

# Northern Nevada APA Local Bylaws

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<http://NorthernNevada.apaleagues.com>

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## TEAMS ARE RESPONSIBLE FOR ALL INFORMATION IN THE APA OFFICIAL TEAM MANUAL AND FOR RULES/POLICIES OUTLINED IN THE BYLAWS BELOW.

### League Office

The League Office hours are 10:00 a.m. to 7:00 p.m., Monday through Friday. Contact information is listed at the top of this page.

### Communication via E-mail, the Web, Facebook, and Twitter

Northern Nevada APA staff frequently communicate important information (e.g., upcoming tournament information, notices regarding weekly play, etc.) via e-mail. It is highly recommended that every player on your team provides an e-mail address to the League Office. Related, important information related to Northern Nevada APA is also posted weekly on the APA website, including MVP Standings, Team Standings, Team Schedules, Upcoming Tournament Information, Newsletters, and much more. Frequent updates are also provided on FACEBOOK at [www.facebook.com/APApool](http://www.facebook.com/APApool)

### Team Fees

Team Fees are \$40.00 per week for all scheduled matches, *regardless of the number of games played*, including forfeits and the division playoffs. If you pay by check, please make checks payable to Northern Nevada Billiards, LLC or Northern Nevada APA. There is a \$15.00 charge for any returned check, plus loss of two (2) Bonus Point in 8-Ball and fifteen (15) points in 9-Ball. Northern Nevada APA is not responsible for cash left in team envelopes until those envelopes reach our hands. *Therefore, we strongly encourage teams to pay using a check or money order.*

Players must pay their one-time annual membership fee BEFORE playing a game. As always, the Team Captain should provide a detailed account on the scoresheet regarding whose membership fees (if any) are included in the envelope. If you allow a player to play in a match, and he/she does not supply his/her membership fee that day/night, the new player's membership fee will be deducted from your submitted weekly dues, thereby resulting in a past due fee for your TEAM. If there are not sufficient weekly dues to draw from, that match will be scored as a forfeit. *Bottom line – teams should NEVER play a new player without having him/her first pay his/her membership fee.*

### APA Online Account

All players are strongly encouraged to activate and utilize their APA online accounts. By doing so, players will have access to their member information, statistics, and much more. A player's online account must be activated in order to print team scoresheets (see section below titled "Weekly League Materials/Printing Scoresheets").

### Weekly League Materials/Printing Scoresheets

Each week the Team Captain (or designee) is responsible for logging onto his/her APA online account and printing his/her team's scoresheet (see steps outlined below). Scoresheets must then be brought to the team match on League night. Scoresheets can be printed 72 hours (3 days) prior to League play (no sooner, since there is a possibility that the previous week's scoresheets haven't been processed prior to that timeframe, and skill levels could therefore possibly change). We recommend printing scoresheets at least one day prior to League play in the event of potential problems related to printing (internet outages, printer jams, etc.).

At the very beginning of the session, the Team Captain will receive multiple envelopes (one for each week of play). At the end of each League night, the Team Captain or designee is responsible for placing the completed scoresheet and team dues in the designated envelope. The envelope must be dropped in a designated drop box before 7pm on the day following League play (see next section).

Scoresheets can be printed by logging on to your APA account:

- + Go to the League website: [NorthernNevada.apaleagues.com](http://NorthernNevada.apaleagues.com)
- + Click on "Login" at the top right. (This is where you "create" your account if you haven't done so already.)
- + Once logged in, the top right will now say "Welcome (Your Name)" instead of "Login."

- + Click on Member Services & Stats in the left margin.
- + This is where you can view all kinds of cool stats!
- + Click on “Scoresheets” at the top of the page (middle). Pick your match and print!

### **Host Locations Where Team Envelopes Must Be Dropped**

Drop box locations are outlined on our web page. You can always see an up-to-date list of locations on the League website at <http://NorthernNevada.apaleagues.com>

### **Bonus Points**

- Each week, two (2) Bonus Points are awarded in the 8-Ball League and fifteen (15) Bonus Points are awarded in the 9-Ball League when the following conditions are met.
  - \*Your \$40 weekly team fee is paid in full.
  - \*Your team envelope is dropped off in a designated drop box by 7:00pm on the day following League play.
  - \*Your scoresheet is complete and legible. In 9-Ball, BOTH sides of the scoresheet are required. In both formats, the scoresheet for the correct week must be printed in order to receive your Bonus Points.
  - \*Your team has no past due weekly fees.
- The League Office reserves the right to assign Bonus Points for additional League-related requirements, such as attending Division Meetings (typically held towards the end of each session). Of course, all teams will be given the same options & information regarding earning these points.
- Note – if your team gives your team envelope to another team to drop off, and they fail to do so on time, your team will still lose their Bonus Points. Therefore, we strongly discourage teams from handing this responsibility over to other teams.

### **Policy Regarding Turning in Envelopes Late**

The first time a team envelope is turned in late, the team loses their Bonus Point(s).

The second time (and every time thereafter) a team envelope is turned in late, the team loses their Bonus Point(s). In addition, the Team Captain is charged a fine of \$10. The Team Captain cannot play in a League match again until that \$10 is paid. If a Team Captain plays without paying this late fee, that game will be marked as a “forfeit” and the points will go to the opposing team.

### **Roster Changes**

Team Captains should make every effort to finalize team member composition as quickly as possible at the start of the session. Players may be added to a roster anytime during the first 4 weeks of play. As outlined in the Official Team Manual, for an added player to participate in a match, *the opposing Team Captain must be notified that you are adding or dropping a player before the match begins.*

*After the fourth week of play, roster changes are not permitted.* Exceptions are considered only in the most extreme of circumstances and must be approved by the APA. Exceptions are NEVER granted for teams who have already qualified for the World Qualifier (Northern NV APA Championships). .

### **Sportsmanship**

Sportsmanship is our #1 priority. Great sportsmanship is expected and required; poor sportsmanship is not tolerated. During weekly play, teams utilize the “Fun Factor Five Star Sportsmanship Program” to rate their opponents in regards to sportsmanship. This helps ensure that teams displaying excellent sportsmanship are recognized, and that teams consistently displaying poor sportsmanship are removed from the League.

### **Start Time**

The start time for all divisions is noted on the team schedule. Team schedules are posted online at <http://NorthernNevada.apaleagues.com>.

### **Severe Weather**

Severe weather conditions or traveler’s advisory warnings are reason enough for rescheduling team matches. Unless otherwise approved by the League Office, severe weather is not cause for a team to claim a forfeit win for the night. If you believe the weather is too bad to get to your match, immediately call the League Operator and request to reschedule the match. If the request is valid, the League Operator will inform the opposing team of the need to reschedule due to weather.

### **Fluctuation of New Members Handicaps**

Expect the skill levels of new League members to fluctuate during their first six (6) to ten (10) matches, due to the insufficient data the handicap system must deal with. If it looks like your team might have trouble making the "23-RULE", your first four (4) weeks is the time to consider adding lower skilled players. For information about the Equalizer Handicap System, visit <http://poolplayers.com/equalizer.html>.

### **Playing More Than Once in a Team Match**

*Each player may play only once in a team match.* The only exception to this is during the first four (4) weeks of play. Since it is somewhat common for teams to have fewer than 5 players on their team rosters during the first few weeks of the session, this exception allows some flexibility during that time period. **If a team chooses to take advantage of this exception, the Team Captain must inform the opposing Team Captain of exactly who will play twice BEFORE the start of the match (that is, before even the first game begins).** Even within this exception, only one player per team may play twice. *Teams may only take advantage of this exception if 4 or fewer players from that team are present at the time match play starts for the evening.* The 23-Rule still applies. Once the opposing team is notified, the requesting team cannot change his/her mind about playing that particular player twice as was previously indicated (unless the opposing team supports such a change). To do so might impact strategy of the other team, which would be unsportsmanlike.

### **Impersonating a Player – Photo ID Required During League Night**

The only players permitted to play for a team are those listed on the roster. (The only exception to this is during the first 4 weeks of play, when Team Captains may pencil-in new players. Of course, all new players must pay their membership fees before playing). If a team "substitutes" another player who is NOT on the roster for one who is (e.g., impersonation of a player), that team – at the very least – will lose ALL POINTS for the night (not just the points for that match). This is a serious offense and has the potential of falsely impacting player's skill levels. If the opposing team is aware that this is happening and allows it to occur, the opposing team will also lose all of their points for their match. Further, impersonating players may result in suspension from the League.

*It is common & acceptable practice to check opponents ID's when you are playing people you don't know personally.* All players should show up to League night with photo identification. If asked to present ID, the player must do so. If he/she cannot, he/she cannot play that night.

### **Score-Keeping**

The Team Captain is responsible for making sure that the team score keeper knows how to accurately keep score. It is best to utilize a veteran scorekeeper whenever possible. The scorekeeper must be able to recognize when a safety or defensive shot has been played and must mark it accordingly on the scoresheet. Accurately recording defensive shots, at the time they are played, is the most effective means to deter cheating, or sandbagging. Failure to record these shots on the scoresheet allows cheating to happen in our League! (Refer to the League Website at <http://NorthernNevada.apaleagues.com> and click on "Scorekeeping Explanation" in the left margin. There you will find a great video that covers everything you need to know about proper scorekeeping. If you feel you need additional assistance in learning to score-keep, contact the League Office; we will gladly attend your match to give you hands-on instruction).

### **Defensive Shots**

In the "Defensive Shots" column of the score sheet, mark any shots that you thought were safeties, even if they were not called. This includes shots which you feel were intentionally missed. INTENT is the key! If, in the scorekeeper's opinion, there was no intent to pocket a ball, a defensive shot must be marked! This is one of the most important functions of the scorekeeper. Please do not have anyone keep score who is not knowledgeable in this area of the game.

Giving an intentional ball-in-hand IS considered a defensive shot and must be marked as such on the scoresheet.

All players on all teams are strongly encouraged to watch the following videos on our website (<http://northernnevada.apaleagues.com>):

1. Understanding Defensive Shots
2. How to Keep Score – 8-Ball
3. How to Keep Score – 9-Ball

These videos are short and easy-to-understand. All players on all teams are responsible for the information in these videos.

### **Checking Your Team Points Each Week**

Check your team points each week. If you notice an incorrect number of points won on the top of your score sheet for the previous week of play, you must notify the League Office immediately. If this problem goes unnoticed or unreported for 2 weeks, the points will stand as shown. Team Captains, this is your responsibility.

### **Table Size**

When a bar sized (small, 3 ½ X 7 or 8X4) table is available, play must take place on that bar-sized table. APA pool utilizes bar-sized tables for all regional and national tournaments and – preferably – for all weekly league play.

If a bar-sized table is not available (and ONLY IF a bar-sized table is not available), you may play on a 9 foot table. **However, ALL matches in that entire night must be played on that 9 foot table.** That is, if one player on your team plays his/her games on the big table, then all your players must do so. Also, it is very important that you mark the table size (9x4) on the scoresheet. Handicaps (skill levels) are actually calculated differently for different-sized tables, so this is VERY IMPORTANT.

### **Marking Your Pocket (8-Ball)**

As outlined in the Official Team Manual, during 8-Ball, the game is won only when the player makes the 8-Ball in a properly marked pocket without scratching. To properly mark the pocket, players commonly use various “good luck charms,” coasters, keys, cell phones, etc.. In Northern Nevada APA, a pocket may NOT be marked with money (bills, coins) of any kind, nor may the pocket be marked with table chalk.

### **Cue Ball (House vs. Regulation)**

On open tables (those *not* requiring the Host Locations or players to provide coins) during match play, a standard regulation sized and weighted cue ball shall be used whenever available (whether supplied by the host location or brought to the match by a player). If the standard regulation sized ball is provided by a player, both Team Captains should immediately be informed of this.

On closed tables (those requiring the host location or players to provide coins), the table cue ball (oversized and/or weighted) shall be used. Match coins provided by the host location may NOT be used to retrieve regulation sized and weighted scratched cue balls that go into the locker.

### **Byes**

- Eight (8) points are awarded for all byes in 8-Ball.
- Sixty (60) Points are awarded for all Byes in the 9-Ball League.
- No weekly team fees are due for Byes.
- Teams still earn their Bonus Points for a Bye assuming all other conditions are met.

### **Forfeits**

When a team has an individual forfeit in 8-Ball, the opposing team gets 2 points for that match. In 9-Ball, each individual forfeit is worth 15 points. Each individual forfeit in 8-Ball will be worth 2 points in the regular session and 3 points during Playoffs.

In the rare event that an entire team forfeits, 75 points are awarded to the opposing team in 9-Ball. And, in 8-Ball 10 points would be awarded to the opposing team. Of course, Bonus Points are also awarded on these nights when scoresheets and team fees are turned in on time.

### **Rescheduled Matches**

Rescheduling matches is strongly discouraged and should be considered only in the most extenuating of circumstances.

In the event that a team decides to utilize their right to reschedule a match, please note the following:

- (1) Each team can reschedule *only one match per session (unless the reschedule is the result of something like a natural disaster, which clearly the team has no control over)*. The League Office must be informed about the rescheduled match at least 48 hours in advance (preferably one week in advance please) – again, unless the reschedule is the result of something like a natural disaster.
- (2) If your team initiated the rescheduled match, you must reschedule that match at a time that is convenient for the opposing team – see #3 below. The rescheduled match must be scheduled within ***three weeks*** of the original match. (Rescheduled matches may be scheduled for a date occurring before the regularly scheduled match, as long as the opposing team agrees).

- (3) When a team requests a reschedule, as long as the request is at least 48 hours in advance (OR if the request results from an “out of anyone’s control issue” such as a flood, fire, major snow storm, power outage at the host location, etc.), the opposing team **MUST** give the requesting team at least **ONE** option of an alternative date/time within 3 weeks or before the end of the regular session (whichever comes first). Popular reschedule options include Friday nights and weekend days. The team requesting the reschedule must agree to the option provided by the opposing team (assuming the option is within normal hours – 9am until 7pm start time). Note – whenever possible, it’s sportsmanlike to offer a few options that might work; however, only one option is **REQUIRED**. As long as at least one option is provided by the opposing team, if the requesting team cannot make it, the opposing team gets all regular forfeit points for any un-played games (see “Forfeit Points” section of Bylaws). If the date provided ends up being worse than the original scheduled date for the requesting team, the requesting team may opt to just stick with the original date. If the opposing team refuses to give the requesting team at least one option, the opposing team has that right and will earn the win for that night. However, that opposing team will only get 35 points in 9-Ball and 5 points in 8-Ball for that win (requesting team will get 0 points). This prevents teams from refusing to offer an option simply to rack up un-earned-on-the-felt points.
- (4) Weekly team fees are still required for both teams.
- (5) All rescheduled matches must be made-up before the end of the regular season (before the first week of playoffs) – no exceptions.
- (6) All rescheduled matches must take place at the original-scheduled location.

*Remember, just because you don’t have 5 players for a given night does NOT mean you should reschedule your match. If you are short players, you need only forfeit the game(s) for which you don’t have a player. Being short a player or two does not constitute a reason to reschedule a match. This is one of the reasons it is advantageous to have more than 5 players on your team. Teams with 6, 7, or 8 players are less likely to run into situations where they don’t have enough players to play in a given night. **Always reserve your right to reschedule one match per session for the most extenuating of circumstances.***

### **Late Fees**

Any team that falls two (2) weeks behind in paying their dues may be dropped from the League for non-payment. Dropped teams forfeit all benefits, trophies, awards, and prize money.

Teams with past due fees will not receive patches or other awards until past due fees have been paid in full.

Each player’s portion of past due weekly fees is calculated by taking the total amount past due and dividing that amount by the number of players on the roster. No member on the dropped team can compete in individual tournaments (e.g., MVP Tournaments, Singles Qualifiers, etc.) until his/her past due fees are paid in full. The Team Captain cannot compete in Northern Nevada APA again until the entire team’s past due amount is paid in full. Teams are ineligible for division playoffs and other major team competitions (and other tournaments) until all past due fees are paid in full.

If a player from a dropped team also plays on another team during the same session, he/she must pay his/her portion of past due fees before playing on the other team.

### **Dropped Teams**

Teams that drop out after the fourth (4<sup>th</sup>) week of a session owe the APA the balance of all weekly fees for the remainder of that session. If the balance due is not paid in full, then each player who wishes to continue to participate in the APA League must pay their prorated portion of the uncollected fees. This applies even if the player is on more than one team and remains active on the other team(s). Any team that finishes a session and still owes uncollected weekly fees must pay the balance by the first week of the following session. If the team does not sign up for the following session, any player(s) from that team wishing to join another team must pay their portion of the uncollected fees.

## **Playoffs:**

### Related Notes:

- The League year is divided into 3 sessions – Summer, Fall, and Spring. Summer is the first session of the League year.
- Teams compete throughout the year for a chance to make it to the World Qualifier, also known as the Northern Nevada APA Championships (formerly called LTC's) At the Northern Nevada APA Championships, the best 8-Ball and 9-Ball teams from Reno/Sparks, Carson City, and surrounding areas compete for spots at the APA World Pool Championships. The Northern Nevada APA Championships take place in May and/or June. The winning team(s) at this local event receive Travel Assistance (money) to help fund their trip to Las Vegas for APA World Pool Championships. APA World Pool Championships take place in Las Vegas in August. In Las Vegas, teams compete for a total purse of over \$600,000.00. This is the coolest and most exciting tournament in amateur pool!
- In sum, teams have 3 chances to “qualify” for the Northern Nevada APA Championships – Summer, Fall, and Spring.

At the end of each session, we look at the total points earned for each team. In divisions with 8 or more teams, the team with the highest points is designated the “Division Champion.” The Division Champion team automatically gets a spot at the Northern Nevada APA Championships; that is, they are exempt from Playoffs. Each player on the Division Champion team is awarded with a trophy at the end-of-session MVP Tournament.

(Note, in divisions with fewer than 8 teams, Division Champions don't get an automatic spot at the Northern Nevada APA Championships. Instead, they will have to compete in Playoffs as the top-seeded team. Contact the League Office for details, or visit the website at <http://northernnevada.apaleagues.com> and click on “Playoffs and Beyond” in the left margin).

The next 3 highest teams (points) go to Playoffs, along with a Wild Card Team. The Wild Card team is selected by pulling team names from a random draw. All teams who are up-to-date with weekly team fees and in good standing are eligible for the Wild Card Draw.

During Week 1 of Playoffs, the first seed team (that is, the team with the highest points) plays the Wild Card Team, while the 2<sup>nd</sup> place team plays the 3<sup>rd</sup> place team. The winners of those 2 matches play against each other during Week 2 of Playoffs. Dates of Playoffs are outlined on the schedule. (In some cases, a Playoff match will take place on a weekend day instead of the regular-scheduled day. When Playoff matches take place on weekend days, the time for the match is 3pm).

Division Playoffs are held at the home location of the higher-seeded team. Teams behind in weekly team fees are automatically disqualified from playing in Division Playoffs. The weekly team fee remains the same for Playoffs.

In Northern Nevada, in order to play in Playoffs, a player must have 6 matches played with that team; if there is a player on a team with less than 6 matches, he/she cannot play during Playoffs.

The winner of Playoffs gets a spot at the Northern Nevada APA Championships. Each player on the team who wins Playoffs is awarded with a trophy at the end-of-session awards ceremony and party. Divisions with 12 or more teams get trophies for both first and second place in Playoffs.

Teams who are already eligible for the Northern Nevada APA Championships (that is, teams already designated as Division Champions or Playoff Winners during this league year) are ineligible for Playoffs in future sessions for that league year. This gives more teams a chance to qualify for the Northern Nevada APA Championships.

### **The Northern Nevada APA Championships:**

In late May or early June, all qualified teams compete at the Northern Nevada APA Championships. Here are some facts about that event:

- This is generally a 3-4 day event in 8-Ball and a 2-3 day event in 9-Ball – modified single elimination.
- All players on a qualified team must have 6 matches played with that team in the spring session, along with 10 matches played in that format in that particular league year. (The 10 scores must be obtained by the end of the Spring session in the league year.
- Qualified teams must place in the top half of their division in the session(s) following qualification; teams who fail to do this are subject to heavy scrutiny of their handicaps and/or loss of eligibility.
- You must have at least 4 original players on your team from the session in which your team qualified.
- Your spring roster is your Northern Nevada APA Championship roster.
- Your team must remain active from the session you qualified.
- Players on qualified teams must remain active on a summer roster leading up to the Northern Nevada APA Championships and APA World Pool Championships.
- Additional requirements are outlined in the Official Team Manual. Teams are responsible for reading and understanding this information.
- The number of teams Northern Nevada APA gets to send to APA World Pool Championships (in both 8-Ball and 9-Ball) depends on the total number of teams in our region. More total teams = more teams we get to send to the world event.

As the League continues to grow, Playoff structure and the Northern Nevada APA Championship structure are subject to change. Playoff structure is significantly different for divisions with less than 8 teams and/or 3-person promotional divisions. Again, visit the website for details.

**MVP Program** although the main focus of weekly League play is on TEAM competition, players also compete individually throughout the session. For information on how MVP Percentages/Points are calculated, visit the League Website and click on “MVP Program” in the left margin.

The top 3 players in each tier in each division qualify for the tri-annual MVP Tournament. MVP Tournament takes approximately 4-8 weeks following the conclusion of each session. At the MVP Tournament, players compete for cash and prizes.

### **Trophies/Awards/Patches**

Patches are awarded to players for various accomplishments, such as “8 on the Break,” “9 on the Snap,” “Break and Run,” “Rackless Night,” etc.. The patches program is outlined in detail on the League website.

Trophies and/or awards are presented to teams and individuals who place in the top of their respective divisions and tiers. Awards are also presented to sportsmanship award recipients. In addition, trophies and/or awards are presented to teams who place in the Northern Nevada APA Championships.

### **Player Fund Breakdown and Distribution**

Weekly team dues are \$40.00 per week. Your weekly dues are applied towards your player fund, travel assistance, trophies and awards, the National APA office, and administrative fees.

### **Refusal to Do Business With**

At any time, at the sole discretion of the League Operator, Northern Nevada APA can refuse to do business with any individual regardless of whether the individual’s APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

Revised April 2018

APPROVED