. **Second Week Past Due:** “\$\$” and “PAST DUE” will be stamped over the top of the roster names/member numbers on both scoresheets for the past due team.
3. **Third Week Past Due:** The TEAM CAPTAIN/PLAYER will be made **INACTIVE** on scoresheet
4. **Fourth and Final Week Past Due:** Team name will be changed to “**Team/Player Dropped Due to Non-Pay**” on the scoresheet.
5. No Team or Player will compete in Playoffs, Tri-Cups, or World Qualifiers if the own past due money.

Late Penalties

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next 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.
- 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 9-Break-and-Run on the same League night. Not available during tournament play.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*

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 and fill out the Patch Request form. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Patch Request form is completed and sent in to the Local League Office.

Patches are awarded the week after they are earned and will be included in your team envelope.

Trophies

- Overall points winner for each division
- Team MVP-Voted by members of your team at the end of each session.
- Top Gun-players with the best win percentage in each skill level tier will win an individual trophy for each session, in each division. A player must play at least half of the session to be eligible.
- 9-Ball-SL 1-3 Green Tier
- 9-Ball-SL 4-5 White Tier
- 9-Ball-SL 6-9 Black Tier
- 8-Ball- SL 2-3 Blue Tier
- 8-Ball -SL 4-5 Red and Yellow Tier
- 8-Ball-SL 6-7 Purple and Orange Tier

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. No Exceptions**

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 two 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.
3. Teams must pay for the rescheduled match by the original scheduled match date or the non-paying team will not be awarded bonus points.

Inclement Weather

Bad weather conditions or travelers' advisory warnings are reason enough for rescheduling team matches. Teams will be allowed to reschedule matches due to severe weather. Both Team Captains must agree on the rescheduled date and time. It is the responsibility of both Team Captains to make these arrangements and advise the League Operator. See the RESCHEDULED MATCHES section.

Section 3: Sportsmanship and Conduct

Sportsmanship

People join our League to have fun and it is difficult, if not impossible, to do so if players are not practicing good sportsmanship. Remember our motto:

"Have fun. Meet people. Play pool!"

Each player is expected to play their best game while accepting victory and defeat in a sportsmanlike manner. Telling a player "great shot!" is acceptable but cheering for your opponent to make a bad shot is not. **Two common violation of sportsmanship are conceding an unfinished game and breaking down your cue during play.** If you are experiencing problems with your cue or need to change out your cue, let your opponent know so that it is not misinterpreted as a forfeiture of the game. **Another example of poor sportsmanship is making any comments on your opponent's skill level.** This can be considered sharking and

SHARKING, IN ANY FORM, WILL NOT BE TOLERATED

Etiquette Guidelines

1. Pay attention and be ready to shoot when it is your turn.
2. Avoid loud noises when your opponent is shooting.
3. Do NOT approach the table when it is your opponent's turn at the table. Step away from the table (out of your opponent's line of vision) when your turn is over.
4. Closely observe the "house rules." Many bars do not allow jump shots or masse shots. **House rules always prevail!**
5. Do not sit on the table.
6. No smoking over the table. No food or drinks on the table.
7. Do not use electronic devices such as cell phones or earphones at the table.
8. Do not break your cue down early; wait until the game is officially over. Breaking down your cue early may be interpreted as a concession of game. If your cue is malfunctioning, let your opponent know, so he/she doesn't think you are forfeiting.
9. Do not celebrate your opponent's misfortunes, and don't make excuses for your own.
10. If you lose, congratulate your opponent on their win.
11. Maintain a fun, light-hearted attitude.

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

Heart of Texas APA will honor any suspensions from all APA areas.

Section 4: Local League Playoffs and Tournaments

Session Playoffs/ High Level Tournaments

Division Playoffs

Weekly fees must be current for any team to enter in the division playoffs, Best of The Rest or Tri-Cups. Teams are responsible for weekly fees during division playoffs. The League year is comprised of three sessions: Summer, Fall and Spring. At the end of each Session, teams compete in the End of Session Playoffs. In most instances, depending on the number of teams in the Division, the 1st place team in points does not play in playoffs and advances to the Tri-Cup. This rewards the 1st place team with essentially two (BYES) since they are exempt from the two playoff rounds.

Division Playoffs Qualification

Divisions with 14 or more teams:

- Overall points winner automatically qualifies for Tri-Cups
- 2nd-6th place teams and 1 Wild Card team will qualify for playoffs.
- The final 2 teams in Division playoffs will qualify for the Best of The Rest Tournament

Divisions with 6-13 teams:

- Overall point s winner automatically qualifies for Tri-Cups
- 2nd-4th place teams and 1 Wild Card team will qualify for playoffs.
- final 2 teams in Division playoffs will qualify for the Best of The Rest Tournament.
- Playoff teay will only play 1 playoff match

Divisions with 5 or less teams:

- Top point team and Wild Card team will play for spot into Tri-Cups.

In a situation where the session ends with tied teams and exceeds the number of earned slots, then the tied teams will go through the tie breaking process to establish ranking and there will not be a wildcard drawing for the extra slots. If a team earns a spot in the session playoffs, they are required to participate in the playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees and green fees due for the session playoffs. The team is also subject to lose any qualification for Higher Level Tournament by not showing up or “throwing league matches or playoff matches are subject to suspension from the League as it will be considered an attempt to manipulate handicaps by not playing or running up innings. If a team does not show up for the session playoffs, Best of The Rest or Tri-Cups, another team may be scheduled to complete the playoff round at the League Operator’s discretion.

Players Playoff Eligibility

- New players must play six matches during the session before participating in playoffs.
- Established players must play a total of four matches.

Qualifications to the world qualifiers are given at the League Operators discretion for sportsmanship and good, solid play. The League Operator reserves the right to revoke a team qualification, if necessary.

Best of The Rest Tournament

Best of the Rest tournament will consist of all teams who won in the end of session playoffs. This will be a 1 round event. If you win, your team will be qualified to play in the Tri Cups. If you lose, then your team is out. Both 8 and 9 Ball will be played on 1 Saturday to qualify teams.

Tri-Cups Playoffs are made up of teams from all divisions. They will play in a one day tournament where up to 8 teams will qualify for the World Qualifier.

- Those 8 teams will qualify for the World Qualifier's for a trip to Las Vegas.
- Tri Cups will take place on Saturday.
- 8 Ball will be played on one weekend and 9 ball will be played one weekend.
- We will run the Tri Cups within the 1st 4 weeks of the following session.
- Once a team qualifies for the World Qualifier's they will have to play in playoffs and Tri Cups in all future session's if you are qualified for World Qualifier's already.
- If a World Qualifier qualified team wins a 2nd or 3rd Tri Cup they are put in the drawing before World Qualifier's for any bye spots in the tournament.
- If a Team wins Tri Cups for the 2nd time, we will still qualify an 8th team to the World Qualifier's. No team can get more than 1 spot in the World Qualifier. So if a team wins a 2nd time, then we will go down the losers side "finals" and qualify the team that finished highest in rankings in regular league play to the World Qualifier's. If 1 or more teams finished the session tied in standings (2 overall points winners or 2-3rd place teams etc, then there will be playoff for the World Qualifier spot.
- Awards will be awarded to all Tri Cup winners. If a player is ineligible for this tournament, they will not get an award.
- All Tri Cup qualified teams must remain active in the next session and keep at least 4 original players from the qualified team to remain active as a team.
- Players can still switch teams at the end of the session. All teams can also make any changes to their team. If a player plays with their original team they qualified with in the new session, they can still change teams in the 1st 4 weeks. But they cannot switch to a team within the same division.
- Your team in Playoffs and Tri Cups will consist of all of the players from the session you just played.
- Only overall point winners or teams that win Tri Cups more than one time will be eligible to draw for byes in the World Qualifier's.
- Finish 1st in Overall Points in your division and you qualify for Tri Cups and these teams get a 1st round bye.
- Win your 1st match in the Division playoffs or finish in the last 2 teams in Division Playoffs and you will qualify for Best of The Rest Tournament. (Division's with 14 or more teams, have 6 teams in the playoffs, therefore you would have to possibly win 2 matches to qualify). Some teams may gain eligibility by finishing highest in standings but not qualify for Tri playoffs. These teams will replace any team that drop out of tournament.

Tri-Cup Eligibility

- New players (members with less than 20 lifetime matches at the beginning of a session) must play six matches during the session before participating in Tri-Cups. Keep in mind. At the end of the Spring Session all players must have at least 10 matches played by the end of the session to be eligible for World Qualifier's.
- Established players must play a total of four matches.
- Your roster can change at the end of the session. You do not have to keep your same team after the end of a session to play in Tri-Cups. You must keep 4 original players on your roster to stay qualified for Tri-Cups. Your end of session roster will still be your Tri-Cup roster. No new additions will be allowed to play in the Tri-Cup. **World Qualifier**

The World Qualifier is an areas highest level team tournament. The winners of this tournament advance to the World Pool Championships held in Las Vegas. Once a team has qualified for the World Qualifiers, it must remain active for the remainder of the League year. A team that qualifies from the Summer session must continue to World Qualifiers

World Pool Championships

ALL PLAYERS PLAYING IN ANY WORLD POOL CHAMPIONSHIP, IN ANY FORMAT, WILL BE REQUIRED TO PLAY IN THE NEXT LEAGUE YEAR'S SUMMER SESSION. If a team or player does not go to Las Vegas to participate, then their travel assistance fund will remain part of the players' fund. Any player receiving Players Fund money for Las Vegas and does not go, will have to return all money for deposit back into the Players Fund.

League will pay for all players Airfare and lodging for the World Pool Championships. If you qualify on more than 1 team you will receive compensation for the average cost of the trip for the 2nd qualification. League Operators will book flights. Players may change their flights to fit their needs if necessary. The World Qualifier is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent Heart of Texas APA in the World Pool Championships.

World Qualifier Eligibility:

New players (members with less than 20 lifetime matches at the beginning of the session) will not be able to play in World Qualifiers with less than 10 matches total, 6 within the last session, and be on the spring roster of the team. New members in Spring Session must have 10 matches by the end of Session. Established players must play a total of four matches in the spring session and be on the spring roster of the team. A qualified team must keep at least 4 original members on their team to maintain their eligibility.

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the 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.

The Players Fund is maintained by your League Operators with a portion of weekly team dues. This fund is to be used for parties, awards, trophies and travel assistance for its players.

Players fund is also used for travel assistance for Las Vegas winners.

League will not pay out any money to players who win trips to Las Vegas unless they qualify in 2 or more tournaments during the same period. If a player does win a 2nd spot in a National Tournament, meaning they qualify for 2 tournaments, then the player will get the extra nights motel rooms if needed along with a check for the cost of their airline ticket.

Teams and players will have their Airfare and Hotel paid for before trip to Las Vegas by the League Operators.

League will pay all entry fees for Las Vegas tournaments.

League pays the following for each team:

- Airfare for all eligible players
- Hotel Room with 2 players to a room occupancy. If you don't want to room with another player or teammate then you will be responsible for booking your own room. Players will not be stuck out having to pay for a room just because you don't want to share a room.

Refusal to Do Business

At any time, at the sole discretion of the League Operator, Heart of Texas 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.

CLOSING REMARKS

The Heart of Texas APA is happy to have you as a member and strives to provide a way for you to play pool, increase your skill and have a lot of fun in the process. We are happy to answer any questions and assist you in solving any problems you may have – don't hesitate to call us.

HAPPY SHOOTING!