



ABILENE - APA LOCAL BYLAWS

League Operator: Derriel Smith

Phone: (214) 544-5656
E-Mail: dsmith@apaleagues.com
Website: www.abilene.apaleagues.com

These Bylaws have been approved by the American Poolplayers Association, Inc.

The Local Bylaws are a secondary source of information created in accordance with, and in addition to, the Official Team Manual. The Official Team Manual will be your primary source of information and all rules in the Official Team Manual will be followed, with the exception of any revisions as listed below.

OFFICE HOURS are 11:30 a.m. to 8:00 p.m., Monday through Saturday. If no one is available, please leave your name, phone number, team number and a brief message and you will be contacted as soon as possible.

APA MEMBERSHIP DUES are due the first night a player plays BUT NO LATER THAN the 4th week of the session, whichever occurs first. If a player has not paid their APA membership dues by the 4th week of play, the player will be removed from the team's roster. If a team allows someone to play that has not paid their APA Membership Fee, that fee will be deducted from the team's Weekly Fee and **the team will be subject to loss of the bonus point, as well as forfeit of the match in which that person played.**

Abilene APA
Local Bylaws

AGE REQUIREMENT - The age requirement to join the APA is 18 years old. It is the Team Captains' responsibility to make sure that the players on their teams are allowed in your Host Location and they are of legal age. The League Office will not be responsible for falsified applications. Teams who play under-aged players without consent from the League office will be subject to loss of all points and awards.

WEEKLY TEAM FEES are due for all scheduled matches, regardless of the number of games played, including forfeits, and division playoffs. Checks should be made payable to **Abilene APA**.

There will be a \$10.00 charge for any returned check, plus loss of the Bonus Point. Checks returned from the bank for any reason must be picked up within 30 days or they will be turned over for collection. Once a bad check has been received from a player, the League Office reserves the right to refuse that individual's check in the future.

Any team that knowingly plays a team member who owes the League past due fees will risk forfeit of any points earned by that player. (Players who owe the League will print on the score sheet with dollar signs beside their name.)

Drop-Off Locations: As of NOW all teams will have to drop-off their team packets at Breakers or Billiards Plus by 8:00pm the night after your scheduled night of play, unless prior arrangements were made with the League Operator. A team will lose their BONUS Point for being late!

NEW MEMBERS wishing to join a team during the first four (4) weeks of a session must have a membership application and membership dues in the envelope the **first night they play**. Add the new member's name to the score sheet, and the word "ADD". New members must pay their membership dues the first night they play or the amount owed for that team member's dues will be deducted from the team fees and the team will become past due and lose their bonus point. After the fourth week, the League Office must approve the addition of any new members.

STARTING SKILL LEVELS FOR NEW PLAYERS: The American Poolplayers Association was founded on the principal of fairness to all players. Therefore, accuracy of skill levels is very important. **Team Captains** are responsible for raising the Skill Level of any player on their team if the player's Skill Level is too low for any reason. Simply have the player play at their accurate Skill Level and write a note on the score sheet. The Official Team Manual indicates that in 8-Ball or 9-Ball, new male players start at a Skill Level of 4, females begin at a Skill Level of 3 in 8-Ball and at a Skill Level of 2 in 9-Ball. In most cases this is appropriate. However, a team adding a NEW player who is known to have ability higher than the standard starting Skill Level must, in the interest of fairness, start the NEW player at their appropriate Skill Level.

BONUS POINTS - One (1) bonus point will be awarded in 8-Ball and ten (10) bonus points will be awarded in 9-Ball if the following criteria are met.

- Each team must fully and legibly complete the team's score sheets and collect all fees due for the week. **The Full Team Number** must be written on the Weekly Fee Envelope, **NOT** 01, 02, 03 etc....
- It is required that all Team Captains initial the opponents score sheet to verify that he/she has counted, and verifies, the opponent's fees. The League Office cannot be responsible for the accuracy of the fees if the Team Captain does not receive verification from the opponent that the amount listed on the scoresheet matches the amount in the fee envelope.

It is also permissible, though not required, for Team Captains to get their opponent to sign the fee envelope after it is sealed.

- Any profanity written on the scoresheets will result in an automatic loss of a point.

ABBREVIATIONS: to better communicate game results, please use the following abbreviations:

- | | |
|-----------------------|-----|
| ○ Scratch on 8 | SO8 |
| ○ 8 Ball Wrong Pocket | 8WP |
| ○ Did Not Mark Pocket | DMP |
| ○ Early 8 | E8 |

FORFEITS – If your team does not have enough players for the night and you have to forfeit a round or more, the team receiving the forfeit points will receive a 2-0 victory for that match. If a team fails to show up for a match, the opposing team (providing 5 players are present) **will receive 8 points plus 1 bonus point in 8-Ball, and 60 points plus 10 bonus points in 9-Ball**, provided all bonus point requirements are met. **Teams who give up full-team forfeit points must notify the League Office within two days of match play as to why they are giving up full-team forfeit points or they are subject to being dropped from the schedule.** Teams who do not show up for two consecutive weeks, and who do not contact the League Office, will be considered dropped from the League and a new schedule

will be issued. Dropped teams and suspended players will forfeit all benefits, trophies, awards and prize money.

DROPPED TEAMS - Teams that drop out during the session **will owe the balance of all weekly fees for the remainder of that session.** If the balance is not paid in full, then 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 is on more than one team, and remains active on the other team(s). Any team finishing a session and still owing uncollected weekly fees will pay the balance the first week of the following session. If the team does not sign up for the following session, any player from that team wishing to join another team will pay their prorated portion of the uncollected fees.

BREAKING DOWN CUE STICK before a match has ended is not a loss of game it is a sportsmanship violation. If a player is shooting and his opponent cracks his stick (starts to take it apart) within view of the shooting player, the shooting player should stop and ask the opponent if s/he has just conceded the game, and if so, will be awarded the game and does not have to continue shooting. If the shooting player does not stop and ask, but continues to play and misses, the opponent will be permitted to take his turn. The intent is to eliminate an opponent's attempt to intimidate or distract the shooting player.

BALL IN HAND FOULS - The "Ball in Hand Fouls" are listed in the Official Team Manual. These are the ONLY fouls resulting in ball in hand. Any other type of violation of the rules is a sportsmanship violation. The League Office should be notified in writing as soon as possible. Warnings and penalties will be assessed as necessary at the discretion of the League Office.

COACHING: If a coach suggests a Time-Out to the player, the time-out must be taken. However, if the player calls a time-out, the coach can refuse to take it and NO time-out will be charged. Coaches are allowed to place the cue-ball (during a time-out) in a ball-in-hand situation.

BYES: When a new team is added to the schedule in the first 4 weeks of a session make-up matches will be scheduled between the new teams and those teams who had byes during the first 4 weeks. The make-up matches will then be scored to allow everyone an equal chance at the total points available in the session. This will also give all players the best opportunity to meet the number-of-matches-played eligibility requirements in regards to playoffs and City Championship competition. Weekly fees are due on make-up matches.

Beginning the 5th week, (8) points will be awarded for all byes in the 8-Ball League and (60) points will be awarded for all byes in the 9-Ball League.

MARKING THE POCKET - A marker will be used when shooting the 8-ball to let your opponent know which pocket you are calling. In the event that you cannot find a marker, you may use an object foreign to the pool table. You may not use table chalk, money, drinks, lit cigarettes, weapons (including pocket knives), or any item deemed inappropriate by the Host Location.

When your pocket is marked but your marker is hanging over into the area of play. Anyone on your team can TELL your player to readjust the marker. No one is allowed to walk to the table and readjust it for them. If this happens it will be considered a "Time out"

ONLY ONE MATCH per player on a team per week, except during the first four (4) weeks of the session while teams are stabilizing their rosters. If you find it necessary to play a player twice during this four-week period, you must notify the opposing Team Captain **prior to the beginning of the first match** and the opposing team has the right to choose who that player will be. The opposing team cannot choose a player that would force you to go over the "23-Rule" and must also choose that player before the first match starts. If the chosen player leaves the site, the match is forfeited. Only the last match may use a repeat player. No player will be allowed to play twice during playoff matches. The League Office must approve any exceptions after the fourth week.

PLAYER SELECTION has been made for a particular match as soon as the opposing team has been notified of the player, and cannot be changed unless it is determined that the "23-Rule" will be violated. Team Captains should watch for the "23-Rule" violation prior to choosing your players.

Earphones or Bluetooth devices – These items will NOT be permitted to be worn by a player during a match. This means in the regular session and in the play offs!

HOLIDAY – Some dates of play may fall on National holidays. Teams will be allowed to reschedule depending upon the week of play involved. (See the RESCHEDULED MATCHES SECTION of the Bylaws.)

RESCHEDULED MATCHES must be made up within two (2) weeks of the original match, unless pre-approved by the League Office. If not made up within two weeks, zero points will be awarded to both teams. Weekly Team Fees will be due for these matches. BOTH TEAMS of any rescheduled matches must notify the League Office at least 48 hours (2 days) in advance. There will be no rescheduling during the last (2) two weeks of the League session or during the playoffs. The only way to reschedule the last (2) two weeks of the League session is to play them in advance.

If you are the team asking for a reschedule, then you must be willing to go to the opposing teams Host Location to play, if requested. If a team walks out in the middle of a match, or for some reason refuses to play, that team will forfeit all points unless the team discusses the situation with the League Office PRIOR TO leaving the location.

Severe weather conditions or travelers advisory warnings are a good enough reason for rescheduling team matches. If you ask for a reschedule because of bad weather the opposing team CANNOT say No! Please contact the League Office with the date and time of the rescheduled match.

SESSION 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.

The format for the City Championship is modified single elimination, which means that each team will have the opportunity to play at least twice, but not necessarily lose twice. Each winning team will receive individual trophies and travel assistance to Las Vegas for the World Pool Championship.

ANNUAL CITY CHAMPIONSHIP

PLAYOFFS

All Divisions:

At the end of each session the 1st place team in standings will play a Wild Card team and the 2nd place team will play the 3rd place team on their regular night of play. The second set of playoff matches (the winners of the above matches) will play to determine Division Champs will be played that weekend.

First week of playoffs:

1st vs. Wild Card
2nd vs. 3rd

Second set of playoffs the winners of those matches will play each other to determine 1st place in the Division.

Exception: 4-5 team divisions will only be one week of playoffs and will consist of the 1st place team and a Wild Card team the winner of that match will be Division Champs.

1st Place receives:

Division Champs title
Eligibility into City Championships & trophies
Host Location receives a trophy

2nd Place receives:

Individual trophies
Eligibility into City Championships & trophies

ELIGIBILITY – Refer to the Official Team Manual for rules regarding retaining your eligibility. Once a team has qualified for the City Championship, that team must retain (4) four original members in 8-Ball, 9-Ball and Ladies formats.

COMMON PLAYERS - when two or more teams have qualified for the City Championship, and there are common players to the teams, those teams will be matched against each other first, if possible. The players that are common to those teams will sit out only the match in which he/she is common and let only those who are not common conduct the match. See the Official Team Manual for more details.

TRAVEL PACKAGE - Each team advancing to the World Pool Championship in Las Vegas, Nevada will receive a Travel Assistance Package. These funds are to assist with travel expenses. It is not prize money. If an eligible team, or any member of that team, should decide not to go to the World Pool Championship, that team or member will forfeit the travel funds.

1. Las Vegas Trip – A) I will pay the team or teams' entry fee into the tournament. B) I will pay for up to 4 rooms depending on size of the team, at a location that **I choose**. C) I will NOT be purchasing airline tickets. Each player (That is going to Vegas) will receive an allotment of \$350.00 to \$450.00 for travel assistance depending on the average team count for the year. Each player will have to sign for this money and if they decide that they are not going to Las Vegas with the rest of the team, that player must return the money immediately!! If they do not return the money that belongs to the **PLAYERS FUND** they will lose any award coming to them and will not be allowed to play in the APA anywhere until the money is paid back!!!

LATE FEES - any team that falls two weeks behind in paying their dues may be dropped from the League for nonpayment. Dropped teams will forfeit all benefits, trophies, awards and prize money. Teams with past due fees will NOT receive patches, trophies, awards of any kind, and will NOT be eligible to participate in tournaments or other events hosted by the **Abilene APA** until the late fees have been paid.

BANNED PLAYERS - if a player has been banned from an APA location the team must play without that player. The APA does not have the right to insist that an APA player be admitted to that Host Location.

FALSIFICATION OF SCORESHEET - any team caught sandbagging or sending in falsified scoresheets will be subject to any penalties determined by the League Operator, including but not limited to suspension from the League.

REFUSAL TO DO BUSINESS

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

Remember to treat your opponent as you would like to be treated, pay attention to the match, be ready to shoot when it's your turn, **limit coaching to one minute**, use common sense when it comes to the rules, and above all, have fun!!!