

BYLAWS FOR THE APA POOL LEAGUE

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APA Official team manual rulings apply except as noted in the following pages.

GENERAL INFORMATION

1. Any team that drops out early will still be responsible for the remainder of the session's weekly dues. A team that is consistently late with dues will have to pay the next sessions last two weeks of play up front, as well as any money owed from previous sessions. In addition, any individual player that owes money from one team and is due prize money from a different team, the amount owed will be taken from his/her share before the prize money is given.
2. The league office will not interfere with player/team problems due to personal issues with a host location. If a player is not allowed in a host location and your team is playing there, you will have to make do without that player that night. There will be an automatic 2 week suspension (minimum) for players who have past issues and feel the need to continue an argument on play nights.
3. Play is scheduled to begin at 7:45 PM (weekly 8-ball & 9-ball), and 4:00, 6:00, and 7:00 for Sunday 9-Ball. PROMPTLY! THERE IS NO GRACE PERIOD!! If there are no players present at the start, beep your division Rep immediately and a forfeit will be given for the first game. If no players have arrived by 15 minutes after start, a second forfeit point will be given and by 30 minutes after start, you will receive a full forfeit for the night for the team present. That team will be given 5 points for 8 ball (3 + 2 bonus pts.) & 90 points for 9 ball (60 + 30 bonus pts.). Only one player from each team needs to be present to begin the match. If play is not continuous, forfeit points will be awarded to the other team for each player not available for play (1 point for 8 ball - 15 points for 9 ball). If both teams forfeit a match, no points are given for that particular match. Both teams are still obligated for full weekly dues. YOU CANNOT CHOOSE TO WAIT FOR YOUR TEAM CAPTAIN IF HE/SHE IS NOT THERE BY THE START TIME. IF YOU ARE PRESENT AND DO NOT PLAY, THE FIRST MATCH WILL BE FORFEITED. Your division Rep must be notified before a forfeit will be given.
4. MAKE-UPS: If you cannot make a scheduled match, you must notify the league office at least 48 hours prior. Single match make-ups: Can only be asked for twice per session. THESE MUST BE MADE UP THE NEXT WEEK. HOLD ONTO YOUR SHEET AND SEND IT IN WHEN THE MAKE UP IS DONE! You DO NOT need to send in a copy of the sheet. Please write on your sheet that a make-up was requested and by whom so I can honor bonus points. ABSOLUTELY NO MAKE-UPS (SINGLE MATCH OR FULL MATCH) IN THE LAST TWO WEEKS OF PLAY. If you have points coming to you from a make-up or forfeit, they MUST be requested BEFORE the last two weeks of play.
5. Qualified teams may not add a new player to their roster unless the person was an active APA member at the time you qualified. EXCEPTION: You may add a brand new member, but they will be ineligible for the Suffolk Championship in June unless your team re-qualifies (comes in first in your division, and/or wins the playoffs). Check with the League Office.
6. Once a team has qualified for the Suffolk Championship, they cannot play in the Tier-2 Tri-Annual. You may, however, play again in the Tier-1 Tri-Annual to try for prize money. In addition, if you are qualified for the Tier-2 tournament, you may try to qualify for the Tier-1, but you will lose your Tier-2 qualification only when you become qualified for Tier-1 in any following session.

7. ANY player(s) or team(s) that consistently undermine, defame, or disrupt the APA league, or league activity during league play may be suspended indefinitely as determined by the Board of Governors and or the League Office.
8. ANY player who physically or verbally abuses an APA division representative in any way will be immediately suspended from league play. The player in question will be brought up in front of the Board of Governors for final sanction. The representatives of this league are here to give rule calls and to help solve any differences that you may have. They are your peers and deserve the respect that they give to you. Once a rep makes a call, that call is final. If you have a problem with the call they make, you can contact the league office the following day.
9. Every player has the right to play his/her match without any comments from their team or the opposing team. If you have a problem with the shooters skill level, lodge a complaint on the website that night or the next day, but DO NOT start antagonizing the player(s) shooting!
10. All rosters must be finalized by the 6th week of play. Even if you have a bye somewhere in the first six weeks, your final roster still MUST be into the league office by the 6th week. Teams will NOT be allowed to add players after the 6th week, unless they fall below 5 players.

FEES & POINTS

1. **Bonus Points:** You will receive 2 bonus point in 8-ball and 30 bonus points in 9-ball for sending your sheet in THE DAY AFTER play and 1 bonus point in 8-ball and 15 bonus points in 9-Ball for sending in the sheet the 2nd day after play. Any sheets sent out after that will receive NO bonus points. In addition, your sheet must be filled in ENTIRELY which means, names, member #'s (except for new players), INNINGS TOTALED, game score, final score and money sent must be proper or bonus points will be taken away. Byes are now worth 5 points in 8-ball and 90 points in 9-ball.
2. Membership dues are \$25 and must be paid by the first week of play or the fourth week of the session, whichever comes first. All new players must fill out their application and send it in with their membership dues on the first night they play. All players who join in the fall session only will receive a pro-rated \$15.00 renewal in the spring. The amount due will be listed on your score sheet.
3. Weekly team fees are \$40, due each week, no matter how many matches are played. Any teams forfeiting matches for any reason will still be responsible for full weekly dues. Full weekly dues are collected during playoffs (for eligible teams), as well.
4. A fee of \$25 will be charged for any check returned from the bank for any reason. If two or more checks are returned, only money orders will be accepted. We encourage all team captains to pay by check or money order, as we are not responsible for lost or stolen cash. All checks can be made out to the APA Pool League.
5. If a team drops out by the fourth week, all points will be adjusted to five for the teams that played against them in 8-ball and 90 points in 9-ball. If a team drops out 5th week and beyond, points accrued will stand and any future matches will follow the points above.

PLAYING RULES

1. When breaking in 9-ball, if the 1 ball is not struck first, it is a re-rack and a re-break for the shooter. If the 1 ball is not struck first, (but the rack is struck) and the cue ball scratches, it is a re-rack and a re-break for the opponent.

2. When breaking in 8-ball: If you break and it's a legal one but you scratch, it's ball-in-hand for your opponent behind the line. If your opponent places the ball on the other side of the line, and you let them take the shot, it is NOT, I repeat, NOT a foul. It is up to you to tell him/her to place the ball behind the line.
3. Please keep time moving. Shot times are 20 seconds and 45 seconds are allowed for special situations. Time Outs should be one minute and you have 2 minutes for player selection. Everyone would like to get home at a reasonable hour, so please abide by these guidelines.
4. Remember to mark your pocket on the eight ball, as this will result in a loss of game if you don't. Money is not allowed as a marker, as it signifies gambling. (Wallets and special coins are acceptable.) In addition, no weapons are allowed to be used as markers!
5. Disassembling or "cracking" your cue prior to the end of a game will be considered the concession of THAT GAME. For example, if you crack your cue when the opposing player is on their 8 ball shot, the player is not required to take the shot. If, however, he chooses to shoot and misses, you have forfeited the right to reassemble your cue and finish the game. This is designed to stop players from throwing off their opponent's final shot by taking apart their cue. Players are entitled to loosen and tighten their cue, or change shafts without being penalized. If you break down your stick without realizing that there is another game to be played, you may put it back together and continue. Use common sense.
6. Please use caution when positioning the cue ball in a ball-in-hand situation. When placing the cue ball, if you touch another ball with your hand or the cue ball, it is a foul resulting in ball-in-hand for the opponent. Coaches ARE allowed to place the ball in a ball-in-hand situation when a time out is called. It is acceptable to move the cue ball around with the tip of your stick in a ball-in-hand situation.
7. A picture ID is the only accepted form of identification. Any team caught trying to pass one person off as another will be immediately suspended. Team captains do have the right to ask for ID on play nights-get into the habit of having it with you! All members must be 21 years of age to play in the APA. We will allow 18-20 year olds only in an in-house division set up specifically for this purpose.
8. If there is a question or controversy regarding a rule that cannot be resolved by the players or the team captains you MUST call your Division Representative for a solution to the problem. Once the score sheets have been signed and the teams have left the site, no action can be taken against anyone.
9. If a player declines the shot by physically handing you the cue ball, and you, in turn, hand it back, declining your shot, a stalemate will be declared and the game will be replayed. In addition, if 6 defensive shots are taken in a row, one after the other, (3 by you & 3 by your opponent) a stalemate **may** be declared if both players agree and that game will be replayed. Remember, innings and defensive shots must be marked! It's all about time management people!
- 10.23 RULE - When a team breaks the 23 rule, they lose all points for the night. The opposing team will receive all 5 points in 8-ball & will receive the points they won up until the match where the rule was broken and 15 points for any matches after that point. You no longer need to write it on the sheet. If you break it, the computer will pick it up & the penalties will be assessed by the league office.
11. Any team that forfeits more than 10 individual matches or has more than 2 full team forfeit matches will not be eligible to play in the Tier-2 tri-annual. Exception: a team runs into 23 rule trouble towards the later part of the year and can only play 4 matches per night. In addition, any teams not showing up the last week of play, without the leagues knowledge, will not be eligible for playoffs.

