

APPROVED

By walter burkart at 12:40 pm, May 23, 2016

APA of PALM BEACH COUNTY

(561) 721-5925

(561) 721-5927

OFFICE HOURS: 10AM- 9PM

EMAIL: PALMBEACH@APALEAGUES.COM

WEBSITE: PALMBEACHAPA.com

FACEBOOK: APA of PALM BEACH COUNTY

APA NATIONAL WEBSITE: POOLPLAYERS.com

LOCAL BYLAWS

EFFECTIVE and AMENDED Spring

2016

We would like to welcome you and your team to the American Poolplayers Association!

This document explains the structure of the League at a local level and should be used in conjunction with your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League and to help clear up common issues that will allow you to focus on your game. After all, **the APA is all about having fun, meeting people, and playing pool!**

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All previous local bylaw documents are now null and void.

DIVISION REPRESENTATIVES:

PETER GRAVES- 561-714-4003

JUDY HALLER- 561-715-8497

DAVE HERSHFIELD- 561-692-1013

BRIAN BOTICH- 574-876-7445

TIM SUMMERS- 561-254-1347

BUDDY SYLVESTER- 561-707-2553

JASON JENKINS- 772-626-8796

BILL HUFFMAN- 772-777-6701

The Team Captain is the team organizer. The Team Captain must have a phone and email address to allow for quick and effective communication with the League Office. The Team Captain's responsibilities and duties include:

Collect weekly fees and APA membership dues from the team.

Submitting payments, forms and other information to League Office in a timely manner.

Distributing information from the League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business.

Responsibility for the conduct and good sportsmanship of all team members during League play.

Making sure that proper and accurate scorekeeping procedures are followed.

Having team players at the scheduled match site on time.

Returning team envelopes to the drop off location on time.

SPORTSMANSHIP

THE PRIMARY OBJECTIVE OF THE LEAGUE IS TO PROVIDE PLAYERS OF ALL ABILITIES WITH THE FUN AND ENJOYMENT OF FRIENDLY COMPETITION. TWO COMMON VIOLATIONS OF GOOD SPORTSMANSHIP ARE CONCEDING AN UNFINISHED GAME AND BREAKING DOWN A CUE DURING MATCH PLAY. BOTH FORMS OF CONDUCT ARE HIGHLY FROWNED UPON AND SHOULD BE ELIMINATED FROM AMATEUR PLAY. ALL PLAYERS ARE URGED TO ALLOW OPPONENTS TO FINISH THE GAME BEFORE RACKING THE BALLS OR BREAKING DOWN YOUR CUE.

NO CELL PHONES MAY BE USED BY SHOOTING PLAYERS DURING THEIR MATCHES. THIS IS POOR SPORTSMANSHIP. IT NOT ONLY HOLDS UP MATCH PLAY, BUT IT IS DISRESPECTFUL TO YOUR OPPONENTS. DISREGARD OR SHUT OFF CELL PHONES DURING PLAY.

A FOUL IS A FOUL AND SHOULD BE OBSERVED AS SUCH. OCCASIONALLY, A PLAYER FEELS THAT A FOUL IS A FOUL ONLY IF THEY GET CAUGHT. GOOD SPORTSMANSHIP IN THE AMATEUR RANKS REQUIRES A PLAYER TO ADMIT A MISTAKE AND DEAL WITH THE CONSEQUENCES. IT IS TECHNICALLY EACH PLAYER'S RESPONSIBILITY TO PROTECT THEMSELVES. PAY ATTENTION TO YOUR GAME. PLAYERS WHO SHOW POOR SPORTSMANSHIP WILL NOT BE TOLERATED AND SHOULD BE REPORTED TO THE DIVISION REP OR LEAGUE OFFICE A.S.A.P.

WEEKLY FEES:

Weekly League fees are \$45 per team per week. Weekly fees for any D/J teams are \$80 combined.

A \$30 service charge will be assessed for each returned check.

ANY TEAM THAT PAYS THE WHOLE SESSION ON THE 1st WEEK OF PLAY WILL RECEIVE 1 WEEK OFF OF THEIR LEAGUE FEES FOR THE SESSION. (only way you can lose that offer is if you play a new player after the first 4 weeks without them paying their membership fees first)

Teams do not pay League fees for BYE weeks.

DROP-OFF & PICK-UP SITES:

Following are designated drop-off and pick-up sites for scoresheets and league fees. Each Team Captain must choose a pick-up site prior to their **1st** night of play indicating where he/she will pick up their paperwork each week. Paperwork may be dropped off at any of the following drop sites:

MAJOR'S PUB (HYPOLUXO AND MILITARY TR)

CONNOLLY'S PUB (441 & BELVEDERE RD)

SWAMPGRASS WILLIES (ALT A1A)

FOSTER'S TOO (OKEECHOBEE BLVD)

PIT ROW (FOREST HILL BLVD & KIRK RD)

ONE FOR THE ROAD (MILITARY TR)

RED PARROT (FOREST HILL BLVD)

UNCLE MICK'S (JUPITER)

All scoresheets and League fees must be turned in to one of the drop sites by **6PM** the night after your scheduled pool match. Saturday and Sunday teams must turn their paperwork in after pool on the night/day they play.

Any team failing to appear to play a scheduled match will be considered dropped unless immediate notification is made to the League Office with the team's intent to continue. **All players on a team dropping out of the league during session play will owe fees for the entire session, plus lost revenue if a BYE is added to the division.**

-A team playing for a Host Location that closes during the last four weeks of play will become a road team, meaning they will come to you as a visiting team, even if they are listed as the home team.

-A team playing for a Host Location that closes in the first four weeks of a session will be relocated and a new schedule will be issued.

-If a home team's Host Location is closed on a scheduled night of play, then the match will be played at the visiting team's Host Location. In the event that this location is closed or has no available table, then the Home team will pick a neutral location in the immediate area. Once these arrangements have been made, they will not be changed even if a closed location had now been opened.

Byes in 8-Ball are worth 8 points

Byes in 9-Ball are worth 60 points

If a team quits in the first four weeks of play, the League Operator will try to find a replacement and a rematch will be scheduled between the teams that played or would have played the team that dropped out.

Any team that forfeits a League night of play will be required to pay their team's League fees and the team's League fees that they are forfeiting against if there is no attempt in a make-up match!!!!

FULL TEAM FORFEITS WILL BE SCORED THE SAME AS BYES!!!!

8 POINTS IN 8-BALL

60 POINTS IN 9-BALL

MAKE-UP MATCHES

All makeup matches must be played within 14 days of the originally scheduled match date. ABSOLUTELY NO MAKEUP MATCHES CAN BE PLAYED IN THE LAST 2 WEEKS OF PLAY. If you and/or your teammates will not be available to play a match, schedule that match to be played EARLY and notify the League Office so that the scoresheets be provided to each team. Only exception to extending the make-up match period will be if a make-up match needs to be done due to other conflicting APA events (not normal League play). We may make minor exceptions to the make ups if the dates and times are communicated with the League Office. If matches are not made up within the 14 days or been set up with the League Office already with alternate date, then the League Office will set up a date on their own and the teams must play it at that time. If neither team shows up, both teams will receive 0 points and still owe the normal League fees. If only one team shows up, then they will receive BYE points and still need to pay their normal League Fees.

BONUS POINTS

Bonus points will only be awarded if **ALL** of the following occur:

- Correct player numbers are filled in.
- Innings are filled in for every match.
- The winner and loser of every game is marked with the number of racks won/balls made
- Final match score is filled out
- Scoresheets are signed by both teams
- All fees are up to date and paperwork is turned in by 6:00 PM the following night

(YOU MAY MISS OR MAKE A MISTAKE ON UP TO 3 OF THESE ITEMS AND STILL RECEIVE YOUR BONUS POINTS)

Bonus points will be awarded as follows:

- 8-BALL: 2 Bonus Points
- 9-BALL: 15 Bonus Points

BONUS POINTS WILL ALSO BE AWARDED TO TEAMS AT THE BEGINNING OF THE NEW CALENDAR YEAR WHO HAVE **ALL** OF THEIR TEAM'S MEMBERSHIPS PAID ON OR BEFORE THE 2ND WEEK OF PLAY FOR THE NEW CALENDAR YEAR.

8-BALL- 5 BONUS POINTS

9-BALL- 25 BONUS POINTS

BONUS POINTS ARE AT THE SOLE DISCRETION OF THE LEAGUE OPERATOR!!!

MARKING THE POCKET

A pocket marker must be used in 8-Ball. This is to inform your opponent where you are attempting to make the 8-ball. You may not use weapons or money for a marker. To avoid confusion, you should not use chalk, although it is not against the rules. Make sure pocket is clearly marked.

BALL IN HAND FOULS

Ball in hand fouls are listed in the Official Team Manual on pages 50-53, and 68. Any other violations of the rules are sportsmanship violations and the League Operator must be notified in writing as soon as possible. Warnings and penalties will be assessed as necessary.

Reaching into a pocket assuming the cue ball is going to fall is **NOT ALLOWED**. Don't do it. If for some reason you feel the urge to reach into the pocket before the cue ball falls **YOU HAVE CONCEDED BALL IN**

HAND TO YOUR OPPONENT!!! So don't do it. Retrieve the cue ball **AFTER** it has fallen.

Masse and jump shots are permitted if the Host Location does not object to you shooting them. The bar usually has these rules posted, if not ask first before attempting. If allowed the shots must be done with your normal shooting cue and must be executed properly. **We do not allow your wrist to go above your shoulder. You may not rotate your wrist on the cue either.** Accidentally scooping the cue ball is not a foul. Lower skill level players should not attempt these shots- **you will be responsible for any damage done to the table or Host Location equipment!**

END OF SESSION PLAYOFFS

There will be 1 week of session ending playoffs for each Division.
DIVISION BREAKDOWNS FOR LTC'S and TRI- CUPS ARE AS FOLLOWS:

Divisions with 6-9 teams

First place will earn automatic entry into LTC's and also compete in TRI-CUPS

2nd vs Wild Card

3rd vs 4th

Winning teams of the playoffs will advance to TRI-CUPS, with opportunity to try and advance to LTC'S.

Divisions with 10+ teams

1st and 2nd place teams will earn automatic entry into LTC'S as well as entry into the TRI-CUPS.

3rd vs Wild Card

4th vs 5th

Winning teams of the playoffs will advance to TRI-CUPS, with opportunity to try and advance to LTC'S.

TRI-CUP TOURNAMENTS

There will be a TRI-CUP Tournament run at the end of each session, based on the team count described below. The Qualifier Tournaments will be **SINGLE ELIMINATION**.

Each Qualifier Tournament will payout top finishing teams (payouts based on team count. Throughout the previous session)

The top 8 finishing teams will also earn entry into the LTCs.

Retaining eligibility for the LTCs for 8-Ball and 9-Ball are as follows:

All teams qualified for the LTCs must remain active throughout the remaining sessions. You must retain at least **4 ORIGINAL MEMBERS** at all times or be required to requalify.

ABSOLUTELY NO PLAYERS CAN BE ADDED AFTER THE 4TH WEEK OF THE SPRING SESSION ON A QUALIFIED TEAM. IF YOU DO YOU AUTOMATICALLY LOSE ELIGIBILITY.

Any qualified teams replacing a player must have written the League Office a letter asking player to be removed with the MAJORITY of the REMAINING TEAM MEMBER'S SIGNATURES and valid reason.

Any qualified teams that forfeit 5 or more individual matches in a session will AUTOMATICALLY have their qualification revoked.

Teams advancing to the APA World Pool Championships will receive **TRAVEL ASSISTANCE**. The League Operators will also pay the \$250 entry fee into the tournament.

Teams that earn entry into the APA World Pool Championships must keep together for the current session that the APA World Pool Championships will be running. (SUMMER SESSION)

TEAMS AND/OR PLAYERS OWING LEAGUE FEES

Any team owing League fees at time of Wildcard Meeting will lose all awards and trophies and will lose any eligibility for playoff and Higher Level Tournament. This includes any player on any teams who owes League fees.

ADDING AND DROPPING PLAYERS

Within the first four weeks of session play both Team Captains should ask the opposing Captain if there are any roster changes before they start League play. This is both of the Team Captain's responsibility.

A team will be allowed to add players after the fourth week of play for survival purposes, but the Team Captain **MUST** get approval from the League Office in advance.

Some teams may have difficulty fielding full teams during the first four weeks of play. Therefore, it is permitted to allow a player to play twice for the teams that are shorthanded. You cannot force a team to forfeit if they are shorthanded within the first 4 weeks.

You must allow them up to 2- DOUBLE UP MATCHES within the first 4 weeks.

If you are a team qualified for the LTCs you will not be able to make any changes to your roster after the fourth week of the SPRING SESSION for any reason, unless the team forfeits their right in the LTCs.

If a team shows up shorthanded the Team Captain must notify the opposing Team Captain of the opposing team before the start of League play that they need to take advantage of the DOUBLE-MATCH RULE.

All players on the shorthanded team must remain at the Host Location for the duration of the matches. If anyone on that team leaves the Host Location, the team gives up the right to use the DOUBLE-MATCH RULE.

The opposing team also chooses who on the shorthanded team gets to play twice, only as long as it does not put the team over the 23-Rule.

After the fourth week of play it is up to the opposing Team Captain if they want to allow the shorthanded

team to be able to take advantage of the DOUBLE-MATCH RULE. After the fourth week they DO NOT HAVE TO ALLOW IT.

The decision to allow/not allow the DOUBLE UP must be made at the beginning of League play. If you decide to let a team DOUBLE UP, you may not change your mind during the evening because for example (your team is losing and you now need the points).

DOUBLE-MATCH PLAY IS NOT PERMITTED DURING THE LAST TWO WEEKS OF A SESSION FOR ANY REASON. IF IT IS DONE NEITHER TEAM WILL RECEIVE ANY POINTS FOR THAT MATCH.

NO TEAMS ARE EVER PERMITTED TO BREAK THE 23-RULE

1st offense you will receive a warning for allowing the opposing team to break 23 and any subsequent issues will become forfeits by both teams.

TIME OUTS

Once the Coach calls for a time out it MUST be taken. If the player asks for one the Coach can refuse and will not be charged with the time out. If the Coach or anyone on the team suggests that the player may be making the wrong shot, this will be considered a time out.

The following are examples of suggesting a time out: "Do you want to talk about it?", "Do we have any more timeouts left?", "How many time outs do they get?", etc. Keep track of how many time outs EVERYONE has taken; it's your responsibility as a scorekeeper.

Taking too many timeouts is not a FOUL, although very unsportsmanlike. If a team does it make a written complaint and send it in to the League Office. Multiple complaints can/will have penalties assessed on their team (ball in hand, loss of game, loss of match points)

Unrated new players and skill leveled players 1, 2, 3 get 2 time outs per rack. All other players receive only 1 per rack during session play.

Also if you speak a language other than what everyone else playing League that night speaks you may not speak in that language when YOUR player is at the table shooting. We have had too many issues where people are giving guidance to their players after they have used all of their timeouts. If you do this, you will receive sportsmanship violations

1. Warning
2. Loss of BONUS POINTS
3. Loss of BONUS POINTS & LOSS OF MATCH POINTS in which said foul occurred.
4. SUSPENSION

DURING ANY HIGHER LEVEL MATCH ALL SKILL LEVELS RECEIVE ONLY 1 TIME OUT.

THESE ARE NOT TO BE CONSIDERED TIME OUTS and

ANYONE CAN SAY THESE:

MARK YOUR POCKET (8-BALL)

YOU ARE SHOOTING THE WRONG BALL/BALLS.

GOOD SHOT

NICE HIT

PLAYERS RECEIVING INCENTIVES

It is contrary to the best interests of the League for members to solicit or accept incentives to play for a location or a team. Teams may face penalties/disqualification for soliciting such incentives. Incentives include but are not limited to, free drinks, discounts, and free table time, payment for all or part of League fees.

18-YEAR-OLD AGE LIMIT

The minimum age limit to compete in the APA is 18 years old. This does not mean that they are allowed in all Host Locations. Most Host Locations have a minimum age limit of 21. If you are contemplating on having a player under the age of 21 the Team Captain needs to contact all Host Locations in your division to find out if your player will be allowed in the establishment.

BANNED PLAYERS

If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person in to their establishment for a League match.

SUSPENDED PLAYERS

Any players that are suspended in any of the APA League territories are not allowed and will not be allowed to compete in any APA events until suspension is over and/or any issues are taken care of. We will enforce all suspensions from other territories, so don't do it.

THANK YOU FOR TAKING THE TIME TO READ THESE BYLAWS. WE HOPE THEY HELP YOU WITH ANY ADDITIONAL RULES NOT COVERED IN THE OFFICIAL TEAM MANUAL. IF YOU HAVE READ THE OFFICIAL TEAM MANUAL, BYLAWS, AND USE COMMON SENSE WE KNOW YOU WILL HAVE AN ENJOYABLE EXPERIENCE WITH THE APA PLAYING POOL. REMEMBER THAT EVERY SITUATION MAY NOT BE ADDRESSED IN THE BYLAWS, THIS IS WHERE COMMON SENSE COMES IN. AS THE NEED ARISES, WE WILL ADD AND/OR MODIFY THE BYLAWS. IF THERE IS ANYTHING YOU WOULD LIKE TO SEE CHANGED, ADDED OR DELETED IN THE BYLAWS PLEASE FEEL FREE TO CALL OR EMAIL THE OFFICE WITH YOUR SUGGESTIONS.

GOOD LUCK AND HAVE FUN!!!