

Oahu APA Local Bylaws Version date: April 2019

It is the responsibility of the Team Captains to distribute this information to players, and it is the players' responsibility to read and understand these Local By-Laws as they are stated herein. If you have any questions, please contact your League Operator.

Oahu APA

BYLAWS

League Operator: Dante Guagliardo

Phone: (808) 520-1135

E-Mail: oahuapa@gmail.com

Website: oahu.apaleagues.com

Facebook: www.facebook.com/OahuAPA

These Bylaws have been approved by the American Poolplayers Association, Inc.

The Local Bylaws are a secondary source of information created in accordance with, and in addition to, the Official Team Manual. The Official Team Manual will be your primary source of information and all rules in the Official Team Manual will be followed, with the exception of any revisions as listed below.

OFFICE HOURS are 11:00 am to 7:00 pm, Monday through Friday. If no one is available, please leave your name, phone number, team number and a brief message and you will be contacted within 24 hours. Mailing Address:

Oahu APA

P.O. Box 502

Aiea, Hawaii 96701

LEAGUE PLAY START TIME is at 7:00pm on weekdays, unless otherwise specified. Play will begin on time **even if only one player from a team is present**. Play must be continuous, or forfeits will be awarded to the team that is present. See Forfeits below.

APA MEMBERSHIP DUES are due the first night a player plays BUT NO LATER THAN the 4th week of the session, whichever occurs first. If a player has not paid their APA membership dues by the 4th week of play, the player will be removed from the team's roster. If a team allows someone to play who has not paid their APA membership fee, that fee will be deducted from the team's Weekly Fee and **the team will be subject to loss of bonus points, as well as a forfeit of the match in which that person played.**

AGE REQUIREMENT - The age requirement to join the APA is 18 years old. **HOWEVER, due to State and Local laws, the Oahu APA age requirement for League play in a bar/tavern is 21 years of age.** EXCEPTION: Bar owners/managers may grant permission to players between the ages of 18-20, with the understanding that they will not drink alcohol. It is the Team Captains' responsibility to make sure that the players on their teams are of legal age or have been granted permission. The Local League Office will not be responsible for falsified applications. Teams who play under-aged players will be subject to loss of all points and awards.

WEEKLY TEAM FEES are \$50.00/team per week for 8-Ball and 9-Ball, and \$40.00/team per week in Double Jeopardy Divisions. Each week five players will play. This Weekly Team Fee is due for all scheduled matches, regardless of the number of games played, including forfeits, and division playoffs. We do not accept checks. Team Captains should not accept checks from anyone who is not an active member of their team. That team member's name should be preprinted on the check or the Team Captain should not accept the check. Checks written by team members should be **ONLY** for their individual fees and should not include other team member's fees. Any team that knowingly plays a team member who owes the League past due fees will risk forfeit of any points earned by that player. (Players who owe the League will print on the score sheet with dollar signs beside their name.) Teams finishing a session and still owing uncollected weekly fees will pay the balance the first week of the following session. If the team does not sign up for the following session, any player from that team wishing to join another team will pay their prorated portion of the uncollected fees.

GREEN FEES (quarters/table time) On coin-operated tables, game quarters will be split by both teams. On tables rented by the hour, for example at a pool hall, participating players will pay \$5.00 for each match played.

NEW MEMBERS wishing to join a team during the first four (4) weeks of a session must include a membership application and membership dues in their email the **first night they play**. Add the new member's name to the score sheet, and the word "ADD". New members must pay their membership dues the first night they play or the amount owed for that team member's dues will be deducted from the team fees and the team will become past due and lose the bonus point. After the fourth week, the Local League Office must approve the addition of any new members prior to match start time.

STARTING SKILL LEVELS FOR NEW PLAYERS: The American Poolplayers Association was founded on the principal of fairness to all players. Therefore, accuracy of skill levels is very important. Team Captains are responsible for raising the skill level of any player on their team if the player's skill level is too low for any reason. Simply have the player play at their accurate skill level and write a note on the score sheet. The Official Team Manual states ALL new players will start as a SL 3. In most cases this is appropriate. However, a team adding a NEW player who is known to have ability higher than the standard starting skill level must, in the interest of fairness, start the NEW player at their appropriate skill level. If a player's skill level should go up 2 or more levels in one session, penalties may be assessed against the offending team.

WEEKLY SCORESHEETS

As of the 2016 Summer Session, all scoresheets and payment will be done electronically. Our goal is to make it more convenient and save you time and gas. By default, the team captain will be responsible to print and return scoresheets and make payment the League office. If for some reason the team captain is unable to do so, another team mate will be designated by the team captain as the contact person. That person will be named as the team co-captain. Ultimately, the team captain is responsible! Weekly scoresheets will be available to print no sooner than 12 noon on Sunday on the week of play, and no later than 12 noon on your regularly scheduled league night.

Begin by logging into your member services account at (league.poolplayers.com/) Once there, click on the Schedules tab to find your next match, find your team and week of play and print your scoresheets from there. You may print yours or both teams' scoresheets.

After completion of play on League night, you will use TurboScan or a similar application on your smart phone to email the completed scoresheets **as a black & white pdf** to Oahu APA League office. oahuapa@gmail.com It's a good practice to cc a teammate when sending your scoresheet. It's a great way to potentially recover a lost or missing scoresheet or verify the timeline of a scoresheet that may be in question. Please make sure the scoresheet is legible before sending. You can keep the original scoresheets until the End of Session meeting, but its not mandatory.

All divisions must email pdf scoresheets no later than 8pm the next day after your match, or they will be considered late. Late team(s) will lose their bonus points for that week. If your scoresheet is both late and short money, you may be subject to additional assessment of penalty points no greater than your weekly bonus points.

METHODS OF PAYMENT

We now offer 4 ways to pay from your phone, using PayPal, Square Cash and FB Messenger.

Use the Square Cash "cash.me" app or email. There is a small convenience fee of 2%. It's easy and convenient and no need to sign up. Our Cashtag is \$OahuAPA. Our web address is ([https://cash.me/\\$OahuAPA](https://cash.me/$OahuAPA))

To pay with cash.me:

\$25 send \$25.50

\$35 send \$35.70

\$50 send \$51.00



There are 2 ways to pay with PayPal.

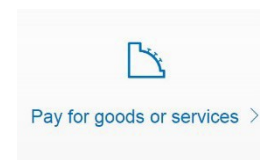
If you choose "Pay for Goods or Services" There is a small convenience fee of 3% plus \$0.30 per transaction, and you're covered by PayPal Purchase Protection. On the next screen, enter our email address: oahuapa@gmail.com. In the "special instructions" section, please enter your Team number, Session/year and week of play as follows: (example: 02101 Fall 2016 Wk 1)

To pay with PayPal using "Pay for Goods or Services":

\$25 send \$26.05

\$35 send \$36.35

\$50 send \$51.80



If you choose "Send Money to Friends or Family" There is no fee. On the next screen, enter our email address: oahuapa@gmail.com. In the "write a note" section, please enter your Team number, Session/year and week of play as follows: (example: 02101

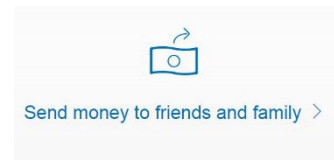
Fall 2016 Wk 1)

To pay with PayPal using “Send Money to Friends and Family”

\$25 send \$25

\$35 send \$35

\$50 send \$50



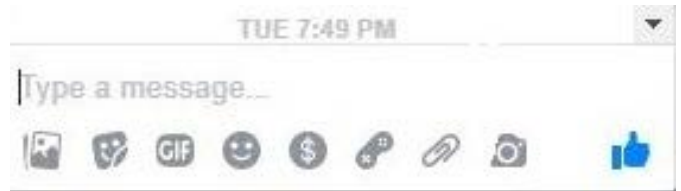
Facebook Messenger.

- Facebook Messenger payments are free whether you send or receive.
- You need to fund payments with a bank-issued debit card but can also use a credit card or Facebook gift card to fund payments.
- You must be over 18 years old to use the feature.
- You must be friends with the person you pay or receive funds from.
- Messenger payments are available in the U.S.
- You can use Messenger on your desktop or make in-app payments from a mobile device.

How to Make a Payment

Sending money with Facebook is about as easy as sending a private message.

Messenger app: In Messenger, start a conversation with a friend that you want to pay. Find the "\$" icon above your keyboard, tap it, and enter the amount you want to send. Hit "Pay," and the money is on its way. If you don't see that icon, look for a plus sign, which should provide expanded options.



Desktop computer: Open or start a conversation with the friend you want to pay. Find the "\$" icon to begin the process described above.

Your first payment: To use Messenger payments the first time, you need to provide funding information. It's easiest to submit this information as you go through the process of making a payment. But you can also add or change funding methods by updating your payment settings. Enter your debit card number and any other required information to get set up.

During this step, you also have the opportunity to set up a personal identification number (PIN), which helps prevent unauthorized payments. Choose a code that is hard to guess and that nobody else knows.

Because Messenger uses your debit card, money will come out of your checking account almost immediately.

IMPORTANT: Make sure you have sufficient funds in your account to avoid overdraft charges, bounced checks, and other problems before you make a payment.

BONUS POINTS – Three (3) bonus points will be awarded in 8-Ball and Twenty (20) bonus points will be awarded in 9-Ball if the following criteria are met.

- o Each team must fully and legibly complete the team's score sheets and collect all fees due for the week. The scoresheet and weekly fee must be sent to the League Office as outlined above no later than 24 hours after your match start time.
- o Each team is responsible for printing their own scoresheet.
- o Any profanity written on the scoresheets will result in an automatic loss of bonus points.

LOST SCORESHEETS - Team Captains should print out and keep two blank score sheets for use in the event that the scoresheets are unavailable. In the event of a lost scoresheet, you are still required to turn in a score sheet with the proper amount of League dues, including weekly dues and membership fees with completed applications.

ABBREVIATIONS: to better communicate game results, please use the following abbreviations:

- | | |
|---------------------------------|-----------------------------|
| o Scratch 8-on-the-Break = S8OB | Break-and-Run = BR |
| o Scratch 8 = S8 | 8-on-the-Break = 8OB |
| o Early 8 = E8 | 9-on-the-Break = 9OS |
| o 8- Ball Wrong Pocket = 8WP | Certified Score Keeper = CS |
| o Did Not Mark Pocket = DMP | |

MATCH START TIMES - Scheduled match play begins at the “match start time” posted on your weekly score sheet—real time, not bar time. Even if only one player is available on one or both teams, start play on time. Play must be continuous (see below) once the first match has begun. A team will forfeit one individual match if there is no player present to start the match after fifteen minutes. A team will forfeit two individual matches if there is no player present to start the

match after thirty minutes. A team will forfeit the entire team match if there is no player present to start the match after forty-five minutes. See “full team forfeit” below.

FORFEITS - If a team fails to show up for a match, (full team forfeit) the opposing team (providing 5 players are present) will receive 10 points plus 3 bonus points in 8-Ball, and 75 points plus 20 bonus points in 9-Ball, provided all bonus point requirements are met. Full team forfeits during the last 4 weeks of any session will be worth 8 points plus 3 bonus points in 8-Ball, and 60 points plus 20 bonus points in 9-Ball. **Teams who give up full-team forfeit points receive zero (0) points, and must notify the League Office within two days of match play as to why they are giving up full-team forfeit points or they are subject to being dropped from the schedule.** Teams who do not show up for two consecutive weeks, and who do not contact the Local League Office, will be considered dropped from the League and a new schedule will be issued. Dropped teams and suspended players will forfeit all benefits, trophies, awards and prize money.

DROPPED TEAMS - Teams that drop out during the session will owe the balance of all weekly fees for the remainder of that session. If the balance is not paid in full, then each player who wishes to continue participating in the APA will 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 finishing a session and still owing uncollected weekly fees will pay the balance prior to the first week of the following session. If the team does not sign up for the following session, any player from that team wishing to join another team will pay their prorated portion of the uncollected fees.

RACKING – 8-Ball: The 8-Ball is placed in the middle of the rack, and the remaining balls are placed randomly.

RACKING – 9-Ball: The 9-ball is placed in the middle of the rack, and the 1-ball is placed at the head of the rack. The remaining balls are placed randomly.

THE BREAK: As outlined in Section 3.3 on page 45 of the OTM: “If the rack is struck, but the break does not qualify as a legal break, the balls are re-racked and re-broken by the **SAME** player.” The player may continue to attempt to break until a legal break is achieved.

BREAKING DOWN CUE STICK before a match has ended could result in loss of match. If a player is shooting and his opponent, (the sitting player) cracks his stick (starts to take it apart) or

puts stick back in wall rack, within view of the shooting player, this action could be considered a concession of the game by the opponent. The shooting player should stop and ask the opponent if he/she has just conceded the game, and if so, will be awarded the game. If the shooting player does not stop and ask, but continues to play and misses, the opponent will be permitted to take his turn. The intent is to eliminate an opponent's attempt to intimidate or distract the shooting player.

PLAYING EQUIPMENT (Condition of Tables, Table Equipment, Etc.)

Teams must accept the normal condition of the equipment at Host Locations; the Local League Office cannot interfere in the business practices of the hosting locations. However, it is acceptable to politely ask the Team Captain of the home team to try to get the conditions improved for the future.

A team is not allowed to change the cue ball that is normally used on the assigned table, unless the change is agreed to by the other team. If a Host Location has a mix of normal weight, magnetic, and oversized cue balls, that are normally shared by all of the tables, the normal weight cue ball (or one that belongs with the table) is to be made available. No one may change the normally available cue ball, unless both teams agree.

If no bridge is available, you do not have to keep one foot on the floor. If a location has tables of different sizes, League play will be on the (3 ½ x 7') size, unless both teams agree otherwise.

If the Host Location does not have a short cue stick, and you need to execute a shot close to a wall or pole, or other obstruction, you are allowed to use your own short cue, or even take your shooting cue apart and use the shaft (remember, legal jump shots must be executed with your cue intact (see Jump Cues). Also note that if a member on the other team has their own personal short cue, they are not obligated to share it. However, we do encourage you all to play with Aloha.

BALL-IN-HAND FOULS - The ball-in-hand fouls are listed in the Official Team Manual. These are the ONLY fouls resulting in ball-in-hand. Any other type of violation of the rules is a sportsmanship violation. The Local League Office should be notified in writing as soon as possible of sportsmanship violations. Warnings and penalties will be assessed as necessary at the discretion of the Local League Office. While accidentally touching an object ball is not a foul as outlined in the Official Team Manual, purposely grabbing an object ball with your hand and using that as your bridge, is not permitted.

JUMP AND MASSE SHOTS – If after meeting the conditions set forth in the Official Team Manual on page 99, a player attempts a legal jump or masse shot; they may raise the butt end of their cue to any angle necessary to complete a legal shot.

BYES: When a new team is added to the schedule in the first four (4) weeks of a session, make-up matches will be scheduled between the new teams and those teams who had byes during the first four (4) weeks. The make-up matches will then be scored to allow everyone an equal chance to earn the total points available during the session. This will also give all players the best opportunity to meet the matches played eligibility requirements in regards to playoffs and City Championship competition. Weekly fees are due on make-up matches. If a team is added to the schedule beyond week 4, no matches will be made up, the new team will start with

5 points less than the last place team in their division. This gives the new team no advantage, but does not put them so far behind that they cannot catch up. All previous BYEs will stand as scored. Beginning the 5th week, eight (8) points will be awarded for all byes in the 8-Ball League and (60) points will be awarded for all byes in the 9-Ball League. Any team that is past due during a BYE week will not receive bonus points.

TIME OUT – Time out has been called as soon as the player's coach, Team Captain, or any other team member asks the player if they want a time out, or suggests to the player to take a time out. However, if a player calls for a time out, but is refused, that player will not be charged with a time out. See the Official Team Manual for more information regarding coaching. There is no coaching or time-outs in the Masters format.

MARKING THE POCKET - A marker will be used when shooting the 8-ball to let your opponent know which pocket you are calling. In the event that you cannot find a marker, you may use an object foreign to the pool table. You may not use table chalk, money, drinks, lit cigarettes, weapons (including pocket knives), or any item deemed inappropriate by the Host Location.

ONLY ONE MATCH per player on a team per week, except during the first four (4) weeks of the session while teams are establishing their rosters. **This rule applies to ALL FORMATS.** If you find it necessary to play a player twice during this four-week period, you must notify the opposing Team Captain **prior to the beginning of the first match if you know in advance that your player(s) will not be present**, the opposing team has the right to refuse and take the forfeits, or, as a courtesy, allow the requesting team to Double Post. If they allow it, they choose who that player or players will be. All members of the team requesting the DP must remain onsite available to shoot. The opposing team cannot choose a player that would force you to go over the 23-Rule. If the chosen player leaves the site, the match is forfeited. Only the last 2 matches may use a repeat player. No player will be allowed to play twice during playoff matches. Any exceptions after the fourth week must be approved by the Local League Office. This rule is subject to change.

PLAYER SELECTION has been made for a particular match as soon as the opposing team has been notified of the player and cannot be changed unless it is determined that the 23-Rule will be violated. Team Captains should watch for the 23-Rule violation prior to choosing his or her players.

HOLIDAY – Some dates of play may fall on national or local holidays. Teams will be allowed & encouraged to reschedule depending upon the week of play involved. (See the RESCHEDULED MATCHES SECTION of the Bylaws.)

RESCHEDULED MATCHES – In the event that you reschedule a match, you must notify your opponent and the League Office at least 6 hours before the scheduled match start time. Failure to do so will result in the team that is requesting the rescheduled match to forfeit the match. Both teams will owe their own regular weekly fees. Last minute rescheduling is allowed only when both Team Captains agree. The League Office must be notified by both Team Captains in advance for rescheduled and/or prescheduled matches. Failure to do so will result in both teams receiving zero match points and loss of bonus points.

Matches **must** be made up within two (2) weeks of the original match, unless pre-approved by the League Office. If not made up within two weeks, zero points will be awarded to both teams. Weekly team fees will be due for these matches. The Local League Office must be notified by BOTH TEAMS of any rescheduled matches at least 48 hours (2 days) in advance, in order to prepare your scoresheets. There will be no rescheduling during the last 2 weeks of the session or during the playoffs. The only way to reschedule the last 2 weeks of the session is to play them in advance. If you are the team asking for a rescheduled match, then you must be willing to go to the opposing team's Host Location to play, if requested. If a team walks out in the middle of a match, or for some reason refuses to play, that team will forfeit all points unless the team discusses the situation with the Local League Office PRIOR TO leaving the location. Severe weather conditions or travel advisory warnings are a good enough reason for rescheduling team matches. Please contact the Local League Office with the date and time of the rescheduled match.

TIEBREAKERS – Ties will be broken according to the procedures outlined in the Official Team Manual. When teams are tied that never played each other during the session, the winner(s) will be determined to be the team(s) that earned the most points in the last four weeks of the session in which they played, not including weeks with byes or weeks with entire team forfeits. If still tied, continue going backwards in the schedule one week at a time until the tie is broken to determine the winner(s).

PLAYOFFS, AWARDS & TROPHIES – 8-BALL and 9-BALL

All playoff matches are played at the higher seeded team's Host Location. In the event that a team that is already World Qualifier qualified plays in a Division Championship match, their opponents will automatically qualify for World Qualifier, however both teams are still playing for trophies and the title of Division Champion.

Any team that has already qualified for World Qualifier, and repeats as Division Champion or High Point Finishers in the same League Year, will receive a bye at World Qualifier's if any are available.

Divisions with 4 teams: 3 teams qualify for Division Playoffs. At the end of each session the 1st place team in standings will receive a BYE in the first week of playoffs and the 2nd place team will play a wild card team. The second week of playoffs the winner of that match will play the 1st place team to determine a Division Champion. One (1) team, The Division Champion, will qualify for entry into the City Championship.

First week of playoffs: 1st receives BYE

2nd vs. Wild Card

Second week of playoffs the winners of that match will play the 1st place team to determine Division Champion.

1st Place receives: Individual trophies

Division Champion title

Eligibility into the World Qualifier Host Location

receives a trophy.

NOTE: In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs

Divisions with 5-7 teams: 4 teams qualify for Division Playoffs. At the end of each session the 1st place team in standings will play a wild card team and the 2nd place team will play the 3rd place team. The second week of playoffs the winners of those matches will play to determine a

Division Champion. One (1) team, the Division Champion, will qualify for entry into the World Qualifier.

First week of playoffs:

1st vs. Wild Card

2nd vs. 3rd

Second week of playoffs the winners of those matches will play each other to determine a Division Champion.

1st Place receives: Individual trophies

Division Champion title

Eligibility into the World Qualifier Host Location

receives a trophy

Divisions with 8-11 teams: 4 teams qualify for Division Playoffs. At the end of each session the 1st place team is exempt from competing in the playoffs, receives High Point Finisher title, and advances directly to the City Championship. The first week of playoffs the 2nd place team will play a wild card team and the 3rd place team will play the 4th place team. The second week of playoffs the winners of those matches will play each other to determine 2nd place in the Division. Two teams will qualify for entry into the World Qualifier: High Point Finishers & Division Champions.

First week of playoffs:

2nd vs. Wild Card

3rd vs. 4th

Second week of playoffs the winners of those matches will play each other to determine the Division Champion

High Point Finisher receives: Individual trophies

High Point Finisher title

Eligibility into the World Qualifier Host Location

receives a plaque

Playoff winner receives: Individual trophies

Division Champs title

Eligibility into World Qualifier Host Location

receives a trophy

Divisions with 12-16 teams: 8 teams qualify for Division Playoffs. Due to its size, an extra night of play (Semifinal Round) is required. At the end of each session the 1st place team is exempt from competing in the playoffs, receives High Point Finisher title, and advances to the World Qualifier.

The First Round of playoffs in Tier A, 2nd place team will play wild card #1, and 4th vs 6th. In Tier B, the 3rd place team will play wild card #2, and 5th vs 7th. Semifinal Round winners in Tier A and Tier B will play each other. Winners of each Tier advance to Finals, and the winners are Division Champions. Two teams will qualify for entry into the World Qualifier: High Point Finisher & Division Champion.

First Round of playoffs:

Tier A

2nd vs. Wild Card #1

4th vs. 6th

Tier B

3rd vs. Wild Card #2

5th vs. 7th

Semifinal Round: (Extra night of play) The 2 winners in Tier A play each other, and 2 winners in Tier B will play each other. Winners in each tier advance to the Division Championship.

Finals: Remaining teams play for Division Championship.

High Point Finisher receives: Individual trophies

High Point Finisher title

Eligibility into the World Qualifier Host Location

receives a plaque.

Playoff winner receives: Individual trophies

Division Champion title

Eligibility into the World Qualifier Host Location

receives a trophy

Weekly fees must be current for any teams and/or players to enter the session playoffs, Singles, and/or the Local Team Championship.

World Qualifier (WQ) In the summer of every year, each qualified team will compete in the Oahu APA World Qualifier. Winners will have earned the right to compete for their share of the prize fund and a slot in the APA World Pool Championships held every year in August at the Westgate Las Vegas Hotel and Casino in Las Vegas, Nevada. The format for the World Qualifier is modified single elimination, which means that each will have the opportunity to play at least twice, but not necessarily lose twice. Each winning team will receive individual trophies and travel assistance to Las Vegas for the World Pool Championships.

ELIGIBILITY – Refer to the Official Team Manual for rules regarding retaining your eligibility. Once a team has qualified for the World Qualifier, that team must retain (4) four original members in 8-Ball or 9-Ball formats. All WQ qualified players must remain on an active APA roster in the subsequent Summer Session, in the format in which they qualified. In Masters formats, that team must retain (2) two original members.

In the Spring Session, in addition to meeting the eligibility requirements outlined in the Official Team Manual, any players added to WQ qualified team rosters must have at least 6 matches played on that Spring Session roster, in order to be eligible to play in the upcoming WQ.

All players qualified for the World Pool Championships or National Preregistered Events in Las Vegas in August each year, must remain on an active APA roster in the subsequent

Summer Session, in the format in which they qualified. Inactive players will forfeit any cash or

prizes won, including travel assistance, as well as the right to participate in any national APA event.

COMMON PLAYERS - when two or more teams have qualified for the World Qualifier, and there are common players on the teams, those teams will be matched against each other first, if possible. The players that are common to those teams will have the option to choose one team to play with for the remainder of the tournament, if that team loses, he/she is not able to return to the other team. Or those common players may choose to sit out only the match in which he/she is common and let only those who are **not** common conduct the match. Then said player(s) would advance with the winning team. See the Official Team Manual for more details.

TRAVEL PACKAGE - Each team advancing to the World Pool Championship in Las Vegas, Nevada will receive a "travel assistance package". These funds are to assist with travel expenses. It is not prize money. If an eligible team, or any member of that team, should decide not to go to the World Pool Championship, that team or member will forfeit the travel funds.

AWARDS – All awards, such as trophies, patches, travel assistance, etc. must be claimed within 60 days or those awards will be forfeited.

PROTESTS - Any protests must be in writing and include a \$25.00 protest fee. The League Operator will inform the team that wins the protest and return their \$25.00. Please see Official Team Manual for further detail on protests.

LATE FEES – if a team falls two weeks behind in paying their dues, they may be dropped from the League for nonpayment. Dropped teams will forfeit all benefits, trophies, awards and prize money. Teams with past due fees will NOT receive patches, trophies, awards of any kind, and will NOT be eligible to participate in tournaments or other events hosted by Oahu APA until the late fees have been paid.

BANNED PLAYERS - if a player has been banned from an APA Host Location the team must play without that player. The APA does not have the right to insist that an APA player be admitted to that Host Location.

FALSIFICATION OF SCORESHEET - any team caught sandbagging or sending in falsified scoresheets will be subject to any penalties determined by the League

Operator, including but not limited to suspension from the League.

EXCEPTIONS Masse and jump shots are legal if the house rules allow them. Check with the owner or club manager. However, jump cues are not allowed. A player may use an ordinary house cue if they wish to avoid the risk of damaging their personal cue.

REFUSAL TO DO BUSINESS

At any time, at the sole discretion of the League Operator, Oahu APA Pool League 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.

Remember to treat your opponent as you would like to be treated, pay attention to the match, be ready to shoot when it's your turn, limit coaching to one minute, use common sense when it comes to the rules, and above all, have fun!

Oahu APA Local By-Laws *Version date: April 2019*