

# SOUTHSIDE APA MASTERS BYLAWS

League Office (757) 479-2774 LO # 236

[www.southsideapa.com](http://www.southsideapa.com)

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We welcome your team to the American Poolplayers Association. In order for us to enhance your enjoyment and the service of the league, we must enforce local bylaws, which are designed to allow smooth operation of the league. These bylaws 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.

**Office Hours:** Monday through Friday 10am to 6:00pm. If not available, leave your name, phone number and the reason for your call and your call will be returned as soon as possible. If you need immediate assistance please contact your Division Representative whose number is located on the top of your score sheets.

## **Team Fees & Points:**

- \$30 per team for all scheduled matches regardless of number of games played or forfeits. Team books are due after Play is complete that day. **The APA is not responsible for cash; we recommend that all dues be paid by check.** There will be a \$15 charge for any returned checks regardless of the reason.
- The APA player membership dues are due the **“FIRST TIME” a player plays or by the 4<sup>th</sup> team match/2nd month, whichever occurs FIRST.**
- Once a match is played the fee is owed, even if you decide to discontinue playing. The fee will become the teams' responsibility if not paid. Any team playing an “unpaid” player or not providing full information on added players runs the risk of receiving ZERO points for that player's matches. By the 4<sup>th</sup> team match/2nd month, each team must inform the Local Office in writing of any name omissions, spelling errors, etc of their roster. Captains, this is your responsibility; rosters published on the 4<sup>th</sup> team match/2nd month that have no comment from you will be considered correct and official.
- No team will be permitted to play in the Play Offs/Vegas Cup if there is an outstanding balance due. If a team is behind in dues, they will receive no points after the second week of non-payment, and will be dropped after the third. If a team drops out by the 4<sup>th</sup> team Match, all points will be adjusted to 15 points for the team(s) that played against them. If a team drops out mid-season (5<sup>th</sup> week and beyond), all points will remain as stands for all matches played. An individual player from a dropped team or a team with a past due balance will be required to pay his portion of the team fees owed before he or she may rejoin a different team.
- Any team failing to play a scheduled match two months in a row will be dropped and a bye will be put in the schedule or a new schedule will be issued
- In the last 3 matches of the session, if a team forfeits 15 points or more, they will not be eligible for the wild card draw. If there are a total of 6 or more forfeits for the session, the team will not be eligible for the wild card.
- Any team or player dropping out or suspended from the league forfeits all benefits, trophies or other awards from the league.
- Get into the habit of reviewing the team standings each week. Sometimes the scorekeeping is such that we cannot tell who won a particular point, especially if we receive only one of the score sheets by the deadline. If you did not get credit for the correct number of wins, let us know right away. Do not wait until week 10 to tell us about a scorekeeping error in week 3.

**Slow Play:** Be familiar with the **POOL ETIQUETTE**. *If your opponent goes a few seconds over the 1-minute guideline, do not jump up and start complaining. Regular, makeable shots should be executed in 20 – 30 seconds, on average, with 1 minute being the reasonable for difficult and/or potential game ending situations. Players that consistently exceed these guidelines should be reminded of the time limits and a notation made on your score sheet. If you, or your team, are the subject of several such “slow play” complaints, expect a warning and then points may be deducted for further violations at LO discretion.*

**Start time:** Play will begin by 15 minutes after official start time **even if only one player from the team is present.** Play must be continuous; otherwise forfeits will be awarded to the team, which is present. Remember, you joined a team to play – not receive forfeits.

**Closing Team Rosters:** No player may join a team after the 4<sup>th</sup> team match/2nd month. Exception: For the survival of a team, players may be added to a team after the 4<sup>th</sup> team match/2nd month, but only with approval from the League Office. Survival is defined as having no more than 2 active (still available) players on the roster. Those players who are unavailable but still listed on the roster will have to be dropped from the roster. *Survival additions must be approved by the league office prior to play and the opposing team Captain must be notified prior to the start of play. If this exception were not allowed, teams that lost players through circumstances beyond their control would be forced to quit, leaving byes in the schedule. Teams do not join the league to get forfeits; they join because they want to play. The APA appreciates your understanding of this exception. This exception does not grant relief to teams that have a couple of players out of town or on vacation and another player that has the flu. These are temporary situations and result in the forfeiting of points that week. This rule pertains to teams that have players that have become permanently (for the balance of the session) unavailable to the team.*

**Player ID** Players must be able to show a valid PHOTO ID to the League Operator or any team member at any time. Teams that play a player under a false name will receive 0 points for the night and will be at risk of suspension from the league. Their opponents will receive 7 points for any match involving an illegal player. Ask for ID's prior to play!

**Bonus Points** 4 bonus points (2 for your folder and 2 for payment) will be awarded each week for teams that have their books ready for pickup, have the correct amount of money as well as a **COMPLETED, LEGIBLE SCORE SHEET IN IT**. There will be no exceptions. Be careful that you do not lose your bonus points!

**Forfeits:** If a team fails to show for a match, the opposing team (providing 3 players are present) will receive 15 points plus 4 bonus points **if all paperwork is completed and dues are paid.**

**Byes** are worth 15 points plus bonus points.

**Rescheduled Matches:** If a match needs to be rescheduled, the Team Captain should call the opposing Team Captain at least 1 week in advance of the scheduled match. Both team captains must agree about when to reschedule otherwise, Make up guidelines will be followed. All rescheduled matches must be made up within Three (3) weeks of the original match, unless pre-approved by the league office. No matches will be made up the last 2 matches/last month of the session. The league office must be informed of any rescheduled matches. No exception. If you know you will not be able to play, you can always play the match early. Do not wait until the last minute.

**Makes Ups:** There will be **NO SINGLE MATCH MAKE-UPS**. Single Matches not played will result in Zero Points. Team matches must be made up within THREE weeks of the missed match, unless approved by the LO. If the Match is not made up within that time frame, each team WILL receive 10 points, No bonus AND be responsible for the weekly fees of the missed match. NO make-up matches will be allowed for the last 2 matches/last month of the session.

**Protest** All protests must be in writing and include a \$25 protest fee. The League Operator will inform the team that wins the protest and return their \$25. In tournament play the protest fee will be \$50.

**Banned Players** If a player has been banned from a location, then the team must play without him/her. The league has no right to insist a host location admit this player.

**Falsification of Score Sheet** Any team caught sending in falsified score sheets will be subject to any penalties handed down by the League Operator.

**Double Play:** To preclude as many legitimate default situations as possible some teams can play ONE of their players TWICE in the same match. To invoke this rule a team must have only 2 eligible players or less at the match site AND both of those players must have already played once. The team (with at least 3 players attending) will choose which player from the opposing team will play twice. Teams must allow double play. **. This benefit is limited to 4 times per session.**

**\*\*\*No "double play" will be allowed at tournaments or the last 2 matches of the session\*\*\***

**Post Season Play:** Players are required to have 6 matches played per session with the team eligible for post season play (play-offs on) in order to participate with that team during the post-season.

**GOOD LUCK, HAVE FUN & GOOD SHOOTING**