



Oahu APA Local Bylaws Version date: February 2025

Oahu APA BYLAWS

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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. 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 Operators.

OFFICE HOURS

11:00 am to 7:00 pm, Monday through Friday. If no one is available, send a text or leave your name, phone number, team number and a brief message and you will be contacted within 24 hours. Text messages can be sent at any time as well, you will receive a response within 24 hours.

LEAGUE PLAY START TIME

7:00pm on weekdays, unless otherwise specified. Start time can begin at an earlier time, as long as both teams agree and the host location is aware and approves of early start time. 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

Due the first night a player plays. 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 points 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

\$55.00/team per week for 8-Ball and 9-Ball, and \$50.00/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 \$6.00 for each match played.

NEW MEMBERS

New members wishing to join a team must register online or provide League Office with basic information to create the account. 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 points. After the fourth week, the Local League Office must approve the addition of any new members prior to match start time. Teams adding new players will need to do so 24 hours prior to match play!!!

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/type 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

All scoresheets and payments should 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 submit scoresheets and make payment to 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 to Oahu APA League office at: , zmendez@apaleagues.com or omendez@apaleagues.com, you may also text a picture to 808-520-1135. It's 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 it is not mandatory. We will not collect the scoresheets.

The scorekeeper app is available for both 8 and 9 ball matches. Utilizing the app to submit your scoresheet is NOT mandatory, but highly encouraged.

All divisions must submit via the scorekeeper app immediately upon completion of match play. If utilizing paper please text to 808-520-1135, or email pdf scoresheets no later than 8:00 pm the 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 make payment, using PayPal, Venmo, FB Messenger, and deposit into the American Savings Bank account.

PayPal payments can be sent to zenyagas1@gmail.com

- Select "Friends or Family" to submit your payment with no additional fees
- Include your Team Name/Number and week of play with your payment

Venmo payments can be made to @zeze_44

- There is no transaction fee, use "friends and family"
- Include your Team Name, Number and week of play with your payment

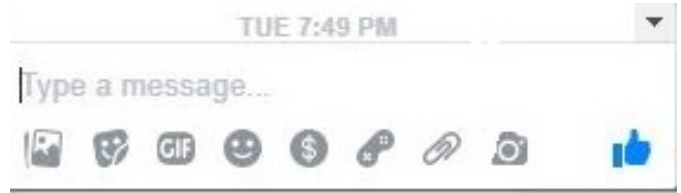
Facebook Messenger

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 (Zeny Mendez). 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 on Facebook Messenger:

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.

American Savings Bank

- Send a text message to 808-520-1135 to obtain the APA account number for direct deposit payments
- Payments must be deposited by 8:00 pm the day after your match
- Upon completion of deposit, email zmendez@apaleagues.com or text 808-520-1135 a photocopy of your deposit receipt. Be sure to include your Team Name/Number and week of play

Payment for Multiple Divisions

Communicate with the League Office if you intend on submitting payment ONCE a week if you are the captain of multiple teams in various divisions. This is the ONLY exception allowed for late payments. Prior approval by the League Office is needed.

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.

- Each team must fully and legibly complete the team’s score sheets and submit them to the League Office as outlined above.
- Each team must submit payment or deposit to League Office American Savings Bank account within 24 hours after your match start time.
- Each team must rate your opponent from 1-5 stars when submitting your scoresheet.
- Any profanity written on the scoresheets will result in an automatic loss of bonus point(s).

LOST SCORESHEETS

Team Captains should print out and keep two blank score sheets for use in the event that the scoresheets are unavailable or if there is a glitch in the app. 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:

Scratch 8-on-the-Break = S8OB

Break and Run = BR

Scratch 8 = S8

8-on-the-Break = 8OB

Early 8 = E8

9-on-the-Break = 9OS

8- Ball Wrong Pocket = 8WP

Certified Score Keeper = CS

Did Not Mark Pocket = DMP

MATCH START TIMES

Scheduled match play begins, but is not limited to 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 first match after fifteen minutes. A team will forfeit the next two individual matches if there is no player present to start the match after an additional 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 8 points plus 3 bonus points in 8-Ball, and 60 points plus 20 bonus points in 9-Ball, provided all bonus point requirements are met. Any forfeits during Playoffs and World Qualifier Tournaments will be at full value, 3 points per match forfeit for 8-Ball and 20 points per match forfeit for 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.

LATE ENTRY TEAMS

There will come a time when a new team will join once the session has already begun. In the event that this occurs, the joining team will inherit last place points so they will be eligible for the same opportunities as the rest of the teams in that division. It is incumbent upon the captains to review the schedule as it may change. We will do our best to ensure fair play, however no re-imbursements will be made for any issues that are brought up after-the-fact. All sales are FINAL.

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.

Preventing Forfeits (Contact the League Office for any and all questions regarding Double Post/Replay) (Player May Play Twice on One Night)

Refer to **Team Match Play** in the Official Team Manual, which states “**YOU MAY ONLY PLAY ONCE** in a team match.” However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, the Baystate APA has chosen to adopt the Replay Rule (previously known as “The Ghost Rule”) approved by the APA National Office. This rule allows one player (the “Replay Player”) from a team (the “Replay Team”) to play twice on the same night in the following circumstances:

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.
- The Replay Team’s need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Replay Rule **prior to the start of the 4th individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level rule. All players who have already played must be available as a choice for the “replay” match.
- The “replay” must be played as the last match of the night. If a “replay” is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player. The team scheduled to put up a player in the 5th match designates their Replay Player first.
- Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the “replay” match, the “replay” match is cancelled and the new player must play.

“replay” rule is only allowed in the first half of the session. Any teams using the replay rule after that session will have the match declared as a forfeit. If odd # of weeks in schedule, the half of the session will be 8 matches.

- The Replay Rule is not in affect during **the last week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

PLAYER SELECTION

Once a selection has been made for a particular match and as soon as the opposing team has been notified of the player selected, the player 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 their players.

HOLIDAY

Some dates of play may fall on national or local holidays. Teams will be allowed and 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 24 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. League Office retains the right to mandate a make-up match be scheduled at their discretion. This is to ensure any potential scheduling conflicts are resolved during Pool Player Championships and World Pool Championships. Should a conflict arise where a team is attending a National Tournament, the opposing team will accommodate for players/teams participating in said National Tournaments.

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, unless in a 4-team division. 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, may receive a bye at World Qualifier's, if any are available. Players who don't play at least 4 matches will not be eligible for Trophies/Plaques.

Playoffs

Number Of Teams In The Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For The WQ	1st Place vs Wildcard Winner Advances To WQ In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Playoff Winner will receive the 1st Place Session trophies
<u>6-11</u> One Team Qualifies For The WQ	1st Place vs Wildcard 2nd Place vs 3rd Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards: Playoff Winner will receive the 1st Place Session trophies
<u>12-16</u> Two Teams Qualify For The WQ	1st Place vs Wildcard (WC) 2nd Place vs 7th Place 3rd Place vs 6th Place 4th Place vs 5th Place Winner of 1st vs WC will play Winner of 4th vs 5th Winner Of 2nd vs 7th will play Winner of 3rd vs 6th in the Playoff Finals Winner of each Playoff Final match advances to the WQ	Awards: The two (2) winners of the Playoff Finals matches will receive the 1st Place Session trophies. s

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

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. Ladies must retain (3) three 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 (4) four 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 may 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. 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. Those player(s) would advance with the winning team. See the Official Team Manual for more details.

SHOWDOWN SERIES

Our showdown series consists of 8/9 Ball Doubles, Jack n Jill, Ladies, Team Captains and Masters Divisions/Regional tournaments. All Jack N Jill players will need to play at least 4 matches per session on the standard teams they play on. In the event a player is unable to attend a National Tournament for a Showdown Series, replacement players will be limited to those who participated in either divisional play or participation in the regional qualifier. Replacement players will be added at the discretion of the League Operators.

TRAVEL ASSISTANCE 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 \$50.00 protest fee. The League Operator will inform the team that wins the protest and return their \$50.00. 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 Operators, 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 Operators, 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 unwelcomed 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!