



APA of PALM BEACH COUNTY

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LOCAL BYLAWS EFFECTIVE and AMENDED STARTING SUMMER of 2018

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.

Any and all videos done by us at the LEAGUE OFFICE for purposes of live feeds, tournament draws, etc. on social media (i.e. Facebook) are subject to change and may not be used in place of the Official Team Manual or Local BYLAWS.

DIVISION REPRESENTATIVES

Your Division Reps are listed on the top of your Scoresheets. Please contact your Division Rep before contacting the League Office for Rules and Questions.

Please note that the APA of PBC's Division Reps are players that we trust with rules questions and with rulings on the spot. Each one has taken a REFEREE test regarding rules and situations. They are our EYES and EARS out during League Play when we cannot be there. Remember they are players just like everyone else though and are competing for the EXACT same things that you are as a player/team. We trust their calls and judgement, and their opinions and observations are taken very seriously by us at the LEAGUE OFFICE but they are still HUMANS as well and can make mistakes.

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 CONCEDED 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. IN WRITING.

ALL MATCHES MUST HAVE A WINNER AND A LOSER. PLEASE DON'T BECOME UPSET DURING OR AFTER A LEAGUE MATCH BECAUSE THE MATCH MAY NOT HAVE BEEN GOING THE WAY YOU HAD HOPED. MAKE SURE TO SHAKE YOUR OPPONENT'S HAND REGARDLESS OF WINNING OR LOSING.

CALLING PLAYERS SANDBAGGERS AND OTHER NAMES BECAUSE YOU FEEL THEY ARE NOT CORRECTLY RATED WILL NOT BE TOLERATED. PLEASE DON'T DO IT. IF YOU HAVE AN ISSUE WITH A PLAYER'S SKILL LEVEL PLEASE WRITE IN ON THE SCORESHEET.

TEAM CAPTAINS

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 fee and APA membership dues from the team.
- Submitting payments, forms and other information to the 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.

WEEKLY FEES

Weekly League fees are \$45 per team per week.

Weekly fees for standard D/J teams are \$80 combined.

Weekly fees for Aloha D/J teams are \$90.00 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 WEEKOFF 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:

UNCLE MICK'S (JUPITER)

SWAMPGRASS WILLIES (ALT A1A NORTHLAKE)

FOSTER'S TOO (OKEECHOBEE BLVD)

CONNOLLY'S PUB (441 & BELVEDERE RD)

PIT ROW (FOREST HILL BLVD & KIRK RD)

RED PARROT (FOREST HILL BLVD)

ONE FOR THE ROAD (MILITARY TR)

BEEF & ALE (LAKE WORTH RD)

RACK N' BALLS PUB (MILITARY TR)

All scoresheets and League fees must be turned in to one of the drop sites by **6 PM** 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.**

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.

If a team quits in the first four weeks of play, the League Operator will try to find a replacement and a rematch **may be** scheduled between the teams that 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 it happens to be a NO CALL/NO SHOW, and/or there are no attempts to make the match up. Sufficient notice must be given to the League Office, and the decision to have a team pay for opposing team's fees is solely at the discretion of the League Office.

BYES

8-Ball are worth 8 points

9-Ball are worth 60 points

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

MAKE-UP MATCHES

Make Up Matches must be played before the last 2 weeks of the session. 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 may be provided to each team. 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 for each player listed. (10 places)
 - Total Innings are filled in for every match. (5 places)
- The winner and loser of every game is marked with the number of racks won/balls made (10 places)
 - Final match score is filled out (2 places)
 - Scoresheets are signed by both teams (2 places)
- 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 A TOTAL OF 3 OF THESE INDIVIDUAL ITEMS AND STILL RECEIVE YOUR BONUS POINTS)

If you are in any way PAST DUE or PAPERWORK IS LATE, you will lose your BONUS POINTS, regardless if paperwork is completely and correctly filled out.

Bonus points will be awarded as follows:

8-BALL: 2 Bonus Points

9-BALL: 15 Bonus Points

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

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

BALL IN HAND FOULS

Ball in hand fouls are listed in the Official Team Manual. 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 & JUMP SHOTS

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 a normal shooting cue(not a jump/break or a cue with a phenolic or special tip) and must be executed properly. We are doing away with the local rule of not allowing you to rotate your wrist or go above your shoulder. We at the APA of PBC are trying to conform to the rules at the NATIONAL level and will allow players to masse and jump, with a normal shooting cue if done correctly! 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!**

PUT UPS

We are requiring teams to announce their put ups before the previous match has concluded. You will do this when either player in the previous match reaches the HILL or gets the required points in 9-Ball 1 skill level below their current skill level.

Example. Skill Level 5's playing 8-Ball. One of the players has won 3 games.

Skill Level 5's playing 9-Ball. One of the players has reached 31 balls made.

Teams will now start their next put ups.

END OF SESSION PLAYOFFS

There will be 1 week of session ending playoffs for each Division.

DIVISION BREAKDOWNS FOR WORLD POOL QUALIFIER'S and TRI- CUPS ARE AS FOLLOWS:

Divisions with 5-9 teams

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

2nd vs Wild Card

3rd vs 4th

Divisions with 10+ teams

1st and 2nd place teams will earn automatic entry into WPQ'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 WPQ's. Teams already WPQ qualified do not have to step down/bow out of playoffs. They can compete in playoffs to get to TRI-CUPS and compete for cash again and to also keep other teams from qualifying by default.

TRI-CUP TOURNAMENTS

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

-Each TRI-CUP will payout top 8 finishing teams (payouts based on team count from the previous session)

-The top 8 finishing teams will also earn entry into the WPQ's.

Retaining eligibility for the World Pool Qualifier's (formally LTC's)

All teams qualified for the WPQs must remain active throughout the remaining sessions. You must retain at least 4 ORIGINAL MEMBERS at all times or are 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 WILL AUTOMATICALLY LOSE ELIGIBILITY.

Any qualified teams that forfeit 7 or more individual matches in a session will AUTOMATICALLY have their qualification revoked.

Teams must also try and stay in the top 50% of their respective Divisions Standings after their team has qualified. If they are not able to do this, the team will face HEAVY SKILL LEVEL SCRUTINY, and/or possible DISQUALIFICATION from the World Pool Qualifier (WPQ).

THIS DECISION IS AT THE SOLE DISCRETION OF THE LEAGUE OPERATOR!!!

SEEDING FOR THE TRI CUPS AND WORLD POOL QUALIFIERS

TRI-CUP tournaments will be a 100% blind draw done by us at the League Office and no seeding will be given.

WORLD POOL QUALIFIERS- The teams that win their Division and finish in TOP 8 in the TRI-CUPS the most will be the first teams to earn BYES, (if any are available when PULLING the BRACKET). We at the League Office will work down the list until all BYES are pulled and then put remaining teams that did not earn a BYE back into the general draw for the remainder of the bracket to be pulled.

Example- 9-Ball WPQ has 42 teams in a 48-team bracket, there are 6 BYES. We have 3 teams that have won their respective 9-Ball Divisions 3 times and finished in the TOP 8 of TRI-CUPS 1 time. That's a total of 3 teams doing the required 4 times, more than any other teams in the League. These 3 teams will be guaranteed 3 of the 6 BYES. Then a list of teams who have done it 3 times will be given an opportunity for the remaining BYES. If we have 5 teams that have done the requirements 3 times we will pull 3 teams to receive the last 3 BYES and the other 2 teams not pulled will be put back into the GENERAL BLIND DRAW for the remainder of the bracket.

TRAVEL ASSISTANCE

Travel Assistance will be allotted for teams that earn entry into, BUT NOT LIMITED TO, the World Pool Championships, POOLPLAYERS CHAMPIONSHIPS and ALOHA CHALLENGE. The APA of PBC has allotted enough money for round trip airfare, hotel accommodations (double occupancy rooms) and entry into the Qualified Event. Each year the APA of PBC will make the travel arrangements, unless special circumstances arise, at which time the player will be required to make arrangements and reimbursed up to the amount spent on the other players booked from their respective teams. If a whole team decides to book their own accommodations the team will be reimbursed the amount the League Office would have paid, had the League Office booked it.

If a player chooses to room by themselves they will be responsible 100% for their own room. It is unfair to the player you were supposed to room with, to now pay for half of their room.

If a player does not go, they do not receive any of the Travel Assistance and that portion of the assistance will revert back into the PLAYERS FUND for future costs! IT WILL NOT BE SPLIT EQUITABLY amongst the remaining players traveling.

ALOHA TRAVEL ASSISTANCE

ALL EXPENSES PAID BY THE APA OF PBC FOR TRAVEL ASSISTANCE WILL INCLUDE, STANDARD AIRFARE, HOTEL ACCOMODATIONS, AND RESORT FEES UP TO A DESIGNATED AMOUNT IF ONE HAS BEEN WRITTEN IN WRITING. ANY ADDITIONAL COSTS ABOVE AND BEYOND WHAT IS LISTED IS AT THE PLAYERS DISCRETION AND PLAYER'S WILL NOT BE REIMBURSED FOR THESE ITEMS. (FOR EXAMPLE, BUT NOT LIMITED TO RENTAL CARS, SHUTTLES, FIRST CLASS AIRLINE TICKETS, UPGRADED ROOMS, FOOD, DRINKS AND GAMBLING)

Teams that earn entry into the APA World Pool Championships, Aloha Challenge, or any other HLT must keep team together for the current session that the respective event will be running. (SUMMER SESSION- World Pool Championships, SPRING SESSION- Aloha Challenge)

The Aloha Travel Assistance is a TRAVEL ASSISTANCE of **UP TO \$10,000** if the APA of PBC has a minimum of 6 teams competing 3-14-week sessions. If for some reason the minimum requirements are not met, the APA of PBC will work with the National Office to come to a legitimate alternative and amount for the Travel Assistance listed above.

If a player does not go, they do not receive any of the Travel Assistance and that portion of the assistance will revert back into the PLAYERS FUND for future costs! IT WILL NOT BE SPLIT EQUITABLY amongst the remaining players traveling.

THE ENTRY FEE FOR ANY OF THE TOURNAMENTS IS ALSO CONSIDERED PART OF THE TRAVEL ASSISTANCE.

DOUBLE UPS

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 in a night within the first 4 weeks.

Example- if a team shows up with 3 players and can Double Up players twice and stay at or below the 23-Rule the opposing team must allow it within the 1st 4 weeks.

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 BOTH TEAMS WILL RECEIVE A FORFEIT AND LOSE ANY POINTS FOR THAT MATCH.

DIVISION CHAMPION AWARDS

At the end of each session the Division Champions will receive an award sheet. On this sheet you will bring it back to the team to have the option to receive an individual trophy, and resin plaque, or forgo the individual trophy and be entered into a drawing where each entry is worth \$7.00 and when there is **\$700.00** in the drawing we will pull a name and give them \$700.00 in travel assistance to go to Las Vegas during the World Pool Championship or Poolplayer Championships, whichever the winner prefers.

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. Any player who individually owes the League Office past League Fees will be eligible for Tri-Cups. Money won from Tri-Cups will have the past due money deducted immediately. If players are not paid up, they will be ineligible from the WPQs until PAID IN FULL.

ADDING AND DROPPING PLAYERS

Within the 1st 4 weeks of the session play both Team Captains should ask the opposing Team Captain if there are any roster changes before they start League play. This is both of the Team Captain's responsibility. A team may be allowed to add players after the fourth week of play, but the Team Captain **MUST** get approval from the League Office in advance.

TIME OUTS

-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.

-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. If you do this, you will receive sportsmanship violations

1. Warning
2. Loss of BONUS POINTS
3. SUSPENSION

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

(PLAYOFFS, TRI CUPS, VEGAS QUALIFIERS)

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.

REFUSAL TO DO BUSINESS WITH

At any time, at the sole discretion of the League Operator, APA of Palm Beach County can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

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!!!

ERIC & KIMBERLY AIKEN
APA of PBC LEAGUE OPERATORS

