



LOCAL BYLAWS

League Operator:

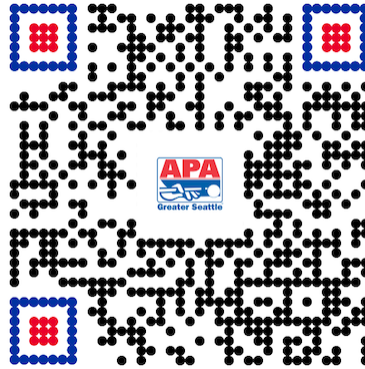
Thomas Mackel

Office Phone:
(425) 529-POOL (7665)

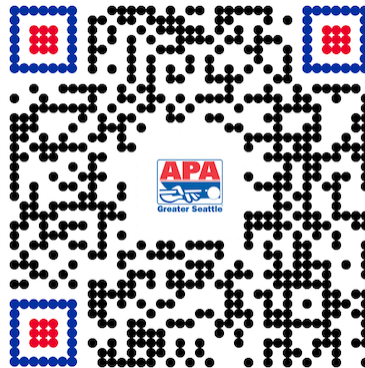
Office Email:
gsapa.league.office@gmail.com

Please join our online community today!

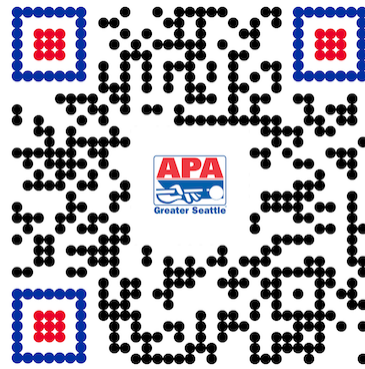
[Greater Seattle APA Member Services Website](#)



[Greater Seattle APA Facebook Group](#)



[Greater Seattle APA Discord Community](#)



Have Fun. Meet People. Play Pool.

Welcome to the Greater Seattle American Poolplayers Association!

This document supplements your Official Team Manual.

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.

Section 1: Getting Started

Age Requirements

You must be 21 years of age or older to fully participate in the Greater Seattle APA.

18-20 year old players may participate in a limited capacity. At host locations who allow persons under 21, during the hours that they explicitly allow it, 18-20 year old players may participate in league nights. Their participation may be restricted in Tri-Annual or World Qualifier tournaments depending on local laws and tournament host location age restriction policies.

Office Hours

Emailing gsapa.league.office@gmail.com or tmackel@apaleagues.com is the best way to reach us for routine questions and concerns. League Office hours are Monday through Friday, 11 AM to 5 PM. If no one is available to take your call, please leave a text message at (425) 529-7665. You may also leave a voicemail, including your phone number, and your call will be returned as soon as possible.

Online Services and Tools

Setting up your [Member Services](#) account, installing the [APA Pool League App](#), and learning how to use the [APA Scorekeeper App](#) is very strongly recommended.

Member Services can be accessed on your iOS or Android mobile phone or tablet, through the APA Pool League App, or on the web at www.poolplayers.com.

Through Member Services, you can stay informed about the latest News, Events, Schedules, Rosters, Team and MVP Standings, Lifetime and Session Stats, and more!

The APA Scorekeeper App is available on your iOS or Android mobile phone or tablet.

Team Dues

Team Dues are \$60 per week for 8-Ball or 9-Ball teams (\$120 for Double Jeopardy) and \$36 per week for Masters, Doubles, or Ladies teams regardless of the number of matches played. Full Team Dues are collected for Playoffs, Forfeits, and Incomplete matches. Paying through the **APA Member Services** app or **APA Scorekeeper** App on your mobile device on league night is strongly recommended. Alternative payment arrangements may be made in advance with the League Office.

A cost-of-living increase of Team Dues will take place every 3-5 years, although local League Management reserves the right to increase dues when needed. The next dues increase is projected to take place in the 2028-2029 league year.

Scorekeeping

Every team must submit its own scoresheet every week. Scorekeeping must be done using the APA Scorekeeper App where possible or using blank/printable scoresheets from Member Services where not. Email clearly scanned scoresheets to gsapa.league.office@gmail.com. Include your team number, team name, and week of play in the subject line, for example, if your team "Big Pockets" has a team number 14203 and you are submitting a scoresheet for week 8 of play, the subject line should read "14203 Big Pockets Week 8".

Every week, bonus points can be earned for turning in accurate, legible, and complete scoresheets and payments on-time. A team that does not will receive zero bonus points. 8-Ball (Team, Doubles, and Ladies) and Masters may earn up to 3 bonus points weekly, 9-Ball (Team, Doubles) may earn up to 15.

It is recommended that teams turn in their Scoresheets and Payments electronically on league night. Scoresheets are due by Noon of the day following the scheduled date of play. Payments are due at the same time. Bonus points are awarded at the sole discretion of the League office.

Submitting your scoresheets and keeping current with your weekly fees is important. If you are not current on both, you may not participate in post-session play (Playoffs, Tri-Annals, WQ) or other League events.

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 awarded Bye points for the week.

Note: Teams do not need to submit scoresheets or fees for bye weeks and will receive bonus points in addition to the bye points.

Past Due Procedure

First Week Past Due: Team Captain will be contacted with the amount past due.

Second Week Past Due: Entire Team will be contacted with the amount past due.

Third Week Past Due: Entire Team will be contacted and team may be dropped from the schedule.

If the dues are not brought current the team will be dropped from the League for non-payment. All players on the team will become equally responsible for their share of the unpaid dues, including those for the remainder of the session, and will not be able to rejoin the League until they have paid their portion.

The League Office will not be responsible for dues or monies paid to a Team Captain or another team member not ultimately paid to the League. Teams having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid.

Teams that are habitually late may be required to replace their Team Captain with another, more responsible player.

Comments on Scoresheets

All concerns should be kept respectful, courteous, and professional. Abusive language directed at any

person, or the League will not be tolerated. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Patches

The following patches may be earned in standard 8-ball and 9-ball League Play. Please request from your division representative or league operator when you earn one of these fun achievements!

Patch	Description
8- on-the-Break 9- on-the-Snap	You make the 8-ball on the break. You make the 9-ball on the break.
8- Break-and-Run 9- Break-and-Run	You make at least one ball on the break and then run the rack (no early-9).
Rackless	Your opponent didn't break during your 8-Ball match.
8- Ball Clean Sweep 9- Ball Clean Sweep	Win your match on a team that wins all 5 matches in one night with no forfeits.
9-Ball Shutout	Win 20-0 in 9-Ball
8- Ball Mini Slam 9- Ball Mini Slam	On the same league night, earn "8-on-the-Break" and "8-Break-and-Run" (or the 9-ball counterparts)
Grand Slam	In the same league session, earn both Mini Slams.
Team Captain	Be a team captain for a session.
8- Ball MVP 9- Ball MVP	Win #1 MVP for your division and tier for a session.
I beat an SL6/7/8/9	Win a match against an SL6 or 7 player at least 3 skill levels higher than you in 8-Ball, or SL 7, 8, or 9 player at least 3 skill levels higher than you in 9-Ball..
I won my first match	Achieve your first win in an APA league match.

Section 2: League Play

Coaching

When a time-out is called, the coach must stop the time-out when the one-minute timer in the Scorekeeping App expires.

Equipment

Cue Balls, Object Balls, Racks, and other equipment - In league play, the competitors may mutually agree on using any available equipment. If they do not agree, the bar table equipment will be used. In Tournament play, equipment may be specified by the tournament director.

Table Declaration - Host team must declare table size for the entire session in Week 1. Some Host Locations have multiple table sizes: 7', 8', and/or 9'. The host team must elect on which table size to play their League match and will be subject to play on that sized table the remainder of the session. If a host team cannot play on the declared table size due to unforeseen circumstances, play will be allowed for that single exception. Note that exceptions are subject to verification, and if determined to be in violation of any rules, the host team will be subject to penalization and possible suspension.

Host teams in a Double Jeopardy format are to play on the same size table for both matches unless accommodations are not possible at the Host Location.

Cell phones, headphones, and other communication devices - May not be used by a player for any form of communication while it is their turn at the table. Headphones may not be used while playing in a match unless agreed upon by the competitors. Both cell phones and headphones are strictly prohibited in Tournaments. Hearing aids and hearing protection is permitted.

Video Recording - Where there is a reasonable expectation of privacy, such as during a league night match at a local bar, matches may be privately recorded or streamed only with the consent of all parties who appear in the video frame. During tournaments, responsible videography and photography is allowed.

Pocket Markers - Weapons, toy weapons, real money, or play money are not allowed to be used as pocket markers. Choose another regular pocket marker or small neutral object instead.

Splitting Matches

If the fourth match has not started by two hours after the official league start time and a table is available, teams **must** put up their next player and start play on a second table. The fifth match would then be played on the first table that becomes available. If the fifth player is not present, a forfeit cannot be called until the fourth match has concluded. A team is subject to penalties if an available table is made unavailable and it is later determined they, in any way, caused it to be unavailable or resisted using the second table. Splitting matches is waived only if both teams agree to continue on one table.

If the bar charges for table time or quarters on the additional table used for splitting matches, the cost of the extra table will be split evenly between the two teams.

In Double Jeopardy, Team Captains should plan player selection to avoid the situation of having to put up a player for the next match who is playing a match-in-progress in the other format. If another player is available, the team must put up the other player without delay. If another player is not available, after a brief grace period the team may be required to forfeit either the match-in-progress or the next match. Teams repeatedly or intentionally in this situation may be subject to sportsmanship penalties.

Preventing Forfeits - Replay Rule

(Player May Play Twice on One Night)

Refer to **Team Match Play** in the General Rules section of 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, Greater Seattle APA has chosen to adopt the Replay 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.
- There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in effect during **the last week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

Ladies 8-Ball League

This league format allows players to qualify for the annual Ladies 8-Ball Championship.

- Maximum of 5 players allowed on roster
- Teams may choose any 3 of the 5 team members to participate in each team match
- The total of the skill levels of the 3 players fielded in any team match cannot exceed 13
- Players must be on an active Greater Seattle APA 8-Ball Team roster while on a Ladies team during the Summer, Fall, and Spring sessions of the corresponding League year.
- Players must play at least 4 matches with the team to be eligible for playoffs or the qualifier tournament.
- In addition to all other roster change requirements, roster changes additionally require that the incoming player must have been eligible to play continuously from the beginning of the division schedule.

Doubles 8-Ball (and 9-Ball) Leagues

This league format allows players to qualify for the annual 8-Ball Doubles Championship (or 9-Ball Doubles Championship)

- Maximum of 3 players allowed on roster
- 2 of the 3 team members participate in each team match, which is composed of 2 Singles matches and 1 Doubles match with the same 2 players.
- The sum of the Highest Two Skill Levels of each team's members must equal, or be less than, 10 at the start of the session.
- Players must be on an active Greater Seattle APA 8-Ball (or 9-Ball) Team roster while on a corresponding Doubles team roster during the Summer, Fall, and Spring sessions of the corresponding League year.
- Players must play at least 4 singles matches with the team to be eligible for playoffs or the qualifier tournament.
- In addition to all other roster change requirements, roster changes additionally require that the incoming player must have been eligible to play on the team's roster continuously from the beginning of the division schedule.
- **BYE points for Doubles League will be 50 (instead of 60) for 9-Ball and 6 (instead of 8) for 8-Ball.**

Masters League

This league format allows players to qualify for the annual Masters Championship.

- Maximum of 4 players allowed on roster
- Players must play at least 4 matches with the team to be eligible for playoffs or the qualifier tournament.
- Teams may choose any 3 of the 4 team members to participate in each team match
- There is no skill level limit

League Office Match Rescheduling

The League will typically require teams to play matches as scheduled, even if forfeits are incurred, but in very special cases may require teams to reschedule matches, e.g.:

- Other APA League obligations such as a World Pool Championship, Special APA Events, or Showdown Series (e.g. Ladies, Doubles, Masters) Vegas Qualifiers.
- Concern over spreading major illness/pandemic
- Safety concern due to atypically inclement weather. Rescheduling for inclement weather is generally a result of snow or icy conditions but can result from any condition that makes it dangerous for players to travel to their match locations. The League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with your, or your team's ability, to get to your scheduled match location, contact the League Office for additional instructions.
- Request from Host Location(s) resulting in reduced availability on specific dates

Forfeit Replacement Matches ("Make-up" Matches)

If a match is not completed on or before the scheduled date, the incomplete matches should be scored as Forfeits and the scoresheets submitted. Teams should utilize the Replay Rule to avoid Forfeits if possible.

If both Team Captains and the League Operator agree, the teams may replace the Forfeited match with a Make-up match submitted within 14 calendar days of the originally scheduled match. This deadline

applies to all league formats (8-Ball, 9-Ball, Ladies, Doubles, and Masters). Send an email to both Team Captains and gsapa.league.office@gmail.com for approval. Make-up matches **are not allowed starting 21 days prior to the scheduled Playoff date for a division. All pending makeup matches not submitted at this time will be converted to Double Forfeits.**

Abuse of this privilege is subject to sportsmanship violations.

Teams in Default

Any team that does not show up for its match for two consecutive weeks will be deemed to be in default and will be dropped from the Division.

Additionally, any team that has not paid their Team Dues for two consecutive weeks can be dropped from the Division. Teams who have failed to pay their Team Dues for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division. See Past Due Procedure.

Teams that are in default are still responsible for paying their Team Dues for the remainder of the session. Each member of the defaulting team will be responsible for paying his/her share of the amount owed. The defaulting team's players will be suspended from the League until their portion is paid. The League Office has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for any week they play while they have a past due balance.

Teams Joining a Session Late

Teams may join after the start of a session with League Operator approval. Teams must be added to the schedule by Week 4 or they will be ineligible for Playoffs and the Tri-Annual tournament.

Registration Points:

The Early Registration Deadline for the next session is the last week of regular league play.

During the last 4 weeks of the session, prior to submitting scoresheets, Existing Teams are asked to register for the next session in the APA Scorekeeping App. Existing Teams which registered this way are considered registered on-time.

New Teams joining after the deadline will begin tied with the last place non-forfeiting team during the week that they are added to the schedule. Returning Teams which did not register by the deadline will start off one week's worth of bonus points behind last place.

Masters, Doubles, and Ladies registration should be done by emailing gsapa.league.office@gmail.com by the deadline.

Teams Changing Rosters After Week 4

After Week 4, roster changes are allowed but must be approved by the League Operator.

After Week 7, roster changes are allowed but will not be approved if a team is in the top 50% of their division. Teams may voluntarily accept a points penalty to become eligible for a roster change.

Note: Teams qualified for the World Qualifier are subject to additional Roster Change rules as specified in the Official Team Manual.

Starting Skill Levels for New Players

Players with known higher ability should begin at a higher skill level in the interest of fairness. It is the responsibility of the Team Captain to assess new players on their team in good faith and advise the league operator of recommended Skill Level.

If a player goes up 2 Skill Levels or more in one session, the team may be penalized points up to every point that player earned prior to reaching their highest skill level, at the discretion of the league operator.

Note: It is not unusual for a new player's skill level to fluctuate during the first few weeks. A player's skill level is not considered established until they have 10 actual match scores in that format on their record.

Section 3: Sportsmanship and Conduct

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.

Suspended Players

Greater Seattle APA will honor any suspensions from any APA area.

Weapon Policy

No openly carried weapons are allowed during league play or league events.

Section 4: League Playoffs and Tournaments

Session Playoffs

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule may forfeit their eligibility in the Playoffs. Division Representative input will be considered. A team must have no outstanding balance to the GSAPA to be eligible for Playoffs or for any participation beyond that session.

During each session, the Playoffs will be scheduled on the same day of the week as your regular League play. Full weekly dues are paid for Playoff matches.

Teams that qualify for Playoffs will be notified of the site selection. It is possible a Playoff match will be at a neutral location, or it is possible the Playoff site might be at the home of either or both of the teams involved.

A certain number of teams, based on Division Team Count, will advance to Playoffs per this table:

Tri-Annual – One Week of Playoffs for All Division Sizes

Number of Teams In the Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wildcard Winner Advances to Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>8-11</u> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard 3 rd Place vs 4 th Place Both winners advance to Tri- Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>12-16</u> Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard 3 rd Place vs 6 th Place 4 th Place vs 5 th Place All winners advance to Tri- Annuals	Awards: Top Point Finisher will receive the 1 st Place Session trophies

World Qualifier (Using Tri-Annuals)

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent your League name here in the APA World Pool Championships.

*A maximum of 24 Teams estimated to participate in the **8-Ball World Qualifier:**

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

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

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

*A maximum of 24 Teams estimated to participate in the **9-Ball World Qualifier:**

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

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

*subject to change based on team count.

*Please note that it is possible for one team to split their roster, 4 & 4 after qualifying in Tri-Annuals and thus have two teams in the World Qualifier.

- Playoff winners qualify for the Tri-Annual Tournament. Tri-Annual winners advance to the annual World Qualifier (WQ) Tournament. A team which is already qualified for the World Qualifier will be excluded by default but may participate in the Wild Card draw, Playoffs or the Tri-Annual by emailing the League Office at gsapa.league.office@gmail.com prior to the last regular season match
- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the Greater Seattle APA to retain their qualified status.
- All players must have at least 4 matches played in the session they qualified, and all subsequent sessions, on the Qualified team in Greater Seattle APA to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.
- All teams must be active and retain at least 4 players from the qualifying session
- The Travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

NOTE: Playoff winners qualify for the Tri-Annual Tournament. Tri-Annual winners advance to the annual World Qualifier (WQ) Tournament.

Wild Card Determination

After the final week of regular session play, Division Representatives or the League Office will conduct the Wild Card draw. Teams that are not already seeded in the playoffs and not already qualified for the Tri-Annual (or WQ) will be included in the draw. Teams will lose eligibility for the draw if they are past due any amount or are judged ineligible by the League Office. The team that wins the Wild Card draw is expected to participate in Playoffs the same as any other league match.

Weighted Drawing for Playoff Wild Card

When drawing for the Wild Card to participate in playoffs, the drawing will be weighted according to the final standings of the teams that did not earn an automatic bid into the playoffs. The number of entries into the Wild Card Draw will be dependent on the number of teams in the division, as well as a team's final standing in a division. The last place team will receive 1 entry into the Wild Card, the 2nd to last place team will receive 2 entries into the Wild Card Draw, the 3rd to last place team will receive 3 entries into the Wild Card Draw, and so on.

Masters, Doubles, and Ladies Formats

These divisions do not have Tri-Annuals after each session. Instead, teams advance directly to a Vegas Qualifier Tournament.

Eligibility for Playoffs, Tri-Annuals, World Qualifier (WQ), and Vegas Qualifiers

Individuals must meet eligibility requirements in order to participate in most events and Tournaments. Players are strongly encouraged to read the Official Team Manual and other Tournament and Event Information carefully to ensure they meet any and all Playoff, Tri-Annual, WQ, and other event/Tournament eligibility requirements.

Note: Forfeited matches, matches played in a different format than the event, and matches played after the qualifying session end do not count towards Matches Played requirements. Playoffs and Tri-Annuals matches do count as matches played during the qualifying session and do count for the World Qualifier.

Trophies

The 1st place team in each Division will receive trophies for winning the Division.

End of session awards will be given at Tri-Annuals and the team will either receive a team award or each member of the team will receive an award at the League Office's determination.

World Qualifier

The World Qualifier is an annual Tournament that takes place at the end of the League year. The winner or winners of the World Qualifier receive Travel Assistance to Las Vegas and the opportunity to represent the Greater Seattle APA in the World Pool Championships.

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the members of those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board.