

BYLAWS

APA of Bucks and Montgomery Counties, PA
&
APA of Lehigh Valley
1/1/2010

WEEKLY TEAM DUES; are \$35.00 per team. Dues must be paid in full, regardless of forfeit or how many matches played, including all playoff matches. Special or small divisions may differ in price only.

ANNUAL APA DUES: \$25.00 per player, **Dues must be paid the first week a player plays or by the Second time they shoot. Don't Pay = Don't Play.** If you play two times, and you have not paid your annual dues all non-paid players will be removed from all team rosters and will not be placed back on without prior approval from the League Office. Also any Unpaid Players when the **Rosters lock in week 4**, will be removed regardless of how many matches they have played.

CASH: Teams that send in cash in their weekly envelope are responsible for any missing funds. The League is NOT responsible for any cash sent in the weekly league envelopes. **The League prefers a check or money order. If you send in Cash and money is missing when the envelope is opened by the League Office Staff, you are liable for the money**

CHECKS; Make checks payable to "APA"

A returned check fee of \$25.00 will be assessed for each check returned for any reason. The League reserves the right to refuse to accept a check from anyone that has had a check returned to the League for any reason (non-sufficient funds, closed accounts, etc.)

A returned Check written to pay for the teams weekly dues will be charged back to the team as a PAST DUE, including the \$25.00 returned check fee.

A returned Check written to cover memberships will cause those players whose memberships were paid by that check to be ineligible to play until the members resubmit the APA dues.

CAPTAINS

Captains are elected by the majority of the players on a team and may be changed at any time by a majority vote of the team players.

Team Captains; MUST have a working Home Phone # and are responsible for;

- Represent the team in all matters dealing with the League Office / BOG.
- Informing their teammates of any schedule changes.
- Posting the sessions schedule in the team's host location.
- The conduct of the team members and including guests with the team during any **APA** match.
- Picking up and dropping of the team envelopes at the designated drop point when the team is the away team. **During playoffs the winning team will be responsible for returning the envelopes to the drop point.**

TEAMS THAT DROP OUT OF THE LEAGUE AFTER THE SESSION STARTS

ONCE THE SCHEDULE IS MADE UP, THE SESSION IS CONSIDERED TO HAVE BEGUN. Any team that drops out of the League after the League has issued a schedule will be responsible for the remainder of dues for the entire session. Each player will be assessed an equal

share of the amount the team owes and this amount must be paid before that player plays for any other APA Team.

BONUS POINTS

Once Lost, Bonus Points will NOT be returned unless the League Office corrects an error.

8-BALL = 1 Bonus Point, 9-BALL = 15 Bonus Points

Teams will receive bonus points if the following conditions are met:

- Score sheets are legible and filled out completely.
- All past due amounts owed to the League are paid in full.
- Envelopes are dropped off at the designated drop point, immediately following the scheduled match, by the visiting team. (Home team is not penalized for late envelopes)
- \$35.00 Weekly Dues are in the team envelope, paid with a \$20.00, \$10.00 & \$5.00 bill, a check or money order. League prefers checks and money orders.
- Any additional monies are paid in full with the largest bills possible.

BYE POINTS

8-BALL = 4 points for a scheduled Bye

9-BALL = 65 points for a scheduled Bye

Due to schedule changes when teams add or drop in the first 4 weeks of each session, no “Bye” Points are awarded until after week 5 of any session, at which time all bye points for weeks 1 – 5 will be added to the teams that were scheduled to receive the byes. As stated in the APA Team Manual, the League Office may add a team to the schedule during this time.

PLAYERS INELIGIBLE TO PLAY

“\$” = Player that owes the League money and may not play any matches unless the player has cleared the monetary obligation to the League. If a player insists on playing a match, play the match and the league office will resolve the dispute. (player may have paid and score sheet was printed before he paid).

“X” = Player suspended from the League and is ineligible to play any matches or play in any APA events. If a player with an “X” plays a match, it will be considered a forfeit.

If you are playing against a team with a “\$” or “X” next to the players name, inform the other team. Should the player play and the League has not been contacted nor has the issue been resolved, the match will be considered a forfeit to the other team.

LENGTH OF MATCHES; The matches should not take over 4 ½ hours to play. If the teams keep the matches moving along, have the ready to play the next match, put up their players in a timely manner and start on time, the LATE NIGHTS will be few and far between. (see forfeits below).

START TIME: Teams Should be ready to play at the Scheduled time.

FORFEITS; If no one from your team is present, ready to play within 15 minutes of the scheduled start time, your team will forfeit one match to the opposing team. Your team has 15 additional minutes grace to show up. If your team does not show up within 30 minutes of the scheduled match time, your team forfeits all remaining matches. If the visiting team does not show up for a match, **your team must go to the pickup location, fill in the paperwork and pay the weekly fees to earn the forfeit points. If there is a player present from the opposing team, the match MUST BEGIN no later than 15 minutes from the scheduled start time.** If the paperwork has not arrived yet, keep score on scratch paper until the weekly envelopes arrive. Refusing to start the match is considered a forfeit, (see time limits above). **To receive forfeit points, the team taking the forfeit must have 5 players present at that time.** List the players present so the match can be verified. If the team only has 4 players present, the team may only take the forfeit points up to the 4th match. Neither team receives the point(s) for the 5th match. **No full forfeits will be awarded in the last two (2) weeks of any session.** **The league will not award full forfeit points during the first two (2) weeks of the session,** (due to schedule changes) **or the last two weeks of the session** (bye points awarded as forfeit points during the last two weeks of a session)

COACHING

Coaches must be on the team roster, teams/players may not receive advice from someone not on the team roster, directly or indirectly. The first person to approach the Table and assist the player is considered to be the coach for that player. You may change the coach at any time. **If someone stops the player, calls a time out, asks if the player wants to talk about it, the timeout has been called and must be used and marked as a timeout.** If the player asks for a timeout, the coach may refuse and no timeout is marked against that player.

COACHING TIME LIMIT = 1 minute including any group consensus

Player rated 3 and below may receive two (2) coach timeouts per rack for the entire match. Players rated 4 and above may receive one (1) coach timeout per rack for the entire match. This applies to session and playoff matches. Mark the number of times a player is coached per game on the score sheet above the players name to prevent any arguments over number of times each player is coached. Taking more than the allotted time-outs/coaching's is NOT A FOUL. It is however a sportsmanship violation and must be written on your score sheet so the League Office may take any necessary follow-up actions. Place a "t" in the game block (top of block for top player, bottom of game block for the bottom player)

AVERAGE SHOT = 20 seconds

DIFFICULT SHOT = 20 seconds to 1 minute

EXCESSIVE TIME BETWEEN TAKEN BETWEEN SHOTS COACHING OR PUTTING A PLAYER UP TO PLAY ARE SPORTSMENSHIP ISSUE, PLEASE REPORT THEM.

GRACE PERIOD BETWEEN MATCHES

NO SUCH THING, have your players ready to play. If your player is not present, you forfeit the match. If there is more than one matches remaining, your team forfeits all remaining matches, provided the other team has enough players present.

COACHES PLACING CUE BALL

The Coach may place or position the cue ball only DURING A TIMEOUT. **Player's choice.** They may place the Cue ball or have the coach place it for them. If the coach is placing or position the cue ball and fouls, it is considered a foul by the player.

PRACTICE BEFORE MATCHES

Home team has use of the table to be used for the match from 1 hour prior to match to ½ hour prior to match time; home team should leave the table at that time and offer the use of the table to the visiting team. Visiting team has use of the table being used for the match from ½ hour prior to the scheduled start of the match until match time.

MATCHES START AT SCHEDULED TIME. If your team shows up at 7:15 for a 7:30 match, your team has 15 minutes of practice.

INCLEMENT WEATHER

In the event of Floods, Blizzards, Severe Storms and other situations where an emergency is declared, the League Office may reschedule matches. Acts of nature may hinder the teams' travel. Visiting teams should call the Home teams to inform them of any delay to avoid forfeits. Let common sense prevail, schedule rematches if necessary to avoid placing your teammates in danger on the roads in inclement weather.

HOST LOCATION CLOSED EARLY, POOL TABLE IS BROKEN, HEATING / COOLING SYSTEM BROKEN, ROOF LEAKS. The Home team may choose a nearby neutral location to play the match at. After obtaining the permission to use the neutral location, the matches must be played that night.

BALL LEAVES THE PLAYING SURFACE AND RETURNS TO THE PLAYING SURFACE The Ball may hit the Pool Table light, ride the rail and hit a Coaster, or chalk it is still in play? Without hitting a Player, A Cue Stick, coaster, or piece of chalk the ball is still considered in play.

BALLS MOVED AND KNOCKED INTO A POCKET, During the attempt of a shot if a ball is pocketed without the use of the cue ball, (ex. Hit with the persons hand, elbow, or cue stick) the ball will be spotted to the same spot it was before the shot.

JUMP AND MASSE SHOTS

Using any stick shorter than 48" is not allowed, EXCEPT in the case of a wall, post or other obstruction. Breaking down your cue to use the shaft only for jump shots is not allowed. JUMP SHOTS and MASSE SHOTS may be attempted (provided the location allows them, to do so using a regular cue), YOU **MAY** HAVE THE BUTT OF THE CUE OVER YOUR SHOULDER< however, you must grip the butt end of the cue in an overhand manner; you may not dart or spear the cue ball. Violating this policy is considered unsportsmanlike and results in a loss of turn, unless a foul was committed in the course of the shot. **Shooting the jump shot low and scooping under the Cue ball IS A FOUL**

BREAKING DOWN OR CRACKING YOUR STICK IN VIEW OF THE OPPONENT WHILE YOUR OPPONENT IS SHOOTING THE 8-BALL IS CONSIDERED UNSPORTSMANLIKE CONDUCT

If the players **attempting the shot** at the 8-ball **observes his opponent cracking or beginning to take their cue stick apart**, it is considered a concession of the game. Only the shooting player may call for a concession of the game. No one may inform the shooter of his opponent's actions or advise them of this rule during the course of their shot. The intent of this rule is to prevent

“sharking” of the shooting player. If the shooter attempts the shot or is informed by another person that the other player cracked his stick, no concession may be called.

RESCHEDULING OF MATCHES

Rescheduling of matches is sometimes necessary. If the opposing team and League Office is given 24 Hours notice, the match may be rescheduled through the League Office. **Less than 24 hours notice, the two teams must work it out and agree to a rescheduled match.** If the two teams cannot agree to reschedule the match, the match will be played as scheduled. BOTH captains must call the League Office leaving a message that they are rescheduling their match, stating when and where they will play the rematch. **NO RESCHEDULING OF MATCHES IN THE LAST THREE (3) WEEKS OF ANY SESSION.**

MAKE UP MATCHES

Make up matches MUST be scheduled and played within 2 weeks of the originally scheduled match date. BOTH captains MUST notify the League Office of when and where the rematch will be played. Teams must use the most current handicaps. If the two teams cannot agree on a date and time, the League Office will set the date and time of the rematch.

Failure to play a make-up match within 2 weeks after the scheduled night may result in no points given to either team and full weekly fees will still be due. Neither team will receive points unless there are other circumstances that prevented the match from being played, at which time the League Office must be notified prior to deadline to review and render a decision based upon all information received.

CLOSE SHOTS

Have ONE (1) neutral person watch the hit. **Both shooters must agree** on the neutral party. Having one person from each team watch the hit does not help settle the question. **The Neutral Observer’s decision is final.**

HOW TO SETTLE DISPUTES

Flip a coin, or scratch the game and re-rack the balls and start over.

MARKING THE POCKET ON THE 8-BALL SHOT

You may use anything you wish to mark the pocket. **YOU DO NOT NEED TO TAP OR TOUCH A MARKER THAT IS ALREADY AT A POCKET YOU ARE SHOOTING FOR.** If there are more than one marker on the table be sure to **OBVIOUSLY** mark the pocket before the shot, (touch the pocket or marker, or remove the other markers before attempting the shot.) If the players are NOT following the APA RULE of marking the pocket, and the LEAGUE OFFICE gets a call on this rule, the player who did not mark his/her pocket will lose the rack.

PLACING THE CUE BALL IN ‘BALL IN HAND’ SITUATIONS

You may place the cue ball on the table and *then make any adjustments with your hand or your cue stick (including the ferrule or edge of the tip)* or any other reasonable piece of equipment (EX: bridge). No foul can occur unless you push the cue ball forward with the tip of the stick in a forward motion while addressing the cue ball or cause the cue ball to come in contact with another ball or the hand holding the cue ball comes in contact with another ball while placing the cue in position.

COST OF THE TABLE

Both players will split the cost of the Pool Table on an equal basis, alternate paying any odd amount. **LOSER PAYS IS NOT ACCEPTABLE.** The League has no control over the cost for use of a pool table nor makes any requirements for a host location to provide free use of their pool table. A vendor generally owns pool tables not the location.

RATING A NEW PLAYER

Males start as 4's in 8-Ball and 9-Ball

Females start as 3's in 8-Ball and 2's in 9-Ball

PLAYERS MOVING FROM 8-BALL TO 9-BALL OR 9-BALL TO 8-BALL These players will begin playing at last known handicap in the other format and will be adjusted by the APA equalizer program.

'BALL IN HAND' FOULS

The **ONLY** fouls that result in a 'ball in hand' are listed in the team manual. **If it is not in the team manual, it is NOT a 'ball in hand' foul.** The 8-ball is not neutral, 8-ball does not have to go in the marked pocket clean

PROTESTING A MATCH

If you wish to protest a match, **DO NOT SIGN THE SCORESHEET.** Signing the score sheet means you agree to the outcome of the match and will automatically cancel the protest. Send in your written protest along with \$20.00 to the League Office. Print the names of as many players and witnesses to the problem on the back of your score sheet or on a separate piece of paper, have them list their phone numbers and sign next to their names. The opposing team or player that you are protesting against will be given the opportunity to defend themselves against the protest and also to send in \$10.00, failure to remit the \$10.00 fee may result in your team loses the protest, a past due will be placed against the team. The League Office may elect to rule on the protest, have the BOG or BOG executive committee rule on the protest. If the protest is brought before the BOG all parties involved will be informed of the date, time, and place of the meeting. All parties will be urged to bring any witnesses to the BOG meeting. The \$10.00 deposit will be refunded to the team or person that wins the protest. The teams or person losing the protest will forfeit the \$10.00.

TOTAL OF 5 PLAYERS HANDICAPS EXCEEDING 23 POINTS

In 8-Ball the offending team loses all 5 points for that match. The opposing team receives all points that they won up to the match that caused the team to break the 23 RULE, plus one forfeit point for each match that was forfeited due to the 23 violation.

In 9-Ball , The offending team loses all points won for the entire night, the opposing team receives all points that they won up to the match that caused the team to break the '23' RULE, plus 15 points for match and any matches after. A violation of the '23 RULE' has occurred when the match that the players causing the team to exceed 23 begins.

The rack must be struck for the match to be considered as started.

The match is over as soon as the '23 Rule' is called. The violation of the '23 Rule' may be called anytime after the rack has been struck, (officially starting the game) up to the teams signing the score sheets.

Example – 23 Rule Violation occurs when match 4 rack is broken, the opposing team earns 2 forfeits, match 4 and 5. If the 23 violation was in the 5th match, only match 5 is forfeited.

Once you sign the scores heet, you are agreeing to the match results as listed on the score sheet.

REFEREE'S The league does not provide Referee's for our matches. If you feel that there will be a problem playing another team, call the league office.

ASKING OPPONENT FOR ID

If your opponent cannot produce proper photo ID, play the match but DO NOT sign the score sheet. A League Representative will meet with both players at which time the players must show a proper form of ID to the representative. Any team substituting a person to play in place of another player will be asked to leave the APA.

PLAYOFFS

BYES AND FORFEITS DO NOT COUNT AS MATCHES PLAYED

All players must play the minimum number of matches to be eligible to play in playoffs.

The basic minimum requirements are:

NEW PLAYERS TO THE APA OR PLAYERS STARTING PLAY IN ANOTHER

FORMAT (8-Ball going to 9-Ball/9-Ball going to 8-Ball)

New Players are required to play a **minimum of 6 matches** during the summer and Fall Sessions.

SPRING SESSION ONLY New players are required to play a minimum of 8 matches. (All Players **MUST** have 10 actual matches played in the Format they are advancing in by the end of Spring Session Playoffs to be eligible to play in Local Team Championship and Las Vegas Nationals)

Veteran APA players (Veteran= 10 or more actual matches played) must play at least **4 matches** **DURING THE SESSION** to play in **SESSION** playoffs. (Veteran Players must play 4 times with the team in the spring session to remain eligible for local and national team championships)

Matches Needed Chart – Playoffs / Cities

New Players – Summer = 6	Veteran APA Players – Summer = 4
Fall = 6	Fall = 4
Spring = 8 / 10	Spring = 4

No team may advance into their Division playoffs if they have a monetary obligation to the League. Any player with a monetary obligation to the League will be marked ineligible in playoff / tournaments unless the amount due is paid in full. League Office must be contacted prior to the player playing.

Players marked ineligible to play in the playoffs may not coach players, choose or advise the team who to choose to play or when to play the player. These players handicaps may not be used toward compliance of “23 Rule”. Any player that does not fulfill the posted minimum matches played will not be listed on the roster for any higher level tournament (Las Vegas Qualifier or APA Nationals)

PLAYOFF MEETINGS

Someone **MUST** represent your team at the playoff meeting; failure to have someone at the playoff meeting to represent your team, will result in your team being ineligible to play in the playoffs. **NO EXCEPTIONS** *** *Any team or player owing a past due balance to the league office will not advance to any portion of the playoffs until the amount is paid in full.*

Number of teams that qualify for the playoffs is based on the number of teams in the division.

11-16 team division = Top 7 teams plus a wild card team

9-10 team division = Top 5 teams plus a wild card team

5-8 team division = Top 3 teams plus a wild card team

4 team division = Top 2 teams and a wild card team
(4 team divisions are seldom used, mostly for building new divisions)

QUALIFIED TEAMS

Teams that qualify for a City Tournament Slot must remain active in the same format in all sessions following until the Las Vegas Qualifier is held. (Ex. If your team qualifies in 8-ball on Monday night during the Summer Session, your team must continue to play 8-ball for the Fall and Spring Sessions **All qualified teams must maintain 4 original members on the team at all times.** Once your team drops below 4 original members your qualification is lost. **Qualified teams MUST stay in the top 50% of their Division to retain qualification.** Any qualified team that cannot maintain a ranking in the top 50% of their division may lose their qualification pending review by the League Management and/or BOG. Teams losing their Qualification will be given the opportunity to appeal to the BOG/ League Operator. Qualified Slots that are lost are NOT filled by any other team.

Any Qualified team playing in the Spring Session cannot alter their team roster in any way after the fourth (4) week of scheduled play. Adding and dropping players during the Spring Session will cause the team to lose their qualification.

SPLITTING OF QUALIFIED TEAMS

The League understands that teams may wish to split up for various reasons. Any qualified team that wishes to must get the approval of the League Operator.

Splitting a qualified team, with 4 original players on each team and both teams remain in the division is generally accepted but only with the approval of the League Operator. Splitting a qualified team to play in two separate divisions or nights will generally not be allowed. Combining a non-qualified team and a qualified team to create 2 qualified teams will not be allowed.

CASH TOURNAMENTS

The League presently offers Cash Tournaments each Session.

Total prize fund for each tournament is determined at the end of each session and depends on the number of teams and length of the session.

TEAM REGISTRATION

Every Team that enters a Cash Tournament must pay a registration fee set by the League office each session. Teams are guaranteed to receive a minimum cash award equal to double the amount of the registration fee paid.

Eligibility for cash tournaments cannot be transferred or sold to other teams and may not be deferred to other sessions.

Teams must pay the requires team Registration Fee in full by the date listed on the Registration Form.

ONLY the players listed on the roster in the session the team earned the slot in the Cash Tournament are eligible to play in the cash tournament. If your team replaced some players before the Cash Tournament is held, the old players may rejoin the team to play in the cash tournament provided they are still paid APA MEMBERS.

PLAYERS MUST BE PAID APA MEMBERS TO PLAY IN THE TOURNAMENTS.

They are not required to be on a team, but must be paid APA Member. Players that are not on an active APA Team may participate in the Cash Tournaments provided they are Paid APA Members, have no past due amounts owed to the League, are in standing with and approved by the League Office.

MASTERS DIVISION UPDATE - 01/01/2010

Masters Rosters are Limited to 5 Players Locally

Players on the Master Rosters are required to play 50% of the scheduled matches each session to advance to the playoffs. In the Spring Session, the players that do not play 50% of the schedule matches will not play be able to play in the session playoffs or the LTC.

New Masters Divisions will be required to play at these Rules.

Players that do not play in the local APA 8 Ball or 9 Ball formats will be considered to be a 7 ranked player

Concerning the rosters of the Masters League that advances to the LTC (City Tournament) an advancing to the National Event

All Teams that play at the Local Team Championship in the Masters Divisions MUST Pare the team roster down to Four (4) players prior to the start of the Local Team Championship

These regulations will be applied to the SPRING SESSION 2010

YOU JOINED THE APA TO HAVE FUN

1/1/2010