

# AMERICAN POOLPLAYERS ASSOCIATION

## SW MONTANA APA POOL LEAGUES

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## LOCAL BYLAWS

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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 Official Team Manual. Breaking these rules could cost you a playoff spot and a chance to advance to the Local or World Pool Championships.

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. These bylaws do not apply to any Higher Level Tournament event. If you ever have a question regarding these bylaws, please call the League Office at 442-0014 or 431-8328.

**Office hours** are Monday through Friday noon to 5:30 pm. If we are not available please leave your name, phone number, and a short message and your call will be returned as soon as possible. The League Cell number is always attended.

**Team fees** are **\$35** per week per team for all scheduled matches regardless of number of games played including forfeits and division playoffs. Please make checks payable to the **APA**. If you pay by cash, please understand that we cannot be responsible for missing monies and the team will be responsible to repay that amount. NSF checks are automatically sent to Credit Associates Debt Collection Service. You will be charged a fee by them (usually in the range of \$35) for any returned checks, plus loss of a bonus point (see below). APA player annual membership dues of \$25 are due the first night a player plays or by the fourth week of the session, whichever occurs first. Any team that falls two weeks behind in paying their team fees or membership dues will be sent a warning notice. If the team does not immediately become current upon receipt of the notice, it will be dropped from the League for non-payment.

Players who are on a team that drop from the division during a session will owe their fair share of the remaining League fees before they can advance or continue with another team. Teams/players that have an outstanding balance for any reason will not advance to division playoffs, nor receive any session awards or cash payouts.

**Bonus Points**: Bonus points are given out by the League Office to award teams for timely scoresheet turn-in and proper scorekeeping. Bonus points are arbitrary – the League Operator may award or take away bonus points at any time.

**8-BALL:** There are two (2) Bonus Points possible per week. One point will be awarded if the scoresheet is filled out completely, including team number, correct player numbers, total innings, score for each player, win/loss. Team Captain must fill out fees section, sign the scoresheet, and indicate total matches/points won (team score). The envelope must be turned into the League Office within 2 days from the match by noon; refer to your schedule. If you do not turn in your scoresheet by noon on the 2<sup>nd</sup> day after play, you will receive zero bonus points for that week. One point will be awarded if full team fees are included in your envelope, including weekly team fee of \$35.00, plus any membership fees due. If your team is past due, you will not receive this bonus point for each week, until all fees are made up.

**9-BALL:** There are twenty (20) Bonus Points possible per week. Ten Points will be awarded if the scoresheet is filled out completely, including team number, correct player number, skill level/points needed to win, total innings, score for each player, win/loss. Team Captain must fill out fees section, and sign the scoresheet and indicate total points won (team score). The envelope must be turned into the League Office within 2 days from the match by noon; refer to your schedule. If you do not turn in your scoresheet by noon on the 2<sup>nd</sup> day after play, you will receive zero bonus points for that week. Ten Points will be awarded if full team fees are included in your envelope, including weekly team fee of \$35.00, plus any membership fees due. If your team is past due, you will not receive these bonus points for each week you are behind, until all fees are made up.

**Members of the APA:** Only APA members are allowed to play in the League. All members/players must be 21 years of age or over. Paid applications for each new member must be sent in the first night they play. We must receive this application the same week the new player plays. Unpaid players will receive zero (0) points. The team will also lose their bonus point for incorrect dues.

**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 two weeks of session play. The League Office must be notified of any rescheduled matches. No exceptions.

**Inclement 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.

**Adding Players after the 4<sup>th</sup> week:** No team may add a player after the 4<sup>th</sup> week of play unless all of the following conditions are met:

- a. The Team Captain has called the League Office and has received approval of the player being added by the League Operator;
- b. The player being added is a paid APA member;
- c. The player being added appears on the team's roster on both scoresheets for that night's match OR the opposing team has been notified by the League Operator or Division Representative that the player has been approved, prior to the nights' matches starting.

If these conditions are not met, the player will not be allowed to play that week. If a team plays a player who has not met the above criteria, they will forfeit that match to the opposing team. Rosters of qualified teams are frozen after the 4<sup>th</sup> week in the Spring Session (no exceptions).

### **Coaching Rule Clarification - Coaching / Time-Outs:**

- a. The Coach is the only person who may approach the pool table and ONLY during a time-out. It is not permissible to ask the shooter to step away and get other teammates over to the pool table. The Coach may walk away from the pool table to consult with other teammates, but ONLY THE COACH MAY APPROACH THE TABLE.
- b. The coach may be any member of the team. The coach does not have to be designated until a time-out is called, and a different coach can be designated for each time-out.
- c. Player Coaching: Any comments made to a player when not shooting will NOT be considered coaching. A player is only considered being coached when it is his/her turn at the table. A player's turn shall start when all the balls have stopped rolling when his/her opponent misses. If the Coach or Team Captain asks the player if he/she wants a coach, it shall be considered a coaching time out, regardless if the player wants one. Any player that receives illegal aid has committed a ball in hand foul. Refer to your APA Official Team Manual.

**DECLARING PLAYERS (World Qualifier Rule #4):** Once both teams in a match have declared a player, the players cannot be changed unless the 23/19-Rule is in jeopardy. This means that when it's your turn to put up first, you can't change your decision after seeing who the opposing team chose to put up against you. It has been "understood" we use this rule in regular League play, even though it does not appear in the Official Team Manual. This rule is used in Higher Level Tournament, and is spelled out in the tournament rules that are given out at the Team Captain's meeting for HLT.

**Video Recording of Matches:** Video recording of a player's match is NOT ALLOWED! This is considered sharking, and will not be tolerated.

**Division Playoffs and World Qualifier:** The division team highest in points prior to the Division Playoffs will receive individual personalized trophies. This team will compete in the Division Playoffs along with the teams with the second and third highest points, and a Wild Card team to be determined by draw from the remaining teams in the division. The winner of the Division Playoffs will be considered the Division Champion and will qualify for the World Qualifier. The Division Champion's Host Location will receive a Division Champion plaque. See below for how teams become qualified for the World Qualifier.

**World Qualifier Qualification:** The following is a breakdown of how we qualify teams per session for our World Qualifier. This is an exception to your Official Team Manual.

**Summer Session:** Twice as many teams will qualify from each Division at the end of the Summer Session, than do from the Fall and Spring Sessions, regardless of team count.

**Ten Team + Divisions:** In a Division of 10 teams or more, two teams will qualify in that session instead of the usual one team (Division Champion). In this scenario, the two teams in the Finals match will become qualified for the World Qualifier. In the Summer Session, 4 teams will qualify, as the number of teams qualifying doubles in Summer. (see above) In this scenario, the two teams in the Finals match become qualified, and we then go to League standings to determine the other two teams. If the two teams in the Finals match include the Wild Card team, then 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place teams all become qualified. If the two teams in the Finals match do not include the Wild Card team, then 1<sup>st</sup> place thru 4<sup>th</sup> place become qualified in that Division.

Once a team has qualified for the World Qualifier, it must remain active for the remainder of the League year. A team that qualifies from the Summer session must continue to play during the Fall and Spring sessions; a team that qualifies from the Fall session must continue to play during the Spring session. In addition, once a team qualifies, it must remain in the top 50% of its division's standings until the World Qualifier event or its participation will be subject to review. Teams having any balance due will not advance to the division playoffs or World Qualifier. The winning teams that advance from the World Qualifier to the World Pool Championship will be required to play in the next League year's summer session.

Teams advancing to the World Pool Championship will receive Travel Assistance. Once the teams have made their travel arrangement, each team will receive their share of the travel fund. However, if a team elects not to go, Travel Assistance will be given to the teams and players that actually attend the Championship event.

**Trophies** will be given to the 1<sup>st</sup> Place Team in point standings before the Division Playoffs. NO monies will be paid out to division winning teams.

### **Best of the Best Tournaments:**

'Best of The Best' tournaments are held in the Fall for all players who qualified in the prior League year. Players will play for trophies and prize monies that have been collected throughout the prior League year.

### **REFUSAL TO DO BUSINESS**

At any time, at the sole discretion of the League Operator, SW Montana APA 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.

**PLAYBACK RULE:** *IN THE EVENT THAT:* a team shows up for a League match and eventually finds (at the point of forfeiture) that they DO NOT have a full field of 5 players present at the match, they may play one person again on their team who has already played in that team match. The team that has all of their players present will choose one of the players from the team short of players to play again (playback) against their 5th player who hasn't played. The Playback Rule can only be used by a team SHORT of players – if you have 5 of your rostered players in the house, your team is NOT SHORT (regardless if those 5 cannot meet the 23-Rule), and therefore your team cannot use the Playback Rule. **DETAILS ARE AS FOLLOWS:**

A: When choosing a player to "playback" (play twice in the same team league match), the player chosen must be able to meet the requirements of the 23-Rule/19-Rule (Ladies).

Page 37 of your Official Team Manual, #29, Team Skill Limit Rule in Open Division Play – 23-Rule states: "The total of the skill levels of the five players fielded in any team match cannot exceed 23. A team playing fewer than five matches must show that it would not have exceeded 23 if the five matches had been played."

The team who is short players MUST PROVE that they have another player on their roster that could have legally played. If they do not, they may have broken the 23-Rule!

For example: Say a team has 6 people on their roster with skill levels of 6, 6, 5, 4, 4 & 3. On this particular night they have only 4 players show up and play ... 6, 6, 5 & 3 which equals 20. Even though playing the "3" again would only add up to 23, the "3" cannot play because the other two players on the team roster are both "4's,". At this point the team has violated the 23-Rule, because they don't have another 3 on their roster.

However, had one of the "4's" been a "3", a *Non Rated female* or a "2"-- then YES the "3" could be legally chosen to play again -- in fact, only the "3" could be chosen as any one of the others (6, 6, or 5) would add up to a 23-Rule violation. For the Ladies Division, the same rule applies, only the skill levels need to meet or be under 19.

B: The team who is short player(s) will have absolutely no "say-so" regarding who is to be chosen from their team to play again. The team not using the Playback Rule will decide. Regarding who pays and how much is up to that team who is using the playback. The person who plays again does NOT earn MVP Points for the second match. It is suggested that the cost be spread amongst those present, but **BOTTOM LINE** is that it is a team decision. HOWEVER, the entire nightly **team** fee must be inside the envelope turned in that night.

C: **ONLY ONE** (1) playback per team per league match will be allowed. If a team should show up with only three (3) players then only one (1) of the three can be chosen to PLAYBACK -- the last match will have to be forfeited. **SHOULD** it occur that both teams have a player missing, the pick for the playback match can be agreed upon by both teams, or a "Blind Draw" can be made to match up the final race.

D: **ONCE THE** playback match is called, that IS THE LAST MATCH OF THE NIGHT. If you only had 3 players show for the team match, and you called the playback, then even if more players show up for your team you must forfeit the last match.

E: **ONLY THROUGH** the 9th week of a 14+ week session will playbacks be allowed! During the Summer Session, you may use the Playback rule through the entire session, with the exception of playoffs. At NO time will the playback rule be used in Division Playoffs or Higher Level Tournament. Being appropriately nice is protocol to what we're all about, but there comes a point when a team has to responsibly "have it together."

F: **NOBODY** from the team who is missing players is allowed to leave the site before the playback person is chosen --UNLESS absolute emergency or approved by the other team first! It is acceptable to ask the opposing Team Captain to pick the playback person on your team early (before the point of forfeiture), if you are certain you will be short.

**SPECIAL NOTE:** *If a "PLAYBACK" occurs past the 9th week as indicated in "E" above, IT WILL BE NULLIFIED! If you are the team who had all five players present and you allowed a PLAYBACK to take place when you could have won by forfeit; you will lose that point if your player loses. If the team that is short a player should win - the point will be disallowed.*

### **LEAGUE OFFICE COMMENT**

For the most part, the whole concept of paying without playing has been an issue of conflict for both Management and the players. Frequently teams from the far reaches of all divisions have attempted to avoid this conflict by rescheduling the individual races. Unfortunately, it was a documenting NIGHTMARE to League statisticians. Therefore, by the implementation of the PLAYBACK Rule into the league by-laws, rescheduling of individual races will no longer be necessary or allowed (unless in extreme emergency.) However, having a player play in advance of the main match is preferred.