

AMERICAN POOLPLAYERS ASSOC. LOCAL BYLAWS

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These Local Bylaws for the Midwest Illinois APA Pool League have been read and approved by the American Poolplayers Association, Inc. The local bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual. Please keep these bylaws with your player's manual. These bylaws shall remain consistent in the Madison, Monroe, and St. Clair counties of Illinois.

OFFICE HOURS: Office hours are Sunday 1PM to 6PM and Monday through Friday 10AM to 8PM. If not available, leave your name, phone number, and a short detailed message, and your call will be returned within one business day.

START TIME: Sunday team play will begin at 5:00 P.M. Weekday team play will begin at 7 P.M. There is a 15-minute grace period after your league's official start time before the first match must be started. Play will begin even if only one member of the team is present. Play must be continuous; otherwise forfeits will be awarded to the team which is present. In Double Jeopardy divisions, to accomplish continuous play in instances where a player is called to play in one format, but is in a match in the other format, go around the newly called match and continue with the next match. If it is the last format match of the evening, the player may finish the current match being played before going to the next. Players must be present to be called even if the match is to be bypassed.

BONUS POINTS: 10 Bonus Points will be awarded each week in 9-Ball. 2 Bonus Points will be awarded each week in 8-Ball. To earn the Bonus Points each team must turn in all dues for the week, including membership dues; fill in the Sportsmanship Rating on the scoresheet; fill in the scoresheet neatly, completely, and correctly; and have the team's packet at a drop off location on time. Each team will be allowed one late drop off (not including membership dues) during the session before incurring the loss of Bonus Points.

BYES: 60 points are awarded for all Byes in 9-Ball. 8 points are awarded for all Byes in 8-Ball. Teams in good standing (all fees paid up and all scoresheets current) are also eligible to earn their weekly Bonus Points for a Bye. No weekly team fee is due for Byes!

TEAM FEES: Team Fees are \$35.00 per week per team for all scheduled matches. Fees for division Playoffs will be \$20.00. All fees should be paid by check or money order. Please make checks payable to APA or Midwest IL APA. The only checks that will be accepted are from APA members that are on your roster or the owner of the home location. The League Office is not responsible for fees paid in cash and not received. *There will be a \$5.00 charge for any returned checks.* Any returned checks must be promptly handled or the offender could be suspended until it is rectified.

MEMBERSHIP DUES: APA Annual Membership Dues and current membership information are due the first night a player shoots. Unpaid players will be dropped at the end of the 4th week. A team that shoots unpaid players will forfeit its weekly Bonus Points and any points won by the unpaid player(s) team.

FORFEITS: Each team pays \$35 in regular weekly League fees regardless of number of individual forfeits received or given. After the 4th week of play, if an entire team fails to show up for a regular session match, the opposing team (providing five players are present and listed on the scoresheet) will receive 10 points in 8-Ball/75 points in 9-Ball if all paperwork is completed and turned in. The non-showing team must pay both teams' league fees for the night. If the no show occurs in the last two weeks of regular session play, the showing team will receive 8 Bye points in 8-Ball/60 Bye points in 9-Ball. Individual match forfeits are 2-0 during

regular session play and 3-0 during Playoffs or higher level play in 8-Ball. Individual match forfeits are 15-0 during regular session play and 20-0 during Playoffs or higher level play in 9-Ball.

PLAYER ID: Players must be able to show a valid picture ID to the League Operator or any team member at any time. Teams that play a player under a false name will receive zero points for the night and will be at risk of suspension from the league. Their opponents will receive all points won plus 2 points in 8-Ball and 15 points in 9-Ball (or actual match points won, whichever is higher) for any match involving an illegal player. Ask for ID's prior to play!

TEAM NAMES: The APA National guidelines will be followed concerning team names. Names which may be offensive including references to violence, sex, drugs, or alcohol are prohibited. Please keep your names tasteful. Teams may be asked to change their name at the discretion of the local league management. Requests to change your team name should be received within the first 2 weeks of play so that the printed schedules will be accurate.

ADDING TEAMS: New teams may be added to the division up to the 4th week of play. If the new team joins within the first 2 weeks, make-up matches will be scheduled if possible; otherwise they will be awarded points for a Bye for the missed weeks. If the team joins in the 3rd or 4th week of play, they will start with the same amount of points as the last place team minus 2 points for 8-Ball teams; minus 10 Points for 9-Ball teams.

ADDING PLAYERS: Teams may add or drop players for the first 6 weeks in Summer and Fall Sessions. Teams may add or drop players for the first 4 weeks in Spring Session. Players who have previously played APA and then rejoin will start back at their old APA skill level. The Team Captain should contact the League Office before adding any new player to ensure they play at their correct skill level and/or are paid members.

UNDERAGE PLAYERS: The minimum age to participate in APA leagues is now 18 years old. However, this is subject to any applicable Federal, state, or local laws as well as the policy of each Host Location. Underage players should inform the Host Location of their age when arriving for a match to ensure there are no issues. The APA cannot and will not require any Host Location to allow an underage player in their establishment. If a team is unsure if a Host Location will allow an underage player into their location, Team Captains (or Co-Captains) should call the Host Location before League night to inquire of their policies.

RESCHEDULED MATCHES: All rescheduled matches should be made up within two weeks of the original match, unless pre-approved by the League Operator. If not, zero points will be awarded to both teams. No matches will be made up the last week of session play. The League Office must be informed of any rescheduled matches. No exceptions!

TABLE USE: The home team may choose the cue ball (both cue balls for Double Jeopardy) to be used and (if there is more than one table in the Host Location) the table (both tables for DJ) to be used for that night's league play. The home team must allow the visiting team practice time on the table (both tables for DJ) with the cue ball (both cue balls for DJ) to be used for that night's play starting ½ hour prior to the official start time.

INCLEMENT WEATHER POLICY (Snow, Sleet, etc.): If a match is to be canceled due to weather, the League Operator and the other Team Captain must be informed at least two hours prior to the start of the match. The League Operator will resolve any disagreements.

PROTEST: All protests must be in writing and include a \$25.00 protest fee from each team involved. The League Operator will inform the team that wins the protest and return their \$25.00. The losing team's \$25.00 will be added to the Players Fund.

BANNED PLAYERS: If a player (or players) has been banned from a Host Location, then the team must play without him/her. The League has no right to insist a Host Location admit this player (or players).

FALSIFICATION OF SCORESHEETS: Any team caught sandbagging or sending in falsified scoresheets will be subject to any penalties handed down by the League Operator, which may include being dropped from the League.

SPORTSMANSHIP AND CONDUCT: Each Team Captain is responsible for the conduct of their players and spectators with their team. Problematic unattached spectators are the responsibility of each team to bring to the attention of the Host Location. Every week of play, the Team Captain will rate the opposing team's sportsmanship according to the APA Five-Star Sportsmanship Program with a Five-Star Rating being the top rating and a One-Star Rating being the lowest. A write-up should accompany all Two-Star or One-Star ratings. Multiple low ratings from opposing teams will result in the offending team's probation with a minimum of a six month's suspension for the entire team if their ratings do not immediately rise to acceptable scores - Three Stars or above - for the remainder of the session.

RULE BOOK EXCEPTIONS:

- A. Males may have a skill level 2 in 8-Ball or 1 in 9-Ball during regular League play; however, all male 2's will play as 3's in Higher Level Tournaments in 8-Ball. All male 1's will play as 2's in Higher Level Tournaments in 9-Ball. Tri-Annual Tournaments, Local Team Championships, and World Pool/Poolplayers Championships are considered higher level.
- B. Masse and jump shots are only legal if the house rules allow them. Check with the owner.
- C. The use of cell phones or any ear device (IPOD's, blue tooth, etc.) are not allowed by the players during their match play. This is considered a Sportsmanship violation.
- D. In Double Jeopardy divisions, if a player is playing a match on one table and their team wants to call them for the other format; both teams must declare the players for that match; the declared players should be marked for that particular match, then the match may be bypassed and the next match declared and played. Once the player is done with the other format, the bypassed match can be played. For example, team A wants to put Joe up for the 4th match in 9-Ball, but Joe is in the middle of the 3rd match in 8-Ball. Both teams must declare the 4th match 9-Ball players and a notation made on the scoresheet's roster section that Joe and team B's player will play that match. Both teams then call (according to the call rotation) for match 5 in 9-Ball and proceed with that match. Once the 5th match is over, Joe can then play the 4th match with the previously called team B player. Players must be present to be called even if the match is to be bypassed.

TROPHY/AWARDS FUND: This fund is used to recognize individual and team achievements such as trophies to Division Champions and patches/pins for making the 8 On the Break, 8 Break and Run, etc. Trophies are awarded to the winners of the Local Team Championships and for the Division Champions each session. A player must remain active on the team and have 4+ matches for the session to win a trophy. To be eligible for Top Gun, Top Gal, or MVP awards, a player must have played more than half of the team's scheduled matches that session.

TRAVEL ASSISTANCE FUND FOR THE WORLD POOL CHAMPIONSHIPS: This fund is for the benefit of the team(s) traveling to the World Pool Championship, currently held in Las Vegas. It is not prize money but is used to help defray the cost of the team's travel expenses.

DIVISION PLAYOFFS: Playoffs last two weeks. Playoff seeds are based on the final standing for the session. Ties will be broken as described in the Official Team Manual. The higher seed is the home team for all Playoff matches and the match will be played at the home team's Host Location.

DIVISION PLAYOFFS (continued):

For divisions with 8 or more teams, the team that finishes first place in their division has an automatic slot in the end-of-session Tri-Annual Tournament in 8-Ball; an automatic slot to the LTCs in 9-Ball, individual trophies, and a Host Location plaque. The Playoff winners in each division will receive a slot in the end of session Tri-Annual Tournament in 8-Ball; a slot in the LTC's in 9-Ball and a Host Location plaque.

Playoffs will include 2nd, 3rd, 4th place teams and a Wild Card team picked at random. To be eligible for the Wild Card drawing a team must be current paid and in good standing. The first week of Playoffs the 2nd place team hosts the Wild Card team and the 3rd place team hosts the 4th place team. The second week of Playoffs, the winners from the first week will play at the higher seeds Host Location.

For divisions with 6 or 7 teams, one team will win a slot to the end of session Tri-Annual Tournament in 8-Ball and one slot in the LTC's in 9-Ball. The division qualifier will follow the Official Team Manual qualifications: four teams will participate in the Playoffs (1st, 2nd, 3rd, and a Wild Card) with only the Playoff winner receiving the qualification. The Playoff winner in this division will receive individual trophies and plaque for the Host Location.

For divisions with only 4 or 5 teams, one team will win a slot to the end of session Tri-Annual Tournament in 8-Ball and one slot in the LTC's in 9-Ball. Three teams will participate in the Playoffs (1st, 2nd, and a Wild Card). Playoff week one will give 1st Place a Bye, 2nd will play the Wild Card at 2nd's home location. Playoff week two will play at 1st Place's home location against the winner of week one. The Playoff winner in this division will receive individual trophies and plaque for the Host Location.

Any 8-Ball Playoff team that loses in the Playoff Finals to an already qualified 8-Ball LTC team also becomes qualified for the end of session 8-Ball Tri-Annual Tournament. Any 9-Ball Playoff team that loses in the Playoff Finals to an already qualified LTC 9-Ball team also becomes qualified for the 9-Ball LTCs.

Teams that re-qualify for an LTC slot will be the first teams eligible for a random draw into any Bye slots that occur on the LTC boards.

TRI-ANNUAL 8-BALL TOURNAMENT: Following the end of each session, a Tri-Annual Tournament will be held involving all of that session's qualified 8-Ball team winners. Each Tri-Annual Tournament winning team will advance to the LTC's. The Summer and Fall Session Tri-Annuals will advance 10 teams each. The Spring Session Tri-Annual will advance 12 teams. To be eligible to participate in the Summer Session Tri-Annual Tournament, players must have at least 4 matches played with that team. To be eligible to play in Fall or Spring Session Tri-Annuals, players must have at least 6 matches played with that team.

LOCAL TEAM CHAMPIONSHIP (LTC): The Local Team Championships are held each Summer in late May or early June. This is the local team tournament where our teams compete for trips to play in the APA World Pool Championships (currently held in mid-August) in Las Vegas. To be eligible to participate in the 8-Ball or 9-Ball LTC's players must have at least 6 matches played with that team in the Spring Session. The more APA teams that play from the Midwest Illinois APA area, the more slots we receive to the APA World Pool Championships!

Teams that qualify for the LTC's must remain active in Midwest Illinois APA to retain their qualified status. Additionally, all qualified teams must finish in the top half of their division in all subsequent sessions prior to the LTC's or risk the loss of their qualified status.

The Travel Assistance Fund will be used for those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the travel fund will be given to the team they last eliminated on their LTC board.

REFUSAL TO DO BUSINESS WITH: At any time, at the sole discretion of the League Operator, Midwest Illinois 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.

GOOD LUCK AND GREAT SHOOTING!

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