



LOCAL BYLAWS

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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 APA Austin.

Office Hours

League Office hours are 7 days a week from 2 PM to 9 PM. Text messages are preferred between 9 PM and 11 PM. Text messages are preferred when possible. If a call is necessary and 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: apa@apaaustin.com for non-urgent matters.

Websites

Our website address is: <http://austin.apaleagues.com>

Or you can also go to our Link Tree Website at: <https://linktr.ee/apaaustin>

These websites allow you to:

- a) Obtain the most current information on playoffs, tournaments, or other APA Austin events.
- b) Configure your Member Services Account to:
 - View schedules, team rosters, standings, and individual records for your division; and
 - Access your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, and more.

In addition, we also have a Facebook page at <https://www.facebook.com/APAofAustin> where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members. We have recently added an Instagram account as well <https://www.instagram.com/apaaustin> If you have not already done so, please join our online community by signing up for a Member Services Account and following us on all our social media today.

Regardless of whether you sign up for your Member Services Account, it is essential that we have your email address on file. All announcements are made online first and through our email mailing list. Maintaining an updated email address ensures that you receive valuable information promptly. The website and email communication are the Local League Office's most effective tools to provide timely updates. These platforms help you maximize your experience by keeping you informed about important events such as upcoming playoff match locations, wild card selections, tournaments, and other relevant League information.

Team Fees

The fees for each team are as follows: \$50.00 per week, \$30.00 for Masters and Ladies, \$20.00 for Doubles, \$40 per match (\$80) for Ladies Annual) for all scheduled matches. This applies regardless of the number of games played, including forfeits, and the division playoffs. Weekly fees are due at the time services are rendered, which is defined as the date the matches are scheduled to be played. Failure to pay the weekly fees on the night services are rendered may result in a loss of bonus points for that night.

- Submit your weekly team fee through the Scorekeeper App; anyone on your roster can do it.
- Masters, Ladies, and Doubles must pay their fees through their Member Services app on game night.

- The payer must cover the full amount. Partial payments are not accepted.
- Select the correct week when paying online to avoid past-due status and loss of Bonus Points.
 - Example: If it's Week 10 and you pay for Week 11, payment applies to Week 11, and Week 10 remains unpaid.
- Make payments only via the Scorekeeper app or APA Member services.
- Pay past-due fees through Venmo @play-pool or Zelle playpoolinaustin
- Use team credits within the same session they occurred. Note in the Scorekeeper app when using credits instead of making a payment.

All Weekly Fees must be paid for teams or players to join the Wild Card Draw or Session Playoffs.

During playoffs, fees for all 5 matches are due at the time of service. Failure to pay will result in elimination from the playoffs.

Scorekeeping

All teams will use the Scorekeeper App. In the event the app is unavailable, blank scoresheets should be accessible at the Host Location. These submissions must be in PDF format and emailed to the Local League Office on the night of play. PDF scan apps are usually available at no cost through your app store. An example is Adobe Scan.

Only team members can keep score.

Bonus Points

- **8-Ball:** 2 points
- **9-Ball:** 15 points
- **Masters:** 3 points
- **Ladies:** 2 points
- **8 Ball:** Doubles: 2 points
- **9 Ball:** Doubles: 10 points

Teams must complete the scoresheets on the Scorekeeping APP. ~~Profanity in the comments section may result in an automatic loss of bonus points.~~ Compare data before submitting matches; inconsistent data may lead to no bonus points for one or both teams. Unpaid weekly fees may result in loss of bonus points until past dues are paid. ~~Keep up with your weekly fees to avoid losing your place in Playoffs or tournament opportunities.~~

Bonus points are awarded at the discretion of the Local League Office.

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):

- 6 points plus 2 Bonus Points will be awarded for all byes in the 8-ball format.
- 55 points plus 15 Bonus Points will be awarded for all byes in the 9-ball format.
- 15 points total will be awarded for all byes in the Masters format.
- 5 points plus 2 Bonus Points will be awarded for all byes in the Ladies format.
- 4 points plus 2 Bonus Points will be awarded for all byes in the 8-ball doubles format.
- 30 points plus 10 Bonus Points will be awarded for all byes in the 9-ball doubles format.

- No weekly fees will be due.

Forfeits

Forfeits do not count as a match played. If a team fails to appear for a match, the opposing team will receive the points outlined in the Official Team Manual.

Bonus points are awarded provided all bonus points requirements are met.

Teams missing 2 consecutive weeks may be dropped from the League, prompting a new schedule. In the last two weeks of regular play, a team cannot forfeit more than three matches. Violating this rule disqualifies the team from the Playoffs and the wildcard draw.

Past Due Procedures

Teams overdue by 2 weeks in paying weekly fees may be dropped from the League for nonpayment. Dropped teams will lose all benefits, awards, and prize money. They must also pay the APA for all remaining session matches and any past due amounts.

Dropped Teams

Teams that drop after the first week of a session may owe the APA the remaining balance of all weekly fees for matches that would have been played during the rest of the session, plus any outstanding dues, if applicable. Any team finishing a session and still owing fees must pay the balance before the first week of the following session. Meanwhile, each player who wishes to continue participating in the APA will pay their prorated portion of the uncollected fees. This applies even if the player(s) is/are on more than one team and remains active on the other team(s). If the team does not sign up for the following session, any player(s) from that team wishing to join another team will pay their prorated portion of the uncollected fees. This also applies to any teams that are dropped by the Local League Office due to nonpayment of weekly fees during the session (see section, PAST DUE).

Players With \$\$ Next To Their Name

As stated above, in DROPPED TEAMS and NSF CHECKS, a player who owes the League money, indicated by the \$\$ next to their name, is not permitted to play any matches until the amount owed is paid in full. If a player participates in a match without paying the owed amount at that time, that match will be recorded as a forfeit win to the opposing team.

New Teams

Teams may be added during the first four (4) weeks of a new session with the Local League Office's approval. Under special circumstances, as determined by the Local League Office, teams may be added after the fourth week. The Local League Office will decide whether to issue the new team points equal to the last place team or assign bye weeks and arrange any make-up matches.

Adding New Players

Requests to add a player to a team after the fourth week must be submitted to the Division Representative, who will then forward the request to the Local League Office. If the Local League Office has not approved the addition, and the player participates in a match, that match will be recorded as a forfeit win for the non-offending team. If the Local League Office approves the addition, the player being added must be current with membership dues. No players may be added to a team during the last four (4) weeks of regular session play.

Note to Team Captains: As a team captain you are responsible for verifying the background of any player you add to your roster. If you are bringing in a new player who has never competed in APA Leagues before, you must accurately certify their starting skill level with the league office.

Example:

- If you know a player has prior league experience equivalent to an APA SL5 or 6, you must disclose this upfront – rather than defaulting them to the standard starting SL3 for new players.
- Failure to declare a player's true skill level may result in the APA League Office reviewing and adjusting their matches retroactively.

This policy ensures fair play and protects the integrity of our league.

Late Penalties

Teams behind on dues will receive a FINAL NOTICE on their Scorekeeper App/scoresheet, and points will be deducted. The Team Captain and players may be marked INACTIVE and ineligible to play. If payment is not received, the team will be notified of potential removal from the League. If fees are not cleared by the specified week or arrangements made, the team will be dropped. All players will be equally responsible for the remaining session fees and cannot rejoin until their share is paid.

Patches

Patches are available for the following achievements:

- **8-on-the-Break:** Making the 8-ball on the break.
- **8-Break-and-Run:** Making at least one ball on the break and then running the rack.
- **9-on-the-Snap:** Making the 9-ball on the break.
- **9-Break-and-Run:** Making at least one ball on the break and then running the rack for ten points.
- **Rackless:** Your opponent did not 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:** Winning 20-0 in 9-Ball.
- **Mini Slam:** Achieving 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.
- **Sportsmanship:** You may nominate a player for a good sportsmanship patch. Submit the nomination by filling out this form: [Nomination Form](#), and the Local League Office will determine if the patch will be awarded.

When you earn a patch in a category, see your Division Representative (DR) that night to receive it instantly. If the patch is out of stock, the DR will notify the Local League Office, and you will receive it ASAP.

Section 2: Local League Play

League Start Time

The League start time is 7:30 PM, unless otherwise specified. Play will commence even if only one player from the team is present. Play must be continuous; otherwise, forfeits will be awarded to the team that

is present. If no one from the team shows up within 15 minutes of the start time that team forfeits all the matches for the night.

Ladies Yearly Division:

APA Austin offers our ladies a yearly division with the following requirements.

- Monthly Play
- Schedule Structure: Each month teams will play two matches (each consisting of 3 games) against the same opponent.
- Roster Changes – Roster changes after match 10 must be approved by league office. No Roster changes allowed in the final 4 matches.

Rescheduling Matches

Matches may need to be rescheduled due to weather or conflicts with other League obligations. If your match conflicts with your opponent's pre-qualified League engagements and they request a reschedule, you must comply. Notify the Local League Office if rescheduling due to weather.

Procedure:

- Inform the opposing Team Captain of your intent to reschedule.
- Agree on a new date and time within two weeks of the original match date. No make-up matches will be permitted in the last two weeks of the session unless an exception is granted by the Local League Office under special circumstances. To avoid any disputes, this must be confirmed in writing by text or email.
- Payment for the rescheduled match must be made by the original scheduled date, or the non-paying team will forfeit bonus points.

Individual makeup matches will be permitted only during the first week of the session and under exceptional circumstances, such as power outages at the venue or sudden extreme weather conditions. If makeup matches involve the entire team, all matches must be played on the same evening. For partial team makeups, any remaining matches must also be played on the same evening. For example, if there are two matches to be made up, both matches must be completed on the same night.

Inclement Weather

The Local League Office will follow school closings and state warnings to decide if matches are cancelled or rescheduled. For updates, check our website. Contact the Local League Office only after checking online. Prioritize safety and avoid traveling in unsafe conditions. Weather advisories are sufficient for rescheduling matches. Severe weather is not a valid reason for claiming a forfeit win unless approved by the Local League Office. Team Captains should coordinate to reschedule within two weeks of the original match date. Inform the Local League Office of the new schedule.

Teams in Default

Any team that misses two consecutive matches may be deemed in default and dropped from the division. Teams that fail to pay League fees for two consecutive weeks will also be dropped. They will be notified of their past due status, and if not resolved promptly, the team will be deemed in default.

Defaulting teams are still responsible for their session fees. Each member must pay their share, and players will be suspended until they do. The Local League Office can assign different portions of the fees

to individual players as needed. Teams with a player in arrears will receive no points for that player's match (even if they win) and no bonus points for any week they play while fees are past due.

One Match at a Time

A player can only play one match at a time, meaning they cannot compete in matches on different tables simultaneously. This rule is particularly relevant for Double Jeopardy divisions where a player might have overlapping 9-Ball and 8-Ball matches.

Replay Rule (Player May Play Twice in One Night)

The Replay Rule allows one player from a team to play twice on the same night. ~~in certain situations to prevent forfeits.~~

Conditions for Using the Replay Rule:

Roster Compliance:

- Cannot be used to evade Skill Level Violations.
- Must comply with the Team Skill Level Limit (23-Rule).
 - Example: A team with a roster of 6, 6, 5, 5, 5, 4, 4, 3 cannot play 6, 6, 5, 3 and use the SL 3 as a Replay Player because it would exceed the 23-Rule. To comply, the team would need another SL 3 or an SL 2 (SL 1 in 9-Ball) on the roster.

Notification Timing:

- Must inform the opponent one match prior to the match that you intend to use the replay rule.
- Opponent must accept and cannot force a forfeit.

One Team Using Replay Rule:

- **Replay Player Selection:**
 - Replay Team selects their Replay Player, and puts up first in the replay match
- **Match Placement:**
 - The replay match is the last match of the night.
 - 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.
 - Once the replay match starts, all remaining matches are forfeited even if more players arrive

Both Teams Using the Replay Rule:

- **Replay Player Selection:**
 - Each team selects its own Replay Player.
 - Put up in the order originally determined by the coin flip
- **Match Placement:**
 - The replay match is the last match of the night.
 - 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.
 - Once the replay match starts, all remaining matches are forfeited even if more players arrive.

Usage Limits:

- **Maximum Uses:**

- Maximum of 4 uses per session per format (8-Ball and 9-Ball tracked separately).
- Teams must track their usage; exceeding the maximum will result in forfeit of the replay match.
- **End-of-Session Restriction:**
 - Not usable in the final 4 weeks of the session.

Additional Notes:

- The Replay Rule does not apply during Playoffs, Tri-Annual Tournaments, or the World Qualifier.

Section 3: Sportsmanship and Conduct

Comments on Scoresheets

All concerns should be documented on the Scorekeeper App/scoresheet in a courteous and professional manner. This ensures that your concern is considered and addressed. Inappropriate language directed at the Local League Office, or the League Operator is not permitted on the scoresheets. Such comments or complaints are deemed unsportsmanlike and will be handled accordingly.

Sportsmanship Guide

Verbal abuse includes name-calling, threats, profanity, or any other language that could be considered harassment or cause embarrassment to League members or non-members. This also includes any physical gestures. Physical contact refers to hostile physical interactions between two players or a player and non-member(s). This contact can include bumping, shoving, pushing, or hitting. See the OTM or the table below and familiarize yourself with the sportsmanship consequences.

Banned Players

If a host location bans a player, the team must compete without them at that location. The League cannot require a host location to allow access to a banned individual for a League match.

Suspended Players

APA Austin will enforce any suspensions from all other APA areas. Suspended players forfeit all benefits, awards, and prize money.

Section 4: Local League Playoffs and Tournaments

Session Playoffs

Players must have played at least 5 matches with their team during the session to be eligible for the Session Playoffs, Tri-Annuals and World Qualifiers. Those with fewer matches will be marked in italics on the roster, and their skill levels won't count toward the Team Skill Level Limit. Ineligible players cannot receive trophies or awards. In the Masters Divisions, players need to have played at least 4 matches in either the 8-Ball, 9-Ball, or Masters format.

Players must meet specific criteria to be eligible for Tri-Annuals. They must have been eligible for Session Playoffs and have a skill level based on at least 7 lifetime league match scores in the relevant format (8-Ball or 9-Ball) by the end of the Session, including playoff weeks. For those advancing to the World Qualifier, a skill level based on at least 10 lifetime matches played by the end of the Spring Session of that year is required.

The Tri-Annual tournaments will use a Single Elimination format.

Number of Teams In the Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wild Card Winner Advances to Tri-Annual In a 4-5 team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Playoff Winner will receive the Championship Award Playoff Runner-Up will receive the Runner-Up Award
<u>6-8</u> Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri- Annual 2nd Place vs. Wild Card Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the Championship Award Playoff Winner will receive the Runner-Up Award
<u>9-16</u> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri- Annual 2 nd Place vs Wild Card 3 rd Place vs 4 th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the Championship Award Highest Seeded Playoff Winner will receive the Runner-Up Award

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 APA Austin in the APA World Pool Championships.

*A maximum of 24 teams will participate in the 8-Ball World Qualifier:

***Summer** - 8 Teams from the Tri-Annual

***Fall** - 8 Teams from the Tri-Annual

***Spring** – 8 teams from the Tri-Annual

*A maximum of 24 teams will participate in the 9-Ball World Qualifier:

***Summer** - 8 teams from the Tri-Annual

***Fall** - 8 Teams from the Tri-Annual

***Spring** - 8 Teams from the Tri-Annual

*subject to change based on team count

- 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.

- Any team that loses in the finals of a Tri-Annual Tournament to a team already qualified for the World Qualifier from a previous Tri-Annual, except for teams from a 4-5 team division that will earn a slot in the World Qualifier.
- All players on Qualified teams must remain active in APA Austin in the format for which they qualified to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.

Showdown Series (Masters, Ladies, 8Ball Doubles & 9Ball Doubles)

End of year (Fall Session) Vegas Qualifiers in Masters, Ladies (weekly and yearly), and Doubles are as follows:

Number of Teams In the Division (last week of regular play)	Showdown Series Vegas Qualifier Playoff Structure
<p><u>4-5</u></p> <p>One Team Qualifies For Vegas Qualifier</p>	<p>1st Place vs Wild Card Winner Advances to Vegas Qualifier</p> <p>In a 4 or 5 team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>
<p><u>6-8</u></p> <p>Two Teams Qualify For Vegas Qualifier</p>	<p>Division Point Leader advances directly to Vegas Qualifier 2nd Place vs. Wild Card Winner advances to Vegas Qualifier</p>
<p><u>9-16</u></p> <p>Three Teams Qualify For Vegas Qualifier</p>	<p>Division Point Leader advances directly to Vegas Qualifier</p> <p>2nd Place vs Wild Card 3rd Place vs 4th Place Both winners advance to Vegas Qualifier</p>

- At least one (1) new unqualified team finishing immediately behind a team that is already qualified will advance to the Vegas Qualifier. There will be no pass downs for 4 or 5 team divisions.
- If there is only one 4-5 team division for a particular format and 1 team qualifies in all 3 sessions, then there is no Vegas Qualifier, and they automatically qualify for Vegas.

Note: Vegas Slots are subject to change due to national slot allowances each year. We are not guaranteed a slot each year.

Awards

End of session awards will be distributed by no later than the middle of the following session. Each member of the division champion and runners-up teams will receive an award. Additionally, each Division Champion Team will receive a team plaque to display at their Host Location.

Equipment

Cue Ball – If both players agree, “Red Dot” or other ~~non-standard~~ cue balls, may be used. Otherwise, the Cue Ball provided by the facility must be used. If the facility provides both options then the default will be the Standard Cue Ball from that table, however, players may still use “Red Dot” if they both agree to its use.

Rack – If both players agree “Magic Rack” may be used, otherwise the equipment provided by the facility (i.e. Standard Rack) must be used. If the facility provides both options then the default will be the Standard Rack, however, players may still use “Magic Rack” if they both agree to its use.

Awards and Prize Money

Claim physical awards (cue sticks, plaques, trophies) within 30 days. Cash all prize checks within 60 days. Missing these deadlines will forfeit awards and prize money.

Travel Assistance for the World Pool Championships

The Travel Assistance Fund covers travel costs for eligible players advancing to the APA World Pool Championships. If a team opts out, their slot and travel assistance go to the last team they eliminated in their World Qualifier board.