

AMERICAN POOLPLAYERS ASSOCIATION APA POOL LEAGUES

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LOCAL BY LAWS

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The following information is to be considered part of your Official Team Manual, and should be used in conjunction with it. The bylaws are local exceptions to the Official Team Manual, and are used locally only. 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.

1. Adding Players after the 4th week

No team may add a player after the 4th 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 4th week in the Spring Session (no exceptions).

2. Bonus Point Structure

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.

1 POINT

Scoresheet must be filled out completely, including team number, correct player number, total innings, score for each player, win/loss. Team Captain must fill out fees section, and sign the scoresheet and indicate total matches 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 2nd day after play, you will receive zero bonus points for that week.

1 POINT

Full team fees are included in your envelope, including weekly team fee of \$25.00, 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.

10 POINTS

Scoresheet must be 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 2nd day after play, you will receive zero bonus points for that week.

10 POINTS

Full team fees are included in your envelope, including weekly team fee of \$25.00, 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.

3. 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 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, Page 50, letter f.

4. 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 33 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 Top Gun 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.

5. LOCAL TEAM QUALIFICATION:

The following is a breakdown of how we qualify teams per session for our Local Team Championship. 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 Local Team Championship. 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 1st, 2nd and 3rd place teams all become qualified. If the two teams in the Finals match do not include the wild card team, then 1st place thru 4th place become qualified in that Division.

6. Declaring Players

This section has now been added to your Official Team Manual, page 24, under General Rules, 7. Order of Play, and therefore has been deleted from the bylaws.