

# BYLAWS

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Office Hours Monday – Friday 5-9 pm

**WEEKLY TEAM DUES; are \$35.00 per team.** Dues must be paid in full, regardless of forfeit or how many matches played, including all playoff matches.

**ANNUAL APA DUES** are \$25.00 per player, Dues must be paid the first time a player plays, if a player does not pay the first time they **MUST** pay the next time they play or their second match will be forfeited (This may be on **another team** the player knows he played already). All players **MUST** pay by week 4 of the session or they will be removed from the rosters. **NO Pay = NO Play**, Rosters lock in week 4. Rosters can only change after week 4 with prior League Operators approval.

## CASH

Teams that send in cash in their weekly envelope are responsible for any missing funds. The League is NOT responsible for any cash sent in the weekly league envelopes. The League prefers a check or money order. If you send in cash and money is missing when the envelope is opened by the League Office Staff, your team is responsible for the money.

## CHECKS; Make checks payable to “APA”

Checks must be from a **member of that team**. A returned check fee of \$25.00 will be assessed for each check returned for any reason. The League reserves the right to refuse to accept a check from anyone that has had a check returned to the League for any reason (non-sufficient funds, closed accounts, etc.)

A returned Check written to pay for the teams weekly dues will be charged back to the team as a PAST DUE, including the \$25.00 returned check fee. A returned Check written to cover memberships will cause those players whose memberships were paid by that check to be ineligible to play until the members resubmit the APA dues and the past due.

## CAPTAINS

Captains are elected by the majority of the players on a team and may be changed at any time by a majority vote of the team players.

**Team Captains; MUST have a working Phone Number and are responsible for;**

- Represent the team in all matters dealing with the League Office / BOG.
- Informing their teammates of any schedule changes.
- Posting the sessions schedule in the team’s host location.
- The conduct of the team members and including guests with the team during any APA match.
- Picking up and dropping of the team envelopes at the designated drop point when the team is the away team. **During playoffs the winning team will be responsible for returning the envelopes to the drop point.**

## TEAMS THAT DROP OUT OF THE LEAGUE AFTER THE SESSION STARTS

ONCE THE SCHEDULE IS MADE UP, THE SESSION IS CONSIDERED TO HAVE BEGUN. Any team that drops out of the League after the League has called the captain or team member with the first weeks scheduled match will be responsible for the remainder of dues for the entire session. Each player will be assessed an equal share of the amount the team owes and this amount must be paid before that player plays for any other APA Team.

## **BONUS POINTS are Earned for the following requirements**

Once Lost, Bonus Points will NOT be returned

### **8-BALL = 1 Bonus Point, 9-BALL = 15 Bonus Points, Triple Play = 3**

Teams will receive bonus points if the following REQUIREMENTS are met:

- Scoresheets are legible and filled out completely.
- All past due amounts owed to the League are paid in full. Failure to pay any past dues will result in the loss of bonus points each week the past due is not paid.
- Envelopes are dropped off at the designated drop point, immediately following the scheduled match, by the visiting team. (Home team is not penalized for late envelopes unless the home take the responsibility to return the paperwork)
- \$35.00 Weekly Dues are in the team envelope, paid with a \$20.00, \$10.00, and a \$5.00, a check or money order. **League prefers checks and money orders.**
- Any additional monies are paid in full with the largest bills possible, **NO ONES are Preferred**

## **BYE POINTS**

**8-BALL = 3 points for a scheduled Bye, plus 1 bonus point**

**9-BALL = 60 points for a scheduled Bye, plus 5 bonus points**

**Triple Play = 14 Points**

### **BYES IN THE SCHEDULE:**

Due to schedule changes when teams add or drop in the first 4 weeks of each session, no “Bye” Points are awarded until after week 5 of any session, at which time all bye points for weeks 1 – 5 will be added to the teams that were scheduled to receive the byes. As stated in the APA Team Manual, the League Office may add a team to the schedule during weeks 1-4. This will require scheduling make up matches previously listed as byes.

## **PLAYERS INELIGIBLE TO PLAY**

“\$” = Player that owes the League money may not play any matches unless the player has cleared the monetary obligation to the League first.

“X” = Player suspended from the League and is ineligible to play any matches or play in any APA events. If a player with an “X” plays a match,

it will be considered a forfeit. If you are playing against a team with a “\$” or “X” next to the players name, inform the other team. Should the player play and the League has not been contacted nor has the issue been resolved, the match will be considered a forfeit to the other team. Ineligible players must be resolved prior to the start of the match and be communicated to the opposing team or the player will not be eligible to play in that match.

## **COACHING**

**Coaches must be on the team roster**, teams/players may not receive advice from someone not on that team’s roster, directly or indirectly. The first person to approach the Table and assist the player is considered to be that player’s coach. **If a member of the team stops the player, calls a time out, asks if the player wants to talk about it, the timeout has been called and must be used and marked as a timeout. However if a player asks for a coach / timeout the team may wave that player off.** The Logic being that the player is the novas, the coach (any member of the team) is the experienced player, and there may not be anything the coach can help the player with. Any member of the team can be a coach at any time, be careful who asks for a coach.

Non-rated players and sill level 3 and below may receive two (2) coach timeouts per game. Players rated 4 and above may receive one (1) coach timeout per **game**. This applies to session and playoff matches. Mark the number of times a player is coached per game on the score sheet above the players name to prevent any arguments over number of times each player is coached. Taking more than the allotted time-outs/coachings is NOT A FOUL. It is however a sportsmanship violation and must be written on your score sheet so the League Office may take any necessary follow-up actions.

## **COACHES PLACING CUE BALL**

The Coach may place or position the cue ball only DURING A TIMEOUT. **Player’s choice.** They may place the Cue ball or have the coach place it for them. **If the coach is placing or positions the cue ball and fouls, it is considered a foul by the player.** If a Cue is placed on the table by a third party of the team and not re-positioned by the Coach or the player it is a foul.

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### **GRACE PERIOD BETWEEN MATCHES**

**NO SUCH THING**, have your players ready to play. If your player is not present, you forfeit the match. If there is more than one match remaining, your team forfeits all remaining matches, provided the other team has enough players present. Smoke breaks are not acceptable delays in a match.

### **TIME LIMITS:**

**COACHING TIME LIMIT = 1 minute including any group consensus**

**AVERAGE SHOT = 20 seconds**

**DIFFICULT SHOT = 20 seconds to 1 minute**

**EXCESSIVE TIME BETWEEN TAKEN BETWEEN SHOOTS  
COACHING OR PUTTING A PLAYER UP TO PLAY ARE  
SPORTSMENSHIP ISSUE, PLEASE REPORT THEM.**

### **PRACTICE BEFORE MATCHES**

Home team has use of the table to be used for the match from 1 hour prior to match to ½ hour prior to match time; home team should leave the table at that time and offer the use of the table to the visiting team. Visiting team has use of the table being used for the match from ½ hour prior to the scheduled start of the match until match time.

**MATCHES START AT SCHEDULED TIME.** If your team shows up at 7:15 for a 7:30 match, your team has 15 minutes of practice.

### **INCLEMENT WEATHER**

In the event of Floods, Blizzards, Severe Storms and other situations where an emergency is declared, the League Office may reschedule matches. Acts of nature may hinder the teams' travel. Visiting teams should call the Home teams to inform them of any delay to avoid forfeits. Let common sense prevail, schedule rematches if necessary to avoid placing your teammates in danger on the roads in inclement weather. Communication to the opposing team to re-schedule must be made within 2 hours of the start time, unless there is a storm emergency preventing travel. Either captains or representative may reschedule a match at any time prior to or during a match as long as both captains agree and reschedule.

**THE TABLE IS NOT AVAILABLE FOR PLAY; EXAMPLES: HOST LOCATION CLOSED EARLY, POOL TABLE IS BROKEN, HEATING/COOLING SYSTEM BROKEN, ROOF LEAKS.**

The Home team may choose a nearby neutral location to play the match at. After obtaining the permission to use the neutral location, or go to the away teams location. The matches should be played that night.

### **CHANGING LOCATIONS AFTER THE START OF THE SESSION.**

Changing locations during a session is not allowed without League Office approval. Any team who wishes to change their home location must do so **prior** to the start of the next session. If the team plays a match at another location other than the scheduled location without League Approval will be subject to penalties and possible forfeits.

### **BALL LEAVES THE PLAYING SURFACE AND RETURNS TO THE PLAYING SURFACE**

Without hitting a Player, the ball is still considered in play. The Ball may hit the pool table light, ride the rail, or bounce out of a pocket, hit a cue stick, or coaster and it is still in play.

### **JUMP AND MASSE SHOTS**

Using any stick shorter than 48" is not allowed, EXCEPT in the case of a wall, post or other obstruction. Breaking down your cue to use the shaft only for jump shots is not allowed. JUMP SHOTS and MASSE SHOTS may be attempted (provided the location allows them, to do so using a regular cue), **YOU MAY HAVE THE BUTT OF THE CUE OVER YOUR SHOULDER**, however, you must grip the butt end of the cue in an overhand manner; you may not dart or spear the cue ball. Violating this policy is considered unsportsmanlike and results in a loss of turn, unless a foul was committed in the course of the shot. **Shooting the jump shot low and scooping under the Cue ball IS A FOUL**

**Team dropping out** of a session after the half waypoint causing a bye in the schedule will result in the team being charged for both teams' matches for the balance of the session. Two Playoff matches will be charged also.

### **BREAKING DOWN OR CRACKING YOUR STICK IN VIEW OF THE OPPONENT WHILE YOUR OPPONENT IS SHOOTING THE 8-BALL IS CONSIDERED UNSPORTSMANLIKE CONDUCT**

If the players **attempting the shot** at the 8-ball, **observes his opponent cracking or beginning to take their cue stick apart**, it is considered a concession of the game. Only the shooting player may call for a concession of the game. No one may inform the shooter of his opponent's actions or advise them of this rule during the course of their shot. In the event the shooter takes the shot, concession cannot be called. The intent of this rule is to prevent "**sharking**" of the shooting player. Sharking will result in sportsmanship violation.

### **RESCHEDULING OF MATCHES**

Rescheduling of matches is sometimes necessary. If the opposing team and League Office are given 24 Hours notice, the match may be rescheduled. Less than 24 hours notice, the two teams must work it out and agree to a rescheduled match. If the two teams cannot agree to reschedule the match, the match will be played as scheduled. BOTH captains must call the League Office leaving a message that they are rescheduling their match, stating when and where they will play the rematch. NO RESCHEDULING OF MATCHES IN THE LAST THREE (3) WEEKS OF ANY SESSION.

### **MAKE UP MATCHES**

Make up matches MUST be scheduled and played within 3 weeks of the originally scheduled match date. BOTH captains MUST notify the League Office of when and where the rematch will be played. Teams must use the most **current** handicaps. If the two teams cannot agree on a date and time, the League Office will set the date and time of the rematch. Failure to play a make-up match within 3 weeks after the scheduled night will result in no points given to either team and full weekly fees will still be due. Neither team will receive points unless there are other circumstances that prevented the match from being played, at which time the League Office must be

notified prior to deadline to review and render a decision based upon all information received. There may be times when a make up match is needed between two teams in separate divisions. The League office will issue score sheets and apply all points and credits to there respective divisions.

The Practice of playing for double points is not permitted and will not be scored under any conditions.

### **HOW TO SETTLE DISPUTES**

Flip a coin, or void the game: **Voided games policy:**

**8-Ball:** Place an "X" in the game in question, do **NOT** count the innings, Re-rack and start over. The original breaker of the game in question breaks again.

**9-Ball:** all innings and points won in the rack are counted and all remaining balls on the table are counted as dead balls. Re-rack and the last shooter before the dispute, is the breaking player for the next game.

### **CLOSE SHOTS**

Have **ONE (1)** neutral person watch the hit. **Both shooters must agree** on the neutral party. Having one person from each team watch the hit does not help settle the question. **The Neutral Observer's decision is final.** A split shot is a bad hit.

### **MARKING THE POCKET ON THE 8-BALL SHOT**

You may use anything you wish to mark the pocket EXCEPT chalk (considered a piece of table equipment), money weapons of any kind..

### **PLACING THE CUE BALL IN 'BALL IN HAND' SITUATIONS**

You may place the cue ball on the table and **then make any adjustments with your hand or your cue stick (including the ferrule or edge of the tip)** or any other reasonable piece of equipment (EX: bridge). No foul can occur unless you are in the shooting position and move the cue ball with the TIP (front) of the stick. Cause the cue ball to come in contact with another ball or the hand holding the cue ball comes in contact with another ball while placing the cue. (Coach placing the cue is the same as the player).

### **COST OF THE TABLE**

Both players will split the cost of the Pool Table on an equal basis, alternate paying any odd amount. LOSER PAYS IS NOT ACCEPTABLE. The League has no control over the cost for use of a pool table nor makes any requirements for a host location to provide free use of their pool table. A vendor generally owns pool tables not the location. (Team Manual Page 24)

### **RATING A NEW PLAYER**

Males start as 4's in 8-Ball and 9-Ball

Females start, as 3's in 8-Ball and 2's in 9-Ball

**PLAYERS MOVING FROM 8-BALL TO 9-BALL OR 9-BALL TO 8-BALL** These players will begin playing at last known handicap in the other format and will be adjusted by the APA equalizer program.

### **'BALL IN HAND' FOULS**

The **ONLY** fouls that result in a 'ball in hand' are listed in the team manual. If it is not in the team manual, it is NOT a 'ball in hand' foul. The 8-ball is not neutral \*\* No shots are called; only 8-ball is marked \*\* Scratch on the 8-ball is a loss of game \*\* 8-ball does not have to go in the marked pocket clean

### **PROTESTING A MATCH**

If you wish to protest a match, DO NOT SIGN THE SCORESHEET. Signing the score sheet means you agree to the outcome of the match and will automatically cancel the protest. Send in your written protest along with \$25.00 to the League Office. Print the names of as many players and witnesses to the problem on the back of your score sheet or on a separate piece of paper, have them list their phone numbers and sign next to their names. The opposing team or player that you are protesting against will be given the opportunity to defend themselves against the protest and also to send in \$25.00, failure to remit the \$25.00 fee may result in your team loses the protest, a past due will be placed against the team. The League Office may elect to rule on the protest, have the BOG or BOG executive committee rule on the protest. If the protest is brought before the BOG all parties involved will be informed of the date, time, and place of the meeting. All parties will be urged to bring any witnesses to the BOG

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meeting. The \$25.00 deposit will be refunded to the team or person that wins the protest. The teams or person losing the protest will forfeit the \$25.00.

**The violation of the '23 Rule': The total of the five (5) players skill levels may not exceed 23 points in any APA match. (19 points in Ladies Divisions)** The violation of the 23 Rule has occurred when the match of the player causing the team to exceed 23 has begun (rack must be struck for the match to be considered started). The team must show that if they played all 5 matches they would have been able meet the 23 limit. The violation of the 23 Rule may be called at anytime after the start of the match causing the violation of 23 Rule and the teams signing the score sheets. *Once the Score Sheets are signed, you are agreeing to the match results as listed on the score sheet. Be sure to count the other team's skill levels prior to signing the score sheets*

**8-Ball offending team loses all points won for the entire night,** They are still able to earn bonus points. The opposing team receives only the points that they won up to the match that caused the team to break the '23 Rule' and 1 points for that match causing violation of the 23 Rule and any matches after. (Ex: team violates the 23 Rule in match 4, They earned 2 points for the matches they won, 1 & 3 as well as the forfeits 4<sup>th</sup> and 5<sup>th</sup> match) Score would be 5 – 1, assuming both teams received bonus points

**9-Ball = offending team loses all points won for the entire night,** and the opposing team receives only the points that they won up to the match that caused the team to break the '23 Rule' and 15 points for that match causing violation of the 23 Rule and any matches after. (Ex: team violates the 23 Rule in match 4, team forfeits 4<sup>th</sup> and 5<sup>th</sup> match) They earned 30 points for the matches they won, 1 & 3 as well as the forfeits 4<sup>th</sup> and 5<sup>th</sup> match) Score would be 75 – 15, assuming both teams received bonus points

Teams may show compliance with the "23 Rule" using any eligible player listed on the team roster. EX: Team plays 4 5 rated players, if the team has a 2 or 3 rated player on the roster, they may use that players handicap to meet the "23 Rule" and forfeit the 5<sup>th</sup> match

## **FORFEITS POINTS PER MATCH:**

**8-Ball = 1, 9-Ball = 15 Triple Play = 7**

No Forfeit can be called until 15 minutes after start time. From 15 minutes to 30 minutes after start time, the first match will be forfeit unless a call or attempts to contact the team has been made. (Note host location numbers are on the team envelopes if the away team is running late call the host location.). After 30 minutes of the start time a full forfeit may be called. (Example; 7:30 PM start time - 7:45 PM to 8:00 PM one match is forfeit if not calls are made. After 8:00PM a full forfeit may be called If no call is made.) If there is a player present from the opposing team, the match **MUST BEGIN** after 15 minutes from the scheduled starts time. If the paperwork has not yet arrived, keep score on scratch paper until the weekly envelopes arrive. Refusing to start the match is considered a full forfeit of all 5 matches. To receive forfeit points, the team taking the forfeit must have their 5 players present at that time and their names and number listed on the score sheet. 23 / 19 Rules apply. If the team only has 4 players present, they may take the forfeit points up to the 4<sup>th</sup> match. Neither team receives the point(s) for the 5<sup>th</sup> match. No full forfeits will be awarded in the last two (2) weeks of any session. Bye Points awarded.

## **ASKING OPPONENT FOR ID**

If your opponent cannot produce proper photo ID, when they enter the match play the match, but DO NOT sign the score sheet. A League Representative will meet with both players at which time the players must show Legal ID to the representative or be IDed by a representative of the League. Any team substituting a person to play in place of another player will be subject to a Board of Governors, suspension, removal of team from the league and team qualification can be removed.

## **MATCHES REQUIRED TO PLAY IN PLAYOFFS AND ADVANCE TO HIGHER LEVEL TOURNAMENTS**

**Byes and Forfeits do not count as matches played**

## **NEW PLAYERS TO THE APA OR PLAYERS STARTING PLAY IN ANOTHER FORMAT (8-Ball going to 9-Ball/9-Ball going to 8-Ball)**

Are required to play a **minimum of 5 matches** during the Summer, 6 in the Fall Sessions, and 8 in the Spring session.

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**SPRING SSESSION ONLY** new players are required to play a minimum of 10 matches by the end of playoffs to be eligible for higher-level play. All Players **MUST** have 10 actual matches played in the Format they are advancing in by the end of Spring Session Playoffs to be eligible to play in Local Team Championship and Las Vegas Nationals) All APA players (Veteran= 10 or more actual matches played) must play at least **4 matches** with each team you are on in that session to play in the playoffs.

## **PLAYOFF MEETINGS are NO SHOW = NO GO**

Someone **MUST** represent from your team at the playoff meeting; failure to have someone at the playoff meeting **when the Division Roll call is taken**, will result in your team being ineligible to play in the playoffs. **NO EXCEPTIONS** Number of teams that qualify for the playoffs is based on the number of teams in the division.

4 Teams	1 <sup>st</sup> and 2 <sup>nd</sup> + Wild Card, 1 <sup>st</sup> gets BYE
5 to 8 teams	1 <sup>st</sup> place through 3 <sup>rd</sup> place + 1 Wild Card
9 to 10 teams	1 <sup>st</sup> place through 5 <sup>th</sup> place + 1 Wild Card
11 or more teams	1 <sup>st</sup> place through 7 <sup>th</sup> place + 1 Wild Card

**No team may advance** into their Division playoffs if they have a monetary obligation to the League. Any player with a monetary obligation to the League will be marked ineligible to play in weekly play, They will be removed from the rosters for playoff & tournaments unless the amount due is paid in full. League Office must be contacted prior to the player playing

## **QUALIFIED TEAMS**

Teams that qualify for a City Tournament Slot must remain active in the same format in all sessions following until the Las Vegas Qualifier is held. (Ex. If your team qualifies in 8-Ball on Monday night during the Summer Session, your team must continue to play 8-Ball for the Fall and Spring Sessions. All qualified teams must maintain 4 original members on the team at all times. Once your team drops below 4 original members your qualification is lost. Qualified teams **MUST** stay in the top 50% of their division to retain qualification. Any qualified team that cannot maintain a

ranking in the top 50% will be reviewed and their qualification can be removed. Qualified slots that are lost are NOT filled by any other team.

Any Qualified team playing in the Spring Session cannot alter their team roster in any way after the fourth (4) week of scheduled play. Adding and dropping players after week 4 of the Spring Session will cause the team to lose their qualification.

### **SPLITTING OF QUALIFIED TEAMS**

The League understands that teams may wish to split up for various reasons. Any qualified team that wishes to must get the approval of the League Operator.

**Splitting a qualified team, with 4 original players on each team and adding 4 players to each team is generally accepted.** . Combining a non-qualified team and a qualified team to create 2 qualified teams will not be allowed.

### **CHANGES TO THE ROSTER**

Any changes to the Roster must be communicated to the opposing team **prior to the match beginning**. This includes adjustments during the first four (4) weeks of play and approved roster changes by the League Office that are written in. The player's added to the roster must be written on both score sheets. It is the burden of the team adding a player to let the other team know that a change to the roster is taking place. If a player is added after the start of the match and both captains sign the scoresheets the match will be scored unless another violation has accrued.

# **Good Luck and Have a Ball!**

**04-05-09**

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