

# APA-AZ League Bylaws

These bylaws are written to **supplement** the *APA Official Team Manual for 2006-2008*. Where applicable, page references are listed to find the APA rule being discussed.

- I. **Play.** See pages 44 – 52.
  - A. **Choosing Players.** Once both teams have selected a player for a match, neither team can change their pick because **both** teams have exposed their strategy.
  - B. **Players Shooting Twice.** During **the first seven (7) weeks** of season play, teams with five (5) or less players **on their roster** are allowed to have **only one player** on that team shoot twice.
    1. **After the 7<sup>th</sup> week or during playoffs or any team tournament, no player may shoot twice.**
    2. The player to shoot twice will be chosen by the opposing team's captain **prior** to the start of the fourth match.
    3. The player chosen must keep the team within the twenty-three (23) rule.
      - a. If a team does not have a player available within the twenty-three (23) rule, then that team will forfeit the match.
      - b. If the chosen player is not available, then that team will forfeit the match.
    4. Once the player to play twice has been selected, that player must play the last match, even if another player on that team shows up.
    5. If both teams have less than 5 players show up, then it is a double forfeit and neither team gets a point.
  - C. **Cues.** Breaking down your cue or using a jump stick to make a jump shot during your match **is illegal and will result in a sportsmanship violation** (page 40, rule 33). It is not loss of game or a “ball in hand” foul. However, if there is an obstacle at a particular location that prevents you from using your regular cue, you may use a short stick or breakdown your cue **providing** the shot you attempt is obviously not a jump shot (see “Jump Shot” page 95).
  - D. **Marking the 8-ball.** You cannot use table chalk, paper money, or a weapon (including a pocket knife) to mark the pocket (page 51, rule 10).
  - E. **Picking up the Cue Ball in a Ball in Hand Situation.** Wait for **all** balls to completely stop rolling before picking up the cue ball for ball in hand (pages 48-51, rule 9).
    1. If the player giving up ball in hand touches the cue ball before it stops rolling completely, he/she will be given a warning for their first offense and after that it will be loss of game. Mark the warning on the score sheet (‘W’ in game box).
    2. If the player receiving ball in hand touches the cue ball before it stops rolling completely, it will be ball in hand back.
  - F. **Makeup Matches.** If two teams agree to reschedule a match (weather, vacations, work, etc):
    1. Both team captains must notify the league office **before** the regularly scheduled match date, except in cases of inclement weather (Keep your score sheets for the match).
    2. All makeup matches must be completed within two weeks of the originally scheduled match.
    3. All makeup matches must be completed **before** the week 14 matches are played.
    4. No makeup matches will be allowed for week 14 matches.

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II. **Fees.** It is the responsibility of the Team Captain to collect all fees. (page 9).

A. **Weekly Dues.**

1. Payment by check is allowed (payable to APA). However, if a check submitted to the local league is returned, a \$25 fee will be assessed and that team will not be allowed to submit checks.
2. A weekly bonus point is awarded to teams whose dues are paid in full and paperwork is correct.
3. Failure to pay past due fees by the next week of play can be considered grounds for dismissal.

B. **Membership Dues.** See page 12.

1. **Any player who does not have current APA membership is required to pay his/her dues in full on the first night he/she plays** (page 29, rule 15).
2. Membership dues not paid by the second night a player shows up to play will result in the player being dropped from the roster. Team match points won will be given to the opposing team -- providing that their member's dues are paid in full.
3. If a player has been dropped, he/she can be added back provided his/hers dues are paid that night; however previously lost points will not be given back.

III. **General.**

A. **Adding Players.** Players can be added to your roster through the tenth (10<sup>th</sup>) week. After week 10, player(s) may be added **only** at the League Operator's discretion (page 26, rule 12). See also League Bylaw **II.B. Membership Dues.**

B. **New Team.** Any player that brings in a new team will get either a \$50.00 credit or a new Cuetec cue. To qualify, the new team:

1. Cannot have more than two (2) existing APA members and must have at least three (3) new members.
2. Must keep their league fees current for eight (8) consecutive weeks.
3. The captain of the team must claim the award before the end of the season.

C. **Solicitation.** Any member, who solicits or passes out information regarding any non-APA pool league, while at his/her scheduled night of play, will be suspended indefinitely.

D. **Irreparable Harm.** Any person deemed causing irreparable harm will be refused membership or have his/her membership revoked.

IV. **Tournaments and Awards:**

A. **Eligibility.**

1. A player must have at least four (4) matches scored with his/her team to qualify for any award.
2. A player with at least six (6) scores but less than ten (10) can compete in local tournaments, except Tri-Annual and Citywide, but will be required to play at his/her next highest skill level.

B. **MVP Award.** MVP points are limited to:

1. The first match played during league night

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2. A maximum of fourteen (14) matches during the season.
  3. In the event there is a tie between players, the award will go to the player with the most seniority in the league.
- C. **Wildcard Draw.** In order for your team to be in the wild card draw (page 37, rule 31):
1. Your team must have played at least six (6) matches.
  2. A member from your team must be present. It is the responsibility of this player to inform his/her teammates as to whether they are or are not in the playoffs.
- D. **Tri-Annual Tournament.** See pages 17, 81 – 90. The 8-Ball Tri-Annual Tournament is a modified single elimination board that stops when the final eight (8) teams are determined. These 8 teams qualify for the Citywide Tournament.

**\*\*9-BALL QUALIFYING TEAMS:** THERE ARE NO 9-BALL TRI-ANNUAL TOURNAMENTS. 9-BALL TEAMS MUST QUALIFY AS DETAILED BELOW TO ADVANCE DIRECTLY TO THE 9-BALL CITY-WIDE TOURNAMENT (*there is no longer an automatic City-Wide berth given to each 9-ball team*)

1. **Primary Qualifying Teams.** **THREE (3) TEAMS FROM EACH SESSION AND EACH DIVISION** qualify as shown:
    - a. The first place team at the end of the season.
    - b. The winner and runner-up of the season playoffs.
  2. **Alternate Qualifying Teams:** When one or more of the Primary Qualifying Teams is already qualified for this Tri-Annual or the Citywide:
    - a. The next highest placing team in the playoffs will qualify.
    - b. Once all playoff teams are qualified, any remaining opening(s) go to the highest placing team(s) in the season.
  3. **Re-qualifying.**
    - a. Any team that does not qualify for the citywide tournament can re-qualify for another Tri-Annual in subsequent seasons.
- E. **Citywide Tournament.** The Citywide Tournament is a modified single elimination format. The winners qualify for the APA National Team Tournament.

## V. **Traveling Teams Only:**

- A. **The Team Captain is responsible for ensuring that all teammates are aware of league events.**
- B. At the beginning of the season all Team Captains will be given extra score sheets. The captain can also request a copy of the rules and bylaws. Keep these with you in case your envelopes are late for your match.
- C. For every night of play, each team will have an envelope. All the necessary documents for the team to play will be enclosed in the envelopes.
- D. It will be the responsibility of the visiting team to pick up the envelopes at a designated pick-up point. Visiting teams that forget to pick up the envelopes will not be considered forfeiting for the night if

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their team has shown up by the regularly scheduled start time. Record the innings on an extra score sheet or blank piece of paper while the envelopes are being retrieved.

- E. It will be each captain's responsibility to drop his/her envelope off **with all necessary fees paid**. Envelopes must be dropped off at the designated drop-off location **by Friday afternoon at 2:00 PM**.