



Metro Denver

LOCAL BYLAWS

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Introduction

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 bylaws have been created for the smooth and efficient operation of the League. After all, the **APA is all about having fun, meeting people, and playing pool!**

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All local bylaw documents with dates prior to the revision date of this document are null and void.

Section 1: Getting Started

Age Requirements

You must be 18 years of age or older to compete in Metro Denver APA.

Office Hours

League Office hours are Monday through Friday, 10 AM to 8 PM and Sunday from 3 PM-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.

Website

Our website address is metrodenver.apaleagues.com.

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other metrodenverapa 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 metrodenverapa 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 \$35 per week (\$70 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for playoff matches and forfeits. We only accept cash. Only twenty (\$20), ten (\$10), and five (\$5) dollar bills accepted. **No checks, one's (\$1), or coins of any kind – you will not earn bonus points if you do!!!**

Membership Fees

- A. New Membership Fees are \$25 (cash only). All new players and any players coming from another league area need to fill out a membership application. Player's are encouraged to join and pay their membership fees online at the APA Online Members Services webpage. (<https://members.poolplayers.com>)
- B. Membership renewals are \$25 every spring session. If a player joins and pays in the fall session, they still have to pay a renewal which is prorated to \$15 if you renew before March 1st or the first night of play in the Spring session, whichever comes first. All players must have paid memberships in order to play.

Drop Off Points

- A. A central location will be the drop off/pickup point for all teams in the division.
- B. The visiting team will carry both team envelopes to and from the match.
- C. The visiting team will be responsible for returning the packets and money envelopes to a drop off location **immediately** following the match.
- D. Be sure to verify cash contents of the money envelopes and the Team Captains or someone designated from the team must sign and seal the envelopes. Make sure both the money envelopes and the scoresheets are in the packets before leaving the location.

Bonus Points

- A. Bonus points can be earned each night of play.
- B. 8-Ball matches receive two bonus points and 9-Ball matches receive ten bonus points.
 - 1.) Making drop offs on time and sending the right amount of money.
 - 2.) Scoresheets should be filled out completely and accurately.
 - 3.) Each of these can cost you bonus points.
- C. Teams that are consistently late and having past due amounts will be charged and additional \$10 And will not earn bonus points. Any teams that are past due for 2 weeks or more will be dropped from APA team play. All fees will be due for the entire session and will be divided between all the players from that team. Those players must pay their amount due before returning to APA play.

Adding Players

- A. All new players must be paid to play when added their first night of play.
- B. All new players must play and have a skill level by or on the 7th week of play. If not, they will be dropped from the team roster.
- C. All players not paid by the 4th week will be dropped from the team roster.
Do not play an unpaid player or their match will be forfeited!!!
- D. If you know the skill level of a new player is higher than the beginning skill levels, you should note that and play them at a higher skill level. (Good Sportsmanship.)
- E. New players may be added after the 4th week with the approval from the League Operator.
- F. If a team is qualified for the World Qualifier, you CANNOT drop or add players after the 4th week of the SPRING SESSION or you lose your eligibility. **THIS IS A NATIONAL RULE.**

Team Dropping During Session

The team is responsible for fees for the entire session once a team had registered and played for 1 week. The fees are divided among the players on that team and they must pay their share before returning to APA league play. They will lose any eligibility for playoffs and upper level play.

Section 2: League Play

Byes

You do not have to turn in a score sheet if your team is on a bye.

The followings points are awarded for teams playing a bye:

8-Ball receives 8 points plus 2 bonus points.

9-Ball receives 60 points plus 10 bonus points.

Safeties/Defensive Shots

- A. Teams continually not marking defensive shots are subject to handicap review and can lose bonus points.
- B. Defensive shots do not have to match your opponent's scoresheet.

Coaching/Time-Outs

- A. If any member of the team suggests a time-out, that time-out must be taken.
- B. Only the coach may approach the table.
- C. Time outs are limited to ONE MINUTE.
- D. Shots should be made within 20 seconds; higher difficulty shots should be made within 45 seconds. Please keep up the speed of play. These limits will be strictly enforced during **TRI-CUPS and WORLD QUALIFIER EVENTS.**

Preventing Forfeits

Players may play twice on one night. We allow this to prevent forfeits so points are "won on the table". Metro Denver has adopted the REPLAY RULE approved by the APA National Office. This rule only allows ONE player from a team to play twice on the same night in the following circumstances:

- A. The replay team does not have enough players present or cannot play the players that are present without violating the 23-Rule.
- B. The replay team's need to invoke the rule is not the result of a player being sent home and/or made unavailable. If this attempt is made, it should be reported to your League Operator.
- C. The replay team notifies their opponent of the need to use/or potential need to use the rule prior to the start of the 4th match. The opposing team must allow the replay; they cannot demand the replay team to forfeit the match.
- D. The opposing team gets to pick the player from the replay team. The opposing team can pick any player except those whose play would cause the team to violate the 23-Rule. All players who have already played must be available as a choice for the "replay match" or the opposing team

can make the replay team forfeit if they choose. This prevents the replay team from sending home a lower skill level player to avoid playing them again.

- E. 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, all subsequent matches will be forfeited by the replay team.
- F. 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 upcoming match designates their replay player first.
- G. Once a “replay” is used, if there are other matches remaining, they MUST be forfeited even if another player shows up. HOWEVER, if another player from the replay teams shows up prior to the start of the “replay match”, the “replay match” is cancelled and the new player must play.
- H. There is no limit on how often a team can use this Rule during the regular session. The Rule is **NOT** in effect during the last week of the regular session, playoffs, Tri-Cups or the World Qualifier!!!

Rematches

- A. In cast of bad weather, rematches can be rescheduled with the League Operator’s discretion. It can be made up if the two teams meet again or within two weeks of the original scheduled match.
- B. If both teams agree, it can be made up on a different night or time. You must notify the League Operator.
- C. No matches will be made up within the last two weeks of the session without the League Operator’s approval.
- D. Once matches are started, they MUST be completed.

Fouls

All fouls are listed in the OFFICIAL TEAM MANUAL. Only these fouls can be recognized. NATIONAL RULE.

Matches Needed

- A. All players must have four (4) matches played in the session to qualify for playoffs.
- B. New session players must also have ten (10) matches played for World Qualifiers.

Play

- A. It is not necessary for score sheets to be at the location to begin a match.
- B. If one player from each team is present, the match will begin at the scheduled time. Two players if double jeopardy.
- C. A team match will result in a forfeit if a player or team is not at the table within 15 minutes of the appointed time (real time – not bar time.)
- D. There is no wait time between matches.

Double Jeopardy Teams

Matching 8 and 9-Ball skill levels will be at the League Operator’s discretion.

Section 3: Session Playoffs

Playoffs

Session playoffs will be used to determine which teams qualify for the Tri-Cups.

The structure is as follows:

4-5 team division

One team from that division qualifies to go the Tri-Cup Tournament.

A playoff match between 1st place vs. Wild Card. The winner advances and receives session awards.

6-7 team division

Two teams will qualify to go to the Tri-Cup tournament.

1st place team in the standings automatically qualifies and receives session awards. The remaining slot will be determined by a one week playoff match between 2nd place vs Wild Card. The winner advances to the session Tri-Cup.

8-11 team division

Three teams will qualify to go to the Tri-Cup Tournament.

1st place team in the standings automatically qualifies and receives the session awards. The two remaining slots will be determined by a one week playoff match between 2nd place vs Wild Card, and 3rd place vs 4th place. Those two winners will advance to the session Tri-Cup.

12 or more teams division

Four teams will qualify to go to the Tri-Cup Tournament

1st place and 2nd place automatically qualify but only the 1st place team receives the session awards. The remaining slots will be determined by a one week playoff match between 3rd place vs Wild Card, and 4th place vs 5th place. Those two winners will advance to the session Tri-Cup.

NOTE: A team cannot forfeit more than three individual matches within the last 2 weeks of regular session play. If so, you will lose your eligibility for playoffs and Tri-Cups.

The playoffs will be scheduled on corresponding league nights. The next session will begin the following week after playoffs!!!

World Qualifier

This tournament will take place at the end of the league year (after Spring Session). The winning teams will receive travel assistance to Las Vegas to represent Metro Denver APA in the APA World Championships.

(*) A maximum of 24 teams will participate in the 8-Ball World Qualifier (8 teams from each Tri-Cup)

(*) A maximum of 18 teams will participate in the 9-Ball World Qualifier (6 teams from each Tri-Cup)

*These numbers are subject to change based on team count.

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 World Championships. If a team chooses not to go to this event, the slot and funds will be given to the last team eliminated by the non-attending team on their World Qualifier Board.

Section 4: Conduct

Head Phones

Use of head phones, ear buds, blue tooth devices will not be allowed during any play whatsoever.

Refusal to Do Business With

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 member had the right to be treated with respect. Members who display offensive behavior **WILL NOT BE TOLERATED.**

At any time, at the discretion of the league operator, their staff, or board of directors, Metro Denver APA can refuse to do business with any individual regardless of whether they're membership is in good standing. Most often, players who are unwelcomed in the league will be those who are disruptive to the league, repeatedly complain about handicaps or who otherwise deride the League in public.

Banned Players

Metro Denver APA will honor any suspensions from a neighboring APA area.

It is the Team Captain's responsibility to read and be familiar with all the rules in the Official Team Manual and the local by-laws. If you do not understand any of these local by-laws, please contact your League Operator for clarification.

Rules are subject to change – APA reserves the right to make rulings and modifications as necessary.

Thank you and Good Shooting!!!

Joe Laughlin – League Operator/Metro Denver APA