



MOHAWK VALLEY APA LOCAL BYLAWS

OFFICE HOURS: **MONDAY - FRIDAY** **9AM - 4PM**
 SATURDAY & SUNDAY **CLOSED**

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Official Team Manual and Bylaws... Please read and share them with your team members.

Become familiar with the rules. READ THE BYLAWS. They are part of your rules. By-laws overrule or change some rules in your Official Team Manual. Pay close attention to the section on score keeping. This area is very important so as not to let another team cheat you by keeping their handicap down. Read and pay attention to the section in the Official Team Manual dealing with conduct.

1. THE HANDLING OF WEEKLY SCORESHEETS, TEAM FEES, APPLICATIONS

Team Captains should collect all League fees, dues, and membership applications from the players on their teams. Scoresheets and weekly team fees should be placed in a sealed/signed white envelope and turned in to the designated drop off location or mailed out by the end of the next business day.

2. TEAMS FAILING TO APPEAR FOR A SCHEDULED MATCH

Any team failing to appear to play a scheduled match will be considered dropped from the League unless the League Office is notified, by the next day, after the scheduled night of play. All team fees must be paid before the team can resume play. If a team fails to appear for a match and forfeits all five (5) matches, the team scheduled to play will receive 8 points + 2 bonus points in 8-Ball or 50 points + 15 bonus points in 9-Ball. If the same team fails to appear for a second match, the team will be dropped from the division and the team will become a bye or possibly eliminate a bye. Each member listed on that team would not be able to resume play as an APA member until their portion of any unpaid balance is paid in full.

3. MEMBERS BARRED FROM HOST LOCATIONS

If a team has a member on its roster who is barred from a Host Location, that member will only be allowed to play with the permission of the Host Location Owner or Manager. This is beyond the control of APA.

4. RESCHEDULING & FULL TEAM MAKE-UP MATCHES

Full team make-ups will only be allowed in the first 10 weeks of the session. The only exceptions to this rule are noted below or if prior approval is granted from League Operator.

a. SEVERE WEATHER

If severe weather occurs, the Team Captains should reschedule the match as soon as possible. PLEASE NOTIFY THE LEAGUE OFFICE IF/WHEN YOU ARE RESCHEDULING YOUR MATCH.

b. HOLIDAYS

All matches scheduled on holidays can be rescheduled and played prior to the original match date or up to two weeks after the original match date. Pre-playing the match is recommended. PLEASE NOTIFY THE LEAGUE OFFICE IF YOU ARE RESCHEDULING YOUR MATCH.

c. TRI-CUPS

All teams participating in a Tri-Cup Tournament that conflicts with their regularly scheduled weekly match **MUST RE-SCHEDULE THEIR WEEKLY LEAGUE MATCH.** Due to the time frame that Tri-Cups occur following the start of the session, pre-playing the match is not always possible (however, it is still preferred). Therefore, the match can be played prior to the original match date or up to two weeks after the original match date. All monies and scoresheets must be turned in as soon as the match is completed. If matches are unable to be completed in full in the designated time frame, Team Captains must call APA to for approval to complete the match at a later date.

d. FILLING A BYE

If a BYE is filled in a division, make-up matches may be required. APA will send scoresheets for any matches that need to be made up due to filling the BYE with your regular week's scoresheet. Keep the scoresheet and turn in the make-up once the match is completed in full.

If matches are unable to be completed in full in the designated time frame, Team Captains must call APA to for approval to complete the match at a later date.

*****NO INDIVIDUAL MAKE-UP MATCHES WILL BE ALLOWED.**

5. REPLAYS – NOW ALLOWED ANY WEEK OF REGULAR SESSION PLAY (NO LIMIT)

If a team is short a player on a designated League night, that team will be allowed to use the "Replay" rule. The "Replay" rule allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the "replay" rule:

- Teams must notify their opponent of the need to use/or *potential* need to use a "replay" **before the 1st match is over**. If a team has a 5th player show up, the player is still entitled to play, even if a "replay" was requested.

- The player for the “replay” is chosen by the team’s opponent. The player that is chosen to play the “replay” should be notified by the opponent **before the 2nd match is over.**
- The player chosen to play the “replay” match must still allow the team to comply with the **23-Rule** (or “4-19 Rule” if it applies to the team in question).
- Full team fees are still due if the “replay” rule is used in a team match.
- **Teams are allowed to use one “replay” per league night. If a 2nd “replay” is needed, a team may request a 2nd “replay” before the 1st match is over but, it will be decided by the opposing team whether or not to allow a 2nd “replay”.**
- “Replays” will NOT be allowed during playoffs, or during any higher level tournament play.
- Both teams may utilize the “replay” rule on the same night if necessary.
- A team that has enough players present is not allowed to use the “replay” rule; they have to play a player that has not yet played in the match. The only exception to this rule is in the event that the team cannot comply with the 23-Rule with the 5 players present to play. **The team must then notify their opponent of the need to use a “replay”.** The request must still be made **before the 1st match is over.**
- **If a team notifies their opponent any time after the 1st match is over, it will be at the opponent’s discretion whether or not their team will allow a “replay”.**

A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent. Attempts to take advantage of the “replay” rule should be reported to APA by means of an official protest form.

6. FORFEITS

A team may begin play with one player present. Once the first match is over, the team putting up next has two (2) minutes to name a player, and then the opposing team has two (2) minutes to name a player. The match must start immediately once both players are named for the match. If the team does not have a player available, that entire match will be forfeited.

If any team forfeits 8 or more matches during regular session play, they will not be eligible for playoffs and/or the Wild Card draw. The only exception to this rule is in the situation where a team is forfeiting a match due to their skill levels forcing them to utilize the 4 to 19-Rule.

Forfeits do not count as a match played!!!

7. CELL PHONE

If a player uses a cell phone during a game, whether it is their turn at the table or not, it is considered unsportsmanlike. Repeated offenses can lead to a sportsmanship violation. Be courteous; do not use your cell phone while playing a match.

8. TABLE CHOICE

Home team will have table choice, unless tables are assigned by the Host Location.

9. PAYING FOR GAMES/TABLE TIME

Both teams shall pay equally for table use during the match. Loser pays is not acceptable unless both players agree.

On coin-operated tables – Teams should alternate paying for games throughout the entire team match. If teams choose, quarters can be purchased jointly by both teams to be used throughout the match with the leftover quarters split at the end of the match. As long as the table cost is shared equally, it is up to the teams how they choose to do so.

On time tables – On tables where the Host Location charges by the hour, there will be a flat rate per team for the use of the table for their match.

10. LAGGING

The cue ball **IS NOT** to be used for lagging.

11. SIMULTANEOUS HIT

A simultaneous hit is considered a good hit.

12. CHANGING STICKS/BREAKING DOWN STICKS

A player can change sticks during a game. It is not a loss of game.

13. JUMP SHOTS

Jump Shots are legal in APA if executed correctly (player must strike the cue ball above the equator of the ball in a downward motion). Scooping the cue ball to jump it is **NOT** legal. You must use the stick with which you are shooting the match (or your breaking cue that is being used for the match) when attempting to execute a jump shot. You cannot break the cue stick down or add anything to the cue for the purpose of the shot. Short cues designed for jump shots are not allowed during regular league play (except in Masters Division). All cues used must be standard length.

14. COACHING

Players with a skill level of three (3) or below receive two time-outs per game. All other players (skill levels 4 and above) receive one time-out per game. Time-outs should not exceed one minute.

Any member of the team can be the coach. The coach does not have to be designated until a time-out is called, and a different coach can be designated for each time-out. (Please refer to page 25-26 in the APA Official Team Manual).

The coach must completely leave the table and/or playing area before a player attempts their shot following a time-out.

During this time-out, the opponent and his/her coach may also approach the table. However, they should do so briefly and then return to an area away from the table, as not to interfere with the shooting player's time-out.

15. ALTERING THE COURSE OF BALLS

When shooting on the 8-Ball, in a game losing situation, if a player alters the course of the 8-Ball or cue ball or stops the cue ball before it stops rolling, **it is a loss of game.** However, the 8-Ball or the cue ball hitting the pocket marker is not a loss of game or a foul.

After pocketing the 9-Ball, if a player alters the course or stops the cue ball when there is a potential to scratch, the 9-Ball will be spotted and their opponent will receive ball in hand.

When breaking, if there is a miscue, the player should **not** try to stop the ball. The player should instead let the cue ball stop rolling as the miscue could lead to an illegal break. If the shooter scratches on an illegal break, the break alternates to the opponent.

16. AGE REQUIREMENT

The age requirement to participate in APA pool leagues is 18 years old. However, the Host Location/bar has the absolute voice on the age minimum to participate in APA in their establishment. The Host Location/bar has the option to only allow players 21 years of age or older to participate in League in their establishment.

If a team is found to have a player on their roster who was not eighteen (18) when he/she played, the team could lose their eligibility for any Higher Level Tournament. The player will also be dropped from the roster.

17. TEAM FEES

8-Ball division and 9-Ball division team fees are \$35.00 per team, per week.

All matches are to **be paid in full** on the original night of play. Full team fees are due regardless of how many players actually play (i.e. - there is a forfeit in a match).

Full team fees are to be paid during session playoffs. This is regardless of how many players actually play (i.e. - match is completed with only 3 players needing to play).

If a team owes any past due money to APA, it must be paid prior to the WILD CARD DRAW or the team WILL NOT BE ELIGIBLE for the draw. In addition, any team owing the League money WILL NOT BE ELIGIBLE to play in playoffs or any Higher Level Tournament.

18. BONUS POINT SYSTEM

Teams will receive bonus points each week of regular session for meeting the following three requirements:

- 1) Turning in correct and completed score sheets (one error allowed). See APA Official Team Manual for how to correctly complete a score sheet.
- 2) Turning in full League fees on the scheduled night of play. The team must also NOT have a past due balance left unpaid.
- 3) Following the proper drop off or mailing system procedures for the division.

All three requirements must be met in order for a team to earn Bonus Points. Bonus Points will be awarded on a weekly basis as follows:

- 8-Ball = 3 Bonus Point
- 9-Ball = 15 Bonus Points

Team Captains should ensure that all three Bonus Point System Requirements are met prior to turning in your score sheet and League fees to APA. Bonus Points are NOT awarded during playoffs.

Team Captains should send an email to mohawkvalley@apaleagues.com if you feel your team did not receive its "earned" bonus points. Mistakes in awarding Bonus Points by APA will only be given to the team if APA is notified within two weeks of scheduled date of play in question.

19. POINTS AWARDED DURING 'BYE' WEEKS

Teams that have a 'Bye' during the session will receive 8 points + 2 bonus points in 8-Ball and 50 points + 15 bonus points in 9-Ball. The points awarded for a 'Bye' at the

Local Level are different from the value noted in the 'Official Team Manual' due to the 'Bonus Point System' that is in place at the Local Level.

20. ORDER OF PLAY

Once a player has been put up, he/she must play. You cannot change players once a player has been named for a match. The only exception to this rule is if a team puts up a player whose handicap will force them to break the "23"- Rule. The team has the right to change to another player on the team whose handicap will not violate the "23"- Rule. They must change the player before the balls are broken.

21. SESSION PLAYOFFS

Setup for session playoffs may vary session to session, and is at APA discretion. Teams may sometimes gain automatic eligibility to Tri-Cups based on session qualification guidelines.

When a team earns a spot to the session playoffs, they are required to participate in the playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees for session playoffs. The only situation in which a team may forfeit their playoff spot is in the event that the session playoffs for the division can be filled (another team willing and eligible to participate).

In a travel division, the highest ranking team will be the home team for each designated playoff match and playoffs will take place at the home team's location. Home team will have table choice.

22. HANDICAPS

The lowest skill level in 8-Ball is a 2. Both males and females are allowed to play as a skill level 2 during regular League play. All males with a skill level of 2 may play as a skill level 2 in Tri-Cup and Local Team Championship.

The lowest skill level in 9-Ball is a 1. Both males and females are allowed to play as a skill level 1 during regular League play. All males with a skill level of 1 may play as a skill level 1 in Tri-Cup and Local Team Championship.

23. NUMBER OF MATCHES NEEDED TO PARTICIPATE IN PLAYOFFS/TRI-CUPS/LOCAL TEAM CHAMPIONSHIP TOURNAMENT

In order for a player to be eligible to participate in the session playoffs, Tri-Cups, and Local Team Championship Tournament, he/she must have played **at least six (6) matches** with the team during the session, prior to playoffs beginning.

In order for a player to be eligible to participate in the Local Team Championship in June, a player must have a skill level based on at least 10 actual League scores in the format in which he is advancing. The 10 scores must be attained by the end of the Spring Session in the League year corresponding to the Team Championship in which the player is advancing.

24. COMPLAINTS

Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, within twenty-four (24) hours of play. Complaints should be submitted to mohawkvalley@apaleagues.com. No fee shall be required to issue a complaint or to file an official protest.

25. TRI-CUPS

A Tri-Cup will be held at the end of each Summer, Fall, and Spring Session for both 8-Ball and 9-Ball. Automatic qualifiers and playoffs winners from each session will participate in the Tri-Cup to gain eligibility to the Local Team Championship in June.

- **If a team qualifies for the Tri-Cup in the Summer Session, the team must play in the Fall Session or forfeit their eligibility.**
- **If a team qualifies for the Tri-Cup in the Fall Session, the team must play in the Spring Session or forfeit their eligibility.**

26. LOCAL TEAM CHAMPIONSHIPS

The Local Team Championships will be held once a year in June for 8-Ball and 9-Ball. Teams that have gained eligibility via the session Tri-Cups will compete in this tournament for the chance to advance to the APA World Pool Championships in Las Vegas. There will be two qualifiers a year from the 8-Ball Local Team Championship and two qualifiers a year from the 9-Ball Local Team Championship.

- **If a team qualifies for the Local Team Championship from the Summer Session Tri-Cup, the team must play in the upcoming Fall & Spring Sessions or forfeit their eligibility.**
- **If a team qualifies for the Local Team Championship from the Fall Session Tri-Cup, the team must play in the upcoming Spring Session or forfeit their eligibility.**

27. ADDING A NEW PLAYER TO A QUALIFIED ROSTER IN THE SPRING SESSION

Any player being added to a team in the Spring Session that is qualified for the Local Team Championship must have a skill level based on at least 20 matches played. If the player has fewer than 20 matches, that player must be approved by your League Operator prior to being added to the roster.

28. LOCAL TEAM CHAMPIONSHIP PRIZE MONEY AND TRAVELING FUNDS

Each **8-Ball** team (2 team slots per League year) winning the Local Team Championship to qualify for the APA World Pool Championships in Las Vegas will receive travel assistance. Each **9-Ball** team (2 team slots per League year) winning the Local Team Championship to qualify for the APA World Pool Championships in Las Vegas will receive travel assistance. Should a team elect not to go to the APA World Pool Championships; the team will forfeit all awards and monies for travel assistance. If the team has already received the money for travel assistance, the team will be required to repay the entire amount to the APA travel fund. Failure to do so will result in

Suspension of membership for each member of the team until the travel assistance money has been repaid.

In the event a qualified team decides not to participate in the APA World Pool Championships, the team that finished second in that Local Team Championship will advance to the APA World Pool Championships.

29. 8-BALL SCOREKEEPING

When keeping score in 8-Ball, please note all errors that occur when a player is shooting on the 8-Ball.

- If a player is shooting on the 8-Ball and scratches, mark **S8** in the block of the game the error occurred.
- If a player is shooting on the 8-Ball and hits it into the wrong pocket, mark **WP8** in the block of the game the error occurred.
- If a player incorrectly hits in the 8-Ball early in a game (before legally pocketing their category of balls), mark **E8** in the block of the game the error occurred.

30. MEMBERSHIP FEES TO APA

Membership fees for all APA players are **\$25.00** per year. All members' annual dues should be paid the first night they play, or by week 4 of the session (whichever comes first). New members should fill out a membership application in addition to following the guidelines established for new members. Teams will not earn bonus points if playing a player whose membership fees have not been paid.

"It is the Team Captain's responsibility to make sure all team members have paid their renewal or submitted a completed membership application along with the required fees by the first week they play. If a player has not played by the fourth week, that player's fees must be paid then, or player will be dropped."

31. ROSTER CHANGES

Teams have until the end of the 6th week of play to make changes to their roster (i.e. – adding/dropping players). To add a player to your roster, write in their name and ADD next to their name. To drop a player from the roster, draw a line through their name and write DROP next to their name. No changes will be allowed following week six of the session without APA approval. Players added to roster after week six without APA approval will count as a forfeit for the team to which they were added if they play a match and they will be dropped from the roster.

Teams that have gained eligibility to the Local Team Championship in June only have until the 4th week of play in the Spring Session to make changes to their roster (i.e. – adding/dropping players). Players added to a qualified team's roster following the 4th week of play (but prior to the 6th week of play) will be ineligible for Higher Level Tournament play at the National Level.

- **ADDING A NEW PLAYER TO A QUALIFIED TEAM IN THE SPRING SESSION**

Any player being added to a team in the Spring Session that is qualified for the Local Team Championship must have a skill level based on at least 20 scores. If the player has few than 20 scores, that player must be approved by your League Operator prior to being added to the roster.

32. PLAYING A PLAYER AT A SKILL LEVEL LOWER THAN APPROPRIATE

If a team plays a player at Skill Level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Therefore, ensure that you verify with APA the correct skill level of any player not listed on your roster prior to playing them.

33. CONVERTING SKILL LEVELS FROM ONE FORMAT TO ANOTHER

A player must be “established” (i.e. - have a minimum of ten (10) matches) in a format for their skill level to be converted to a different format. For example, if a male player has only played 3 matches in 9-Ball and is ranked a 3, the player must still start 8-Ball as a skill level 4 because he is not yet “established” in 9-ball. Contact APA if you have questions regarding the number of matches played and the skill level a player should start at. Starting a player at an inappropriate Skill Level (a skill level lower than their Actual skill level) will result in the team forfeiting the match to their opponent (see Bylaw #38).

34. PUTTING PLAYERS UP IN DOUBLE JEOPARDY DIVISIONS

- If a team desires to put a player up to table in a match in one format and that player is currently playing in other format, then team will be allowed one 15 minute grace period per night to allow that player to finish playing his/her match in the other format. If player does not finish match within the 15 minute period, then team must put another player up to the table or forfeit match.
- Each team should plan accordingly, so that you do not run into this situation.

35. CHECK POLICY

The Mohawk Valley APA does allow checks as a form of payment for weekly League play and memberships. However, if a check is returned to APA for insufficient funds, the player will be responsible for paying the amount of the check, plus a \$30.00 fee for the returned check. This will be noted as a past due balance on the scoresheet. Please make checks payable to: Mohawk Valley APA.

36. NO MATCHES ON NATIONAL HOLIDAYS

Memorial Day, Christmas (& Eve), New Years (& Eve), Thanksgiving, & July 4th

**If too many Holidays fall in a Division, making the Division short number of weeks for that session, those matches will be a Make-Up.

37. PLAYOFFS

Divisions of 4 Teams – 1 team will qualify for Tri-Cup

Week 1 – 1st place Bye, 2nd vs. Wild Card

Week 2 – 1st vs. winner of week 1 match

Divisions of 5 Teams – 2 teams will qualify for Tri-Cup

Week 1 – 1st vs. Wild Card, 2nd vs. 3rd

Winner of each match goes to Tri-Cup

Divisions of 6 & 7 Teams – 2 teams will qualify for Tri-Cup

1st place team advances

Week 1 - 2nd vs. Wild Card, 3rd vs. 4th

Week 2 – winner of 2nd vs. Wild Card plays winner of 3rd vs. 4th

Divisions of 8 & 9 Teams – 3 teams will qualify for Tri-Cup

1st & 2nd place teams advance

Week 1 – 3rd vs. Wild Card, 4th vs. 5th

Week 2 – winner of 3rd vs. Wild Card plays winner of 4th vs. 5th

Divisions of 10 & 11 Teams – 4 teams will qualify for Tri-Cup

1st & 2nd place teams advance

Week 1 - 3rd place Bye, 4th vs. Wild Card, 5th vs. 8th, 6th vs. 7th

Week 2 – winner of 6th vs. 7th plays 3rd, winner of 4th vs. Wild Card
plays winner of 5th vs. 8th

Divisions of 12 or more Teams – 5 teams will qualify for Tri-Cup

1st, 2nd & 3rd place teams advance

Week 1 – 4th place Bye, 5th vs. Wild Card, 6th vs. 9th, 7th vs. 8th

Week 2 – winner of 7th vs. 8th plays 4th, winner of 5th vs. Wild Card
plays winner of 6th vs. 9th

38. TOP GUN

To be eligible to play in the session ending Top Gun Tournament, Players must play 50% of the session.

The Top 5 Players in each Tier will qualify for the session ending Top Gun Tournament.

Using regular session data (playoffs not included), Top Gun qualified players will be determined by using their Points Available Percentage (PA). To calculate the PA use the following equation:

Number of Points Earned / Number of Points Available

Example 8-Ball: In every 8-Ball match, a player has 3 point available to win. If a player played 10 matches, they had 30 points available to win. If they won a total of 13 points in those 10 matches then the calculation is:

$$13 / 30 = 0.43 \text{ or } 43\%$$

The player won 43% of the points available “PA” to them during the session.

Example 9-Ball: In every 9-Ball match, a player has 20 points available to win. If a player played 10 matches, they had 200 points available to win. If they won a total of 162 points in those 10 matches then the calculation is:

$$162 / 200 = 0.81 \text{ or } 81\%$$

The player won 81% of the points available “PA” to them during the session.