

APA POOL LEAGUE OF CT BYLAWS

Last Revised: March 2012

- 1) **Eligibility for Tournaments:** Also refer to your team manual for other tournament requirements.
End of Session playoffs: All players must play with their team 4 times to be eligible for Session playoffs. Byes & forfeits don't count toward matches played.
Qualifier Cup: Players must have played with their team 4 times & played 6 times since joining to be eligible for Qualifier Cup Tournaments. Ineligible players will not show on your roster & their handicap can not be used toward the 23 rule. The matches must occur during the session you qualified.
State Tournament: Players must play with their team 4 times during the Spring Session & have played 10 times since joining the league to be eligible in State Tournaments. Ineligible players will not show on your roster & their handicaps can not be used toward the 23 rule. Winning teams from the State Tournament will only receive plane tickets for eligible members. The 10 matches must occur before the summer session of the next year.
Qualified Teams: Teams that qualify in Summer & Fall Sessions must play the remaining sessions. If your team qualified in the Summer Session, your team must play the Fall & Spring Session. Teams that win the Fall Qualifier must play the Spring Session. Winning teams are not allowed to add any new players to their rosters, they may add existing players, but these existing players must have 20 previous scores prior (at the end of the qualifying session) to the team qualifying and must be approved by the League Operator. All teams that Qualify in the Summer or Fall session will have their rosters locked on the 4th week of the Spring Session, any teams who added players that are not eligible for the state tournament will be notified in writing. If your team wins the qualifier cup and you are not currently playing the next session, you **WILL NOT** be eligible for the State Tournament. Please refer to page 84 of your Rule Book.

REMEMBER 8-BALL SCORES COUNT ONLY TOWARD 8-BALL & 9-BALL SCORES COUNT ONLY TOWARDS 9-BALL

- 2) **Make-Ups/Cancellations:** If a team asks for a postponement, the opposing team may refuse only if less than 3 days notice is given, but if the opposing team agrees, the match should be made up within 2 week & both teams must agree upon a make up date.

Reschedules must be requested a minimum of 3 days **prior** to the match unless a valid emergency which can be verified takes place. The opposing team (not the team requesting the make-up) will submit 3 days they are available for a make up match. The League Operator has final decision on matches. Both teams must call & verify the make up date with the office.

The league operator reserves the right to give 3pts in 8-ball & 70 points in 9-ball to teams that do not play on a certain night due to unforeseen circumstances. Both teams are still responsible to pay for their match if the league operator does give points. (no bonus points).

- 3) **State Qualified Teams:** Teams qualified for the State Tournament must place in the top half of the standings or be subject to one of the following: possible loss of eligibility in the State Tournament or skill levels subject to change, as evaluated by the handicap review committee.
- 4) **Protests:** If two teams are unable to resolve an issue, the match must be stopped. A protest form from each team must be filled out on the website www.ctapa.com. If the match continues, the protest is void.
- 5) **Byes:** 4 points are awarded (80 in 9-Ball) for byes when using the Bonus Point System, or else 3 points are awarded (60 in 9-Ball).
- 6) **Checks:** Make checks payable to APA. There is a \$20 charge for returned checks, plus loss of Bonus Point(s). Bonus Point(s) will be taken away even if the check is from the tavern. If check is re-deposited and bounces again there is a \$30 bank fee.
- 7) **Roster Changes** Teams have the first seven (7) weeks of the session to add or drop players. Teams that have Qualified for the State tournament in the Summer or Fall session will only have four (4) weeks to change their rosters in the Spring Session.
- 8) **Rule 8:** Teams that fall behind in score sheets, players' fees, or membership fees, etc., for any reason, will be classified as a "Rule 8" team. Rule 8 teams will be required to pay their opponents in cash any money due before the match begins. Matches played against "Rule 8" teams will be sent in by their opponent & must include both team fees or the match will be considered not played. The team that is a "Rule 8" will lose their bonus points for each week they are behind in dues. **If a team feels uncomfortable about collecting from a rule 8 team please notify us.**
- 9) **Faxed Score sheets/website:** If your team receives a faxed scoresheet and the handicaps are different than the mailed scoresheet, you **MUST** use the score sheets on the mailed copy. If the handicaps

are different on the website you must use the mailed copy.

- 10) **Weekly League Fees:** Team fees are \$40 (\$50 in Money Leagues) for scheduled matches, regardless of forfeits, including playoffs. BYES are no charge, except in money divisions BYES are \$10. In playoffs the winning team is responsible for sending in team score sheets & \$80. Tavern owners are not responsible for paying memberships, weekly league fees, buying team shirts, providing free pool, ETC.
- 11) **Bonus Points:** 1 bonus point (20 in 9-Ball) is awarded each week to teams that have their envelopes postmarked the day after play & have correct fees & **completed** scores sheets. No bonus points for bad checks, even if the check is from a tavern. Teams are given 1 extra day if they FAX the score sheets in, no exceptions to this rule. PLEASE Do not call to ask for your bonus point back. Remember, bonus points have already been added to your total points. Bonus points are also taken away for each week a team is a Rule 8 and has a returned check. All teams will be allowed 1 and only 1 late mailing, **EXCEPT** during the last week of a session
- 12) **Teams Dropping from League:** Teams that drop out during the session must have all their dues paid up or they will be billed for monies owed to league. The team captain **MUST** call the office to notify the office staff of their team dropping, they must then write a formal letter to the league office with the name of the person they spoke to in the office. If a phone call and letter are not received then we will follow the rulebook guideline for teams dropping and bill the team for the remainder of the session.
- 13) **Forfeits:** Teams have 15 minutes after the official start time (real time, not bar time) to arrive and begin their matches. If no one is there at the 15 minute mark, the 1st match is a forfeit; if no one is there at the 30 minute mark then the entire night is a forfeit. *If any player from the opposing team is present at the start time and they are asked to begin the match they must play or forfeit. You must show the opposing team the time on a cell phone or confirm time with a witness in order to receive the forfeits.*
8-Ball teams will receive a maximum of 4 points during a forfeit situation. (3 points in division without bonus point)
9-Ball teams will receive a maximum of 80 points during a forfeit situation. (60 points in a division without bonus points)
If only one player shows from the opposing team, your team will receive 4 points (this includes your

bonus) and 1 extra point if your team wins the match.

- 14) **Time Outs:** Time outs for players are as follows: handicaps of 4 or higher receive one (1) time out per game. Handicaps of 3 or lower receive two (2) time outs per game. **New or non-rated players receive 2 time outs per match.** Coaching time-outs should not exceed one (1) minute. However, this rule is relaxed during higher-level events. Only the coach *should* approach the table during a time out in order to save time.
Players are NOT allowed to call a time out in order to smoke a cigarette. If table is near a door and players are allowed to smoke at door; they may so long as they do not hold up the match. When it is their turn at table they must immediately go to table.
- 15) **Placing the cue ball during a time out:** the coach or the player must be the last person to touch the cue ball during a ball in hand situation
- 16) **Accidental Bump:** If a player is "accidentally" bumped during their shot, the balls (including the cue ball) will be put back as close as possible.
- 17) **Marking the table during a time out:** It is not legal to mark the playing surface of the table during a time out. The playing surface is the cloth itself. There is nothing wrong with placing a cube of chalk on the rail. Some captains do this to give a lower player a visual point to hit rail and this is perfectly legal.
- 18) **Marking the Pocket:** As long as the pocket is clearly marked with SOMETHING it is legal. We PREFER that you do not use chalk.
- 19) **Team Registration:** Teams must send in team registration forms before the next session. There will be a \$40 registration fee for established teams & \$80 fee for new teams. This money will be applied to the last week(s) of play. Teams that drop out of the league during the session or after the cutoff date will forfeit their registration deposit.
- 20) **Qualifier Cup Tournament:** Winners of this tournament go to the State Cup held in June. If a team wins a Qualifier Cup twice, the last team they defeated at the Qualifier Cup will advance on to the State Cup.
- 21) **Adding a New Team to a Division:** The League Operator may add a new team any time during the session. The new team will be issued a "standard" 3 points average for each week the team would have played. In leagues where there is not a bonus point system, the teams will be issued a standard 2 points. There will be a \$15 charge for each week points are given in non-payback (\$40 dues) leagues & \$25 in payback (\$50 dues) leagues.

- 22) **Ipods/Mp3 players or earpieces:** Players cannot wear Ipods/MP3 player or earpieces during their match.
- 23) **Inlement Weather:** During bad weather (snow, sleet, etc.) away teams should inform home teams of a possible delay. If teams decided to play during severe weather, **NO** forfeits will be awarded for either team. If either team wishes to reschedule for the night because of severe weather, then the match will be rescheduled & must be made up within 2 weeks. If you cannot reach the team captain then you should call the home location of the match at the start time to make sure they received notice that you wanted a make up match.
- 24) **Banned:** If a player has been banned from a tavern, the team must play without him/her.
- 25) **Once a Player has been Picked:** Once a player has been picked they can't be changed, **EXCEPT** if a team realizes that they will go over the 23 rule.
- 26) **Players can change cue sticks:** Players are now able to change cue sticks during their matches, as long as they are NOT switching to a specialty cue such as a masse or jump cue.
- 27) **Breaking down the cue stick:** is **not** a loss of game. However, it could end up as a sportsmanship violation.
- 28) **Sportsmanship Problems:** Disregarding the rules, grudges, personal problems, racial and sexual discrimination or harassment of any form, and members simply interested in causing trouble, will NOT be tolerated by the league office. Intoxication is NOT to be accepted as an excuse. Severe action will be taken against teams or players who harass or threaten other APA members. If you have members on your team who may put your team in conflict with the APA sportsmanship polices, please correct their behavior or drop them from your team. These members will, at a minimum, receive a warning letter and can be suspended upon further review.
- 32) **The Ghost Rule:** There may be times when a team cannot provide players to play in a match. In these occasions, a team can have the opposing team choose one of their players to play again as the last player. This player is called the "ghost player." The intent of the Ghost Rule is to provide an opportunity for the opposing player to play their match rather than have to receive a forfeit. The ghost rule is subject to the following conditions:
- a) Each team will be allowed 2 ghost rules per session. Each team will be

responsible for keeping track of how many times they have used the ghost rule. Each time a team uses the ghost rule after the second time in one session, they will lose their weekly bonus point(s) in addition to any match points earned in the match that the ghost player played. The points will be deducted when the paperwork is processed at the office. The opposing team will be awarded the point whether their player wins or not.

- b) The ghost rule can only be used during weekly play and will not apply to playoffs or any higher-level events.
- c) Teams must notify their opponent before the 2nd match, that they will be using the ghost rule for the final match. The opposing team must allow the ghost rule. If a team asks for the ghost rule after the 2nd match, then the opposing team may accept or refuse the request.
- d) Teams must have at least 3 players in order to use the ghost rule. If a team has 3 players, the fourth match will be the ghost match, and fifth match will be forfeited. If a team has 4 players, then the fifth match will be the ghost match. In other words, the ghost match will always be the final match.
1. Teams may use ghost rule even if they have 5 or more players present so long as they request it before the 2nd match. You cannot refuse to allow your opponents to use the ghost rule.
- e) At the beginning of the final match, the opposing team must choose one of the players from the team calling the ghost rule to play again as the ghost player. They cannot choose a player that will force the original team to break the 23 rule.
- f) All players must be available for the final match. If the opposing team chooses a player that has left, then the final match will be a forfeit.

TEAMS THAT DO NOT MAIL IN THEIR PLAYOFF PAPERWORK WILL BE SUBJECT TO EITHER/BOTH OF THE FOLLOWING PENALTIES:

**FORFEITURE OF SPOT IN QUALIFIER CUP AND/OR HANDICAP REVIEW
PLAYOFF FORMAT
Playoffs are one week.**

TEAMS FROM DIVISIONS WITH FIVE (5) OR LESS TEAMS WILL ADVANCE TO THE TIER 2 QUALIFIER CUP.

4 team or less 1st place team vs. wildcard
5 or more teams 1st place team vs. wildcard
 2nd place team vs. 3rd place team
8 or more teams
Tier 1 playoffs 1st place team vs. wildcard
 2nd place team vs. 3rd place team
 see below for tier 2 playoffs

Captains must split the money equally with all eligible members on the team. An eligible member is one who plays at least four times during the session.

If the playoff location has 7-foot tables, the playoffs must be played on those 7-foot tables.

If the playoff location has only 1 table & 2 teams are scheduled home, the higher place team has home field preference & the other teams can either play at an opposing tavern or a neutral location.

TIER 2 PLAYOFFS

For divisions with 8 teams or more there will be tier 2 playoffs. The format will be as follows: 4th to 7th place teams (after the wildcard has been picked) will play off for a spot in the second chance qualifier cup.

Playoff format: Regular playoff format, handicaps are played by the handicap chart & the first team to win 3 full matches wins.

1st week – 4th Place team plays the 7th place team
 5th Place team plays the 6th place team
 2nd week – The two winning teams from the 1st week play each other at the Tier 2 Qualifier Cup. Winning team receives a trophy. For teams playing in a money league – no money is distributed for the second chance playoffs.

WILDCARD AND PLAYOFF

It is the responsibility of each team to know if they are in playoffs or not. We call the wildcard team only. If a team does not receive their paperwork then they need to call the office and ask if they are in playoffs or not. All captains must provide a daytime number for themselves or a team representative in case of the wildcard draw or change in playoffs. We assume no responsibility for captains without a working number.

QUALIFIER CUPS AND STATES

The dates for the qualifier cups and states are in the newsletter each session. It is the teams responsibility to be at the tournament. Notices are sent out to captains with the times and dates of each tournament, if this is not received then the captains must call in to find out when they are playing. We assume no responsibility for teams that do not show for their scheduled tournament matches.

Notes and message are always welcome, however some players feel that they have the right to be vulgar, rude and leave nasty messages on the answering machine and on their score sheets. These players can expect to be suspended or terminated from the APA pool league. If there is a problem, please feel free to contact us at the following number:
 (413) 536-3838. Thank you.

Any Rule or By-law may be superceded by a League Operator Decision

SCORE SHEET CODES

* (before S/L) - Current Personal Information is need on Player (Address, Phone, Birth date, etc.)
 N (before S/L) - Membership Has NOT been paid.
 N0 (before S/L) - NOT paid and No Matches played.
 \$\$\$ (after Name) - Dues and/or monies owed to Office.
 CCC (after Name) - Player has a credit

 XXX (after name) - NOT ALLOWED TO PARTICIPATE IN ANY MATCHES IN ANY WAY.
 "XXX" is the only code that means a player is ineligible to play, coach or aid in any matches.

If you cannot reach your division representative on league night, you may call any of the people listed below:
AREA MANAGERS

Area Manager	Area(s)	Contact Number
Nancy Tedford	Tolland-Coventry Putnam	860 -369-7322
Joan Thole	Putnam, Danielson	860-428-9144
Marco Almeida	Cromwell, Newington, Manchester	860-209-1800
Italo Centore	New Haven – Milford	203-215-7507
Jeremy Deprey	Bristol, New Britain	860-620-2692
Bryan Palacio	Simsbury, Manchester	860-306-4221

Bruce Barthelette, League Operator
P.O. Box 1290
Enfield, CT 06082-1290
(413) 536-3838 FAX: (413) 538-9697
Monday– Friday 9am-5pm
E-mail: CTAPA1@AOL.COM
www.ctapa.com and ct.apaleagues.com