



Lubbock APA

Local By-laws

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We would like to welcome 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 your Official Team Manual provided by the APA. These by-laws have been created for the smooth and efficient operation of the League.

Please read these by-laws carefully and keep them with your Official Team Manual for your reference. The local by laws are available in electronic form on the Member Services App. All local by law documents with dates prior to the revision date of this document are null and void.

Section 1: Getting Started

Age Requirements.

Players must be 18 years of age to compete in Lubbock APA.

Office Hours

Local league office hours are Monday through Friday 10 AM to 6 PM cst. 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.

Website

Our website address is lubbock.poolplayers.com

This website allows you to:

- Get the latest up to date information on tournaments and any other Lubbock APA events.
- Set up your Member Services account to:
 1. View upcoming tournaments, events and beginning/ending session dates.
 2. Register for local league qualifying tournaments. Players must register prior to the registration deadline and within team count limits.

In addition, we also have a Facebook page at Lubbock APA and the Lubbock APA Poolplayers GROUP 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 follow us on Facebook today.

The Member Services Account and social media will be the primary sources of communication with members. Please make sure we have an active email address and phone number on file. Having an email address on file can keep you from missing out on valuable information from the local league and National office. They help to ensure that you can 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 \$50 per week 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 Lubbock APA. There will be a \$25 charge for any returned checks, plus a loss of bonus points.

Past Due Procedure

First Week Past Due: Scoresheet will be stamped Past Due-Captain/Co-Captain will be called. Teams will not receive patches, awards or added into the wild card draw for the time money is owed for weekly team fees.

Second Week Past Due: Scoresheet will be stamped Final Notice-Entire team will be called.

Third Week Past Due: Team name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible.

Any team that falls 2 weeks behind in paying their team fees will receive a FINAL NOTICE on their next scoresheet.

- ❖ If the fees are not brought current by the 3rd week, the team will be dropped from the League for non-payment.
- ❖ All players on the team will become equally responsible for their share of the fees that are due, including those for the remainder of the session, and will not be able to rejoin the League until they have paid their portion.
- ❖ The League Office will not be responsible for fees or monies paid to a Team Captain or other team member not ultimately paid to the League. Team having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid.

Teams that are habitually late may be required to replace their Team Captain with a more responsible player.

Team Packets

The team packets will be delivered to the Host Location at which you are playing. Your team will receive bonus points if all the following occur:

- The packet is at the Host location immediately after the match is complete
- 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 completed
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

The bonus points awarded are as follows:

- 8-Ball: 2 possible bonus points
 - ❖ 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - ❖ 1 point will be awarded for accurate and complete scoresheets.

- 9-Ball: 12 possible bonus points
 - ❖ 6 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - ❖ 6 points will be awarded for accurate and complete scoresheets.

Remember these are bonus points that are awarded at the sole discretion of the 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 have a bye (not have a match). In this instance, the team will not receive any bonus points for that week.

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

Comments on Scoresheets

All concerns should be written on the scoresheet in a courteous and professional manner. This will guarantee that your concern is considered, documented and addressed. Abusive language directed at the League or the League Operator will not be tolerated on the scoresheets. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Addressing Players Skill Levels

A player may request the local league office to review another player's skill level. The request must be submitted in writing via email with the date in question and circumstance. Each instance will be handled confidentially and, in a manner, deemed appropriate by the League Operator.

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 10 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.
- 20-0 Shut Out: 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 the 8-Ball Mini Slam and 9-Ball Mini Slam within the same session.
- Sportsmanship: You may nominate a player for a Good Sportsmanship patch. Write the nomination on your scoresheet and the League Office will determine if the patch will be awarded.

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 the Patch Request Form is completed. Once the request is fulfilled by the local league office, the section will be crossed with the date the patch was included in your team packet

Section 2: League Play

Inclement Weather

On occasion, we experience inclement weather that will be monitored by the local league office. If the locations are open, then league play will remain as scheduled. You must follow all reschedule procedures if you reschedule under these conditions.

Rescheduling Matches

If you wish to reschedule a match, you must make a request to the League Office. Upon receiving approval from the League Office please use the following procedure:

- Contact the Team Captain of the team you are scheduled to play and notify them of your intent to reschedule.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as National tournament.

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 his/her share of the team fees owed. The defaulting team's players will be suspended from the League until their portion of the fees are paid. The 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.

Teams are not permitted to reschedule based on the players available for that night of play. If the team can field 5 players and not break the skill level limit, the match must be played on the scheduled week.

All rescheduled matches must be played within 2 weeks of the original night scheduled. This will help show accurate team standings and skill levels for each player. If the match is not played within 2 weeks, the team requesting the reschedule will forfeit that match and be required to pay weekly dues.

No reschedules will be permitted in the last 2 weeks of regular play. Play off matches will not be rescheduled for any reason other than severe weather advisories. The League Operator will notify team captains in these circumstances.

Scoring

Paper scoresheets are to be used the first 4 weeks of each session in conjunction with the Scorekeeper App. Then the Scorekeeper App will be used for the remainder of the session. Paper scoresheets will be available in the packets in the event the technology is down.

Section 3: Sportsmanship and Conduct

Refusal to Do Business

The vast majority of players have a great time in the League and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will NOT be tolerated.

At any time, at the sole discretion of the League Operator, Lubbock 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 degrade the League in public.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her 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.

Electronics

Players will not be allowed to wear electronic ear buds during league play. All coaching conversations and timeouts will be performed by teammates that are present at the match. Live stream or video chat for these purposes will not be tolerated. Violations must be reported to the league office immediately so the issue can be addressed.

Livestream and recording matches will be allowed if both teams agree and equipment does not hinder play for other teams or interfere with patrons and bar operations.

Section 4: League Play, Play Offs and Tournaments

Summer Session Only (One Week of Playoffs)

Number of Teams In the Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For The WQ	1 st Place vs Wildcard Winner Advances To WQ In a 4-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 1 st Place Session trophies
<u>6-11</u> Two Team Qualify For The WQ	1 st Place vs Wildcard 2 nd Place vs 3 rd Place Winner of each Playoff match advances to the WQ	Awards: The highest seeded winner of the two (2) Playoff Finals matches will receive the 1 st Place Session trophies
<u>12-16</u> Four Teams Qualify For The WQ	Division Point Leader advances directly to the WQ 2 nd Place vs Wildcard 3 rd Place vs 5 th Place 4 th Place vs 6 th Place Winner of each Playoff match advances to the WQ	Awards: Playoff Winner will receive the 1 st Place Session trophies

Fall & Spring Sessions (Two weeks of Playoffs)

Number of Teams In the Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For The WQ	1st Place vs Wildcard Winner Advances To WQ In a 4-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 1st Place Session trophies
<u>6-11</u> One Team Qualifies For The WQ	1st Place vs Wildcard 2nd Place vs 3rd Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards: Playoff Winner will receive the 1st Place Session trophies
<u>12-16</u> Two Teams Qualify For The WQ	Division Point Leader advances directly to the WQ 2nd Place vs Wildcard 3rd Place vs 4th Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards: Playoff Winner will receive the 1st Place Session trophies

Player Eligibility: Players must have played at least 4 times with the team during the session to be eligible to play in the Playoffs and World Qualifiers.

Once a team has qualified for the World Qualifier, it must remain active for the remainder of the League year. A team that qualifies from the Summer session must continue play during the Fall and Spring sessions; a team that qualifies from the Fall session must continue to play during the Spring session. In addition, once a team qualifies, it must remain in the top 50% of the division standings until the World Qualifier event or team participation is subject to review.

World Qualifier Tournaments will be single-modified elimination. Teams advancing to the World Qualifier will be required to have at least 4 team members active in the next League year's Summer session.

If a team wins the World Qualifier and elects not to go to The World Pool Championship, the next place team will go to the World Pool Championship.

End-of-Year MVP Tournament

At the conclusion of each session, the top 3 ranked players from the division, based on session MVP standings, who have played a minimum of 8 matches during that session, will qualify for an End-of-Year MVP Tournament.

Qualified players will be invited to participate in a single modified-elimination tournament format, as determined by the League Office. Cash prizes will be awarded to tournament finishers according to placement.

To remain eligible, players must stay active in the same format in which they qualified through the time of the MVP Tournament. Players who are no longer active in the qualifying format at the time of the tournament will forfeit their invitation.

Travel Assistance

Each member of teams that qualify for the World Pool Championships will be required to sign the Travel Assistance Agreement letter. All money received for travel assistance must be used for that purpose. Any money not used for travel must be re-paid to the local league office. Players in violation will not be permitted to play in any APA events or league play until all money is received.

Each team will be awarded 3-4 rooms per team based on the number of players participating in the World Pool Championships. Remaining team earnings will be used to book flights or distributed to players to arrange travel. The local league office does not guarantee full funding based on fluctuating airline costs and additional fees. Travel assistance money and rooming amenities are awarded to winning team members only. Guests and family are to arrange their own accommodations. The local league office is NOT responsible for booking or facilitating travel for anyone other than these players.

Match Times

Start time is 7:00 PM for League play and 6:00 PM on Sundays. Matches played outside of regular league times must have approval from the League Operator and print their own scoresheets. Team fees are due on the day of play. Play will begin even if only 1 player from the team is present. Play must be continuous; otherwise forfeits will be awarded to the team with players present.

Preventing Forfeits

(Player May Play Twice on One Night)

General Rule in the Official Team Manual states “**YOU MAY ONLY PLAY ONCE** in a team match.” However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, the Lubbock APA has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows one player (the “Replay Player”) from a team (the “Replay Team”) to play twice on the same night in the following circumstances:

The Replay Team does not have enough players present or cannot play the players it does have present without violating the 23-Rule.

The team must be able to show that with the players that played and remaining players not present, it would not have exceeded the 23-Rule.

Example: Team roster has a SL 8, 7, 5, 4, 4, 4, 3, 2 and plays a SL 8, 7, 3, 2 for a total of 20. The team only has a 4 or 5 left available to play, therefore the 23-Rule has been violated and the team will forfeit ALL points for the night. To play a SL 3 twice, you must have another 3 or lower on your roster that is not available. The team will need to prove that with the players played, the team could finish without violating the 23-Rule if all players were present and not using a player that's already played.

The Replay Team's need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the League Office.

The Replay Team notifies their opponent of the need to use / or potential need to use the Replay Rule **prior to the start of the 4th individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.

The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the 23-Rule. All players who have already played must be available as a choice for the “replay” match.

The “replay” must be played as 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.

Both teams may utilize the Replay Rule on the same night, if necessary. In this situation, both teams put up their own player. The team scheduled to put up a player in the 5th match designates their Replay Player first.

Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the “replay” match, the “replay” match is cancelled and the new player must play.

The limit on how often a team can use the Replay Rule during the regular session is 2 times per session as long as the above criteria are met in each instance. The Replay Rule is not in affect during **the last 2 weeks of regular weekly League play of the session, Playoffs, or the World Qualifier.**

Forfeits

If a team fails to show for a match, the opposing team (providing 5 players are present are listed on the scoresheet) will receive 8 points and 2 bonus point for 8-Ball, 60 points and 12 bonus points for 9-ball if all paperwork is completed and fees are current. If a team forfeits an individual match, it is scored 2-0 for 8-ball. Teams that do not show up for 2 consecutive weeks will be considered dropped from the League and new schedule issued. Dropped teams or any suspended player will forfeit all benefits, trophies, awards and prize money. If a team drops out before the session is over, matches played will stand.

Declaring Players

Once both teams in a match have declared a player, the player cannot be changed unless the 23-Rule is in jeopardy. A violation has officially occurred when the rack is struck in the individual match.

Falsification of Scoresheets

Any team caught sandbagging or sending in falsified scoresheets will be subject to penalties handed down by the League Office, which may include being dropped from the League. Sandbagging is strictly prohibited and damages the integrity of the League and the players. Remember, APA is about having fun, meeting people and playing pool!!