



LOCAL BYLAWS

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Introduction

We would like to welcome you and your team to the American Poolplayers Association!

These Bylaws are written to supplement the *Official APA Team Manual*, and have been created for the smooth and efficient operation of the League and to help clear up common issues that will allow you to focus on your game. After all, **the APA is all about having fun, meeting people, and playing pool!**

These Bylaws are in effect during any APA event in West Phoenix or areas under the authority of West Phoenix APA, and are specific only to West Phoenix and those afore mentioned areas.

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All previous local bylaw documents are now null and void.

SECTION 1 – CONTACTING US

League Office hours are noon to 9:00 p.m. Mon. - Fri. and during league play Sat and Sun. Most questions can be answered by referring to the Official Team Manual, these Local Bylaws, or by asking a Division Representative. Please consult these sources before calling the League Office. Division Representative phone numbers will be listed on the division's schedules and scoresheets. These can be found on the website under "Schedules" and "Scoresheets".

SECTION 2 – LEAGUE STRUCTURE

IN HOUSE DIVISIONS: In house divisions will have their team packets delivered to their Host Location. When the evening's match is complete, the Team Captains will place their scoresheets and fees in the team envelope provided and place the team envelope in the appointed drop box. At no time should the team envelope leave the premises of the Host Location without League Operator approval.

TRAVELING DIVISIONS: The visiting Team Captain is responsible for picking up both their envelope and their opponent's envelope and delivering both to the match location. The visiting Team Captain is also responsible for both envelopes being delivered to an appropriate drop box.

SECTION 3 – FEES AND BONUS/PENALTY POINTS

FEES: Please see the Official Team Manual for information on annual membership dues. The Weekly Team Fee is \$55.00 per team (\$110 in double jeopardy divisions) and all scheduled matches are subject to this charge, including forfeits, double plays and all playoff matches whether all 5 matches are played or not. The only exception to this is scheduled BYES. All team members are responsible for the total fees no matter how many team members play on a given night. If the total fees are not paid on the night of play, the team will be marked with a past due and will be in danger of losing bonus points for that week (see "Bonus Points" section below). If the past due is not paid by the following week of play, your team may be dropped from the schedule. If your team is dropped, all points for the session will be lost, and your team will lose its eligibility for Playoffs and/or World Qualifiers. Payment may be made with cash, check/money order made out to WEST PHOENIX APA, Zelle, or PayPal. If paying electronically, the entire Weekly Team Fee must be paid. Electronic payments for individual matches will not be accepted. Coins will not be accepted for fee payments, and will be returned with a past due. *Bonus points and penalty points will not be given back, added or adjusted after they have been lost or assessed.*

RETURNED CHECK POLICY: A \$25.00 fee will apply on all returned checks, and any bonus points awarded after the check was written will be revoked. The team will be required to make up the past due amount with cash, money order or a check from an account with sufficient funds. If a second check is issued and returned for insufficient funds, an additional \$25.00 fee will be assessed and no more checks will be accepted from that team. The League Office will not accept personal checks from members who have had their checks returned for insufficient funds after the second time. Teams may not recover any bonus points lost due to returned checks.

BONUS POINTS: All scoresheets must be filled out properly in a manner acceptable to the League Office.

8-Ball: Two (2) bonus points will be given for each team match provided the scoresheets are filled out completely, all fees are paid and current and the packets are delivered on time.

9-Ball: Ten (10) bonus points will be given for each team match provided the scoresheets are filled out completely, all fees are paid and current and the packets are delivered on time.

EXTRA BONUS POINT OPPORTUNITIES:

1. 8-Ball teams will receive 1 Bonus Point in the twelfth week of each session for each "CS" or "Certified Scorekeeper" that they have on their roster, and 9-Ball teams will receive 5 Bonus Points for each "Certified Scorekeeper". If every person on a team is a Certified Scorekeeper the team will receive 8 points in 8-Ball and 40 Points in 9-Ball.

SPORTSMANSHIP VIOLATIONS: Violation of any rule in the Official Team Manual that is not listed as a 'BALL IN HAND FOUL' will be considered a Sportsmanship Violation and will be handled as follows:

1. First violation is a verbal warning to the Team Captain
2. Multiple or subsequent violations can lead to suspensions and/or termination of your membership.
3. Violations will be applied throughout the session and occurrences do not have to be for the same rule violation.

SECTION 4 – GENERAL RULES

BYES: In the case of a bye, every attempt will be made to fill the empty slot as soon as possible. Any teams coming in to fill a bye will be given points that will be one point less than the current last place team in that division. If a bye already exists in the division where a team drops, the opponent of the team that drops will play the team that has a bye. If there is no bye in the division that a team drops, the opponent of the team that drops will receive a bye and is not required to pay league fees. Bye points and team forfeit points are worth 8 Points in 8-Ball and 60 points in 9-Ball.

FORFEITS: In regular session play, each individual match that is forfeited is 2-0 in 8-Ball and 15-0 in 9-Ball. Team forfeits count as 8 Points in 8-Ball and 60 points in 9-Ball.

ADDING & DROPPING PLAYERS: “Certified Scorekeeper” rule: From the 10th week through the 13th week teams cannot drop a player that does not have a CS (Certified Scorekeeper) behind their name.

PLAYERS SHOOTING TWICE: During weeks 1 – 10 of the session teams with 4 or less players present will be allowed to have one player on that team shoot twice. On the 11th week of play it is up to the opposing Team Captain whether a team can play a player twice or not. If someone is allowed to play a second time, the player to shoot twice will be chosen by the opposing Team Captain. The player chosen must keep the team within the 23-Rule. Captains must be aware of what will make their team violate the 23 Rule. The player playing twice must have an equivalent or higher skill level of another team on the roster that would have been able to play if they were present. For example, if a team has used 20 skill level points for the first four matches, and the only 3 present has already played, they can't play the 3 again unless there is another 3 or lower on the team roster or they will be in violation of the 23 Rule. If a team does not have a player available within the 23-Rule, then that team will forfeit the last match. The team choosing the player to play twice cannot choose that player until the fifth match is ready to begin. If the chosen player becomes unavailable, then that team will forfeit the match. Once the player to play twice has been selected, that player must play the last match, unless another player on that team shows up. If both teams have less than 5 players show up, both teams can play one player twice. In this case, the Team Captains or acting Team Captains will choose their own players to play. During Playoffs, Tri-Annals, and World Qualifiers, no one is allowed to play twice.

HANDICAPS: WEST PHOENIX APA does allow male 2's in 8-Ball and male 1's in 9-Ball.

BAD WEATHER AND HOST LOCATION CLOSURE: In the rare event a match is cancelled due to severe weather or a Host Location closing temporarily or permanently, the League Office will notify Team Captains of the teams involved. Matches will be rescheduled and must be played as soon as possible. If the Team Captains involved cannot agree on a time or place to play the match, the League Operators will make the necessary arrangements.

MAKEUP MATCHES: Any team or player that is participating in an APA sponsored event that conflicts with a regular weekly match **will be given** the opportunity to make up the weekly match under the following circumstances: The opponent must be notified before the scheduled match and all make-up matches must be made up before the time of the scheduled weekly match. Generally, most APA events are posted at least one month or more in advance and the teams or players know well in advance of the event they will be participating

in. In the case of holidays that play is scheduled, such as Halloween and Valentine's Day, or other unforeseen circumstances, teams may grant a makeup to players but are not required to do so. Remember that many players play on more than one night which can make it difficult to schedule makeup matches. If a make-up is agreed on, it must take place within 2 weeks of the scheduled match, and at least 2 weeks before the end of session. In the event that an emergency situation warrants a makeup match, the League Operators must be notified as soon as possible along with the opposing team and the makeup match must be completed within 2 weeks of the scheduled match, and at least 2 weeks before the end of session. (The League Operator will determine what constitutes an emergency). It is the responsibility of the teams or players who are requesting makeup matches to contact their appropriate opponent to begin the process of scheduling the make ups. They are also responsible for being available to play at a convenient time for the team granting the make up matches. Team Captains will work together to find a place and time to play and the League Operator or the Division Rep may assist in the setup of makeup matches. Once a time and date is agreed to by both teams and the League Operator has approved it, the match must take place at that time or the team not showing up will forfeit the match. Current rosters with current skill levels will be used for score keeping.

MARKING SCORESHEETS: Scoresheets should be legible and complete. If an 8-ball is made early or a player scratches on the 8-Ball, it must be marked. If a player is not trying to make the ball, it's a defense. Mark all defenses. If none are played, write the word "NONE" in the corresponding box. The CS (Certified Scorekeeper) players on your team can lose their Certification by repeated scoresheet violations.

CONCEDING THE GAME: An act of concession is telling your opponent that he or she has won the game. Approaching the table in preparation to rack the next game before the 8- or 9-ball has been pocketed or any other act that would assume the game is over. There may be times where an act of concession can be considered a sportsmanship violation. One example may be interrupting your opponent's turn by physically removing balls from the table to concede the game. The League Office may determine that an act of concession is a sportsmanship violation and will deal with any issues accordingly.

LISTENING DEVICES: Hearing aids are the only device allowed in your ears during your match.

TIME GUIDELINES AND PLAYING ON 2 TABLES: Anytime 2 tables are available, teams should use both tables. Teams having two or less players available will be allowed to start on one table, but should move to the second table when the third player shows up or within one hour of start time. Play is continuous once the match has begun. Time guidelines for matches are listed in the APA Official Team Manual, and should be followed. Please report any instances of slow play or refusing to play on two tables when available.

JACK & JILL AND DOUBLES DIVISIONS: For teams joining during the Fall Session, at least one of the players must have a total of 8 individual matches or both players have a combined total of 8 individual matches during the Spring and/or Summer Session to be eligible to qualify for the World Poolplayer Championships.

SECTION 5 –PLAYOFFS AND AWARDS

WILD CARD DRAW: The League Operators or their designated representative will conduct the wild card and alternate draw at the end of each session. The alternate team will replace the wild card team in case they can't field a team for Playoffs. The League Office will notify teams if they receive the wild card.

PLAYOFFS FOR STANDARD 8-BALL & 9-BALL DIVISIONS: Session-ending Playoffs will begin the week following the last week of regular session play. There will be one week of Playoffs. Any team that has a past due amount at the end of the regular session will not be eligible for Playoffs and will forfeit their slot to the next highest rated team. Players must have at least 6 plays with their team during the session to participate in Playoffs, Tri-Annals and World Qualifiers.

Number of Teams in Division (last week of regular play)	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-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finish will receive the 1 st Place Session trophies
<u>6-7</u> Two teams qualify for Tri-Annual	1 st Place vs. Wild Card 2 nd Place vs. 3 rd Place Both winners advance to Tri-Annual	Awards: Top Point Finish will receive the 1 st Place Session trophies
<u>8-11</u> Three teams qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs. Wildcard 3 rd Place vs. 4 th Place Both winners advance to Tri-Annual	Awards: Top Point Finish will receive the 1 st Place Session trophies
<u>12-16</u> Four teams qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs. Wildcard 3 rd Place vs. 6 th Place 4 th Place vs. 5 th Place All winners advance to Tri-Annual	Awards: Top Point Finish will receive the 1 st Place Session trophies

MVP AWARD: Trophy/Plaque, an MVP patch, and \$50 are awarded to MVP winners. In each division, there will be an MVP for 3 different skill level tiers (2-3, 4-5 and 6-7 in 8-Ball and 1-3, 4-5 and 6-9 in 9-Ball). A player must play in at least 50% of the scheduled matches in a session to be eligible to win the MVP award. If the number of scheduled matches in a session is an uneven number, the number will be rounded up. For example, if there are 15 weeks of play, a player would need 8 plays to be eligible for MVP.

If a player moves up in skill level placing them in a higher tier, that player must play at least 4 matches at that skill level, or win at least two matches at that level to be considered in that tier. If that player goes back to his previous skill level or tier after playing 4 matches, they will be considered to be their current level for purposes of determining the MVP. If a player moves down in skill placing them in a lower tier, that player must play at least 6

matches at that skill level to be considered in that tier. If that player goes back to his previous skill level or tier after playing 6 matches, they will be considered to be in the higher skill level for purposes of determining the MVP. In the case of skill level movement occurring more than 2 times in a session, the player's skill level will be determined by the highest number of plays between the two skill levels. If there are an equal number of plays between the two skill levels, the player will be considered to be the higher skill level and tier.

Ties will be broken in the following order:

1. Session winning percentage
2. Head-to-head play in the same manner as ties are broken for teams that are tied at the end of session.
3. Skill level of opponents defeated in regular session.

PATCHES:

The first earned patch of each category is free each session. If a player wants a second patch of the same kind, they are available for \$1.

I Won My First APA Match

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 ten points.

Rackless: Your opponent didn't break during your match. (Rackless patches are awarded in 8-Ball only)

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 Shutout: 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 an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.

8-Ball: I Beat a SL 6, I Beat a SL 7,

9-Ball: I Beat a SL 7, I Beat a SL 8, I Beat a SL 9

Patches that are not a performance type patch (Captain, Co-Captain, pink ribbon, etc.) can be purchased. Contact the League Office for prices and availability. Patches will be given out on the following week after the patch was earned and the patches must be written down on the patch sheet and turned in with the packet.

SECTION 6 – HIGHER LEVEL TOURNAMENT PLAY

TRI-ANNUALS: The Tri-Annals are held at the end of each session and are the preliminary rounds of the World Qualifiers. Team members must have a minimum of 6 matches with the team during the session and must have been on the roster at the end of the session in order to be eligible to play in that session's Tri-Annual tournament. The League Operators will conduct a blind draw in the presence of at least one member of the BOG to determine match-ups in the Tri-Annual tournament. Except where noted in these Bylaws, the rules for the Tri-Annals tournaments will be the same as all Higher-Level Tournament rules as described in the APA Official Team Manual.

QUALIFIED TEAMS AND THE 50% RULE: Teams that become qualified to play in the World Qualifier must stay in the top 50% of the division they are qualified in. Any team falling below 50% must show in a written report why they were unable to remain in the top 50%. Failure to adequately explain the reason for the team not being able to perform at least as well as half the teams in their division will result in automatic loss of eligibility.

WORLD QUALIFIER (also referred to locally as CITIES CHAMPIONSHIPS): The World Qualifier takes place once a year after the Spring Session is complete. The winners of the 8-Ball and 9 Ball Tri-Annuals tournaments will be entered into the World Qualifier provided they retain their eligible status as defined in the APA Official Team Manual. Players must have 6 plays with their team and be listed on the roster at the end of the Spring Session to be eligible for the World Qualifier. Players must have 10 lifetime plays (of the appropriate format) in APA by the end of the Spring Session. The World Qualifier qualifies teams to participate in the APA World Pool Championships (see the APA Official Team Manual for more information regarding the APA World Pool Championship).

*A maximum of 15 teams will participate in the 8-Ball World Qualifier:

***Summer** - 5 Teams from the Tri-Annual

***Fall** - 5 Teams from the Tri-Annual

***Spring** – 5 teams from the Tri-Annual

*A maximum of 12 teams will participate in the 9-Ball World Qualifier:

***Summer** - 4 teams from the Tri-Annual

***Fall** - 4 Teams from the Tri-Annual

***Spring** - 4 Teams from the Tri-Annual

*subject to change based on team count

- 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.

The Travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

TEAMS MUST STAY ACTIVE: Teams must be registered and playing in the Summer Session in the appropriate format to be eligible to play in the World Qualifiers and the APA World Pool Championships. Any players not on a qualified Open 8-Ball, 9-Ball or Ladies team, but are qualified on a Showdown Series format team such as Doubles, Jack & Jill Doubles, Captains Championship, Masters, etc. must register and play at least 4 matches in the Spring Session in the appropriate format to be eligible to play in the World Qualifiers, APA World Pool Championships or APA World Poolplayer Championships.

SECTION 7 – PROPER CONDUCT AND SPORTSMANSHIP

SPORTSMANSHIP: It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is a big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. Any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time. Please don't spoil it for others!

There is a fine line between cheering for your player and against your opponent. As a rule, cheer for your player's accomplishments and not the opponent's misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to probation, suspension or termination of League and/or APA membership. For example, jumping out of your chair during a match that you are watching to say a hit was bad or the 8-ball was not marked, will be deemed poor sportsmanship, and the player is subject to a suspension. It is fine to cheer for an 8-on-the-Break, but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. When you are not playing, please sit, watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

BANNED PLAYERS: If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person in to their establishment for a League match

SUSPENDED PLAYERS: WEST PHOENIX APA will honor any suspensions from a neighboring APA area.

You can't always win, but you can always have fun!!!!