

LOCAL BYLAWS

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(Revised 3/15/11)

CLARIFICATION OF LOCAL BYLAWS & THE APA TEAM MANUAL

This document should answer most of the questions that you may have concerning the policies of the local Maine APA. Feel free to make copies for each member of your team, and for your “Home” location. DIVISION REPS, CAPTAINS, CO-CAPTAINS and COACHES should refer to these Local Bylaws, and the APA Team manual, for rule interpretations during your league matches. Remember, these Local Bylaws over-ride the APA Team Manual during regular session play and local tournaments. If you have any questions concerning the bylaws, please call or e-mail the League Office.

It is the “responsibility” of the team calling a foul or other rule violation to have their bylaws and team manual with them at the match site and to be prepared to show the opposing team where in the bylaws or team manual it states that a rule violation or foul has occurred. If it is not in writing the call is not valid. “end of discussion”! Get the match back underway, play pool, and above all, have fun!

Point blank ignorant, rude, intimidating and abrasive individuals with attitudes and any players disrupting the Maine APA in any way will be “politely” asked to leave the Maine APA and find another league to disrupt! Thanks for making the APA the best league in the world!

Pauline and John Ostro
Maine APA League Operators



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SECTION 1: OFFICE HOURS / CONTACT INFORMATION / ADDRESS

Hours: Monday through Friday ~ 9:00 a.m. to 5:00 p.m.

Phone Numbers:

Office: (207) 353-6466

Fax: (207) 353-6566

E-mail: postro@apamaine.com

Mailing Address: Maine APA
P.O. Box 400
Lisbon Falls, ME 04252

SECTION 2: LEAGUE FEES

Membership Fee: The yearly membership fee is \$25.00.

Only paid APA members are allowed to play in league. You must send in 25.00 and an application for each new member. The \$25.00 and the application must be received by us the *same week* the new player plays or by the 4th week, whichever occurs first. **All new players must play** by the 7th week to establish a handicap or they will be dropped from the team roster. All unpaid players who play—the team will receive 0 points for playing the unpaid player and loose the bonus point.

Weekly League Fees: There is a \$30.00 (Money Divisions \$40.00) team fee for all scheduled matches, **regardless of forfeits**. There is no charge for BYES, **with the exception of Money Divisions—\$10.00 must be sent in with the scoresheet**. Checks should be made payable to: Maine APA

Forfeited Matches: As noted above, when a forfeit occurs, the team is still responsible for sending in the full weeks dues. It is recommended that you start a Forfeit Fund. Collect an extra \$1.00 from each player to be used if a forfeit occurs during the session.

NSF CHARGE: There will be a \$20.00 charge for any returned check(s) for non-sufficient funds.

The Maine APA urges all teams to submit payment by check or money order if possible. **The local League Office is not responsible for CASH that is lost in the mail.**

REGULAR SESSION PLAYOFFS: The winning team is responsible for sending in both team scoresheets and weekly team fees. Playoffs Fees are \$30.00 per team.

DELINQUENT TEAMS: Any team and/or teams that fall behind 3 weeks in sending scoresheets, player fees, membership fees, etc.—The team will be suspended and removed from the division until payment is made.

SECTION 3: WEEKLY TEAM POINTS

“23 Point” Rule: This is the most important rule in the APA. The rule is here to keep all teams equal. If a team goes over 23, the penalty is harsh. It deters cheating and stacking a team.

In 8-ball ~ Your team forfeits all matches for the night to the opponent and must still pay the weekly dues to receive the bonus point.

In 9-Ball ~ Your team forfeits all points won for the night and the opponent receives 15 points per match up to 3 matches (45 points) or their actual wins for the night whichever is greater.

BONUS POINTS: One (1) bonus point for 8-ball and Twenty (20) bonus points will be awarded each week for teams that have their envelopes postmarked by the day after league play and have the correct money and completed scoresheet. No bonus points for bad checks. Bonus points will be taken away even if the check is from a tavern. **There will be no exception to this rule!**

NOTE: Any team may receive an extra day to postmark their envelope by faxing it to the league office the day after league play.

BYES: You will receive three (3) points and one (1) bonus point for 8-ball and 60 points and 20 bonus points for 9-ball. No weekly fees will be due and there will be no scoresheet to turn in. (**Exception: Money Divisions will submit a scoresheet with \$10.00**).

MAKE-UPS: If Team A asks for a postponement, then the match must be made up within two weeks and **Team A must accept the make-up date of Team B**. The League Operator has the final decision on these matches. The **League Office must be notified** and give the OK for any schedule changes.

No team may ask for a make-up match on the night of play after 5:00 p.m. unless an emergency that can be verified has occurred. If the make-up is not done within two weeks, then the team receiving the forfeit must send in the scoresheet and write forfeit and make sure it is sent in within 2 weeks. You also must call or e-mail the office to confirm that they are receiving the forfeit point (s). If we are not notified, neither team will receive the point(s).

FULL TEAM FORFEITS: If a team fails to show up for a match, the opposing team (providing 5 players are present) will receive three (3) points and one (1) bonus point for 8-Ball and 45 points and 25 bonus points for 9-ball if all paperwork is complete and dues are paid.

NOTE: New Divisions only ~ If this occurs during the first 4 weeks of the session, if possible, we will try to schedule make-up matches.

SECTION 4: DISPUTES / PROTESTS

Disputes:

1. Disputes should first try to be resolved by **the two players**. **If the 2 players agree to settle, there is no Dispute.**
1. If the dispute cannot be resolved by the two players, **coaches and/or captains** should try to resolve it.
2. **Call your Division Rep** (# on top of all scoresheets) for clarification of rules or any questions if the situation cannot be resolved.
3. If the situation cannot be resolved, **a written protest will need to be submitted.** (SEE PROTESTS)

Protests: When a protest occurs, both players must stop their match at that point. They do not continue. The next two players are to go to the table and start the next match. Both teams must write in a protest (letter of explanation) with their scoresheet along with a \$10.00 fee. The team that wins the protest, when the board of governors meet, will be credited the \$10.00. If both players agree to play the game over, the match will stand as is and no protest will be allowed.

SECTION 5: CHANGES TO DIVISION / TEAM

Adding players for your team ~ Roster changes may be made as follows:

- a) Summer – Up to the 7th Week
- b) Fall – Up to the 7th Week
- c) Spring – Up to the 7th Week

NOTE: The number of weeks to add players may change for some divisions in any session on an as needed basis because of Holidays that may occur in those schedules. If this occurs, it will be noted in the Weekly Newsletter.

Adding players after the first 7 weeks: After 7 weeks, players may be added to your team only if your team meets all requirements of the Survivorship Rule and with approval by your League Operator:

- a) Your team must not have more than 6 players
- b) Teams may not add a player higher than a 4 handicap
- c) Your team must be in the bottom half of the division standings
- d) No team may add players with less than 5 weeks left in any session (per BOG)

Any new players added must meet all individual requirements to be eligible for HLT. (Higher Level Tournaments)

NOTE: New players only in the Spring Session must have 10 scores by the end of the regular session (including playoffs).

Adding a new team to a division: The League Operator may add a new team to a division at any time during the first 4 weeks of the session. Those teams will have to make-up matches or receive average loss points depending on which week the team is added to the division.

SECTION 6: PLAYOFFS AND TRI-CUPS

Formats: All Players must have 6 scores in the current session to be eligible for end of session (Summer, Fall, Spring) playoffs and Tri-Cups.

NOTE: As the League grows, the end of session playoff formats may change.

Divisions with 5 or more teams:

First, second, third & the wildcard team (two weeks of playoffs)

Trophies – Bar Trophy for 1st and 2nd Place teams, and a plaque for 3rd place teams. Individual trophies for the first place team.

Divisions with 10 or more teams:

There will be a 2nd Chance Playoff in which 4 additional teams will be drawn from those divisions to participate in playoffs to qualify for a 2nd Chance Qualifier Tournament. All teams must be registered for the next session to be eligible for the 2nd Chance Wildcard draw and to participate in these playoffs.

Divisions with 4 teams:

First Place receives a bye, and second & the wildcard team play. Winner plays first place team the following week. (two weeks of playoffs)

Trophies – Bar trophy for first and second place teams, and individual trophies for first place team.

Requirements for end of session playoffs: Everyone must play the minimum below to participate in end of session playoffs:

Summer: 6 matches played

Fall: 6 matches played

Spring: 6 matches played

NOTE: The required number of minimum matches played may change for some divisions in any session on an as needed basis because of holidays that may occur in those schedules. If this occurs, it will be noted in the Weekly Newsletter.

Requirements for end of session tri-cups:

1. Your team must be registered for the next session or your team will not be included in the tri-cup draw.
2. If you register and play in the tri-cup, you are obligated to finish the session (win or lose at the tri-cup). Should your team lose at tri-cups and then drop out of the division the following week; your team will owe a \$300.00 termination fee for disrupting the division and tri-cups. The team captain will be responsible for a full termination fee of \$300.00. Any players wishing to continue to play will have to pay their portion of the \$300.00.
3. If your team has qualified for the States, your team will not be included in tri-cups following your qualifying session. (Example: your team qualifies at the Summer Tri-Cup, you will not be included in the Fall or Spring Tri-Cup Tournaments if you place in any qualifying spot.)

TRI-CUP FORMAT: EXHIBIT A

SECTION 7: PLAYER INCENTIVES

Top Performing Player: A plaque and \$50.00 for the Top Performing player will be awarded for each division. Top performing player is based on percentage

Patch Program:

- a) Every active player receives a player packet from the National Office with the current years patch.
- b) Locally, every active APA member can earn one (1) of each patch per session. (8 on the Break, 8 Break and Run, Rack and Run, 9 on the Snap and 9 Break and Run.
- c) Captain's patches are given out mid session in the Spring Session. Captain can request a patch by calling the office.
- d) Division rep patches are given out in the Spring Session.
- e) MVP patches are given to the Top Performing player the 2nd week of playoffs.
- f) HLT patches are given out at Tri-cups and States.
- g) Regional Tournament patches for singles regionals are given out at those tournaments only. (November and March)

SECTION 8: HIGHER LEVEL TOURNAMENTS (HLT)

Higher Level Tournament requirements: The APA national rules will always supersede local bylaws in all Higher Level Tournaments (HLT).

All players must have a minimum of ten (10) actual league match scores to be eligible for States or National Team Championship (Las Vegas) tournament. Actual league match scores include regular session play and end of session playoffs.

NOTE: Any teams qualified for the "Vegas Qualifier" state finals in 8-ball and/or 9-Ball must maintain their standing by meeting minimum play requirements from the session in which they qualified through the Spring Session. Any players not meeting minimum play requirements will become non-original players from the qualified team.

Any players not meeting minimum play requirements in the Spring Session will not be listed on the Team Roster in the "Vegas Qualifier" state finals. Additionally, all teams must end each session from the time they qualify in the **TOP 50%** of their division or **RISK LOSING** their eligibility.

Teams qualified for the "Vegas Qualifier" state finals **MUST** play the entire Summer Session in order to play in the "Vegas Qualifier".

NOTE: A \$300.00 termination fee will be charged to the teams that drop out of the division after losing at "The States".

Higher Level Tournament Travel Assistance: All qualified 8-Ball & 9-Ball teams for the National Level Tournaments will be provided with travel assistance towards the Entry into the tournament, two (2) hotel rooms up to \$400.00 per room and air travel up to \$400.00 per player attending nationals.

SECTION 8: HIGHER LEVEL TOURNAMENTS (HLT'S) – Continued

NOTE: Teams/players that choose not to stay at the Riviera for any HLT or book their own travel will be reimbursed based on a submitted receipt to the local office for the exact amount or up to the cost paid by the local office.

NOTE: All monies collected from National Qualifying Tournaments ~ 8-Ball doubles; 9-Ball Doubles and Tripleplay Masters Tournaments held throughout the year is used for travel expenses for the winning team(s) to attend the National Tournaments. If a team or player chooses not to attend the National Tournament, they will forfeit all prize monies. We will make every effort to send the 2nd place team as long as deadlines with the National Office have not passed. These tournaments are not cash tournaments.

SECTION 9: MISCELLANEOUS RULE QUESTIONS

Coaching: Only the coach can approach the shooting player. Coaches may talk to team members and ask advice, but team members cannot talk to the shooting player. The coach may not mark the table in any way. Coaches may be changed each and every game. In ball in hand situations, **the coach may place the cue ball in a time out.**

Pocket Markers: You can mark your pocket for the 8 with anything except chalk. USING CHALK WILL RESULT IN LOSS OF GAME! Only exception – new divisions for the 1st four (4) weeks.

Breaking down your cue stick: Breaking down your cue stick before the end of the match could result in loss of match if protested. This is **unsportsmanlike conduct**. ONLY EXCEPTION: When there is an obstruction where a full length cue will not fit.

Male 2's: NO MALE 2'S ARE ALLOWED AT THE NATIONAL LEVEL IN 8-BALL, THEREFORE, NO MALE TWO'S WILL BE ALLOWD AT THE LOCAL LEVEL.

Jump Cues: No jump cues allowed locally, although, you may jump with the cue you are shooting with. It must be executed correctly (no scooping the cue ball) and the location must allow jump shots.

Inclement weather: During bad weather, the AWAY teams MUST inform the home teams of a possible delay. During severe weather, matches will be rescheduled and **must be made up within 2 weeks.**

Exception: No make-up matches will be allowed in the last 4 weeks of play without first contacting the league office. It is the captain's responsibility to contact this office before 5:00 p.m. to reschedule the match.

Age Restrictions: Players 18 years of age an older are eligible to play in the Maine APA. However, a team may only have 2 players under age 21. Teams must be able to field a team in locations where the age limit is 21 an over. There are no make-ups when one of the players needed is under 21.

SECTION 10: SPORTSMANSHIP

This is supposed to be a fun League. Unsportsmanship conduct will not be tolerated. Just have fun. Please see Exhibit B on our Sportsmanship Program.

SECTION 11: SOLICITING PLAYERS FOR COMPETING LEAGUES

Any players or teams who disrupt APA league play to solicit players for competing leagues will be suspended immediately from league play and online member services as determined by the (BOG) Board of Governors and/or the League Office.

SECTION 12: DISRUPTING THE MAINE APA POOL LEAGUE

Any players or teams who undermine, defame or disrupt league play in the Maine APA will be suspended immediately from the Maine APA Pool League and will lose website privileges as determined by the Board of Governors and/or the League Office. It is a privilege not a right to play in the Maine APA.

SECTION 13: MAINE APA WEBSITE

The Maine APA website is for entertainment purposes only. Our APA website is designed for you to be informational and fun at the same time. It is not intended for members to extract sensitive information and provide it to a third party to hurt the Players or Host Locations participating in our league. Players that register and agree to the Online User Agreement must adhere to this, however any Maine APA member, registered or not, that supplies information to a third party that causes harm to the Maine APA, its players or locations will be immediately suspended from the website and from the Maine APA Pool League.

GOOD LUCK & GOOD SHOOTING!

John & Pauline Ostro