



APA of Central Ohio

LOCAL BYLAWS

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Introduction

We would like to welcome 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. 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 local bylaw documents with dates prior to the revision date of this document are null and void.

Section 1: Getting Started

Age Requirements

The age requirement to participate in APA pool league is 18 years old. However, the Host Location / bar has the absolute voice in the age minimum to participate in APA in their establishment. The Host Location / bar has the option to only allow players 21 years of age or older to participate in league in their establishment.

If a team is found to have a player on their roster who was not eighteen (18) when he/she played, the team could lose their eligibility for any Higher Level Tournament. The player will also be dropped from the roster.

Office Hours

League Office hours are Monday through Friday, 9 AM to 5 PM. If no one is available to take your call, please leave a message, including your phone number including area code, your team/division and your call will be returned as soon as possible. If it is after hours please contact your Division Representative for information or questions.

Website

Our website address is <http://centralohio.apaleagues.com>.

This website allows you to:

Get the latest up to date information on playoffs, tournaments or any other APA of Central Ohio events

Set up your Member Services account to:

View schedules, team rosters, standings and individual records for your division; and

View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at your www.facebook.com/APACentralOhio. We also have a Facebook group page named **Central Ohio APA Players** where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

Even if you don't sign up for your Member Services account, please make sure we have your email address on file. All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming playoff match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

Team Fees

8-Ball and 9-Ball Divisions team fees are \$35 per team, per week. Masters division team fees are \$30 per team, per week. Scotch Doubles division team fees are \$30 per team, per week. If you are paying by check, please make your check payable to APA of Central Ohio.

The Central Ohio APA does allow checks as a form of payment for weekly League play and memberships. However, if a check is returned to APA for insufficient funds, the player will be responsible for paying the amount of the check, plus a \$30 fee for the returned check. This will be noted as a past due balance on the player and will be signified on the scoresheet with dollar signs (\$\$\$\$) behind the player's name.

Team Envelopes

EACH TEAM IS TO PRINT OFF THEIR SCORESHEETS EACH WEEK. If it's 9-Ball PLEASE print both sides of the scoresheet. There are going to be important messages on the scoresheets that need to be printed.

The home team from each match is responsible to see that the score sheet and the proper amount of money (\$35 per team plus any other fees or memberships) for both teams; home and away are put into envelope and mailed the following day. WE WILL PROVIDE POSTAGE AND LABELS. Failure to have your envelope postmarked the following day will result in your team not receiving the bonus points. If you mail cash in any envelopes you are still responsible for full fees and memberships if the League Office does not receive it. We will use the postmark date for bonus points and/or penalties. We cannot be held responsible for the date the post office places on the envelope. This is the only basis's we have to issue bonus points. Do not place in home mailbox, or leave in mail box where pickup time is listed in a short time as they might have already been there and picked up. The best is to have postmaster hand stamp the envelope when you drop it.

Section 2: League Play

Bonus Point System

Teams will receive bonus points each week of regular session for meeting the following requirements:

1. Mailing in correct and completed score sheets (one error allowed). See APA Official Team Manual for how to correctly complete a scoresheet.
2. Mailing in full League fees on the following day of your scheduled night of play. The team must also NOT have a past due balance left unpaid.

Both requirements must be met in order for a team to earn Bonus Points. Bonus Points will be awarded on a weekly basis as follows:

- 8-Ball - 2 Possible Bonus Points
 - 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 1 point will be awarded for accurate and complete scoresheets.

- 9-Ball - 20 Possible Bonus Points
 - 10 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 10 points will be awarded for accurate and complete scoresheets.

Team Captains should ensure that both Bonus Point System Requirements are met prior to sending in your scoresheet and league fees to APA. **Bonus Points will be used to determine division standings at the end of the session, including Big Dawg.** Bonus Points are NOT awarded during playoffs.

Team Captains should send an email to ckirkpatrick@apaleagues.com if you feel your team did not receive its “earned” bonus points. Mistakes in awarding Bonus Points by APA will only be given to the team if APA is notified within two weeks of scheduled date of play in question.

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the playoffs and/or the opportunity to compete in tournaments.

POINTS AWARDED DURING ‘BYE’ WEEKS

Teams that have a ‘Bye’ during the session will receive 10 (10) points in 8-Ball and sixty (60) points in 9-Ball. The points awarded for a ‘Bye’ at the Local Level are different from the value noted in the ‘Official Team Manual’ due to the ‘Bonus Point System’ that is in place at the Local Level. The increased point value assigned to the ‘Bye’ allows teams to stay competitive through ‘Bye’ weeks and divisions with a ‘Bye’ to remain competitive in the ‘Big Dawg’ race.

- 8-Ball – 8 Bye Points + 2 Bonus Points
- 9-Ball – 60 Bye Points + 20 Bonus Points

Note: Teams do not need to submit paperwork or fees for bye weeks.

Past Due Procedure

First Week Past Due: Scoresheet will be marked with a Past Due – The Team Captain will be called.

Second Week Past Due: Scoresheet will be marked with a Past Due & a \$10 Service fee per week – Entire Team will be called.

Third Week Past Due: Scoresheet will be marked with a Past Due - & a \$50 service fee per week – Entire team will be called.

Fourth Week Past Due: Scoresheet will be marked with a Past Due - & a \$100 service for that week – Entire team will be called to be notified they are being dropped from the division.

Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible.

- If the fees are not brought current by the fourth week, the team will be dropped from the League for non-payment.
- All players on the team will become equally responsible for their share of the fees that are due, including those for the remainder of the session, and will not be able to play on any other League team until they have paid their portion.
- The League Office will not be responsible for fees or monies paid to a Team Captain or other team member not ultimately paid to the League. **Teams having rosters with players who owe money to the League will not be able to participate in any Higher Level Play until such monies are paid.**

Patches

Patches are available for the following accomplishments: You MUST write on your scoresheet that you would like to receive your patches. If you mark the box for 8 / 9 ball on the break or break & run that is for scorekeeping, not patch requests.

- 8-on-the-Break
- 8-Break-and-Run
- 9-on-the-Snap
- 9-Break-and-Run
- Rackless: Your opponent didn't break during your match. You must be have won the lag and be listed as the top player for the match.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Skunked: You win 20-0 in 9-Ball.
- Mini Slam: 8-on-the-Break and 8-Break-and-Run (**Turn in your 8 on the break & break & run and receive this patch**) and the exact same setup for 9 ball.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam is the same setup as Mini Slam (turn in all 4 patches, you get this patch).*
- I beat a 6, I beat a 7, are available for skill level 4 and below who achieve this.
- I beat a 8, I beat a 9 (9 Ball Only) are available when a skill level 6 or lower achieves this.

While patch accomplishments will be shared on Facebook, the patches will be awarded within 2-3 weeks after they are earned and will be mailed to the Team Captain. If there is only one patch going to a player on a team, we may send that patch directly to the player. Please make sure everyone updates their information on Member Services

Forfeits

There will be NO forfeits allowed in the first 2 weeks of play in each session. At times, new teams do not understand the schedule etc. A team may begin play with 1 player present. Once the first match is over, the team putting up next has 2 minutes to name a player and then the opposing team has 2 minutes to name a player. The match MUST start immediately once both players are named for the match. 3 or more individual forfeits constitute a team forfeit and the other team will receive 8 points in 8-Ball and 60 points in 9-Ball. Full team fees are due.

Rescheduling Matches

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you wish to reschedule a match, **you must make a request to the League Office**. Upon receiving approval from the League Office please use the following procedure:

- Contact the Team Captain of the team you are scheduled to play and notify them of your intent to reschedule
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a World Pool Championship/Poolplayer Championship.
- Rescheduled matches must be played within two weeks of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session. Exceptions with special conditions may be made by the League Office.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.

REPLAYS

To help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, the APA of Central Ohio has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows one player (the "Replay Player:") from a team (the "Replay Team") to play twice on the same night in the following circumstances:

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the 23-Rule.
- Teams must notify their opponent of the need to use/or potential need to use a "replay" prior to the start of the 4th individual match. If a team has a 5th player show up prior to the start of the 5th match, the player is still entitled to play, even if a "replay" was requested.
- The opposing team gets to pick which player from the other team will be the "replay" player. The opposing team can pick any player present except those whose play would cause the Replay team to violate the 23-Rule. All players who have already played must be available as a choice for the "replay" match.
- Teams are allowed to use one "replay" per league night
- The "replay" must be used during the last individual match (i.e. – 5th match). The "replay" may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match is the 4th & 5th individual matches are forfeited. Once a "replay" is used, the remaining matches must be forfeited, even if another player shows up.
- "Replays" will NOT be allowed during playoffs or during any Higher Level Tournament Play.
- Both teams may utilize the "replay" rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the 5th match puts up first.

A player may not be sent home and/or made unavailable so that a team may request a "replay" from their opponent. Attempts to take advantage of the "replay" rule should be reported to APA by means of an official protest form.

Coaching

Any member of the team can be the coach. 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. (Please refer to the APA Official Team Manual) During time outs ONLY THE COACH may approach the table. Time-outs are limited to 1 minute!! Abusing this guideline may lead to penalties including ball in hand for the opponent.

Inclement Weather

Rescheduling for inclement weather is generally a result of snow or icy conditions, but can result from any condition that makes it dangerous for players to travel to their match locations. The League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with you, or your team's ability, to get to your scheduled match location, contact the League Office for additional instructions.

Complaints

Sportsmanship complaints, handicap complaints, and official protests **MUST** be submitted in writing! Complaints should be submitted on the appropriate form (located on the league website) and should be done the night of play or within 24 hours of play. No fee shall be required to issue a complaint or to file an official protest.

Section 3: Sportsmanship and Conduct

Refusal to Do Business With

The vast majority of players have a great time in the League and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

At any time, at the sole discretion of the League Operator, APA of Central Ohio 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.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

Suspended Players

APA of Central Ohio will honor any suspensions from a neighboring APA area.

Section 4: League Playoffs and Tournaments

Regular Session Play

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

Player Eligibility: Players must have played at least 6 times with the team during the session to be eligible to play in the Session Playoffs.

New players whose 1st session is Spring Session must have 10 scores to play in the WPQ / City Tournament.

50% Rule: All qualified teams must stay in the TOP 50% of their division. If a team has qualified for WPQ / City Tournament they must meet the 50% Rule every session after they are qualified. Teams are subject to losing their eligibility to Higher Level Tournament play.

Big Dawg Award

The 8-Ball team and the 9-Ball team with the most points earned in a session out of ALL the divisions competing in that format in the **entire League area** will receive the BIG DAWG AWARD. In the event that two or more teams are tied for Big Dawg, both/all teams tied will receive the award. Each team earning the BIG DAWG AWARD will receive a plaque for each member on the team. In addition to the plaque, the team will gain an automatic bid to the WPQ/City Tournament (without needing to participate in playoffs or Tri-Cups). **The team must stay in the top half of their division or the team is subject to lose its eligibility.**

Little Dawg Award

The 8-Ball teams finishing 2nd, and 3rd in the BIG DAWG Standings become the Little Dawg Winner. They automatically qualify for the session Tri-Cups. **The team must be active or will lose their eligibility.**

Session Playoffs

8-Ball Leagues:

4 Teams

In a division of 4 teams, the 1st place team and one Wild Card team advance to playoffs. There will be one week of playoffs and one team will advance to the session's Tri-Cup.

6-10 Teams

In a division of 6-10 teams, the first place team will automatically advance to the session's Tri-Cup. The 2nd place team will play the Wild Card and the 3rd place team will play the 4th place team. There will be one week of playoffs and two teams will advance to the session's Tri-Cup.

12-16 Teams

In a division of 12-16 teams, the first and second place teams will automatically advance to the session's Tri-Cup. Then 3rd place will play the Wild Card. 4th Place will play 7th place and 5th will play 6th. There will be one week of playoffs and five teams will advance to the session's Tri-Cup.

9-Ball Leagues:

4 Teams

In a division of 4 teams, the 1st place team and one Wild Card team advance to playoffs. There will be one week of playoffs and one team will advance to the yearly City Tournament (World Pool Qualifier - WPQ).

6-10 Teams

Summer & Fall Session ONLY

In a division of 6-10 teams, the first place team will automatically advance to the yearly City Tournament (WPQ). The 2nd place team will play the Wild Card. There will be one week of playoffs and one team will advance to the WPQ.

Spring Session ONLY

In a division of 6-10 teams, the first place team will automatically advance to the yearly City Tournament (WPQ). The 2nd place team will play the Wild Card and 3rd place team will play the 4th place team. There will be one week of playoffs and two team will advance to the WPQ.

12-16 Teams

In a division of 12-16 teams, the first place team will automatically advance to the WPQ. Then 2nd place will play the Wild Card. 3rd place will play 4th place, and in the **Spring ONLY** 5th place will play 6th place. There will be one week of playoffs and three teams will advance to the WPQ.

Weighted Drawing For Playoff Wild Card:

When drawing for the Wild Card to participate in playoffs, the drawing will be weighted according to final standings of the teams that did not earn an automatic bid into the playoffs. The number of entries into the Wild Card Draw will be dependent on the number of teams in the division, as well as a team's final standing in a division. The last place team will receive 1 entry into the Wild Card, the 2nd to last place team will receive 2 entries into the Wild Card Draw, the 3rd to last place team will receive 3 entries into the Wild Card Draw, and so on.

When a team earns a spot to the session playoffs, they are required to participate in the playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees for session playoffs. The only situation in which a team may forfeit their playoff spot is in the event that the session playoffs for the division can be filled (another team willing and eligible to participate).

Higher Level Tournament Skill Level

All players must enter Higher Level Tournaments at their highest session ending skill level. Ex: If you play two (2) times a week and your team qualifies for the City Tournament and you are a five (5) that night, but a six (6) on another night, then you must play as a six (6) in the City Tournament. This rule is the same for 8-Ball and 9- Ball; however, 8-Ball and 9-Ball handicaps do not affect each other.

Tri - Cups

A Tri-Cup will be held at the end of each Summer, Fall, and Spring Session for 8- Ball. Automatic qualifiers and playoffs winners from each session will participate in the Tri-Cup to gain eligibility to the World Pool Qualifier (WPQ) / City Tournament.

Each Tri-Cup will qualify sixteen (16) teams, in 8 Ball for the WPQ/City Tournaments that will be held every June.

- **If a team qualifies for the Tri-Cup in the Summer Session, the team must play in the Fall Session or forfeit their eligibility.**
- **If a team qualifies for the Tri-Cup in the Fall Session, the team must play in the Spring Session or forfeit their eligibility.**

WORLD POOL QUALIFIER (WPQ) / CITY TOURNAMENT

World Pool Qualifier City Tournament/WPQ will be held once a year in June for 8-Ball and 9-Ball. Teams that have gained eligibility via the session Tri-Cups or automatic eligibility via Big Dawg will compete in this tournament for the chance to advance to the World Pool Championships in Las Vegas.

There will be four qualified teams a year from the 8-Ball WPQ and one qualified team a year from the 9-Ball WPQ.

- **If a team qualifies for the WPQ from the Summer Session Tri- Cup or an automatic bid from the Summer Session, the team must play in the upcoming Fall, Spring, & Summer Sessions or forfeit their eligibility.**
- **If a team qualifies for the WPQ from the Fall Session Tri-Cup or an automatic bid from the Fall Session, the team must play in the upcoming Spring & Summer Sessions or forfeit their eligibility.**

- **ADDING A NEW PLAYER TO A QUALIFIED ROSTER IN THE SPRING SESSION** Any player being added to a team in the Spring Session that is qualified for the City Tournament/WPQ must have a skill level based on at least 20 scores. If the player has fewer than 20 scores, that player must be approved by your League Operator prior to being added to the roster.

Travel Assistance for the World Qualifier in Las Vegas

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the members of those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and travel assistance will be given to the last team eliminated by the non-attending team on their WPQ/City tournament board.

Each **8-Ball** team (4 team slots per League year) and each **9-Ball** team (1 team slots per League year) winning the WPQ to qualify for the World Pool Championships in Las Vegas will receive 'individual player travel assistance' for each player that is on a team when the team qualifies for the World Pool Championships. Each of those players will receive at least \$400.00 travel assistance. If a player qualifies on more than one team/format, they will receive the travel assistance for each team/format in which they qualify.

Trophies

End of session awards will be given out at Tri-Cup. Each member of the first place team will receive an award. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!