

## AMERICAN POOLPLAYERS ASSOCIATION OF AUSTIN

Grady and Betty Dunagan—League Operators

Local Bylaws as of 3/01/2018

Local Website: <http://austin.apaleagues.com/>

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Your Official Team Manual is your primary source of information and rules that you will be using, unless noted in these local bylaws.

OFFICE HOURS are 10:00 a.m. to 6:00 p.m., Monday thru Friday.

START TIME is at 7:30 PM, unless otherwise specified. Play will begin, even if only one player from the team is present. Play must be continuous; otherwise forfeits will be awarded to the team present.

APA PLAYER MEMBERSHIP DUES are payable, preferably the first night a player plays, or by the 4<sup>th</sup> week. See the Official Team Manual for more information on membership dues.

WEEKLY FEES are \$35.00 per week (\$40.00 at all Slick Willies, and all Bastrop County locations) for all scheduled matches, regardless of the number of games played, including forfeits, and the division playoffs. No individual player accounting will be kept by the league office. As the APA is not responsible for cash, we recommend all weekly dues be paid by check. Make checks payable to **APA**.

ADDING NEW PLAYERS A Team may add a player to their roster within the first four (4) weeks without prior consent from the League Office. Simply add the player's name to the score sheet and notify the opposing team of the addition prior to the beginning of the matches. After the fourth week, the League Office must approve the player. Any requests to add a player to a team after the 4<sup>th</sup> week must be submitted to the Division Rep, who in turn will submit the request to the League Office. If the League Office has not approved the addition, and that player plays a match, that match may be recorded as a Forfeit win to the non-offending team. If the League Office has approved the addition, the player being added must be current with membership dues. In the event the player is added, plays a match, and membership dues are not collected for that player/s, the player/s membership dues will be paid from the team's weekly fees. This will cause the team to be past due and lose their bonus point/s for that week of play, and any subsequent weeks, until the past due is brought current. No players may be added to a team during the last three (3) weeks of regular session play.

BONUS POINTS Two (2) bonus points will be awarded in 8-Ball, 15 points in 9-Ball and 3 in Masters. Each team must *fully* complete the team's score sheets, collect all fees due for the week, and have the team's packet at the drop off/pick up location, no later than noon (unless otherwise specified), the day after the team's scheduled match. Any profanity written, or otherwise displayed on the scoresheets will result in an automatic loss of the bonus points. NSF checks from any team member will constitute a loss of bonus point/s for the team from the week of play in which the NSF check was submitted, as well as any subsequent weeks, until the NSF check has been paid.

No more than 1 (one) dollar in change (quarters) may be paid for weekly fees, per League Match, per night of play. More than one dollar in quarters paid in will result in the Team being marked PAST DUE for the amount of change paid in. No Bonus Points will be given for that match.

FORFEITS Forfeits do not count as a match played. If a team fails to show for a match, the opposing team (providing 5 players are present) will receive 5 forfeit wins (10 points) plus 2 bonus points in 8-Ball, 5 forfeit wins in 9-Ball (providing 5 players are present) 75 points plus 15 bonus points, 15 points plus 3

bonus points in Masters, provided all bonus point requirements are met. During the last 3 weeks of any session, forfeits will be worth 4 forfeit wins (8 points) plus 2 bonus points in 8-Ball, 4 forfeit wins (60 points) plus 15 bonus points in 9-Ball, a maximum of 12 points plus 3 bonus points in Masters. Teams that do not show up for 2 consecutive weeks are subject to being dropped from the League. If so, a new schedule will be issued. Dropped teams or any suspended player will forfeit all benefits, trophies, awards and prize money.

DROPPED TEAMS Teams that drop after the fourth week of a session owe the APA the balance of all weekly fees for the remainder of that session. If the team dropping creates a Bye in the schedule, the team dropping owes for the remaining matches of both teams. Any team finishing a session and still owing uncollected weekly fees must pay the balance the first week of the following session. In the meantime, each player who wishes to continue participating in the APA will pay his/her 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.

ONE MATCH AT A TIME A player may only be playing one match at a time. IE, a player may not be playing a match on one table while at the same time be playing a match with a different opponent on another table. This mostly involves Double Jeopardy divisions where a player could potentially be playing a 9-Ball match, while at the same time be playing an 8-Ball match.

NSF CHECKS There will be a \$15.00 NSF Fee for any returned checks. APA members with outstanding NSF checks will be ineligible to play in League matches until the NSF check and NSF Fee are paid in full. Player's with NSF checks will show on the scoresheets with a series of \$\$ next to their name. The team will also show as Past Due for the amount of the check. If the NSF check is from someone other than a member of the team, the team will also be responsible for the \$15.00 NSF Fee. Also, see Bonus Points.

BREAKING DOWN CUE STICK defined as, "the attempt to, or completion of removing the cue shaft" before a match has finished can result in a sportsmanship violation.

EQUIPMENT provided by the Host Locations will be used for League play. This includes, but is not limited to, cue balls, racks, and racks of balls, unless otherwise approved by the League Office. All divisions playing on coin operated tables shall use the house-provided cue balls, with no exception.

BYES:

- (6) Points plus (2) Bonus Point will be awarded for all byes in the 8-Ball League.
- (55) Points plus (15) Bonus Points will be awarded for all byes in the 9-Ball League.
- (15) Points total will be awarded for all byes in the Masters League.
- Bonus Points are automatically included in the total 8- and 9-Ball bye points.
- No weekly fees will be due.

NEW TEAMS may be added during the first four (4) weeks of a new session. Under special circumstances, as determined by the League Office, new teams may be added after the fourth week. The League Office will determine whether to issue the new team points equaling the last place team or bye points, or, arrange make up matches. Teams added after the first week of the session will bring Tri-Cup funds current.

ABBREVIATIONS: to communicate Match Results in 8-Ball, please use the following abbreviation:

- Error on 8 (covers basically every issue, such as Scratch on 8, etc.) . . . . . EO8

RESCHEDULED MATCHES must be made up within two (2) weeks of the original match, unless otherwise approved by the League Office. If not, zero points will be awarded to either team. Weekly Fees will be due for these matches. The League Office must be informed of any rescheduled matches.

PLAYERS ELIGIBILITY FOR SESSION PLAYOFFS: Each player must have played at least five times with that team during the session. If a player has played less than 5 times with that team, that player will not be eligible to participate in the Session Playoffs. Ineligible players will be removed from the Session Playoff roster, and their skill level will not count toward the **23-Rule**. Ineligible players will not receive a trophy, or any other awards that would be presented to the team for advancing to the Session Playoffs. **Forfeits do not count as a match played.**

PLAYERS ELIGIBILITY FOR TRI-CUPS Each player must have been eligible for Session Playoffs. Each player must have a skill level based on at least 7 actual League match scores in the format in which the player is advancing. The 7 scores must have been attained by the end of the Session, including play-off weeks, in which the Tri-Cup is applicable. IE, the 7 scores must be in the format (8-Ball or 9-Ball), in which the team is advancing.

TEAMS ACHIEVING ELIGIBILITY for Tri-Cups in both 8- and 9-Ball are as follows:

- Divisions having less than 6 teams: 1 team will advance to Tri-Cups
- Divisions having 6 to 11 teams: 2 teams will advance to Tri-Cups
- Divisions having 12 to 16 teams: 3 teams will advance to Tri-Cups
- At least one (1) new unqualified team, in the Fall and Spring sessions, finishing immediately behind a team that is already qualified, will advance to the next Tri-Cup.
- Should a team subsequently become ineligible, the team finishing immediately behind that team will automatically gain eligibility. Situations might occur that could require a wild card draw. Those situations will be dealt with on a case by case basis.
- Team count is per the last week of the regular session.

TEAMS ACHIEVING ELIGIBILITY for the Annual City Tournaments (also known as the “World Qualifier”) will be as per the Official Team Manual, with the following exceptions:

- **8-Ball Format:** Teams winning their division Playoffs will advance to a Tri-Cup tournament. The Tri-Cup tournaments will be Modified Single Elimination format. The Summer Tri-Cup tournament will advance 10 8-Ball teams to the annual City Cup. The Fall Tri-Cup tournament will advance 10 teams, and the Spring Session will advance 12 teams. This is dependent on current team counts. If a team/s that has/have previously won a Tri-Cup tournament re-qualifies in a subsequent session by winning their division, and that team/s advances in the Tri-Cup to a point that would render them winners of a slot in the Annual City Tournament, a wild card drawing between losing teams from the semi-final bracket will take place to advance another team/s.
- **9-Ball Format:** Teams winning their division Playoffs will advance to a Tri-Cup tournament. The Tri-Cup tournaments will be Single Elimination Modified format. The Summer Tri-Cup will advance 10 teams, and the Fall Tri-Cup tournament will advance 10 teams to the annual City Cup. The Spring Tri-Cup will advance 12 teams to City Cup. These numbers are dependent on current team counts. If a team/s that has/have previously won a Tri-Cup tournament re-qualifies in a subsequent session by winning their division, and that team/s advances in the Tri-Cup to a point that would render them winners of a slot in the Annual City Tournament,
- a wild card drawing between losing teams from the semi-final bracket will take place to advance another team/s.
- **How to pick wild card from Tri-Cup:** If a team that is already qualified, moves into the bracket that re-qualifies them, we would then hold a blind draw made up of those teams who lost in that semi-final bracket. If it becomes necessary to go beyond that bracket, the draw would be based on number of chips. First round losers would have one chip, second round losers, two, etc.

23-RULE VIOLATIONS IN 8-BALL: The offending team will receive zero (0) points for the team match and the non-offending team will receive the points they won plus 2 points for the match in which the 23-Rule was violated and for each subsequent match.

WEEKLY FEES must be current for any teams and/or players to be eligible for the Wild Card Draw, and/or to enter the Session Playoffs, and/or the Tri-Cup Tournaments, and/or the Annual City Tournament.

COMMON PLAYERS when two or more teams have qualified for the Tri-Cups and/or the Annual City Tournament, and there are common players to the teams, those teams, may be matched against each other first. The players that are common to those teams will sit out only the match that he/she is common to and let only those who are not common conduct the match.

SEVERE WEATHER conditions or travelers advisory warnings are reason enough for rescheduling team matches. Unless otherwise approved by the League Office, severe weather is not cause for a team to claim a forfeit win for the night. Team Captains should contact each other to reschedule the matches. Rescheduled matches must be made up within two (2) weeks of the original match, unless otherwise scheduled by the League Office. Please notify the League Office of the scheduled make up match.

INDIVIDUAL MAKEUP MATCHES will only be allowed for the first week of the session, and under extreme conditions, such as power failures at the location of play, and sudden extreme weather conditions which could give cause for the need to evacuate the premises.

LATE FEES Any team that falls 2 weeks behind in paying their weekly fees (either in whole or in part) is subject to being dropped from the League for nonpayment. Dropped teams will forfeit all benefits, trophies, awards and prize money.

SCOREKEEPING shall be by a team member only.

TIME OUTS will take place at the pool table between the shooter and one coach. Two coaches may not be at the table at the same time. Time outs should be limited to a maximum of one minute.

#### REFUSAL TO DO BUSINESS

At any time, at the sole discretion of the League Operator, APA of Austin 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.