



## Local Bylaws APA Pool Leagues

League Operators: Norman Wright & Rhonda Ayers

### LEAGUE INFORMATION:

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These bylaws have been read and approved by the American Poolplayers Association, Inc.

**YOU MUST BE 21 YEARS OLD TO PARTICIPATE IN APA POOL LEAGUES with the exception of Northern Divisions where Host Locations allow.**

**TEAM DUES:** Fees are \$35 per team for all scheduled matches regardless of forfeits. There is no charge for byes. Please make all checks payable to APA Pool Leagues. There will be a \$20 returned check charge. If your checks are returned NSF more than once, we will no longer accept them. APA memberships are due the first night a player shoots or the 4<sup>th</sup> week, whichever occurs first.

**START TIME:** League play will begin within 15 minutes of scheduled start time. Play will begin even if only one player from each team is present. Play must be continuous; otherwise, forfeit points will be awarded to the team with players present.

**WEEKLY SCORESHEETS AND BONUS POINTS:** *DROP OFF DIVISIONS* - Scoresheets are due at the drop sites within 24 hours of the scheduled start of league play. (Start time 7:00 pm Wed. – Scoresheets due 7:00pm Thurs.) *MAIL IN DIVISIONS* – Scoresheets must be postmarked the day following your match. If your envelopes are turned in or mailed on time, scoresheets are **completely** filled out, and all fees paid, 8-ball teams will receive 1 bonus point; 9-ball teams will receive 20 bonus points each week. Penalty points will be assessed on a sliding scale: First late envelope: 8-ball – 1 point penalty, 9-ball – 20 point penalty; Second late envelope: 8-ball 2 point penalty, 9-ball – 40 point penalty, etc.

**BYES:** Byes will be worth 3 points for 8 ball teams, 60 points for 9 ball teams. No weekly fees will due and there will be no scoresheets to turn in.

**FORFEITS:** If a team fails to show up for a match, the opposing team (if at least 5 players are present and listed on the scoresheet) will be awarded 4 points for the 8-ball match, 60 points for the 9-ball match. Individual match forfeits will be awarded 1 point for 8- ball, 12 points for-9 ball. During the last three weeks of the session, team forfeits points will be awarded based on the average points won per week during regular session play by the team receiving the forfeit points. In order to receive forfeit points, paperwork and weekly fees must be turned in as usual.

**BARRED PLAYERS:** If a player is barred from a host location, that player may only participate in league play with the permission of the owner/manager of that Host Location. The APA Pool Leagues have no authority to insist that a player be allowed to play at any location.

**PROTESTS:** All protests must be in writing and accompanied by a \$20 protest fee. The League Operators and/or the Board of Governors will resolve any protests. If your protest is successful, your \$20 protest fee will be refunded. If your protest is denied, you will forfeit your protest fee.

**PLAYBACKS:** In the event that a team shows up for a league match and knows they will not have a full field of 5 players, they may use a playback. The opposing Captain must be notified at the start of the match that the team will likely use a playback. The team that has all of their players will choose a player from the team that is short to play again. Details are as follows:

**A:** When an opposing team chooses a player to playback, then that player chosen must be able to meet the requirements of the "23 rule". Moreover, the team who is short players must prove that they have another player on their roster that could have legally played. If they do not, they must forfeit the last race. For example, a team has 6 people on their roster with listed skill levels of 6, 6, 5, 4, 4, &3. On this particular night they have only 4 players show up and play...6, 6, 5, &3, which equals 20. Even though playing the 3 again would only add up to 23 the 3 cannot play because the other two players on the team roster are both 4's and had one of them been present and played they would have violated the "23" rule. Therefore, in this case they must forfeit the last race. However, had one of the "4's" been a "3", a N/R", or a "2", then yes the "3" could be legally chosen to play again. In fact, only the "3" could be chosen as any one of the others (6, 6, or 5) would add up to a "23" rule violation. **The opposing team cannot force the team over the "23" rule and then call a '23 rule violation.**

**B:** The team who is short player(s) will have absolutely no "say-so" regarding who is to be chosen from their team to play again. The decision of who plays will be totally up to the team who has all their players present. Regarding who pays and how much is up to the team whose player is playing twice. Usually, the cost is spread amongst those present, but that is a team decision. The entire \$35 team fee must be paid and turned in to receive any Bonus Points.

**C:** Only one (1) single playback for each team is allowed during a match.

**D:** Should both teams have a player missing then a "Blind Draw" will be made to match up the 5<sup>th</sup> race. This is normally the only case where both teams playback.

**E: THIS RULE IS NOT TO BE USED DUE TO A TEAM BEING UNABLE TO FIELD 5 PLAYERS WITHOUT VIOLATING THE '23' RULE. If a team has 5 or more players present at a match who in any combination would violate the "23" rule, then they have to play 4 players and FORFEIT the 5<sup>th</sup> match point . (Even if there is a team member on the roster who could have played had they been present.) IN ALL CASES, a team must play only the combination of players that proves that they could legally meet the "23" rule. If there is no such combination on their entire roster then they are allowed to play four to nineteen and then forfeit the last race.**

**F: Approximately half way through the session, it will be announced that playbacks are over.**

**G: No one** from the team who is missing players **is allowed to leave the site** before the playback person is chosen **without first notifying the opposing team captain** with a legitimate excuse. EXCEPTION: A player may leave if they cannot be chosen to do the playback because of the "23" rule.

**SPORTSMANSHIP VIOLATIONS:** Any team with two or more sportsmanship violations may be dropped from the league. Disassembling or ‘cracking’ your cue in view of the opposing player prior to the end of the match will be considered concession of the match. For example, if the opposing player is shooting the 8 or 9 ball, and they see that you have broken down your cue, the player is not required to make the shot, if however, he or she chooses to shoot and misses, you have given up the right to reassemble your cue and finish the game. This rule is designed to prevent a player from ‘sharking’ their opponent on the final shot by standing in the shooter’s line of sight and breaking down the cue. If you need to change a shaft during a match you may do so as long as it is not your turn at the table and it is done in a discreet manner. Move away from the playing area so as not to disrupt the shooting player. **PLEASE USE COMMON SENSE.**

**SESSION PLAYOFFS:** The team finishing in first place in each division will automatically receive a berth in the Vegas Cup Tournament. The teams finishing 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> along with Wild Card team chosen by a random drawing, will play for the second slot in the Vegas Cup Tournament. 2<sup>nd</sup> place team will play the Wild Card team, 3<sup>rd</sup> and 4<sup>th</sup> place teams will play. The winners of these two matches will play each other in the final round of playoffs to determine which team gets the second slot. Any team that is qualified for the Vegas Cup Tournament must finish in the top 50% of their division in all sessions following their qualification or they may forfeit their qualification and be forced to requalify.

**VEGAS CUP WINNERS:** The teams that win at the Vegas Cup Tournament must use the Travel Assistance Fund to attend the National Team Championships. If the winning team is unable to attend the NTC, the 2<sup>nd</sup> place finisher will be awarded the Travel Assistance Fund and the right to compete at the NTC.

**INCLEMENT WEATHER POLICY:** Should weather force the cancellation of league play in the Grand Rapids metro area, an announcement will be posted in the ‘**BREAKING NEWS**’ section on the **HOME** page of the website and on the Player Line. In most cases, the decision to cancel league play will not be made until 5:00pm. The Division Representative for each division outside the Grand Rapids metro area will determine cancellation of league play based on weather conditions in their area. If league play is cancelled, the following week you will play the scheduled match for that week. Every effort will be made to make up the cancelled match after the last week of regular session play; however, there may be situations when this is not possible. You will be notified if and when the cancelled match will be played.

**RESCHEDULED MATCHES.** Any rescheduled match must be made up within two weeks of the original match unless other arrangements have been made with the league office. If not, zero points will be awarded to both teams. The league office must be notified of rescheduled matches. No exceptions.

**FALSIFICATION OF SCORESHEETS:** Any team caught sandbagging or sending in falsified scoresheets may be subject to: removal from the league and/or all members of the team raised one skill level.

**NATIONAL RULES:** The American Poolplayers Association National rules will always supercede local bylaws in all Higher Level Tournaments.

**RULE BOOK EXCEPTIONS:** **a)** There will be no male skill level 2's in 8-ball or 1's in 9-ball; **b)** Masse and jump shots are only legal if house rules allow them. Check with the owner.

**HANDICAP ADVISORY COMMITTEE:** The local Handicap Advisory Committee is made up of a group of higher skilled players. If they are asked to review the skill level a player and, based on their observations and input, a recommendation is made to raise a player's skill level, the player will be notified that they were raised by the HAC, Appeals must be submitted in writing, following the guidelines outlined in the Official Team Manual.

**BOARD OF GOVERNORS:** The Board of Governors is a peer review group that will be responsible for deciding protest issues and what penalties will be imposed on players that violate the rules.

**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 Captain's 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 scoresheet. The Rule Book indicates that in 8 or 9 ball, new male players start at a skill level 4, women begin as 3's in 8 ball, and 2's in 9 ball. In most cases this is appropriate. However, a team adding a NEW player who is known to have ability higher than the standard starting point 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 will be assessed against the offending team.