

LOCAL BY-LAWS

For Area 432

EXCEPTIONS, ADDITIONS, AND/OR CLARIFICATION TO YOUR OFFICIAL TEAM MANUAL

By-Laws have been read and approved by the APA national office

PLEASE ADD THESE LOCAL POLICY BY-LAWS TO YOUR TEAM MANUAL

These Local Bylaws compliment or supersede rules in your Official Team Manuals. They also supersede all previous local bylaws! ***Please destroy all other local bylaws. These rules are in effect as of the summer 2006.*** Each new team has been given a "Team Manual". If your team has lost or misplaced your manuals, additional copies may be ordered through the League Office at cost of \$2.00 each including mailing.

1. Fees:

- A. The Basic weekly fee to play is \$6.00 per player, \$30.00 per team.
- B. **If a team becomes 2 weeks in the arrears on team fees, the captain is removed as captain and the co-captain becomes the new captain.**
- C. **Bad Check Policy:**
It is the policy of the League Office that for any bad checks returned to the League Office a \$20 charge will be assessed. This amount must be paid within one week of notice from the LO. Plus your team loses 2 bonus points, no matter who wrote the check for the team.
- D. Every team is now responsible to see that their scoresheet and the proper amount of money (\$30.00 per team plus any other fees or memberships) is put into the furnished return envelope and mailed the following day. Failure to have your envelope postmarked the following day will result in your team not receiving the bonus point. If you mail cash in any envelopes you are still responsible for full fees and memberships if the league office does not receive it. We will use the postmark date for bonus points and/or penalties. We cannot be held responsible for the date the post office places on the envelope. This is the only basis's we have to issue bonus points. Do not place in home mailbox, or leave in mail box where pickup time is listed in a short time as they might have already been there and picked up. The best is to have postmaster hand stamp the envelope when you drop it.

2. Bonus Points:

Teams are now eligible for a bonus point each week that they meet all the criteria listed below. **BONUS POINTS COUNT TOWARD TEAM STANDINGS.** These points are shown in the total of team points. These bonus points can make a difference in where your team finishes up in the league for playoffs etc.

To receive bonus point you must do the following:

- A. Scoresheet filled out 100% and legible including the back section on skill level evaluations **if no one is out of line place check mark or ok do not have to rate each player if they are ok** (this is judgement call by the league office which has final say) filled out 100% means all innings totaled up, players names & numbers, total games, win & loses in correct spots, defensive shots marked etc. Do It Right!
- B. Scoresheet, weekly fees and memberships. This includes byes being turned in on correct week.
- C. If your team owes money to the league, your team will lose all successive bonus points for every week thereafter until made up. These points will NOT be given back after past due fees are paid.
- D. Bye week scoresheets must be turned in on time to get the bonus point.

3. **Starting Time:**

7:00 P.M. **Real Time not bar time in most leagues. There are some that start earlier in the day. Fifteen minutes after start time a team can call a forfeit of a match unless in the first 2 weeks or last 2 weeks of play. Once play starts it is continuous meaning next player should be ready to play when match before them is finished. They should not decide to go to bathroom, make phone call, go to the bar at this time. You have 1 minute to put up player. Players are to be at the table at 7:00 ready to lag not at 7:13. KEEPING WITH THIS IN MIND THERE SHOULD BE NO TEAMS STILL PLAYING AT 11:00P.M.**

4. **Splitting Matches:**

If the 4th match has not started by official league time plus two hours it **SHOULD** begin on a second table if available.

5. **Inclement weather policy:**

If severe weather occurs, the team captains should reschedule the match within 1 week or could possibly lose all points at the discretion of the league operator.

6. **Table Choice:**

Home team will have table choice. It should be played on **BAR** table if available.

7. **PUTTING UP PLAYER:**

ONCE YOU PUT UP A PLAYER YOU CANNOT CHANGE YOUR MIND NO MATTER IF YOU PUT UP FIRST OR SECOND. THIS IS IN KEEPING WITH NATIONAL TOURNAMENT RULES. THE ONLY WAY YOU CAN CHANGE YOUR MIND IS IN THE FIFTH MATCH AND BEFORE YOU BREAK THE BALLS YOU REALIZE THAT YOU WILL BREAK THE 23 RULE.

8. **Skill levels:** The league operator (and no one else) has the authority to adjust skill Levels. If in our judgement, or by the recommendation of the Board of Governors or knowledge of players skill levels from another league and/or tournaments or players in the league general knowledge of said player, and we feel it is justifiable and/or that players are trying to manipulate the system.
- A. Correct Skill Levels: see rule 12 page 26, captains are responsible to make sure players Play at their current skill level whether it is the first night they play or a make up match.
9. **Forfeits:** There will be NO forfeits allowed in the first (1st) two (2) weeks of play in each session nor in the last two (2) weeks of play as this could be construed as throwing matches so someone else could benefit. Teams must show up with minimum of three (3) players in the last 2 weeks or your team will forfeit all rights to go into playoffs, wildcards and tri-cup. Sometimes new teams do not understand the schedule or did not receive scoresheet in a timely manner. There are no individual make up games within a team match. They are forfeited if one or the other team has enough players. If neither team have enough players then the points are not awarded. Three or more individual forfeits constitute a team forfeit and is considered a bye and team receives 3 points. Full weekly fees are due as long as team is in the schedule. If during any time in the season a team does not show up to play that week will considered as a bye week as far as points go. Full weekly fees are still due.
10. **Protests:**
- Protests will not even be considered unless they are handled in an appropriate manner as explained in the rulebook. This includes a written protest to us with a \$25 protest fee.
11. **Dropping out of Teams or Players or Disqualification:**
- Any player(s) or team dropping out before a session is completed forfeits everything that the team or player was entitled to receive. Not showing up for two weeks in a row will result in a team being considered "dropped out". This is at the discretion of the league operator who will have talked to the team about the situation. If the league operator or board of governors removes a team or members of a team from the league for any reason, they forfeit all wild card, tri-cup and/or city regional seeds and any trophies.
12. **Teams joining the league late:**
- No teams will be permitted to join the league after week 2 schedules and rosters have been printed, unless there is a bye in a division. The league operator has the final decision as to how far into schedule a team may fill a bye. A team filling a bye will be awarded the last place points of the division after week 4 so

there are no make up matches to do. If they fill the bye b before week 4 then make up matches will be done.

13. EQUIPMENT: CUE BALLS; MUD BALL VS GOOD CUE BALL. IF SOMEONE HAS A GOOD CUE BALL AND WANTS TO PLAY WITH IT, BOTH CAPTAINS HAVE TO AGREE TO USE IT. IF DON'T AGREE THEN MUST USE HOUSE EQUIPMENT. IT IS IMPOSSIBLE FOR THE LEAGUE OFFICE TO DETERMINE IF AND AT WHAT POINT A HOST LOCATION HAS SWITCHED CUE BALLS. KEEP IN MIND THAT BOTH TEAMS ARE PLAYING WITH THE SAME CUE BALL AND THAT EVERYONE SHOULD WANT TO USE THE BEST THAT IS AVAILABLE.

A. Pool sticks cannot contain nor have moving parts or lights on them.

B. Headphones are not allowed during league play. As this might be construed as someone may be coaching the player at the table.

14. Stalemated Match: A MATCH IS CONSIDERED STALEMATED IF NO ONE WANTS TO MAKE A SHOT. AFTER THE BALL HAS BEEN PASSED BACK AND FORTH 3 TIMES THEN MATCH IS CALLED AND RERACKED.

15. Coaching: THIS IS IMPORTANT NEW RULE SEE RULEBOOK PG. 25

During time outs only the coach may approach the table. Touching the table by the coach is not a violation of any type example leg against side of table. Marking the table is only a sportsmanship violation, not a foul. Repeated sportsmanship violations can result in a foul, loss of game or loss of match as determined by league management.

A. Any part of the cue stick can be used to address the cue ball in a ball-in-hand foul. Foul only called if player fouls the cue ball while actually stroking the cue ball.

16. Violation of 23 rule: The league office will now enforce the 23 rule whether or not it has been called at the match site. The team violating the rule receives 0 points for the match. The opposing team receives the points they won plus the point for the game when 23 rule was violated.

17. Watching match: *If you request someone to watch a match, you must contact the league office and there will be a \$50.00 fee for this service. This must be paid the night of the match.*

18. **Current Member:** Because of the time frame when tri cups are held, all members of the team must be APA members. If for some reason your team should decide not to come back the next session and you have qualified for the tri-cup all members of the team must be current APA members. Meaning you have to pay your membership for the year to play in the tri-cup. This should only deal with the tri-cup held in January.

19. **Player Eligibility:** In order for a player to *participate in session playoffs and/or the tri-cup tournament a player must have played at least six times with each team they are on before playoffs. This rule also applies to the Division Winning team.* In other words to remain eligible for the session playoffs and/or the tri-cup tournament and city regional tournament all players must play at least six times per session per team. New players whose first session is the spring session must per the APA have 10 scores to play in tri-cups or city tournament. These 10 scores can be obtained in the regular session and playoffs. They cannot be obtained in tri-cup tournament. ***Byes and forfeits do not count as matches played.*** So don't wait until end of session to try and get these new players qualified. There are no exceptions on the 10 scores for new players in the spring session, but the league operator has the final authority on the amount of games a player needs in all other situations.
 - A. Player must be on a team during current session in order to participate in any and all APA tournaments.

20. Teams must retain Four (4) "ORIGINAL" members.

21. *Any qualified team that owes the league money and does not pay by the end of the session will lose their qualification to the city regional.*

22. 50% RULE FOR QUALIFIED TEAMS: A team that has won a slot in the city regional tournament, must finish in the top half of their division in the subsequent sessions of the league year. TEAMS THAT DO NOT FINISH IN THE TOP HALF OF THEIR DIVISION IN THE SESSION(S) FOLLOWING QUALIFICATION ARE SUBJECT TO HEAVY SCRUTINY OF THEIR HANDICAPS AND/OR LOSS OF ELIGIBILITY.

23. **Travel Assistance:** *THERE WILL BE A GUARANTEE OF \$3,000 MINIMUM TRAVEL ASSISTANCE FUND TO 8 BALL AND 9 BALL TEAMS TRAVELLING TO THE NATIONAL TEAM TOURNAMENT. Increased amounts in this travel fund are possible based on total team count. This money assistance must be used to go to national tournament. IT IS NOT A PRIZE FUND FOR WINNER OF LOCAL TOURNAMENT. It is to be used by players actually going to the national tournament. It will be at the discretion of league operator to decide how money is distributed.*

24. **9-Ball League:**

A: 9 ball teams receive a prize fund check at the end of each session based off the following formula. It is calculated by dividing total points minus bonus points by 20 and multiplying by \$4.00 at end of each session. This will continue until 9 -Ball grows.
B: Qualifying for city 9 ball tournament: This will continue with 1st place going to city, 2 - 4th playing in playoffs.

25. **8-Ball League:**

8 ball teams generate a HUGE tri-cup tournament fund which is currently estimated to be over \$125,000 annually or \$42,000 per session, based off of 2005 team count. As the league grows so do the tournaments. Every team that plays in the tournament will receive money. Plus there are 2 tri-cup tournaments each session, for the top and bottom half of most of the divisions. This spread of monies to everyone makes each team possibly eligible for a much larger amount of money than they could have received on the prize fund check system.

8-BALL DIVISIONAL PLAYOFFS:

TIER 1 & TIER 2 FORMATS

Important: The number of teams that make up a division are locked in at four weeks from the end of the session, regardless of session length.

10 to 16 team divisions:

Two teams qualify for the **Tier 1 Tri-Cup:**

1st place team receives automatic entry into Tier 1 Tri-Cup.

2nd, 3rd, 4th and 5th will playoff in the Tier 1 Semifinals playoffs 2nd plays 5th and 3rd play 4th. Winners will compete in Tier 1 Finals for the second slot.

One team qualifies for the **Tier 2 Tri-Cup:**

6th, 7th, 8th and wildcard qualify for the Tier 2 Semifinals; 6th play wildcard and 7th plays 8th. Winners will compete in Tier 2 Finals for the Tier 2 Tri-Cup slot.

8 to 9 team divisions:

Two teams qualify for the **Tier 1 Tri-Cups:**

1st place team receives automatic entry into Tier 1 Tri-Cup.

2nd will have a bye in the Tier 1 semifinals; 3rd will play the 4th in the Tier 1 semifinals. The winner of 3rd and 4th will compete in the Tier 1 finals against 2nd for the second slot.

One team will qualify for the **Tier 2 Tri-Cups:**

5th will have a bye in the Tier 2 semifinals; 6th plays wildcard in the Tier 2 semifinals. The winner of 6th and wildcard will compete in the Tier 2 finals against 5th for the slot.

6 to 7 Team Divisions:

Two teams qualify for the **Tier 1 Tri-Cups:**

1st place team receives automatic entry into the Tier 1 Tri-Cup.

2nd and 3rd advance directly to the Tier 1 finals where they will compete for the second slot.

One team will qualify for the **Tier 2 Tri-Cups:**

4th and wildcard advance directly to the Tier 2 finals where they will compete for the Tier 2 Tri-Cup slot.

5 Team Divisions:

Two teams qualify for the **Tier 1 Tri-Cups:**

1st place team receives automatic entry into the Tier 1 Tri-Cup.

2nd and wildcard advance directly to the Tier 1 finals where they will compete for the Tier 1 Tri-Cup slot.

No teams qualify for **Tier 2 Tri-Cups.**

4 Team Division:

One team qualifies for the **Tier 1 Tri-Cup:**

1st place team will have a bye in the Tier 1 semifinals, 2nd plays wildcard in the Tier 1 semifinals. The winner of 2nd and wildcard will compete in the Tier 1 finals against 1st for the Tier 1 Tri-Cup slot.

No teams qualify for the **Tier 2 Tri-Cup.**

Eligibility Requirements for Playoffs:

A team one (1) or more weeks in rears, at end of regular session play, will not be eligible for division playoffs (unless all fees are paid up in the last week of the session).

Where do I play?

Tier 1 and 2 semi finals all play at the host location whose team has the best record on regular scheduled night of play.

Divisions numbered 001-699 will play all Tier 1 and Tier 2 finals at the "8-Ball Sports Bar & Billiards" on the weekend following the week of playoffs.

For those outlying divisions numbered 700-899 both Tier 1 and Tier 2 finals are held at the same time. Meaning both tiers would play on their regular scheduled night. See table-scheduling conflicts below. (Subject to change as needed)

Table Scheduling Conflicts (During Playoffs):

If two teams from the same home locations (with only one available table) both draw home field advantage for the playoffs, the team with the most points plays at their home location. The other team may choose any other home locations (within their division) as their home location for that night of play. They should notify the league office immediately to prevent our having to make the choice for them. In the outlying division (700-899), both Tier 1 & Tier 2 finals are held at the same time, thus table conflicts may also occur. If this happens, the Tier 1 team will have the "Home Field" advantage and the Tier 2 team will need to notify the league office as to which tavern (in their division) they choose to use as the hosing location for their divisional finals.

Wildcard Draw:

Wildcards will be randomly drawn at the league office.

Loss of Wildcard Eligibility:

1. Being late with paperwork two (2) or more times during the session in question.
2. Forfeiting six (6) or more matches during the session in question. (Week # 1 forfeits do not count).
3. Forfeiting three (3) or more matches on the last week of regular session play.
4. Losing all five (5) 8-ball matches on the final week of the regular session.
5. Having been disqualified from regular league play.
6. Teams which are two (2) or more weeks in arrears at the end of regular session play.

How many teams advance to the National Qualifying Tournament?

Six (6)

If your team makes it to one of the six Tri-Cups (held each league year) you will have the opportunity to qualify for our National Qualifying Tournament by finishing as follows:

Tier 1 top 16 teams

Tier 2 top 4 teams

Tournament Format:

Tri-Cup Tournaments are modified single elimination tournaments. Tier 1 Tri-Cup will be held on 1 weekend until there are more than 32 division playing, then it will become a two-weekend tournament. *Once we reach 64 divisions, Tri-Cups will become single elimination tournaments.* Two teams from all divisions, except 4 -team division advances, to Tier 1 Tri-

Cup. A 4 -team division advances 1 team to Tier 1 Tri Cup. One team from all divisions, except 4 & 5 divisions advance to Tier 2 Tri-Cup.

Any team that does not finish the tri-Cup tournament forfeits all money awards.

Trophies:

Division winning teams receive a 1st place team trophy plus individuals. Second place team in division in points receives bar plaque. Teams qualifying for Las Vegas receive team trophy plus individual trophies, the same for runner-ups.

NEW EFFECTIVE 11-06

SMOKING DURING MATCHES: PLAYERS ARE NOT TO LEAVE THE MATCH SITE DURING LEAGUE PLAY TO GO OUT AND SMOKE. WHEN YOUR MATCH IS OVER THEN YOU MAY GO. THIS IS SO THAT MATCHES WILL BE COMPLETED IN A TIMELY MANNER.

PAYBACK AT TRI CUPS:

**TIER 1 TEAMS 32-64 WILL RECEIVE \$200,
TIER 2 TEAMS 17-32 WILL RECEIVE \$150.**

IF YOU FORFEIT OUT OF ANY APA EVENTS YOU FORFEIT PRIZES OR MONEY YOU COULD HAVE WON.

THERE WILL BE NO SPLITTING OF PRIZE FUNDS BETWEEN 2 TEAMS. MATCHES WILL BE PLAYED OUT TILL THERE IS A WINNER. THIS APPLIES TO ALL APA TOURNAMENTS INCLUDING TRI-CUPS.

After having our first set of tri-cups with the huge money payback and your feedback on how the money is distributed we have changed the payouts as follows.

Tier 1		Tier 2	
1-8	\$1500.	1-4	1000.
9-16	800.	5-8	700.
16-31	400	9-16	350.
32-64	200	17-32	150.

As you can see the last place teams who just show up in tier 1 receive \$200. More in line with prize fund. Tier 2 is \$150. For last place teams.

Also in order to keep refining the procedures to make it as good as it can possibly be we have made the following changes.

CHANGES TO BY-LAWS:

3 Start Time: Players are to be at the table at correct start time of each league, not 5 minutes or later to lag and get match started.

12: Teams joining the league late: The league operator has the final decision as how far into a schedule a team may fill a bye. A team filling a bye will be awarded the last place points of the division after week 4 so there are no make up matches to do. If they fill the bye before week 4 then make up matches will be done.

SMOKING DURING MATCHES: PLAYERS ARE NOT TO LEAVE THE MATCH SITE DURING LEAGUE PLAY TO GO OUT AND SMOKE. WHEN YOUR MATCH IS OVER THEN YOU MAY GO. THIS IS TO KEEP MATCHES ON TIME AND COMPLETED IN A TIMELY MANNER.

8-Ball Divisional Playoffs:

Under this section all reference to tier 1 and 2 tri-annuals has been changed to tier 1 & 2 tri-cup

ALL THE ABOVE RULES SUPERSEDE THE RULEBOOK OR CLARIFY AN EXISTING APA RULE.

ANY AND ALL OF THE RULES ARE AT THE DISCRETION OF THE LEAGUE OFFICE THAT HAS FINAL SAY IN ALL LEAGUE MATTERS.

CHANGES CAN BE MDE TO THESE BY-LAWS AT THE DISCRETION OF THE LEAGUE OFFICE.

REVISED 11-4-06