

APA Play Pool ~ In the Heart of VA
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2012 Local By-Laws

Revised June 1, 2012

These by-laws are not all inclusive. The League Office reserves the right to edit as needed.

1. Bonus Points

Bonus points (20 pts in 9-Ball) are available each regular session week if the following conditions are met: Score sheets are legibly completed in blue or black ink (no pencil), all fees including APA memberships for those players that played are current and packet is returned on time: Packets must be returned to a drop box NLT 6:00 PM the following day of play. Bonus point(s) may be forfeited for any of the above challenges or the following: unsportsmanlike conduct, sandbagging, **not marking or calling defensive shots**, and sloppy or incomplete innings on score sheets.

2. Age Limit

All players 18 years old and above may play in the APA. However, in divisions where teams play in establishments that serve alcohol, a team may be limited to only two 18-20 year olds on their team. The league will not ask any host location to change their rules regarding 18-20 year olds.

3. Division Trophies

Only players active and in good standing with 4 or more matches played will receive trophies or any other types of awards.

4 or 5 team divisions: 1st place individual trophies or plaques for team that wins playoffs.

6 or more team divisions: 1st place individual trophies or plaques for the team that finishes first in the regular session and 2nd place individual trophies for the team that wins the playoffs. If a division loses a team during the session, then the number of teams is classified as a 4 or 5 team division.

4. Local Team Championship (LTC) eligibility and playoff structure

4 or 5 team divisions: 1st place plays the winner of the 2nd place team and wildcard for the LTC eligibility.

IN DIVISIONS WITH 6 OR MORE TEAMS, 1st PLACE IN THE REGULAR SESSION EARNS LTC ELIGIBILITY. (No playoffs)

6-11 Team Divisions: 2nd Place plays wildcard team, 3rd and 4th play. These 2 winners play for LTC eligibility.

12-16 Team Divisions: 2nd -7th place are in the playoffs with two wildcard teams. 2nd and 3rd place teams will be top seeds in two brackets of playoffs. The winner of each bracket will earn LTC eligibility.

5. Tri-Cup Eligibility

Open 8-Ball and 9-Ball Summer and Fall Session Tri-Cup eligibility will be awarded according to by-law Number 4. Teams must retain 4 original players to play in Tri-Cups as in any HLT. If a team splits during the next session, then either or both teams will carry the eligibility to the next session if they keep 4 original players.

6. Maintaining your HLT Qualification

Once a team qualifies for the HLT they must continue playing for the remaining league year. Summer session qualified teams must play in the fall and spring session etc. Also, any team qualified for the HLT may lose their eligibility if they fail to finish in the top half of their division in subsequent sessions.

7. Weekly Fees

Weekly fees are due in full regardless of the number of matches played including forfeits. Weekly individual fees are due prior to playing. If you can not afford your weekly dues your match is forfeited and team and/or team loses their bonus points. A team that doesn't play or pay for two weeks can be dropped from the league. As explained in the Team Manual, a team that quits during the session will be responsible for the remaining weekly league fees. An individual on a team that quits may be required to pay their share of that amount plus a \$25 fine to continuing playing in the league. Scheduled bye weeks are excluded from the weekly fee and the team will receive 3 points (60 points in 9-Ball). Dropped teams, suspended players or teams not current with fees will forfeit all forms of awards and prizes and bonus points.

Checks / Procedure for Collections

We prefer players not write checks. If you must, remember, banks charge hefty fees plus any and all other costs involved in making these checks good! Could become quite costly (all costs will be the sole responsibility of the individual writing a check). If player writes a bad check, they will be banned from writing checks in the future.

8. Minimum Matches

An actual team match is defined as a minimum of 3 matches played. Remember, we are here to play. If a team shows up with one member, then shoot the first match and then if another player doesn't show up for continuous play, the other matches are forfeited. If 2 or less matches are played, it is considered a team forfeit. In this case a team will receive 4 points (60 in 9-Ball) plus the bonus points if the conditions in by-law #1 are met. Teams forfeiting in the last 4 weeks of the session may be subject to a \$25 fine to remain active in the League and are still responsible for their remaining weekly fees.

9. Qualified Players

To be a qualified player, a new APA member must have 10 matches in a format, i.e., 8 Ball or 9-Ball. Once thus established, you must have 4 matches per session in a format prior to play-offs. The 4 matches must be played before play-offs. A player must be qualified each session and subsequent session to earn any form of awards and/or monies and to retain eligibility for Regional's and/or HLT's. To advance and receive any form of reward, including, but not limited to the annual Las Vegas trip, in any alternative format, ie: Scotch Doubles, Jack & Jill, Masters and/or Ladies, players must be active on a regular weekly team and in good standing thru-out the league year excluding the Summer Session this league year of 2011/2012 for the Ladies Division.

10. In-eligible players

Any player with less than 4 matches at the end of the regular session will automatically be dropped from the team roster. Therefore, they will not appear on the score sheets for the Play Offs and their skill levels, therefore, will not be available for the teams to use as a forfeit win, and they will not be eligible for a trophy, or any other awards associated with that team.

11. Make-up Matches

In order to re-schedule a match, a team must notify the office and the opposing Captain at least 24 hours in advance (excluding weather related make-ups). The requesting team has 2 weeks to get the match rescheduled according to their opponents needs. The opposing team must provide the requesting team two possible make up dates. The match may be played over several days within the same week if necessary. Excluding any previous arrangements, with 2 weeks remaining in the session all un-played matches will become forfeits by the requesting team and both teams will be required to pay their weekly fees for the match. If teams agree to play a double-header arrangements must be made with the host location allowing them to use two tables. The office reserves the right to waive the 24 hour requirement in weather emergencies.

12. Playing Players Twice

During regular session play, a team may play a player twice with the following conditions only if there are not enough team members present and there will not be enough players: Before the first match ends, the opposing team picks the player(s) that will shoot twice. They may not pick someone that would force the other team to break the 23 rule. It is never permissible to break the 23 rule in weekly play. The player may not shoot back-to back matches. An arriving 5th player may play if their name is listed on the roster. However, the requirement for the player that was chosen to play twice may only be waived if the opposing team agrees. In order to prevent misuse of this rule, the player(s) chosen to play twice may only have one more match played than the current week of play. In consideration of fair sportsmanship and to keep Honest Teams Honest, we will only allow qualified teams the opportunity to play a player twice once each session after the initial first 4 weeks. THIS RULE IS A LOCAL BY-LAW AND IS NEVER VALID IN DIVISION PLAY-OFFS OR ANY HIGHER LEVEL EVENT.

13. Adding Players to Team Rosters

During regular session play, any team can add new or established players during the first 4 weeks of play. After the 4th week of play, qualified teams can not add additional

players during the Spring Session – no exceptions. New and non-qualified teams may continue to add players to their rosters as needed up until the middle of each session. New teams may continue to add new members past the middle of the session up until the last 4 weeks of the session but only with prior League Office approval. If a player is a known player, Captain must have prior League Office permission before adding player. Remember, if you add a player to your roster after the 4th week, they must pay APA National dues prior to playing. If they play without paying their annual dues, it is a team forfeit and possible loss of bonus point.

14. Inclement Weather

Inclement weather policy (snow, sleet, etc.) Team Captains should call the office and the opposing team Captain at least two hours before the scheduled match to reschedule. If weather advisory occurs right at time of play, this guideline should be ignored (your safety is always our first priority). Please use “Common Sense” as your guide. If the Captains and individual players choose to play under advisory conditions it is at their own risk. **Remember, no pool match is worth risking your safety!** Reschedule and play it safe!

15. Sportsmanship and Player Review

We have an entire chapter in the APA Team Manual on sportsmanlike behavior, in summary: If you cannot act as Ladies & Gentlemen during and about APA league play, then this is not the league for you. If you have a challenge during weekly play concerning sportsmanship, please fill out the Sportsmanship Problem Report on the website. It is located in the toolbar under Member’s Only Forms. We are here for a social night out and to have fun and we find constant arguing over rules and such pettiness not FUN and not acceptable behavior in the spirit of APA.

16. Division Reps/Board of Governors

We are here to enjoy the game of pool and our friends as we compete for the lifetime opportunity to play nationally in Vegas. Most of us realize that many of the challenges we face at the table can be handled by reading your team manual. If you need an immediate ruling that is not in the Team Manual, please feel free to reach out to your very dedicated Division Representatives and Host Location Representative that are available on the nights you play. They are there to help guide you in your mission of playing to have fun. We have a strong knowledgeable Board of Governors and Referees who may advise on rulings; however, final authority on a ruling lies with League Operators. If you have a situation that is clearly not covered in the hand book and/or online by-laws, and your Division Representatives can’t answer, give us a call during office hours.

17. Office Hours

The League Office hours are 10:00 am – 4:00 pm during the weekly league play days of Monday - Thursday. If you have a challenge during league play after hours that cannot wait till the next day, please consult your Division Representative or one of your Official Referees for help in a rules situation. Your APA Official Team Manual for League Years 2010/2012 will answer 99% of any rules questions that may come up during regular play.

18. Travel Assistance Program

We send players to Las Vegas via the team event each fall of the year. The winning 8 Ball & 9 Ball teams that win the LTC Vegas Shoot-out in June of each year will receive travel assistance to and from Las Vegas and 3 hotel rooms per team during their winning event accordingly during the scheduled dates accordingly.

Alternative Bonus Formats May or May Not be Offered DOP:

Jack & Jill: "Valentine's Tournament" with skill level to 10. The winning "couple" of this tournament depending on minimum participation of 20 teams will receive travel assistance to and from Las Vegas and hotel accommodations for one room during the designated dates of this event each spring.

Masters: 3 players from this format will receive hotel accommodations of 2 rooms and travel assistance to and from Las Vegas during the dates of this event each with a minimum of 20 teams playing thru-out the league year starting in the Summer Session if they play as a true Vegas League vs a cash pay-out league. During Masters, players may choose to play either format of 9 or 10 ball during the toss as well as 8 Ball... the push-out and jump cues are permissible during Masters (host location rules apply to jumping). Masters will be offered every other week rotating with the Ladies Division.

Scotch Doubles: Skill levels to 10. The winning team via end of session Vegas Shoot out or via play-off format of qualified winners of 8 Ball Scotch Doubles and 9 Ball Scotch Doubles with minimum participation of 20 teams will receive travel assistance to and from Las Vegas and hotel accommodations for one room during this event in the Fall. Scotch Doubles this league year will be played bi-weekly during the league year of 2011/2012.

Ladies Team: Skill levels to 19 with 5 players with up to 1 sub for Las Vegas. The winning team of Ladies during play-offs (same format as teams) with a minimum participation of 16 teams (8 double teams) will receive travel assistance to and from Las Vegas and hotel accommodations for 3 rooms during the designated dates for this event in the Fall. "Ladies" will be offered every other week or every 4 weeks if playing a double header during the league year starting in June and ending in June.

Susan Kinsinger & Bruce Northrop
League Operators for Heart of VA ~ APA