



# LOCAL BYLAWS

**Vaughn & Stephanie Parker**  
**League Operators**

**Serving Arizona**



We would like to welcome new and existing members to the American Poolplayers Association and specifically to The Valley APA Family!

Our Local Bylaws are designed to ensure the smooth and efficient operation of the League. This document outlines the essential information about the league, rules, structure, and processes governing the league play at the local level, Tri-Annals and World Qualifier only; they have no bearing on Tournaments at the National level. It should be used in conjunction with the Official Team Manual (OTM) which is available on the APA Pool League App and on our website under Member Services. All members are governed by these Bylaws, rules, and regulations of the APA and the OTM.

Therefore, all members need to know how to access the Bylaws and the OTM in the app or on the website. Every member must read these Local Bylaws carefully, along with the Official Team Manual. As the entire team is responsible to know when these Bylaw rules apply and add additional requirements to the OTM.

While it's impossible to cover every possible scenario and document all rules and situations. In these cases, the League Operators will make a ruling and it will be final. All Local Bylaws with dates prior to the revision date of this document are null and void. Amendments and deletions to these Local Bylaws can be made at the discretion of the League Operators and with the approval of the American Poolplayers Association.

## **Local League Information**

The Valley APA is a franchise of the American Poolplayers Association (APA) located in Maricopa County, Arizona. Which exclusively operates league play in The City of Gilbert, Chandler, Mesa, Tempe, Ahwatukee and parts of eastern Phoenix.

### **Age Requirements**

You must be 18 years of age or older to participate in any APA pool league (no exceptions). A member under 21 must join a division out of a Host Location that plays out of a location that allows 21 and under. However, all participants must follow age restrictions at each Host Location and may not be able to play league at certain establishments. Please call the Host Location to determine the age restrictions.

### **Membership**

A member shall be anyone with current active APA membership, who is in good standing that plays on a team in The Valley APA league. Good standing is defined as a member whose membership dues are current for calendar year, doesn't owe fees and has no disciplinary limitations on their membership.

## **League Office Hours & Communication**

### **Office Hours**

League office hours: Mon-Thurs, 11 AM - 8 PM, Friday from 11:00 AM – 2:00 PM and closed on the weekends unless there's a league event.

### **Contact Information**

**Office Number:** 480-490-0450 (call/text)

**Email Address:** [contact@thevalleyapa.com](mailto:contact@thevalleyapa.com)

**Website:** [www.thevalleyapa.com](http://www.thevalleyapa.com) (To access Member Services you must log into the website first)

Visit our Facebook page where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

**Facebook Page:** [www.facebook.com/thevalleyapa/](http://www.facebook.com/thevalleyapa/) | [www.facebook.com/valleyapa](http://www.facebook.com/valleyapa) | **Instagram:** [www.instagram.com/thevalleyapa](http://www.instagram.com/thevalleyapa)

### **Contacting the League Office/League Operators**

All calls, text and emails will be responded to within 24 hours and are monitored for time sensitive matters. The only form of communication accepted is through the office phone via call/text and email, and messages sent through APA Pool League App. If some other source to communicate is used i.e., Facebook, Messenger, etc. your message may not be seen.

Before contacting the league office/League Operators, most questions can be answered by reviewing the information in the APA Pool League App, Local Bylaws, and the Official Team Manual. These resources are accessible in the APA Pool League App and Member Services.

If a member contacts the league office/Operators with questions found in the resources listed above, they'll be pointed to the location where they can find the information they are seeking and will also be directed to contact their captain for further assistance. Captains will be referred to their Division Representative. If the Division Representative cannot provide the requested information, they will escalate the inquiry to the League Operator. Division Representative's phone numbers are listed in the Member Services App on the division standing, Roster and Schedule page.

### **League Office Communication to Members**

League communication to members will come in the form of email, direct calls/text, text message through our text communication service, on the Scoresheets and through APA Member Services in The Valley APA News Section.

The Member Services Account can be accessed through the APA League App or on our website. To access this information from the website you must be logged in with the user/password you set when you registered for your membership.

All active members on a team are required to sign up for our text communication service. This will enable us to share urgent information, announce upcoming events, and reach all members in case of emergency. We will use this service sparingly and responsibly.

### **Member Service, APA Pool League App and Scorekeeper App**

#### **APA Pool League App**

The information found on the app can also be found on The Valley APA website. The app will give you access to the following:

- Access APA Member Services Account: View and update your Profile and Settings, including address, e-mail address and phone number.
- News and Events: View local Valley APA and national news and events. Tournament information and dates, playoff information, wild card picks, along with other information you and your team need to know about the League.
- Get push notifications when new announcements are, and weekly scores are posted.
- Schedules, team rosters, standings, and individual records for your division
- View lifetime APA statistics, including win percentage, tournament history, and achievements.

The APA Pool League app is the leagues primary form of communication to Members. All members are required to enroll into their Member Service Account, download and log into the APA Apps. They must make sure that the setting is defaulted to The Valley APA. Members must also keep their contact information current.

We use the contact information from your account to send out communications via email, calls, or text messages and use the email address and phone number on file. To update your default setting and your account information, click on your initials located at the top corner in the app.

### **Member Services Enrollment**

To enroll in Member Services, you must register on the website: <https://join.poolplayers.com/Signup/AssumePlayer.aspx>

You will not be able to log into the apps without enrolling first. You can download the apps at: <https://poolplayers.com/apps/>

## Local League Fees and Payments

### Team Dues/Fees

- The team league match fees are \$55, plus green fees for every match played in regular season and playoffs.
- The team league match fees for the Double Jeopardy format are \$110, \$55 for 8 Ball & \$55 for 9 Ball matches, plus green fees for every match played in regular season and playoffs.
- Team match fees are due even if the team forfeits some or all matches, including double plays. All team members are responsible for the total fee's due no matter how many team members play or forfeit matches on a given night or forfeit.
- There is no fee for a bye.

### In-House Team Packet Divisions: Electronic Payment (EFT) and Cash is accepted – NO Coins

When the match is complete, the Team Captains will put the patch sheet and fees in the team packet and place the packet in the drop box or with the Host Location staff (if prearranged with the League office and Host Location) immediately after the matches are over. **At no time should the team packet leave the premises of the Host Location without League Operator approval.** The team packets will be delivered to the Host Location each week.

### Travel and Paperless Divisions: Electronic Payments Only

#### EFT Options: Zelle & PayPal

Zelle: 480-490-0450

PayPal: @valleyapa

**When using EFT option, teams are required to put the full team number in the memo line. Do not include any other information. Ex: if Div. 16 team 11 full team # is: 1611**

#### For all divisions, match fees are due as follows:

Cash: Due the same day/night of play

EFT's: Due no later than the following day by 5pm

#### Past Due Procedures

Payments made after the cutoff will be marked late. The team balance will show past due until payments are processed the following week.

Teams that consistently pay late or carry a persistent past due balance risk losing good standing with The Valley APA. This may result in removal from the session, suspension of all team players, and loss of eligibility for Playoffs, Higher Level Tournaments, and other Valley APA events.

Teams with past due balances may face the following actions at the league offices discretion:

- Loss of bonus point for the current week.
- Loss of bonus points for each week a past due balance is carried until the balance is settled.
- Loss of Playoff eligibility
- Disqualified from participating in tournaments or events.
- Persistent unpaid balances could lead to suspension from league activities.

Teams will be notified of their past due status. If the balance isn't resolved within one week of becoming past due, the following procedures will apply:

- **First Week Past Due:** "PAST DUE" will appear next to the team's name everywhere it is displayed in the APA app, including scoresheets.
- **Second Week Past Due:** "FINAL NOTICE" will appear next to the team's name and all players' names on the roster.
- **Third Week Past Due:** The TEAM CAPTAIN will be marked as INACTIVE on the scoresheet.
- **Fourth and Final Week Past Due:** The team's name will be changed to "Team Dropped Due to Non-Pay" on the scoresheet. If payment is not received after this final notice, the team will be dropped from the League for non-payment.

If a team drops during the session and there is a past due balance, any past due balance will be divided among all players. Members must pay their outstanding balance prior to joining another team or participating on an existing team.

## Local League Play

### Team Captain Responsibilities

Team Captains and Co-Captains (Co-Captain is the 2<sup>nd</sup> person listed on the roster) are responsible for:

- Knowing the rules in the APA Official Team Manual and The Valley APA local Bylaws.
- Knowing team and member eligibility requirements for Playoffs, Tri-Annals, and World Qualifiers.
- Maintaining a current email address and phone number in their APA Profile for communication with the League Office.
- Must exchange phone numbers with team members.
- Attending all Team Captain Meetings deemed necessary by the local League Management
- Keeping all team members informed of, sharing the necessary information from the league office, schedule changes, any league messages on their scoresheets or announced through the APA Member Services League App.
- Making sure that all team members have downloaded and accessed the APA Apps and know how to navigate through the app.
- Making sure their players know how to keep score properly.
- Turning in accurate scoresheets and the correct monies due for each night of play.
- Distributing awards/payouts to team members.
- The actions and conduct of their team members and guests during League play.
- Replacing a team captain requires acknowledgement from the current team captain and approval from the League Office.

If the Team Captain is unavailable, the co-captain will take over the captain's duties. If both the captain and co-captain are unable to attend league play, the responsibilities will fall to the person managing the team that night.

### Team Requirements

- Teams are responsible for enforcing OTM & Bylaw rules at the time the issue arises. Teams are responsible for verifying posted results. Any potential inaccuracies must be brought to the League Office within one week of being posted (except during the last week of play, the League Office must be notified within 24 hours).
- Teams may be added anytime throughout a session at the league operator's discretion. If a team joins late in a division, they will be awarded starting points equivalent to the current last place team point count the week the team starts.
- Teams may only change Host Locations or Divisions when a new session starts. No team can change locations during the session.
- Team name changes can made up to the 2<sup>nd</sup> week of the session. After this, no changes will be allowed.
- If a team drops during the session and there is a past due balance, any past due balance will be divided among all players. Members must pay their outstanding balance prior to any players joining another team.

### Adding & Dropping Members

Teams may add or drop players at any time during the session provided that the player being added can qualify to play in the Tri-Annual. Example: If the team is adding a brand-new player to the team, there must be enough weeks left in the session for that player to get 6 matches played with the team by the last regular session week (playoffs do not count). Established players (players with 10 matches)) can be added if there are enough matches in the session to get 4 matches played with the team by the last regular session week (playoffs do not count towards 4 matches played with the team). The general rule of thumb is, if we are inside of 4 weeks, a new player cannot be added to the team and players cannot be dropped.

To make roster changes after week 4, Captains must notify the League Office by 12pm the day of play the changes that need to be made. Any requests made after this cutoff time may result in changes not being made until the following week.

Teams that are qualified to participate in the World Qualifier may not make ANY changes to their Spring Session roster after the 4<sup>th</sup> week of play and rosters are frozen, refer to the OTM regarding maintaining eligibility.

### Changing Teams

Occasionally it is necessary to allow members to change teams for team building purposes. If a player is requesting to change teams, they must notify their captain and get the League Operator's approval. If a captain is dropping a player, they must notify the player 1<sup>st</sup> before they remove the player, or the league office removes the player from the roster. Any unpaid player added to a roster that plays a match will be scored as a forfeit.

## League Play

### Bonus Points

Teams can earn bonus 2 Bonus Points in 8-Ball and 10 Bonus Points in 9-Ball each week. The bonus points awarded by meeting ALL the following criteria:

- Submitting the team league match fees within the required timeframe and have the required info in the memo line for EFT payment.
- Electronic scoresheets must be properly submitted at the end of league play and the League Office does not need to override and submit the team's scoresheet.
- For packet divisions: The team's packet is turned in the same night/day of play.

### Loss of Bonus Points:

Teams can lose bonus points as follows:

- A team that is past due. The team will lose bonus points for each week the team carries a past due.
- If a new member or non-renewed member is added to the roster and plays with an unpaid membership, the player will be removed from the roster and their match will be scored as a forfeit losing the match points earned for this member and the team will lose their bonus points
- Playing a player that owes money to the APA, including membership fees or past due balances. A player owes will have a \$ designation by their name.
- Violation of any rule in the Bylaws and OTM can be considered a sportsmanship violation and could result in loss of bonus points for the team.

The League Operator has the discretion to remove some or all the bonus points for sportsmanship violations, non-compliance or violation of the rules.

### Forfeits

Refer to the OTM for scoring forfeit points during regular session and playoffs or higher-level play. Full fees are due from each team regardless of how many matches are played on a given night. If a team needs to forfeit more than 3 matches, they must contact the league office and notify them of the forfeits. If a team forfeits all 5 matches at any time during the session, the entire roster may be considered disbanded beginning with the day of the forfeit, unless the League Operators conclude that there was a legitimate and compelling reason as to why the team failed to show up without advance notice. The forfeiting team may be suspended from play for the remainder of the session and the session following. This bylaw rule does not apply to a 5-match forfeit due to a 23-Rule violation. If a team forfeits a match against a team that breaks the 23-rule, neither team will earn points for that match.

### Byes

When a team has a bye, the following points will be awarded:

- 8-Ball: 10 Bye Points (2 points will show as bonus points)
- 9-Ball: 70 Bye Points (10 points will show as bonus points)

### Travel Division Host Location

In the event a Host Location is closed or otherwise made unavailable, the home team will choose the location where the match will take place. The home team must obtain the permission of that location's management and must notify the LOs as soon as possible of the change in location. In the event the home team cannot decide where a match will be played, the LOs will assist in finding a location. Green fees, practice tables and practice time is managed by the host locations.

### Holidays and League Play

The Valley APA will not have league scheduled on the following days: Easter Sunday, Memorial Day weekend (Saturday & Sunday only), 4th of July, Labor Day weekend (Saturday & Sunday only), Thanksgiving Day, the week of Christmas and New Year's Eve & Day. Teams scheduled to play during the week of these holidays when several teammates are unavailable, may contact their scheduled opponent to play their match early or reschedule, if necessary. This can only be done in advance and not the day of play. The team must notify League Office and get approval prior to contacting their opponent to reschedule.

## **Divisions Schedule and Match-ups**

The Division schedules will be posted and updated on APA member services and are subject to change during a session due to adding/dropping teams, more frequently during the first few weeks of a session. Teams should check the APA app regularly for any schedule changes and should be ready to play within a 48-hour notice of a schedule change.

## **Rescheduling Matches**

If an emergency situation (less than 48-hour notice) warrants a full team make-up match, the League Operators must be notified as soon as possible, and **The League Operator will determine it constitutes as an emergency**. If granted, the opposing team must be notified immediately and the makeup match must be completed within 2 weeks of the scheduled match, and at least 2 weeks before the end of session.

Teams are required to allow team or players that are participating in other APA approved events/tournaments to reschedule their matches if the match schedules conflict. The team must notify League Office of this situation and the opponent must be given plenty of notice before the scheduled match, and all make-up matches must be completed prior to the event if they conflict with the end of the session/playoffs, and no later than 2 weeks after they return. Generally, most National APA events are posted at least one month in advance, allowing the team/player ample time to be aware of the event they will be participating in.

## **Teams needing to reschedule matches:**

- Must provide at least 24-hour notice to their opponent. Less than 24 hours your opponent can decline to reschedule and force a forfeit or allow the team double play. The team needing to reschedule can choose to double play also (within the double play guidelines).
- Teams should not be requesting full team makeup matches unless approved by the League Office.
- When requesting makeup matches, the team needing the makeup must indicate who will be playing those matches.
- Makeup matches in the last 2 weeks of the session require League Office approval.
- All makeup matches must be completed within 2 weeks of the originally scheduled match date, and prior to the last two weeks of the session. (LO may grant exceptions on a case-by-case basis.)
- Makeup matches not completed by the last 2 weeks or by the LO approved date will result in no points for both teams for any unfinished matches.
- Should be more accommodating to the team that was “ready to play” as it relates to rescheduling.
- Should attempt to play some of the matches the scheduled night of play.

## **Pre-play (prior to scheduled date):**

- Teams must get League Office approval.
- Teams must request the League Office to post scoresheets for the future scheduled match.
- Teams requesting pre-play with less than 3 matches to be played early, must declare who they will be playing in those matches.

## **Teams doing pre-play or makeup matches:**

- Current skill levels (not the skill level of the originally scheduled match) will be used in a makeup match.
- Both captains must notify the League Office that a makeup match is complete.
- Home team must inform host location that matches will be played (only if full team match is being rescheduled).
- Upon deciding a new day/time/location, the teams must confirm table availability with the host location. Makeup matches cannot interfere with scheduled league play.
- The players on the current roster at time of pre-play or makeup are eligible to play. (Even if that player was not on the team at the time of the original scheduled match.)

Although The Valley APA requests teams to work with others, makeup matches should not be a normal operation. If you sign up to play on a given night you should ensure you are able to do so. Multiple rescheduled matches could result in your team being penalized or removed from the division.

Team dues must be paid regardless of whether the match is played or not. The League Operators have sole authority to make exceptions in rare cases.

## Double Play

For standard format 5-person teams only. If a team does not have enough players to play five matches in a night, or if the team does not have five players present that meet the Skill Level Limit (23-Rule), the team may double play a player(s) who has already played. The following rules apply:

- Teams should notify their opponent once they are aware they will have less than 5 players that night.
- Double plays are allowed during the regular session, except in the last 4 weeks of the regular session.
- Double playing is not allowed in Playoffs or Higher-Level Tournaments such as Tri-Annals or World Qualifier.
- The team that is double playing must show that the present players playing could have played (without breaking the 23-Rule) if the entire team was present. See the OTM for clarification of this rule.
- A team may not double play more than 2 matches.
- The opposing team selects the player who will double play. When both teams must double play a player, teams do not get to pick their own players. In this situation, whoever is scheduled to post next (according to alternate posting throughout the night) is the team who must pick a player from the opposing team first. Then the other team picks a player to counter-post. In other words, if you posted a player in the first match, it's your turn to post a player in the fifth match so you would pick a player on the other team as the double play.
- All players that are presents at any time during the match are eligible to be picked to double play (except if it violates the 23 rule). If any of those players leave before double play selections are made, the match will be forfeited against that team. Players purposely leaving to influence or manipulate double play pairings is strictly prohibited.
- The opposing team may only select a player who doesn't violate the senior skill level rule and whose skill level stays within the 23-Rule. Page 5
- Teams with only 4 players (new teams that are working on building a full team) on their roster can double play up to the first 4 weeks of the session.
- If you have five players present that can meet the 23-Rule, you must play those five players and cannot double play.
- If a team knows at least one week in advance that they will not have 5 players to play, they may request a makeup match from the opposing team for the unavailable players instead of using a double play. The opposing team may choose to accept or decline the makeup request. If declined, the team must double play. Note: This option is only available with a minimum of one week's notice. Requests made less than one week before the match will require a double play.
- If players are present at any time during the match and the player leaves causing the team to have less than 5 players, a double play will not be allowed, and the match will be a forfeit.

## Player Skill Levels

Generally, brand new players to the APA league will start at a skill level 3 (SL3). The league operator has full discretion to assign a new player a lower or higher starting skill level if they believe the skill level, they assign more accurately reflects the player's true pool playing ability. Players with an established skill level in the 8-Ball format will start play in 9-Ball with their 8-Ball skill level; players with an established skill level in the 9-Ball format will start play in 8-Ball with their 9-Ball skill level, unless they are a SL1, SL8 or SL9 in 9-Ball. A SL1 in 9-Ball will begin as a SL2 in 8-Ball; a SL8 or SL9 in 9-Ball will begin as a SL7 in 8-Ball. The league operator has full discretion to assign a different skill level, which shall not be more than 2 skill levels below the player's established skill level in another format.

The skill level of new players may not immediately reflect their true ability since their ability is not yet known. It is not unusual for a new player's skill level to fluctuate during the first few weeks. A player's skill level is not considered established until they have 10 actual match scores in that format on their record. Penalties may be assessed to a team at the discretion of League Management for starting a player of known ability as a "new player" starting skill level. If you know a player's ability is higher than the "new Player" starting skill level, you are required to notify the League Office prior to adding the player to the team roster.

If a team has an issue with one of their player's skill levels, the League Office will not discuss or review the player's skill level at the request from a captain or other team members. If a player would like to discuss their skill, they may contact the League Office, as will only discuss skill levels with the individual player.

If a player is requesting another players skill level to be reviewed, the player must submit a Skill Level Evaluation which is located on The Valley APA website. You must be logged in to member service to view and submit the form. You must provide detailed information as to why you believe a player should be evaluated to be moved to a higher skill level. Any request that does not have detailed information will not trigger a review.



## Extra League Materials

Extra League materials such as The APA OTM, these Bylaws, the 8-Ball/9-Ball rules booklet, scoresheets, and other League related materials may be downloaded via the APA League app or our website at [thevalleypap.com](http://thevalleypap.com) (select Rules/Bylaws from the top menu).

### Additional resources available to Members:

#### **National APA Website:** [www.poolplayers.com](http://www.poolplayers.com)

We encourage all members to visit the National APA website. You will be able to find information on The Equalizer Handicap System, APA Game Rules, How to Keep Score, Member Benefits and Discounts and more.

#### **National APA Help Webpage:** [www.help.poolplayers.com](http://www.help.poolplayers.com)

The APA Help website is a valuable resource for quickly locating information on Skill Levels, Scorekeeping & Rules Resources, and the Electronic Scorekeeper app. Additionally, it offers details on APA Championship events, including dates, eligibility requirements, and rules for these events. Visit the website to explore these resources and more.

#### **The APA's Official APA Rules Website:** [www.poolplayers.com/new-apa-rules-website-now-available/](http://www.poolplayers.com/new-apa-rules-website-now-available/)

This cutting-edge, mobile-friendly website is your new go-to resource. It is designed to make navigating the rule book more accessible than ever before. The page features a powerful search bar and is designed specifically with the mobile user in mind. Now you can effortlessly find answers to questions or issues during League nights by entering keywords or phrases. Members can access the **APA Team Manual Rules website directly at:** [rules.poolplayers.com](http://rules.poolplayers.com)

**We strongly encourage you bookmark the rules page to have easy access to it during league play.**

## Equipment

Laser devices, mechanical cues and training/practice aids may not be used in League play.

Special Equipment, such as bridges and cue extenders, are legal. Some specialty cues may be allowed on a limited basis. Players are expected to use equipment consistent with its intended purpose. Additional equipment guidelines and rules of use applicable during League play are set forth below:

### **Break Cues**

Sometimes combined with jump cues to form a jump-break cue. These cues are allowed in League play for breaking. They may only be used to perform jump shots or massé shots in Masters Divisions.

### **Regular Shooting Cues**

These cues may be used to perform jump shots, massé shots and break shots in all APA League and Tournament play. You may not "break down" your Regular Shooting Cue to perform a jump shot. Using a regular shooting cue to break does not qualify it as a "break cue".

### **Concession of an individual Match "Breaking Down Cues"**

If a player is shooting, and their opponent clearly breaks down their cue stick or makes any other show of concession of the match, may be considered a concession by the opponent. If the shooter continues shooting, then he/she has forgiven the opponent, and the game continues. The intent of this rule is to prevent a non-shooter from attempting to intimidate or distract the shooting player (sharking). Concession of the game includes, but is not limited to, breaking down the cue stick, approaching the table in preparation for the next game, and/or picking up the rack in preparation for the next game. Teams attempting to enforce this rule for any reason other than its intended purpose stated above may be subject to sportsmanship penalties. If a player is intending to breakdown their cue with the intention of using a different cue, it is recommended to wait until the opponent is done shooting.

You may change cues and/or cue shafts during a game provided the cues and/or shafts you are switching to do not violate any rules of use, and you remain within the time guidelines.

If you have questions about whether the use of a piece of equipment, not otherwise covered by these rules, will be permitted during League, you must seek a ruling from APA before using the equipment.

### **Tables**

Teams having 2 or less members available will be allowed to start on 1 table but must move to the second table when the third member shows up or within 1 hour of start time. Play is continuous once the match has begun.

### **Travel Divisions:**

Unless the Host Location management designates a specific table for league play, the home team picks which table and cue ball to use. You must use the same equipment for the remainder of the matches, unless tables are split, or unless players agree to use different equipment. The player may break down his/her regular playing cue stick or use a shorter cue to shoot an obstructed shot using a normal (level) stroke. The player may not use the broken-down stick for a jump shot.

### **In-House Division:**

Teams are assigned a table for league play. The balls provided with the pool table at the location of play will be used for league play.

### **Other Equipment**

Teams are allowed to use different equipment than what is provided at the Host Location. The captain wanting to use other equipment must allow the other team to use the equipment if both Team Captains are agreeable, both teams are not required to use the other equipment with the exception of balls. For example, both players in the same match do not have to use the magic rack, one can use the house rack and the other the magic rack. This equipment includes a different set of balls and/or cue ball and Magic Racks.

### **Jump Shots**

The APA rules allow jump shots if performed properly, but they must be performed with the cue used for the majority of shots in the game. To properly perform a jump shot, you must strike the top half of the cue ball with the butt of the cue elevated. Any jump shot attempted by hitting the bottom half of the cue ball, or by "scooping," the cue ball will be considered a ball-in-hand foul. Please check house rules before attempting jump shots as some host locations prohibit them.

### **Etiquette**

Any member not representing the best interest of The Valley APA will be notified and may be disciplined if deemed necessary by the League Operators. This is a fun league, and a few members will not be allowed to spoil league play for everyone else.

Please do not drink at the pool table. Please respect each location's equipment so management can maintain their tables at an acceptable level. Be friendly towards curious onlookers and explain to them how the League works. These people may want to join a team or put their own team together in the future. Help new teams get off to a good start by helping them learn to keep score, rotate players in and out, understand safeties, good hits, bad hits, fouls, etc.

Please refrain from trying to disrupt the player at the table. Shooting Team players should go to the table immediately when it is their turn, otherwise, the opponent may think the shooter is being coached.

Disrupting your opponent includes, but is not limited to, standing in the player's view during a shot, walking up to the table while your opponent is shooting to pick up the chalk or remove your pocket marker, or any other behavior that could distract your opponent or be considered "sharking." Everyone deserves the same respect.

READ THE APA OFFICIAL TEAM MANUAL AND KNOW WHAT THE RULES MEAN. IF YOU ARE UNCLEAR, ASK FOR AN EXPLANATION. DO NOT TELL SOMEONE ELSE THEY ARE WRONG IF YOU ARE NOT 100% SURE YOURSELF. IF NECESSARY, REFER TO THE APA OFFICIAL TEAM MANUAL AND THESE BYLAWS ACCESSIBLE THROUGH THE APA MEMBER SERVICES LEAGUE APP.

## **Complaints**

When a team, captain or player wants to file a complaint against another team or player:

- If you are not the captain, we recommend you notify your captain of the complaint you are filing.
- Detailed email is required. Texts and calls are just notifications, not official. Refer to “Conduct During League Play” section of the APA OTM for details and follow-up actions.

## **Sportsmanship Violations and Other League Issues**

Only issues pertaining to league play that arise during APA league or APA events are subject to this process. Issues that arise outside of APA need to be handled by the necessary authorities. Behavior that warrants suspension from the league, includes, but is not limited to: Physical altercations, throwing things, verbal abuse or threats, cheating, severe sportsmanship violations, full team forfeits, sexual harassment, and bullying.

Submitted complaints may result in one of the following:

- Noted by league office, no additional action.
- Verbal warning from league office; additional behavior may result in a suspension.
- Written warning from league office; additional behavior will likely result in a suspension.
- Suspension. Return to league requires player(s) to acknowledge the reason they were suspended.
- Suspended players should not be involved with league play in any way. The Valley APA does not have the authority to ban a player from a host location but can extend suspension for disruption to league play while suspended.
- Players who are suspended and therefore removed from their roster through the end of the session will not be eligible for events that require players to be on the session-ending roster (as specified in the OTM).

The League Office will not share the written complaint or written/verbal information gathered during the investigation. Any retaliation or continued behavior in relation to a reported issue by either team will likely result in a suspension. Penalties and actions taken against a player or team will not be discussed with other players or teams.

The League Office, based on limited information, can have player(s) and/or team(s) take a cooling off period until the investigation determines an official ruling (not to exceed 2 weeks). Being asked to cool off is for the benefit of all; it does not necessarily reflect poorly upon you or your team unless it results in a suspension. If a suspension is determined as the ruling, then time off for this cooling off period will count towards your overall time suspended.

## **Refusal To Do Business**

At any time, at the sole discretion of the League Operator, The Valley 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, mistreatment of other players, volunteers, coaches, referees, host locations, the League Office, or who otherwise deride the League in public.

## **Awards (Trophies, Patches, Etc.)**

The Valley APA gives recognition to Teams and Players for their various achievements and performances during the session and may receive public recognition and/or awards that may include patches, plaques, shirts, and trophies.

## **Division Winners**

Teams that win 1st place in the division are designated as Session Division Champions and will receive the 1st place division award. To qualify for an award, each team member must have played in 4 matches with the team. Each team member can choose from a Trophy, Plaque, Championship Ring, or Division Winner shirt. (Captains' trophies and plaques are larger for additional recognition.)

## Patch Recognition Program

The Valley APA awards patches to members that reach milestones and achievements for the following:

### 8 Ball Patches:

- 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 (pocket all your balls after the break).
- Rackless\*: Your opponent didn't break during your match. A limit of 2 Rackless patches will be given in a session.

### 9 Ball Patches:

- 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 (pocket all your balls after the break).
- You win 20-0 (Skunked your opponent (didn't allow them to get any match points).

### Both Formats:

- Clean Sweep Patch\*: If the team wins all 5 matches in one night (forfeited matches do not count). The team will be given 5 patches for each person who played a match.
- Mini Slam: 8B 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.*
- Sportsmanship: You may nominate a member for a good sportsmanship patch. You can complete a Good Sportsmanship Nomination form which is located on The Valley APA website. You must be logged in to member service to view and submit the form.

Patches are given out the night of play. The player must use the patch sheet provided to the team at the beginning of the session, write the patch earned for each player that night. After all of the team matches are completed and all patches earned are documented. A captain or player from the team will take the patch sheet to the Division Representative to receive the patches.

\*Additional patches earned can be purchase for \$1.00.

Any patches that a player would have earned while playing in another league or not during the course of play while playing in The Valley APA league will not be given in retroactively.

## Highest Skill Level League Members

We award our highest skilled League members with a Skill Level 7 Patch and/or Skill Level 9 patch dated for every League Year they participate in the 8-Ball format as a 7 or 9-Ball format as a 9.

## Divisional MVP Award

The 1st place finisher in the Session for each tier will be Divisional MVP Winner. Criteria used to determine the Divisional MVP Winner:

- A member must play in minimum of 8 scheduled matches in a session or at least 50% of the available matches in the session.
- The MVP standings are calculated by the number of points earned divided by the number of points available. In other words, there are 3 points available in every individual 8-Ball match. If a member plays 10 matches in a session, they will have 30 points available to win. If that member earns 20 points in his 10 matches, they will have a 66.7% PA (Points Average).
- Matches played in Division Playoffs do NOT count toward the MVP standings.
- If a member moves up in skill level placing them in a higher tier, that member must play at least 4 matches at that skill level or win at least 2 matches at that level to be considered in that tier. If that member goes back to his previous skill level or tier after playing 4 matches, will be their current level for purposes of determining the MVP. If a member moves down in skill placing them in a lower tier, that member must play at least 6 matches at that skill level to be considered in that tier. If that member goes back to his previous skill level or tier after playing 6 matches, will 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 member'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 member will be considered at the higher skill level and tier.

The **Divisional MVP** winner will receive a plaque, an MVP Patch and will be invited to play in the annual MVP Invitational Tournament. The Ultimate MVP Tournament will be held at the end Spring Session for the league year. There will be (1) annual Invitational MVP Tournament in each format for each Tier Level. Rules for participation:

Divisional MVP winners must be on an active team roster at the time of the Invitational MVP Tournament to participate.

- If there are multiple members finishing in 1st, all members will be awarded Divisional MVPs.
- Each MVP winner who is participating in the tournament will be required to pay a \$20 entry fee. They will receive an MVP T-shirt and 100% of the entry fee will be added to their respective Invitational Tournament prize pool.
- The Valley APA will add additional money to each tier prize pool.
- The Ultimate MVP winner (1st Place finishers in each tier) will not only get the Ultimate recognition, but they will also get the Ultimate MVP Trophy, 1<sup>st</sup> place cash and will receive a Singles Regional Qualifier.
- If a Divisional MVP winner does not participate in the Invitational Tournament, their spot will not be handed down.
- Players current skill level will be the skill level used to determine the Tier Level they will play at.

#### TIER LEVELS:

8-BALL –

TIER 1 - Skill Levels 2-3, TIER 2 - Skill Levels 4-5, TIER 3 - Skill Levels 6-7

9-BALL –

TIER 1 - Skill Levels 1-3, TIER 2 - Skill Levels 4-5, TIER 3 - Skill Levels 6-7, TIER 3 – Skill Levels 6 & 7, TIER 4 -Skill Levels 8 & 9

## Playoff, Tri-Annual and World Qualifier Information

Playoffs are scheduled for the week following the final week of the regular session. Playoffs will take place on the same day of the week as your regular League play. The weekly fee is still due, even if all matches are not completed.

Eligibility: During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule may forfeit their eligibility in the Playoffs. Any team that has a past due amount at the end of the regular session will not be eligible for Playoffs and will be removed from the standings and the next highest rated team will be awarded the playoff slot.

Members must have at least 4 plays with their team to participate in Playoffs, however new players will need 6 matches played by last week of regular play to be eligible for higher level tournaments.

Playoff matches cannot be played sooner or be made-up.

### Wild Card Draw

The League Operators, or their appointed representative, will conduct the Wild Card draw on the final night of regular play, once all teams have completed their matches, scores are tallied, and standings finalized. Teams still on-site will be notified so they can observe the draw. Both a Wild Card team and an alternate will be selected.

If the draw cannot take place that night, it will be rescheduled for the following evening, alongside another division's Wild Card draw.

If the selected Wild Card team withdraws or cannot field a playoff team, the alternate will take their place. After the draw is completed, the division schedule will be updated to reflect playoff matchups, which will typically be viewable in the APA App within 24–48 hours.

## Playoff Structure

The playoff structure is based on the number of teams in each division. This format replaces all previously used playoff systems.

Number of Teams in the Division (in the last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<b>4-5 Teams</b> One Team Qualifies for Tri-Annual	1st Place vs Wildcard Winner Advances of 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 Finisher will receive the 1 <sup>st</sup> Place Session trophies
<b>6-7 Teams</b> Two Teams Qualify for Tri-Annual	1st Place vs Wildcard 2 <sup>nd</sup> Place vs 3 <sup>rd</sup> Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies
<b>8-11 Teams</b> Three Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 <sup>nd</sup> Place vs Wildcard 3 <sup>rd</sup> Place vs 4 <sup>th</sup> Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies
<b>12-14 Teams</b> Four Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 <sup>nd</sup> Place vs Wildcard 3 <sup>rd</sup> Place vs 6 <sup>th</sup> Place 4 <sup>th</sup> Place vs 5 <sup>th</sup> Place All winners advance to Tri-Annuals	Awards: Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies
<b>15-16 Teams</b> Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 <sup>nd</sup> Place vs Wildcard 3 <sup>rd</sup> Place vs 8 <sup>th</sup> Place 4 <sup>th</sup> Place vs 7 <sup>th</sup> Place 5 <sup>th</sup> Place vs 6 <sup>th</sup> Place All winners advance to Tri-Annuals	Awards: Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies

Any team that forfeits their spot in playoff will be replaced by the next runner up. It is very rare that a team can advance to the Tri-Annual due to a full team forfeit.

### **Tri-Annuals (formally known as Tri-Cities)**

The Tri-Annuals are held soon after the Session Playoffs. The Tri-Annuals consist of teams who were 1<sup>st</sup> Place Division winners and the winners from the session playoffs. To be eligible for the Tri-Annual tournament, the team and each player on the team must meet the following criteria:

#### **Player Qualifications:**

- All team players must have played a minimum of 4 matches with their team by the end of the regular session (playoffs are do not count)
- Must have a minimum of 6 lifetime matches in the format the team is playing in by the end of Playoffs. (playoff matches count towards the lifetime match count) Matches that are played after the qualifying session do not count towards the lifetime match count for the current Tri-Annual tournament.
- Players must be on the team roster at the end of the session.
- If a team qualifies for the Tri-Annuals in the Summer Session, the team and players that will be playing in the Tri-Annual must play in the Fall Session or forfeit their eligibility.
- If a team qualifies for the Tri-Annuals in the Fall Session, the team and players that will be playing in the Tri-Annual must play in the Spring Session or forfeit their eligibility.
- If a team qualifies for the Tri-Annuals in the Spring Session, the team and players that will be playing in the Tri-Annual must play in the Summer Session or forfeit their eligibility.
- Any team that participates in a Tri-Annual tournament and drops out of the session current session after they have lost in the Tri-Annual tournament will be held responsible for match fees for the remaining session. Fees will be split among all players, and each must pay their share before returning to league play. This may also result in loss of eligibility for future playoffs and Higher-Level Tournaments.
- NO EXCEPTION WILL BE MADE.

### **World Qualifier (formally known as Cities)**

The World Qualifier is an annual tournament that takes place at the end of the league year, after the Spring Session is complete. The winner of the World Qualifier receives travel assistance to Las Vegas, NV and the opportunity to represent The Valley APA in the World Pool Championships. The winners of the 8-Ball and 9-Ball Tri-Annuals tournaments will be entered into the World Qualifier provided the teams retain their eligible status as defined in the APA Official Team Manual and these bylaws. Winners of the World Qualifier are awarded trophies, entry into the APA World Pool Championships (WPC), and travel and lodging assistance for the team during the event. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board. There is no cash prize for winning this event and a team is not owed any prize money.

Teams that qualify for the World Pool Championship must obtain league office approval for team uniforms or shirts. Logos that have not been approved by The Valley APA may result in the team being prohibited from wearing the shirts during match play. The Valley APA will not be responsible for any cost incurred by the team/players if they purchased shirts prior to approval.

### **Number of Teams Participating in the World Qualifier**

A maximum of 24 teams will participate in the 8-Ball World Qualifier: **\*Summer** - 8 Teams from the Tri-Annual

**Fall** - 8 Teams from the Tri-Annual

**Spring** 8 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

\*These numbers are subject to change and is based on team count

Any team that loses in the finals of a Tri-Annual Tournament to a team already qualified for the WQ may be selected to advance, except for teams from a 4-team division.

## **Team and player Eligibility requirements**

### **Players:**

- Members must have 4 plays with their team and be listed on the roster at the end of the Spring Session to be eligible for the World Qualifier.
- Members must have 10 lifetime matches of the corresponding format in the APA by the end of the Spring Session to be eligible. World Qualified teams and eligible players must play in all session leading up to the World Qualifier and subsequent sessions if the team has won a spot to the World Pool Championships,
- All players must have 4 plays in every subsequent session to be eligible.

### **Teams:**

#### **Teams must stay active.**

- Teams and members who are qualified for the Tri-annuls, World Qualifier or qualified for any APA Championship event in Las Vegas must stay active and players must be playing on a team and have 4 matches played in all sessions while qualified for these events and/or playing in these events.
- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier boards.
- 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.

## **Other Formats and Tournaments**

### **Best Of The Rest Tournament:**

A 2<sup>nd</sup> Chance Tournament will be held after the Spring Session Tri-Annuls and right before the World Qualifier. This will consist of teams who lost in the final match of the Summer, Fall, or Spring Tri-Annuls Tournament. The teams end of Spring Session Roster will be the roster they play with. There will be 1 winner and the winner of the tournament will earn a spot in the World Qualifier.

### **Ladies League**

The Ladies League will play an alternate schedule. The schedule will consist of once-a-month play. Two full team matches will be played on the designated day of the month and the session will run for 12 consecutive months.

### **Points awarded:**

- Bye points: 5 Points.
- Individual Forfeit Points: 2 Points during regular session play and 3 Points during playoffs.
- Full Team Forfeit Points: 5 Points + 2 Bonus Point

Bonus Points: 2 Bonus Points can be earned if all the following criteria has been met:

- Submitting the team league match fees within the required timeframe and have the required info in the memo line for EFT payment.
- Electronic scoresheets must be properly submitted at the end of league play and the League Office does not need to override and submit the team's scoresheet.
- For packet divisions: The team's packet is turned in the same night/day of play.

Double play is allowed up to the last 2 months of the regular session. The opposing team will choose the double play player. If there is only 1 player available to play, they can only play 2 matches and the 3<sup>rd</sup> match must be forfeited. 1 Player cannot play all 3 matches, no exceptions. This is disruptive to the division play.



**Ladies Playoff Structure:**

If 1 APA Ladies 8-Ball Championship slot is awarded, the 1<sup>st</sup> place team will play the Wild Card team, 2<sup>nd</sup> place will play 3<sup>rd</sup> Place.

The Championship Team will earn the travel assistance to compete at the APA Ladies 8-Ball Championship in Las Vegas. The Valley APA must have a minimum of 10 teams playing for a guaranteed slot in the APA Ladies 8-Ball Championship in Las Vegas. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list for a slot that would help fill the tournament field. If we are not granted a slot, travel assistance will still be available for the 1<sup>st</sup> place team to travel to Las Vegas to participate in MiniMania.

If 2 APA Ladies 8-Ball Championship Slots are awarded to the league, the 1st Place Team will advance to the APA Ladies 8-Ball Championship in Las Vegas

The 2<sup>nd</sup> Slot will be awarded as follows through playoffs:

The 2<sup>nd</sup> place team from the session will play the Wild Card, the winner will advance to the APA Ladies 8-Ball Championship in Las Vegas

Once a team is qualified for Vegas, roster changes will be allowed by the deadline, however you must keep 2 original players from the team, and any new players added, must have played in the ladies Division from that session.