

BYLAWS

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Office Hours: 10:00 am -12:00 noon & 7:00 pm -9:00 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. **Partial payments will NOT be accepted.** Any partial payments received will be credited to the team balance.

Dues must be paid the first time a player plays in a match. If a player plays but does not pay, then they must pay prior to playing in their second match or they will forfeit any points earned from that match and so on. (This includes all teams that the player is a member of.) All players **MUST** be paid by week 4 of the session or they will be removed from the rosters permanently. **NO PAY = NO PLAY.** Rosters lock in week 4. Rosters can only change after week 4 with prior approval from the League Operator.

If you play and pay your dues in another APA league area, it is your responsibility to notify the league office immediately so that your account can be credited accordingly.

CASH

Teams that send cash in their weekly envelope are responsible for any missing funds. The League is NOT responsible for any cash sent in the weekly envelopes. The League prefers a check or money order. If there is money missing when the envelope is opened by the League Office Staff you are responsible for all amounts owed.

CHECKS: Make checks payable to "APA"

Checks must be from a member of that team and for that team only. You may not use one check to pay for multiple teams or nights of play.

RETURNED CHECKS

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 team's 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 Membership Dues and a past due will be charged to the team for the full amount plus the \$25.00 returned check fee.

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** maintain good contact information at all times and are responsible for the following:

- Representing the team in all matters dealing with the League Office / Board of Governors (BOG).
- Informing their teammates of any schedule changes.
- Posting the session's schedule at their host location.
- The conduct of the team members, including guests with the team during any APA match.
- Picking up and dropping off 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 issued a schedule or called to notify the team of the start of the session will be responsible for the remainder of dues for the entire session. Each player will be assessed an equal share of the amount owed by the team. This amount must be paid in full before that player can participate on any APA team. **TEAMS DROPPING OUT** of a session after the halfway point resulting in a **BYE** added to the schedule will be charged for two teams

matches each week for the balance of the session. Two playoff matches may also be charged at the discretion of the League.

BONUS POINTS

Bonus points are earned not given and will NOT be returned once lost.

- 8-Ball = 1 Bonus Point**
- 9-Ball = 15 Bonus Points**
- Masters = 3 Bonus Points**

Teams will earn bonus points if the following conditions are met:

- \$35.00 Weekly Dues are in the team envelope, paid with a \$20.00, \$10.00 and \$5.00, check or money order. The League prefers checks and money orders.
- All past dues amounts to the League are paid in full. Failure to pay any past due will result in the loss of bonus points each week the past due is not paid. This includes player past due amounts.
- 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).
- Scoresheets are legible and filled out completely **including defensive shots.**
- Any additional monies are paid in full with the largest bills possible, **NO ONES.**

BYE POINTS

8-Ball: 3 points for scheduled Bye, 1 bonus point (4 points total)

9-Ball: 50 points for scheduled Bye, 15 bonus points (65 points total)

Masters: 15 points

BYES IN THE SCHEDULE

Due to schedule changes when teams add or drop in the first four weeks of each session, "Bye" Points will not be awarded until after week 5 of any session. All Bye Points for weeks 1 through 5 will be added to those teams that were scheduled to receive Byes. As stated in the APA Team Manual, the League Office may add a team to the schedule during weeks 1 through 4. Filling a bye within a division within the first four weeks of the session will produce make-up matches for those teams originally scheduled for a Bye.

PLAYERS INELIGIBLE TO PLAY

"\$\$\$\$\$\$\$\$" = Player owes the League money. Any player that owes the League money may not play in any match until the player has cleared their monetary obligation to the League first. The player may pay the night of play.

"X" = Player suspended from the League and is ineligible to play in any match or APA events. If a player with a "X" plays a match, it will be considered a forfeit. If you are playing against a team with a "\$" or "X" next to a player's 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 by the offending team. Issues for ineligible players must be resolved prior to the start of the match and be communicated to the opposing team or the players will not be eligible to play in that match.

COACHING

The coach must be on the team roster. Teams/players may not receive advice, directly or indirectly, from someone not on the team's roster. The **first person to approach the table and assist the player** is the 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 such on the scoresheet. However if a player asks for a coach / timeout, the team may wave that player off. The logic being that the players is the novas, the coach (any member of the team) is the experienced player, and there are instances where there may not be anything the coach can help the player with. Any member of the team can be a coach at any time but be careful who asks for a coach.

COACH PLACING THE 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 places or positions the cue ball and fouls, it is considered a foul by the player.**

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 opposing team has enough players present.

TIME LIMITS

Coaching = 1 minute (inclusive of any group consensus)

Average Shot = 20 seconds

Difficult Shot = up to 1 minute

Excessive time taken between shots, coaching, or putting a player up to play are sportsmanship issues and must be reported to the League Office. Excessive and recurring delays may result in matches being forfeited.

PRACTICE BEFORE MATCHES

The Home Team has use of the table selected for the match from 1 hour prior up to 30 minutes 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 selected for the match from 30 minutes prior up to the scheduled start of the match.

ALL MATCHES MUST START AT THE SCHEDULED TIME. If the visiting team shows up at 7:15 for a 7:30 match then that team only has 15 minutes of practice. If the Home Team shows up at 7:15 for a 7:30 match then that team is not given time for practice.

INCLEMENT WEATHER

In the event of Floods, Blizzards, Severe Storms and other situations where a weather or disaster related emergency is declared, the League Office may reschedule matches. Acts of nature may hinder the teams' travel. The Visiting Team should call the Home Team to inform them of any delay to avoid forfeits. Let common sense prevail. Reschedule the match, 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. The captains or representatives from each team may reschedule a match at any time prior to or during a match as long as both captains agree. All matches and games completed before an agreement is made will stand as is and be continued where it was left off on the agreed rescheduled date. Both teams must notify the League Office of the rescheduled date and time for any match.

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. If less than 24 hours notice is given then the two teams must work it out and agree to reschedule the match. If both teams cannot come to an agreement to

reschedule then the match must be played at the originally scheduled date and time. **RESCHEDULING MATCHES IN THE LAST 2 WEEKS OF ANY SESSION IS NOT ALLOWED.**

MAKE-UP MATCHES

Make-up matches **MUST be scheduled and played within 2 WEEKS** of the originally scheduled date and time. Failure to play a make-up match within 2 weeks of the originally scheduled date will result in no points awarded to either team with full weekly dues still being owed. 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 the deadline to be able to review and render a decision based upon all information received.

**There may be instances where a make-up match is needed between two teams in separate divisions. The League Office will issue scoresheets and apply all points and credits to their respective divisions.

BOTH CAPTAINS MUST notify the League Office of when and where the make-up 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 for the teams.

THE TABLE IS NOT AVAILABLE FOR PLAY.

Examples: Host Location closed early, pool table is out of order, 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, the matches must be played that night.

CHANGING HOST LOCATIONS AFTER THE START OF THE SESSION.

Changing location after the session has started is not allowed without prior League Office approval. Any team who wishes to change their home location must do so prior to the start of the next session.

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, bounce out of 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 for a jump shot is NOT ALLOWED. JUMP SHOTS and MASSE SHOTS may be attempted provided first that the location allows them and second that a regular cue is being used. 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.**

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 player is attempting the shot at the 8-ball, and observes his opponent cracking or beginning to take their cue apart, it is considered 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 a sportsmanship violation.

HOW TO SETTLE DISPUTES

Flip a coin, or void the game.

Voided games policy:

8-Ball: Place an "X" on 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 match.

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 issue. The Neutral Observer's decision is final. A split shot is bad hit. In the case where no one has been asked to watch the shot, the shooter is the one to call the shot. This is final and is not up for dispute.

MARKING THE POCKET ON THE 8-BALL SHOT

You may use anything you wish to mark the pocket. As long as you OBVIOUSLY mark the pocket before the shot it is a win. Failure to mark your pocket will result in loss of game.

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 (i.e. bridge). No foul can occur unless you are in the shooting position and move the cue ball with the TIP (front) of the stick or the cue ball comes in contact with another ball or the hand holding the cue ball comes in contact with another ball while placing the cue. The same rules apply if the Coach is placing the cue ball for the player.

COST OF THE TABLE

Both players (or teams) will split the cost of the pool table equally, alternately 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 the pool tables not the host location. (Team Manual Page 24)

RATING A NEW PLAYER

Males start as a skill level 4 in both 8-Ball and 9-Ball. There are no Male skill level 1's in 9-Ball.

Females start as a skill level 3 in 8-Ball and a skill level 2 in 9-Ball.

PLAYERS MOVING FROM 8-BALL TO 9-BALL OR 9-BALL TO 8-BALL.

These players will begin playing at the last known skill level (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 scoresheet 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 all affected players and witnesses to the problem on the back of your scoresheet or on a separate piece of paper. Have each one 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 the \$25.00. Failure to remit the \$25.00 fee may result in your team losing the protest and 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 location of the meeting. All parties will be urged to bring any witnesses to the BOG 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 fee.

23 RULE VIOLATION

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 occurs 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 opposing team must show that if they played all 5 matches they would have able to meet the 23 limit. The violation of the 23 Rule may be called at anytime after the start of the match causing the violation and prior to the teams signing the scoresheets. Once the scoresheets are signed, you are agreeing to the match results as listed on the scoresheet. Be sure to count the other team's skill levels prior to signing the scoresheets.

8-Ball: Offending team loses all points won for the entire night. Bonus points may still be earned. The opposing team receives only the points they won up to the match that resulted in the violation of the 23 Rule, 1 point for the match causing the violation and any matches after. (i.e. team violates the 23 Rule in match 4, the opposing team earns points for matches 1 and 3 that they won as well as forfeits for

match 4 and 5. Score would be 5 – 1 assuming both teams earned bonus points for the night.)

9-Ball: Offending team loses all points won for the entire night.

The opposing team receives only the points they won up to the match that resulted in the violation of the 23 Rule, 15 points for the match causing the violation and any matches after. (i.e. team violates the 23 Rule in match 4, opposing team receives 15 points each for match 4 and 5 as well as the 35 points they earned in the first three matches played prior to the violation. Score would be 80-15 assuming both teams earned bonus points for the night.)

Teams may show compliance with the 23 Rule using any eligible player listed on the team roster. (i.e. Team plays four skill level 5 players, if the team has a 2 or 3 skill level rated player on the roster then they may use that player's handicap to meet the 23 Rule and forfeit the 5th match.

FORFEIT POINTS PER MATCH

8-Ball: 1 point per forfeited match

9-Ball: 15 points per forfeited match

Masters: 7 points per forfeited match

No forfeits may be called until 15 minutes from the scheduled match time. 15 – 30 minutes after match time may result in the forfeit on one match. After 30 minutes, a full forfeit may be declared if no one from the opposing team **is present or has called**. If there is a player present from the opposing team, the match **MUST BEGIN** after 15 minutes from the scheduled start time. If the paperwork has not yet arrived, keep score on scratch paper until the weekly envelopes arrive. Refusing to start the match 15 minutes after start time 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 with their names and player numbers listed on the scoresheet or write down the players names and numbers on a separate piece of paper and turn it in, 23/19 Rule applies. If the team only has 4 players present, they may take the forfeit points up to the 4th match. Neither team receives the points for the 5th match. **No full forfeits will be awarded in the last two (2) weeks of any session. Bye points will be awarded. Any team that forfeits in the last two weeks of play may be removed from the playoffs.**

ASKING OPPONENT FOR IDENTIFICATION

If your opponent cannot produce proper photo ID, play the match but **DO NOT SIGN THE SCORESHEET**. A League Representative will meet with both players, at which time the players must show a proper form of ID to the representative. Any team submitting a person to play in place of another player will be asked to leave the APA.

NUMBER OF MATCHES REQUIRED TO PLAY IN PLAYOFFS AND ADVANCE TO HIGHER LEVEL TOURNAMENTS.

Byes and Forfeits **DO NOT COUNT AS MATCHES PLAYED**. Forfeits may prevent your team from advancing to playoffs and may effect your qualification standing.

New players to the APA or players starting play in a new 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 Session, 6 matches during the Fall Session and 8 matches during the Spring Session 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 the Spring Session to be eligible to play in Local Team Championship, any Regional Tournament, and Las Vegas Nationals.

All APA Veteran Players (Veteran: 10 or more actual matches played) must play a minimum of 4 matches with each team in that session to play in the playoffs.

ELIGIBILITY IF A PLAYER/TEAM HAS MONETARY OBLIGATIONS TO THE LEAGUE

No team may advance in 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 playoffs and a tournament until the total amount due is paid in full. The League Office must be contacted prior to the player playing in any match.

PLAYOFF MEETINGS ARE NO SHOW = NO GO

Someone **MUST** represent 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 st place through 2 nd place + Wild Card
5 to 8 teams	1 st place through 3 rd place + Wild Card
9 to 10 teams	1 st place through 5 th place + Wild Card
11 or more teams	1 st place through 7 th place + Wild Card

MATCHES NEEDED TO PLAY IN PLAYOFFS

All players need a minimum of 4 matches per team to be eligible to play in the playoffs.

New Players need the following to be considered a member of the team for playoffs:

Summer Session	Minimum of 5 matches total.
Fall Session	Minimum of 6 matches total.
Spring Session	Minimum of 8 matches total.
New Players	

That play on multiple teams must have 4 matches on each team to be considered a member of that team for playoffs.

Veteran Players

All veteran players need a minimum 4 matches on each team they play on..

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. (i.e. 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 roster at all times. Once your team drops below 4 original member your qualification is lost. Qualified teams **MUST** stay in the top 50% of their division and be current with all dues to retain qualification. Any qualified team that cannot maintain a ranking in the top 50% may lose their qualification pending review by the League Management and/or BOG. Teams losing their

qualification may request the opportunity to appeal to the BOG/League Operator. 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 week of scheduled play. Adding and dropping players during 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 split 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 two 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 players added to the roster must be written on both scoresheets. It is the responsibility 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 occurred.

HEADPHONES

The use of headphones of any kind is not permitted at any match, tournament, or higher-level competition.

Qualification to Cities

Local Team Championship (LTC) Tournament

Summer session:

High Point team in the session in a division with an eight-team schedule or larger will become qualified and not play in the playoffs. The team that wins the playoffs will also become qualified.

Divisions with a 6-team schedule or less the division champion will be qualified and all second place teams in the league in small divisions will be invited to a Tournament for a second chance to qualify. One team from this tournament will be qualified.

Invitation to Championship Tournament will be awarded to the High point and Championship teams in the summer only for all divisions.

Summer Trophies

The HIGH POINT and DIVISION CHAMPIONS in each division will both receive a Plaque for the host location and an individual trophy for each member on the team

Fall & Spring Session:

Division Champions will become qualified

If the Division Champion is already qualified, the second place team will become qualified. In the event the first and second place teams are both qualified the third and fourth place team will play a match to see who is qualified. This match is only for qualification no trophies or invitations to champion's tournament.

Invitation to Championship Tournament will be awarded to the Championship teams in the Fall and Spring.

Trophies

The DIVISION CHAMPIONS in each division will receive a Plaque for the host location and an individual trophy for each member on the team The SECOND PLACE team will receive an individual trophy for each member of the team

Eligibility (Qualification) can be lost

The rules set forth by the manual must be followed and if the league feels the team is playing in a way that is giving them unfair advantage or not playing at their potential the qualification will be removed from the team. This is to include but is not limited to the following areas

- Manipulating the handicap system in any way – not turning paperwork in on time, not maintaining 50% of your division, not keeping 4 original players on your roster, changing your roster after week 4 in the spring session.
- Having excessive past due.
- Unsportsmanlike like conduct or repeated complaints about your team can affect your eligibility.

Travel Assistance for Las Vegas 8 and 9 Ball Tournament

AirFare and Hotel will be procured and the trip will begin the day before the tournament begins and end on the last day of the tournament. In the event your team is in the finials the league will pay to have the hotel and airfare changed to extend your stay another day at the league expence.

Doubles 8-Ball & 9-Ball will award the team travel based on the number of teams in the tournament qualifying that team to attend.

Maters will be based in on the number of teams and session played and amount paid into the assistance fund.

GOOD LUCK AND HAVE A BALL!