



## APA Pool League

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We welcome your team to the American Poolplayers Association! In order for us to enhance your enjoyment and the service of the League, we must enforce local bylaws, which are designed to allow a smooth operation of the League. Read these bylaws carefully and keep them with your team manual. Breaking these rules can cost you a play off spot, a Local or National Team Championships by losing valuable points you try so hard to win.

These bylaws have been read and approved by the American Poolplayers Association. The local bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual.

**Office hours** are Monday through Friday 10:00am to 5:00pm. If I am not available please leave your name, phone number, and a short message and your call will be returned to you as soon as possible.

**Team fees** are \$30 per week per team for all scheduled matches regardless of number of games played or forfeits. If you pay by check please make them out to the NWPA-APA. There will be a \$25.00 charge for any returned checks. APA player membership dues are due the first night a player plays or by the fourth week, whichever occurs first.

**Late fees** any team that falls two weeks behind in paying their dues will be sent a warning notice stating that their team will be dropped from the League for non-payment. Players will be held responsible for their own weekly fees.

**Start time** is at 7:00pm. Play will begin even if only one player from the team is present. Play must be continuous; otherwise forfeits will be awarded to the team with players present.

**Coaching** players with a skill level of 3 or below are allowed 2 coaching per game. Players with a skill level of 4 and above are allowed 1 coaching per game. During a time out only the player and the coach are allowed at the table. During a coaching time out the coach may not consult with anyone else or leave the table. Time outs are not to exceed 1 minute.

**Changing of Que Stick** is allowed only when you break with a house stick or break stick. You may after the break change sticks to your playing stick. You may NOT change sticks any other time unless there is a limited amount of space requiring you to use a shorter stick or the stick is damaged.

**Forfeits** if a team fails to show for a match, the opposing team (providing 5 players are present and listed on the score sheet) will receive 5 points if all paper work is completed and full weekly dues are paid. Forfeits during the last 3 weeks of play will be awarded 3 points. To be considered a match played a team must have at least 3 players there to shoot. The maximum number of forfeits during the last three weeks will not exceed three, for any reason. Teams that do not show up for two consecutive weeks will be considered dropped from the League and a new schedule will be issued. Dropped teams or any suspended player will forfeit all benefits trophies, awards and prize money. In the case of any team dropping out before the session is over, matches played will be awarded as stand. **Byes** are worth 3 points. No score sheets will be needed to be returned and no fees will be due.

**Sportsmanship Issues** report all sportsmanship violations on your score sheets. When the violation involves the breaking of any equipment (player owned or otherwise) the player automatically forfeits the match he or she is playing in. All other violations will be documented. When a player receives three violations they will forfeit the match they are currently playing in and possibly be suspended for a month then placed on probation. If a player receives additional sportsmanship violations they will be suspended indefinitely.

**Shot time limits** will be imposed when a player is taking an unusual amount of time to take a shot. When a player is consistently taking too much time to take a shot the opposing team captain shall approach the players captain to speed up the match. At that time they are also to inform the player's captain that from that point on a 1 minute shot clock is in place. Violations of this time limit is considered sportsmanship violations.

**Splitting of a Division** will take place if a division in a local area exceeds 16 teams. The division will be split into smaller divisions according to a teams win percentage during previous league play (not just the last session). The teams individual player win percentages will also be a factor in which division a teams plays in. Any new team that is added will be automatically placed into the higher win percentage division.

**During the players time at the table** no other member from any team (Players or otherwise) may approach the table for any reason other than a called time out. If it isn't your turn at the table give the shooting player some consideration and stay away from the table.

**Rescheduled matches** all rescheduled matches must be made up within 2 weeks of the original match, unless pre-approved by the League office. If not, 0 points will be awarded to each team. No matches will be made up the last week of session play. The league office must be notified of any rescheduled matches. No exceptions.

**Patching the 8-ball** the patch must be placed between the intended pocket and the diamond closest to it on either side of the pocket.

**Division Playoffs** The team that finishes a session with the highest points will be the first place team and playoffs will be held between the 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and a wildcard team to determine which team is in second place for that session.

**Tri-Cups**. For a team to be eligible for the tri-cup they must place first or second in a division. All members with that team must have at least 4 matches played with that team prior to entering the tri-cups. Players must stay active with the team advancing to the tri-cup without skipping any session. (A member can not play one session, skip a session and come back the next session and be qualified for the tri-cups without playing at least 4 matches with that team again)

**Local Team Championships** All members of a team that is qualified to enter the LTC must have played 10 matches in the league format they are advancing into. Once your team has qualified, they must remain active throughout that League's Years sessions. Example, summer team must play the fall and spring sessions; fall teams must play the spring session. Teams that qualify for the Tri-Cups and do not advance to the local team championship and stay active for ALL 3 SESSIONS will be placed in a luck of the draw for the 2 remaining team slots at the Local Team Championship. The winning teams that advance to Nationals will receive Trophies and the Travel Assistance Fund for that purpose. If the team elects not to go, they will receive trophies only and the Travel Assistance Fund will be given to the team that actually attends the National event. The first place team will receive airfare and hotel paid. The second place team will receive airfare only.

**Trophies** will be awarded at the end of each session to the division playoff winner. 1<sup>st</sup> place trophies will be awarded to divisions with less than 7 teams. 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place trophies will be awarded to divisions with more than 8 teams.

**Wild Card Drawing** all teams that are eligible for the wild card drawing MUST have a representative present at the time of the drawing or that team will automatically be deemed ineligible for the drawing.

**Player ID** players must be able to show a valid picture ID to the league operator or any team member at any time. Teams that play a player under a false name will receive 0 points for the night and will be at risk of suspension from the league. Their opponents will receive all points won plus 1 point for any match involving an illegal player. Ask for ID's prior to play.

**Banned players** if a player on your team has been banned from a tavern or location, then the team must play without him\her. The APA League has no right to insist a host location admit this player.

**Falsification of score sheets** any team caught sandbagging or sending in falsified score sheets will be subject to any penalties handed down by the League Operator, which may include being dropped from the league.

**BOG** will consist of players from the League. Anyone who wishes to serve is welcome if the player has three sessions of play. The BOG welcomes any player.

**Incllement weather policy** (snow, sleet, etc.) If a match is to be cancelled due to weather, the League Operator or other team captains must be informed. The League Operator will resolve any disagreements.

***Good Luck and Good Shooting***

October 2nd, 2006