



LOCAL BYLAWS

Northern Nevada APA
Seth & Heather Allison

Call/text: 775-443-8844 (preferable) or 775-842-7654 (alternate)

Email: nvpool@yahoo.com

Website: NorthernNevada.apaleagues.com

Facebook: [@APApool](https://www.facebook.com/APApool)

Introduction

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

This document explains the structure of the League at a local level and should be used in conjunction with your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League. After all, the **APA is all about having fun, meeting people, and playing pool!**

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

Age Requirements

APA requires that a player is 18 years or older. On rare occasion, a person under 18 may be permitted to play, but their participation will be very limited. All players under 21 must sign a form before playing each session. The form outlines the team's understanding that persons under 21 are limited in regards to where they can play and so forth.

Office Hours

League office hours are 10am – 8pm. If you aren't able to reach us, leaving a text message is always the best way to get the quickest response. You can call or text 775-443-8844 or 775-842-7654 anytime, but after-hours calls & texts should be limited to emergencies only.

Website

Our website address is NorthernNevada.apaleagues.com. This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other Northern Nevada APA events.
- b) Set up your Member Services account at league.poolplayers.com to:
 - View schedules, team rosters, standings and individual records for your division; and
 - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at www.facebook.com/APApool where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members. Finally, we do have a private group page called "Northern Nevada APA Players." All current members are encouraged to join this group. It's a great way to get updates and communicate with others in the league community.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

Even if you don't sign up for your Member Services account, please make sure we have your email address on file. All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming playoff match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

Team Fees

Team Fees are \$50 per week regardless of the number of matches played. This amounts to \$10 per person, assuming a full team shows up. Full Team Fees must be paid for playoff matches and forfeits.

Team Scoresheets

Teams print their own scoresheets by logging into their APA accounts each week. Scoresheets for the upcoming week are typically available to print at least 3 days in advance. Teams are encouraged to print their scoresheets at least one day in advance just in case there are last-minute problems (running out of printer ink, website down, etc.).

How to Submit Scoresheets at the End of Your Weekly League Match

Take a picture of your scoresheet with your cell phone and email it to us at nvpool@yahoo.com.

Remember, if it's a 9-Ball Scoresheet, we need a photo of both the front & the back; the subject of the e-mail should be your 5-digit team number.

Although it's not required, we suggest downloading a free app such as Adobe Scan. This way, when you

take the picture with your phone (using that app), the photo is transformed into a PDF file. Shadows are eliminated, and the picture becomes much more clear, making it easier for us to collect the correct data off your scoresheet. If you choose NOT to use a free scanning app, just make sure you take the photo in a brightly lit area (laying the scoresheet flat on the pool table underneath the pool table light works great).

How to Submit Payment Each Week

The easiest way to pay will be to use the APA app. Always know that you can contact us if you need assistance creating your account or getting access to the app. We're here to help!

Anyone on your team with an APA online account can login to his/her account and simply click a few buttons to submit payment. The full team fee will be submitted to the APA. Partial payments are not a possibility with this option, so the person who pays on any given night can collect cash from his/her teammates to reimburse him/herself. This option is quick and easy, requires no added steps, and leaves no room for error. No additional convenience fees are charged.

Another payment option is to pay *in advance* via check or money order. You can pay one week in advance or multiple weeks in advance—that's up to you. Just mail a check or money order to Northern Nevada APA; 221 Shady Grove Lane; Dayton NV 89403. Payment must be received by 7pm on the day following League play, so make sure you mail your payment at least a few days in advance to avoid missing out on your Bonus Points. Because mail delivery can sometimes be slow, we suggest paying 4-5 days in advance just to be safe. If players want to pay with separate checks for different people on the team, that's fine - but ALL payment must be received on time in order for your team to get their weekly Bonus Points. The team's 5-digit-team-number should be written in the memo section of the check.

A third option is to pay with a credit card via our local office directly by calling us at 775-443-8844. There are no added convenience fees for this option either. Payments can be divided up individually using this option. Everything must be documented in detail & in writing in the fee section of the scoresheet. Failure to document fully and clearly will result in loss of Bonus Points. Credit card info will need to be provided to the League Office BEFORE the deadline. Credit card transactions that are denied due to lack of funds will result in your team losing your Bonus Points, even if only partial payments were denied. Players on the team who want to pay individual amounts via individual card will be responsible for getting us their credit card info before the payment deadline. We would suggest that these players keep a card on file with us to prevent losing Bonus Points in the event that they cannot connect with us in a timely fashion. A player's choice to wait until the last minute to try to contact us may likely result in loss of his/her team's Bonus Points. Remember, past due amounts are assessed to a team—not an individual—so Team Captains should monitor this closely.

Bonus Points

Your team will receive bonus points (2 in 8-Ball and 15 in 9-Ball) if **all** of the following occur:

- Fees are received by the League Office by 7pm on the day following League play. Teams who choose to utilize the mail system for payment will need to pay 4-5 days in advance in order to ensure we receive payment on time.
- Scoresheet is complete & legible. Innings must be totaled. In 9-Ball, both sides of the scoresheet must be provided.

Remember these are bonus points that are awarded at the sole discretion of the League Office. Asking for Bonus Points to be awarded regardless of conditions NOT being met is unethical.

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the playoffs and/or the opportunity to compete in tournaments.

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 the session. 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.

Bye Weeks

Whenever a division has an odd number of teams, one team each week will not have a match. In this instance, the team with the bye shall be given the following points for the week (including the bonus points a team would have received if all the paperwork was correct):

- 8-Ball – 8 Bye Points + 2 Bonus Points
- 9-Ball – 60 Bye Points + 15 Bonus Points

Note: Teams do not need to submit paperwork or fees for bye weeks.

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. In 8-Ball, 10 points would be awarded to the opposing team for an entire team forfeit. 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.
- (7) When a match is rescheduled, it must be the entire match. Partial reschedules are not permitted. For example, it is NOT permissible to play 1 of 5 games on one day, and the other 4 games on another day.

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 (4th) 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.

Comments on Scoresheets

All concerns should be written on the scoresheet in a courteous and professional manner. This will guarantee that your concern is considered, documented and addressed.

Earphones

The use of earphones is strictly prohibited entirely during any tournaments and during Playoffs. During regular weekly league play, a player may wear an earphone in one ear only. We understand some players like to listen to their choice of music, but it's important that the shooter can still hear his/her opponent, which is why a shooter must keep one ear free.

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.

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.

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure you note such on the scoresheet.

Most players pick up their patches (along with their teammates patches) at tournaments. We have patches with us at all major tournaments. Anyone can come pick them up. Any patches not picked up by the end of the session are delivered to your team in the Captain folder for the next session.

There is no mystery as to which patches have already been delivered. There's a fun & nifty little chart online, where you can see all the patches each player has earned for this session, along with whether or not we've delivered each individual patch. IF we have delivered it, there are details there, outlining who we gave it to and when we gave it to that person. You can find that list at this link: <https://northernnevada.apaleagues.com/CustomPage.aspx?q=539>

Remember, we only plan on distributing patches to those who request them on the scoresheet on the night the patch is earned. If your scorekeeper forgot to request a patch that you actually want, e-mail us and let us know. We'll make sure to update that information so that you get your patch.

Refusal to Do Business With

The vast majority of players have a great time in the League and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

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.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

Playoffs & Beyond

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 summary, 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 Winner.” The Division Winning team automatically gets a spot at the Northern Nevada APA Championships; that is, they are exempt from Playoffs. Each player on the Division Winning team is awarded with a trophy at the End of Session Party.

(Note, in divisions with fewer than 8 teams, Division Winners 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 2nd place team plays the 3rd 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 and will be announced at the beginning of the session).

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 Winners or Playoff Winners during this League year) are exempt (in a good way) for Playoffs in future sessions for that League year. If an already-qualified team wants to participate in Playoffs for any reason, they should contact the League Office.

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. 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.

Player Fund Breakdown and Distribution

Weekly team dues are \$50.00 per week. Your weekly dues are applied towards your player fund, travel assistance, trophies and awards, the National APA office, and administrative fees.

Trophies

End of session awards will be given at the End of Session Party each session. 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.