



South Coast APA Pool Leagues

Local Bylaws

Effective Spring Session, 2009



These Local Bylaws have been read and approved by the American Poolplayers Association.

These Local Bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual. Your Official Team Manual is your primary source of information and all rules in the Official Team Manual will be followed, except as noted below.

These Local Bylaws govern *local league play* and *Local Team Championship play* only. They have no bearing on rulings in regional or national APA events.

1. Fees

Weekly league fees are \$30 per team, regardless of how many matches are played. The basic team fee is \$15 per team per week. An additional \$15 will be collected for a players' fund, which covers the following:

- End-of-session prize money
- Tournament of Champions payout
- End-of-session MVP tournaments
- Travel assistance for the teams that qualify for the National Team Tournament
- Trophies, Tournaments, Awards & Incentives

Team captains are encouraged to pay all fees by check or money order to avoid accounting discrepancies and possible loss or theft during transmittal. **DO NOT SEND CASH IN THE MAIL!!! All fees paid in cash are subject to count upon receipt in the League Office. WE DO NOT ACCEPT COINS!! Coins received in team envelopes will be donated to the Emergency Relief Fund!**

1.1 End-of-session Prize Money

The prize money for each division will be divided by the total number of points earned during the regular session, to determine a prize amount per point. Each team will receive this amount for each point the team earned during the session. Points earned during playoffs do not count.

1.2 Travel Assistance

Travel assistance will be provided to nationally-qualified teams (except in the Masters division) as follows:

- a) The entry fee to the National Championship will be paid.
- b) Four double rooms will be booked at the site of the National Championships.
- c) The team will receive a meal allowance of \$150 per day while at the National Championships.

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1.3 MVP Tournament

At the end of each session MVP tournaments will be held. There will be six separate tournaments:

- 8-Ball Skill Levels 2 & 3
- 8-Ball Skill Levels 4 & 5
- 8-Ball Skill Levels 6 & 7
- 9-Ball Skill Levels 1-3
- 9-Ball Skill Levels 4 & 5
- 9-Ball Skill Levels 6-9

In each division, the top finisher in each skill level tier (based on the APA's performance point system) will be invited to the MVP tournament for that tier. If there is a tie, all players who are tied will be invited. There will be no entry fee for the MVP Tournament, and prize money will be allocated from the Players' Fund.

In order to participate in the MVP tournament, players must have 10 actual match scores in their records at the beginning of the session. Players who join the league without an established handicap are not eligible to participate in the MVP Tournament for the current session.

1.4 Patches

Every player is eligible to receive one patch of each category offered per session (regardless of how many teams they play on). At this time we offer 8-Ball Break, 8-Ball Break & Run, Rackless Night (8-Ball only), 9 on the Snap, 9-Ball Break & Run, and Skunk (9-Ball only) patches, as well as a Grand Slam patch (must have 8-Ball Break, 8-Ball Break & Run, 9 on the snap and 9-Ball Break & Run during the same session).

2. Pre-payment of Fees

Any team that pre-pays league fees for the entire session, in or before the fourth week of play, will not be charged for the final week of the session.

3. Returned Check Policy

A \$10 service fee will be charged for all returned checks. Every attempt will be made to collect first from the individual who wrote the check. If these attempts are not successful, the team will be charged the amount of the check plus the service fee.

4. Age Requirements

Regular APA membership is available to anyone eighteen years of age or older. Any member under the age of twenty-one will be prohibited from participating in any division that includes at least one location not allowing patrons under the age of twenty-one.

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5. Division Playoffs

Division playoffs will be held at the end of each session. Playoff teams are determined as follows:

- a) In divisions with less than five teams, the first-place team will have a bye in the semi-final round of the playoffs, and the second-place team will play against the wild card team, with the winner playing the first-place team in the finals.
- b) In divisions with five to eleven teams, the first-place team will play the wild card team and the second-place team will play the third-place team in the semi-finals. The winners will meet in the finals.
- c) In divisions with twelve or more teams, the first-place team will not participate in the playoffs. The second-place team will play the wild card team and the third-place team will play the fourth-place team in the semi-finals. The winners will meet in the finals.

5.1 Playoff Locations

All playoff matches will be seeded. In the semi-finals, the highest-seeded team in each match will play at home. In the event that two teams seeded higher than their respective opponents are both from the same location and the location has only one table, the match involving the lower-seeded of the two teams will be played at a neutral location of that team's choice. The finals will be held in the home location of the highest-seeded remaining team.

5.1.1 Double Jeopardy Divisions

Because of the nature of Double Jeopardy, it is not always possible to schedule playoff matches at the home location of the higher-seeded team. These matches will be scheduled at the discretion of League Management.

6. Trophies

The team that finishes the regular session in first place will receive first-place trophies. Each team member will receive a trophy. If the team plays in a division with twelve or more teams, then they will also be named Division Champions and awarded a picture plaque or trophy for their host location.

The team that wins the division playoffs will be named Division Champions (unless the division has twelve or more teams, in which case they will be named Playoff Champions), and will receive a picture plaque or trophy for their host location.

7. Tournament of Champions

The Tournament of Champions is held at the conclusion of each session. The Tournament of Champions is a single-elimination team tournament in which the top teams earn significant prize money and qualify for the South Coast Championships.

7.1 Eligibility

A team becomes qualified for the Tournament of Champions as follows:

- a) In a division with less than twelve teams, the winner of the playoffs will qualify for the Tournament of Champions.
- b) In a division consisting of twelve or more teams, the team that finishes the regular session in first place will be automatically qualified for the Tournament of Champions. The winner of the playoffs will also qualify for the Tournament of Champions.

Players on a team that qualifies for the Tournament of Champions are eligible to play in the tournament if they are on the team at the end of the session, have played at least four times with the team that session, and have at least six matches in their player record for the corresponding format (8-Ball or 9-Ball).

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8. South Coast Championships (Local Team Championships)

The South Coast Championships are held after the Spring Session Tournament of Champions. The South Coast Championships consist of single-elimination, eight-team brackets, with the winner of each bracket advancing to the APA National Team Championships.

Teams qualify for the South Coast Championships by finishing in the top eight of any Tournament of Champions. From the Spring Session Tournament of Champions, additional teams will qualify if necessary to fill the brackets in the South Coast Championships.

If a team qualifies for the South Coast Championships and that team is already qualified, the team will re-qualify and all members will gain originality (see the Team Manual for the meaning of *originality*). *In addition, the highest-ranking team from the same division (based on division standings at the end of the regular session) that is not yet qualified will become qualified.*

9. Weekly Scoresheets

The handling of weekly scoresheets will be as follows:

- a) A number of host locations will be designated as ‘drop-off’ locations.
- b) Each team will select one drop-off location, where they would like their paperwork dropped off each week.
- c) Every week, a #10 envelope containing the scoresheet for the team and all other paperwork/correspondence for that week will be dropped off at the team’s selected drop-off location. Each team is responsible for picking up their envelope each week. *It is the team captain’s responsibility to return his/her team’s envelope (scoresheet and fees) to a drop-off location in the original envelope following completion of play on league night.*
- d) A league or division representative will pick up the returned scoresheets and fees from the drop-off location on the day following league play, or the location will fax the scoresheets to the league office.
- e) The League Office, at their discretion, may assess a penalty point in 8-Ball or 20 penalty points in 9-Ball, if a team’s envelope is not returned on time or if the team is behind in their league fees. Once a team becomes past due in its fees, it may continue to be assessed one penalty point per week (20 in 9-Ball) until the past due amount is paid. Charges for returned checks may show up as a past due amount on the scoresheet.
- f) In the event a match envelope does not arrive by the scheduled match time, each team has a supply of blank scoresheets and will need to call the League Office for current skill levels.
- g) From time to time, the match envelope will contain other information intended for all league members. It is the responsibility of the team captain to see that every member of the team receives this information!

10. Chronically Late Teams

Teams that frequently show up late to league play may be assessed penalty points by League Management as deemed appropriate. Make sure your teammates are aware of the official start time for your division.

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11. Bonus Weeks

There are two guaranteed bonus weeks every session, week 5 and the last week of the session. Every team that is current in its league fees after week 5 will receive 3 bonus points (50 points in the 9-Ball divisions). Every team that is current in its league fees after the final week of the session will receive 5 bonus points (100 points in 9-Ball divisions). It is the team captain's responsibility to make sure the team is current at these checkpoints. *Catching up in week 6 will not qualify a team to receive any bonus points!* Other bonus point(s) opportunities will be clearly noted in the message center of the scoresheets.

12. Forfeits

Teams will receive one point for a forfeit in 8-Ball. In 9-Ball, a team will receive twenty points for the first forfeit it receives on any league night. Subsequent forfeits received by the same team on the same night will be worth twelve points each. For example, if team A forfeits three matches to team B, then team B would receive whatever they won in the two matches that were played, plus 44 points (20 points for the third match and 12 for each of the fourth and fifth matches).

12.1 No-shows

The scheduled opponent of a team that fails to appear must notify the League Office immediately. Failure to contact the League Office may result in loss of some or all of the points awarded for the no-show forfeit. The League Office has sole authority to declare a match forfeited due to a "no-show".

Any team failing to appear to play a scheduled match will be considered dropped, unless immediate notification of their intent to continue in the league is made to the League Office. Refer to the team manual for the consequences of dropping out after the fourth week of play.

13. Make-up Matches

Teams MUST call the league office to obtain approval for make-up matches. Approval to pre-play matches before the scheduled date will always be granted. Partial make-up matches (less than five matches) will not be allowed. All make-up matches must be completed within three weeks of the originally scheduled match date, and prior to the last two weeks of the session. No make-up matches will be approved the last two weeks of any session. The League Office has sole authority to make exceptions in rare cases. The League Office, at its discretion, has the authority to mandate a make-up match be scheduled and played. Refusal to arrange and play a make-up match mandated by the league office will result in forfeiture of points by the team refusing to play and full weekly league fees will be assessed.

14. Teams that are More than One Week Past Due

If a team becomes more than one week past due in league fees, the League Office may ask the opposing team captains to collect their fees for subsequent weeks, one player at a time, prior to each match. If a player cannot pay the fee for that week (\$5), then that player cannot play. If the team does not have five players who can pay for their matches, they will forfeit the remainder that night. See Section 12, "Forfeits" for more information.

15. Teams that are Past Due at Session End

If a team is past due at the end of the session, part of the past due amount will be charged to each player on the team. The team captain will not be allowed to play in the league until the entire past due amount is paid. Other members of the team will not be allowed to participate until they pay the amount individually charged to them.

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16. Players who owe past dues

If a player owes past dues to the League Office, that player's name on the scoresheet will be followed by a series of dollar signs (\$). The player may not play until they have cleared the past dues. The team captain should contact the League Office to find out how much the player owes and whether payment has been arranged.

ANY TEAM THAT ALLOWS A PLAYER TO PLAY WHO HAS NOT PAID (OR ARRANGED TO PAY) PAST DUE AMOUNTS TO THE LEAGUE WILL RECEIVE ZERO POINTS FOR THAT WEEK! THE OPPOSING TEAM WILL RECEIVE POINTS EARNED IN THE OTHER MATCHES PLUS ALL POINTS FOR THE MATCH INVOLVING THE INELIGIBLE PLAYER. IT IS NOT SUFFICIENT TO TAKE THE PLAYER'S WORD THAT PAYMENT HAS BEEN MADE/ARRANGED. YOU MUST CONFIRM IT WITH THE LEAGUE OFFICE PRIOR TO ALLOWING THAT PLAYER TO PLAY. THE OPPOSING TEAM NEED NOT CONCERN THEMSELVES WITH THIS MATTER, AS IT WILL BE HANDLED BY THE LEAGUE OFFICE WHEN SCORESHEETS ARE PROCESSED.

17. Division Representatives

Every division shall have a representative appointed to serve on the local Board of Governors for the league. The Board of Governors is responsible for approving local bylaws and ruling on sportsmanship issues. The division representative shall serve for a period of one year, beginning with summer session. Your division representative should also be the first person contacted on league night if a question about rules and/or bylaws arises and cannot be resolved by the captains of the teams involved.

18. Table Size

Each Host Location may designate the table to be used for League matches. If the Host Location does not designate a specific table, the team captains should agree on which table to use. If the captains cannot reach an agreement through negotiation and compromise, the home team will select the table. Any size table may be used, except in Higher Level Tournaments. Teams may not choose different size tables from week to week for strategic purposes – the same size table must be used all session, if available.

19. Table Assignments

If there are two or more league matches in a given Host Location on the same night, the Host Location may not assign tables to specific teams. The Location may designate the tables to be used, but the home teams must decide between themselves (through negotiation and compromise) which match is played on which table. It is not acceptable for one team to “claim” a specific table just because they played on that table in a previous week.

20. Splitting Matches

If a league match is split onto a second table, play must be continuous on both tables as long as each team has a player available to play the next match. However, a forfeit will not occur until all matches in progress have been completed. Sportsmanship penalties may be assessed if a team sends an available player away in an attempt to circumvent this rule.

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21. Barred Players

Any player barred from a Host Location will be allowed to play at that location only with the permission of the owner or manager. League Management has no authority to require admittance for any player.

22. Rule Violations

The “Ball in Hand Fouls” are listed in the APA Manuals. Any other violations of the rules are considered sportsmanship violations and League Management will need to be notified. Warnings and penalties will be assessed as necessary.

23. 23 Rule

A team who violates the 23 Rule will receive a warning by way of a red stamp on their following week’s scoresheet. Their opponent’s scoresheet will also be stamped. League Management will track teams who violate the 23 Rule. On the first occurrence of a 23 Rule violation, the offending team will be penalized only if the opposing team notes the violation on the scoresheet. On the second and all subsequent occurrences, the team violating the 23 Rule will lose ALL point for the night in question, regardless of whether or not the opposing team noted the violation. **NO EXCEPTIONS WILL BE MADE.**

In order for the opponent to receive points, the violation must be noted on the scoresheet. If not noted, the opposing team will only receive the points they earned during the match.

In cases where the 23 Rule is knowingly violated (determined by league office), the team violating the 23 Rule will lose all points regardless of whether it was a first offense or not.

24. Time Outs

If any member of the shooting player’s team, other than the shooter himself, suggests that a time out be taken, one will be charged regardless of whether it is used. If the shooter asks for a time out, the coach may refuse it.

Coaches may place the cue ball for a player in a ball-in-hand situation during a time-out. Coaches may not mark the playing surface of the table, or guide the shooter’s cue. The coach must leave the playing area before the shooter attempts a shot.

ONLY THE COACH OR THE SHOOTER MAY APPROACH THE TABLE DURING A TIME OUT.

25. No Aiming Devices

Players and coaches are prohibited from marking the table or placing any type of aiming device on or near the table. This includes devices that are common to the table (chalk, etc.) as well as those that are not. The use of an aiming device will be treated as a sportsmanship violation, subject to penalty at the discretion of the League Office.