

American Poolplayers Association of Tampa Bay Local Bylaws League Year 2017- 2018

Updated October 2017



Jeanette Lee “The Black Widow”, League Operator

Office Hours: Monday - Friday 12pm to 8pm

Email: tampabay@apaleagues.com

Office Phone: 813-977-1499

We welcome our teams to the American Poolplayers Association (APA) of Tampa Bay. All players are expected to read the local bylaws. Carefully following the bylaws will help us provide you with better service, allowing us to operate the League more smoothly, and make the APA pool league more fun!!!

Good luck and good shooting,

Jeanette Lee “The Black Widow”

The Local Bylaws complements and/or supersede rules in the Official Team Manual. The Local Bylaws will be strictly enforced. Non-compliance could cost your team bonus points, a playoff spot, and a chance to advance to the Local or World Pool Championships.

IMPORTANT – The Local Bylaws are updated when necessary. Local Bylaws are available via the League’s website for your convenience. Please be aware that printed copies of the bylaws may not reflect the most recent updates. The official Local Bylaws are located on the APA of Tampa Bay web site at **www.tampabay.apaleagues.com**

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SPORTSMANSHIP

It is expected for all teams to treat each other with mutual respect during a match. Sportsmanship is a big part of playing in the APA. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time. Please don’t spoil it for others!

Complaints: Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. Division Reps will have complaint forms. Complaints should be submitted on the appropriate form. No fee shall be required to issue a complaint or to file an official protest.

Complaints or comments should be taken up between both CAPTAINS, not team members, to resolve. If it cannot be resolved, then it should be resolved with Division Rep. Otherwise, Division Rep will contact League Office or email or write in a written complaint. All issues should be resolved immediately while all parties are present.

5 Star Sportsmanship Program: Team Captains/Co-Captains are encouraged to rate their opposing team, immediately after play. These scores will be reviewed during each session and awards will be awarded or corrective actions taking according to the program rules.

Physical Contact (Altercations): Physical contact is the hostile physical contact between two players. **IMMEDIATE ACTION** - If hostile physical contact occurs, **THE MATCH IS OVER!** Team Captains and League Management will take the appropriate actions to rectify the matter. **See the Official Team Manual for full disclosure of immediate actions.**

Scenarios and Actions:

- A. To any person who starts a fight or brawl- **1 year suspension to permanent termination of League and APA membership**
- B. To a person who gets into a fight or a brawl defending himself- **a minimum one-month suspension if first offense, and much longer if otherwise**
- C. To someone who consistently uses foul or intimidating language- **three-month suspension, and longer for a second offense**
- D. To someone who uses lesser degrees of verbal abuse- **probation, and suspension as deemed appropriate.**

Suspended Players- Any individual or team suspended from League play will immediately lose certain other membership privileges, including eligibility for APA tournaments, until and unless the suspension is lifted. If they qualified for any tournament, locally or nationally, qualification is forfeited. Once a player is suspended, that player will not have the privilege to coach their team, keep score or put up players, until their suspension has been lifted. Breaking this rule may result in a much lengthier suspension and would cost their team the entire match if the suspension rules are broken.

ADMINISTRATIVE Bylaws

Weekly Scoresheet Envelopes

Weekly Team Dues: The entire weekly team fee is due regardless of how many players played during the match. **This includes playoff weeks, partial forfeits, and full team forfeits. Weekly dues support patches, trophies, shirts, tournaments, travel assistance, etc.** Bonus points may be awarded at the discretion of the League’s Office. See additional information in the scoring section.

Fee Schedule:

| Fee | Amount | Additional Info |
|------------------------|---------|---|
| Annual Membership Fee | \$25.00 | Due on first night of play or by week 4 of the session, whichever occurs first. |
| Open Division (8-Ball) | \$40.00 | Per team, per week |
| Open Division (9-Ball) | \$40.00 | Per team, per week |

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| Masters Division | \$30.00 | Per team |
| Ladies Division | \$30.00 | Per team |
| Doubles Division | \$20.00 | Per Team |
| Green Fees | TBD | Do not include in envelope |
| Returned Check Fee | \$30.00 | Additional amount due with original check amount |
| Renewal Fee until March 1 st . if joined after August 15th the previous year. | \$15.00 | Make online or give to Team Captain |

Weekly Dues should be paid by check or money order made out to “APA”. Use **Drop Boxes** when possible. A **\$30 service charge will be added to all returned checks**. If opting to send cash through the mail and it gets lost, your team will be responsible for repaying the amount due. The League Office is not responsible for **cash** lost in the mail nor the drop box. There are no fees due for teams that are scheduled a BYE.

Drop Box Locations

- Brewlands—4802 Gunn Hwy #108, Tampa, FL 33624
- Balukas – 2072 Badlands Dr, Brandon, FL33511

Past Dues: Missing and short weekly dues are shown on your scoresheet as *Past Due* amounts. They must be paid the week they appear on your scoresheet. If a past due amount was incorrectly stated on your scoresheet, extra money paid would be credited to your team the next week.

Past Due Procedures (Fee Related)

First Week Past Due: Scoresheet will be stamped **PAST DUE** – Team Captain / Co-Captain will be called.

Second Week Past Due: Scoresheet will be stamped **FINAL NOTICE** – Team Captain / Co-Captain will be called a final time.

Third Week Past Due: Team Name will be changed to **TEAM DROPPED DUE TO NON-PAYMENT**, and all players will be marked ineligible in addition to:

- All players on the team will become equally responsible for the fees that are due, including those for the remainder of the session and will not be able to rejoin the League until they have paid their portion
- The League Office will not be responsible for fees that have not been paid by the Team Captain or other members designated by the team. Teams having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid
- Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player
- 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
- Any team owing the League money **WILL NOT BE ELIGIBLE** to play in playoffs or any Higher-Level Tournament

Mailing Scoresheets: The League Office provides an envelope each week to return your scoresheet and weekly dues. The Team Captain is responsible, not the tavern owner, for collecting all fees and delivering the envelope into the dropbox within one day of the match. If choosing to use Postal Mail to deliver your envelope, contact our League Office prior to mailing, text us a photo of the scoresheet and your envelope must be **POSTMARKED** the next business day to get your bonus points.

Bonus Points: 2 bonus points for 8-Ball and 12 bonus points for 9-Ball will be awarded each week if **all** of the following occur:

- Envelopes are placed in dropbox on time, either at Brewlands or Balukas
- Envelope contains the full weekly fee
- Scoresheets are properly completed. One error is allowed
- Team's dues and fees are current with the League
- The Fee box is used to show how much actual money is included in the envelope and be initialed by Team Captain or Co-Captain. If we do not get the full \$40 fee, please include a brief note as to why there is more or less.

*Note: Any violation of bylaws may result in loss of "Bonus Points".

Printing 9-Ball Scoresheets: 9-Ball scoresheets are to be printed double sided. If unable to print double sided, please staple them together. Any missing information due to the way the scoresheet is printed, **MUST** be handwritten on the scoresheet. This includes team members (both teams), team number, what session we are in, what week we are in, what division you are in and what team you are playing against on the other side of the scoresheet.

New Teams: Show some leniency with new teams. Please help new teams understand APA rules, scorekeeping, and membership dues. Occasionally a new team misreads or misunderstands the schedule and rules of play. Please be kind and assist when necessary. Your Division Rep should also be available to assist.

New Players: New members (players) will need to complete an application **AND** pay their annual APA membership fee before being added manually to a roster by a Team Captain or Co-Captain. New players may be added to your roster at any time during the first half of the session. For an added player to participate in a League match, the opposing Team Captain **must** be notified that a new player is being added **before** the team match begins.

New players may be added to a roster up to week 8 if the session is 17 weeks long or week 9 if the session is 18 weeks long. Any time after these periods, new additions must be approved by the League Office, prior to playing. No new players may be added 2 weeks prior to the end of the regular session play. You should inform the new player that all players will need four matches played to compete in Playoffs or Tri-Cups and 10 matches played in the last two years to play in LTC's.

To add a player to your roster, simply write the word "ADD" and the player's name (next to the other names) on your copy of the weekly scoresheet. Gentlemen without a handicap (nonrated) will play their first match as a Skill Level 4 (SL4) and ladies will play their first match as a Skill Level 3 (SL3). When you add a new player on your team, you must inform your opposing team at the beginning of the night of League play.

THIS RULE DOES NOT APPLY IN SPRING SESSION TO QUALIFIED TEAMS" Refer to Official Team Manual page 32

To drop a player from your roster, simply cross out the name and write the word “DROP” next to the player’s name on your copy of the weekly scoresheet.

New players must fill out an APA application and pay their \$25 membership fee the first night or sign up online at members.poolplayers.com and provide their membership number- before they play. APA memberships must be renewed before the end of the year prior to play. Any team that allows a player to play without a current APA membership will receive zero bonus points for the evening, and the players annual dues will be deducted from the weekly fee and put the team \$25 past due since it was their responsibility to collect from the player before allowing them to play.

Regular Schedule: The regular team schedule is weekly play. Details of individual team schedules are located on your League’s website. The team’s next scheduled play is also indicated on the scoresheet. It includes who, where and when. Please print your scoresheets on the morning of play in case any new teams have been added to the schedule or other changes to the schedule.

Rescheduling: On occasion, usually due to inclement weather, holidays or an emergency, a match may need to be rescheduled. If teams are planning to reschedule a match, Team Captains must notify the League Office. Please use the following procedure:

- Contact the Team Captain of the opposing team to reschedule within 48 hours before the scheduled play time, to notify them of your intent to reschedule
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a National Tournament
- Rescheduled matches must be played within two weeks of the originally scheduled match date
- Teams must pay for all matches by scheduled match date

Inclement Weather: In the event of inclement weather, your Team Captain must coordinate with the opposing Team Captain prior to the scheduled match time to reschedule the match. If you do not have the Team Captain’s contact info, you can get it from your Division Representative located at the top of your scoresheet and on our website. The League Office must also be notified immediately. If one team is present at match time and the opposing team has not contacted them, or with the League Office, the team present will be awarded a full team forfeit. Be advised that leaving a message does not constitute contact. In some cases, the League Office could also decide to suspend match play during inclement weather.

Emergencies: In the event of an emergency, contact the opposing Team Captain or League Office prior to match time if possible to reschedule the match.

Byes: No scoresheets need to be returned, and no weekly team fees are due. If a team drops out creating a bye in the division, all matches played to that point will stand.

Forfeits: A team may begin to 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. If the team does not have a player available, that entire match will be forfeited. Should your opposing

team forfeit the entire team match, both teams must still submit a scoresheet and team weekly fees.

If any team forfeits 8 or more TEAM matches during regular session play, they will not be eligible for the wild card draw. If a team finds it necessary to forfeit an individual match, the forfeit(s) must be the last match.

Preventing Forfeits: To help prevent forfeits and for matches to be awarded on the table rather than by forfeit, the Replay Rule (or Ghost rule) should be applied. This rule allows one player to play twice on one night. **If a team does forfeit, regular game fees apply and are due by both teams on the night of the forfeit.**

Replays: If a team is short a player on a designated League night, their opponent must allow them to use the "Replay" rule up to half the session. If we have an odd number of weeks, teams would have one less week, i.e., until week 8 if the session is 17 weeks long. It is up to the opposing team to allow the replay rule to be utilized.

Players who ARE NOT ELIGIBLE to play twice in a match: (1) New non-rated players. (2) Any player whose skill level would cause a violation of the 23-Rule.

The replay fee should be split among the team. This should NEVER be the sole responsibility of the person chosen for the replay.

*****A player may not be sent home and/or be made unavailable so that a team may request a "replay" from their opponent. Please keep in mind this is a rule to help occasionally and should only be used when necessary. Attempts to take advantage of the "replay" rule should be reported to the Division Representative and to the APA by completing an official protest form*****

Make-up Matches: No make-up matches will be allowed in the last two weeks of the session. Exceptions with special conditions may be made by the League Office.

Failing to Complete a Session: If a team prematurely drops from the League after the session has begun, each member of that team may be held accountable (in-part or in-full) for any lost revenue due to their disbandment.

Jeopardy: After week seven (7), if a team declares "Jeopardy" (due to a drop in team members forcing them to add players to their roster) they may not be eligible for the Playoffs or Higher-Level Tournaments if they must add 4 or more players.

Splitting Teams: When a qualified team splits 50/50 - with 4 players going to one team, 4 to another- BOTH teams will remain qualified. In all other situations, the qualified spot goes to the team that has the majority of original members-minimum of four (4) - to stay eligible for Higher-Level Tournaments.

Scorekeeping Clinics: We will periodically hold Scorekeeping Clinics for those members in our League needing assistance. We will give one bonus point for each member of the team that attends the clinics per session.

Coaching: As is the case in many sports, coaching is both logical and reasonable. Coaching gives the more advanced players a chance to help the newer players with their game under competitive circumstances.

Coaching is defined as advising your teammate during his turn at the table. **Please see the Official Team Manual for additional coaching guidelines.**

Coaching Guidelines:

- 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
- So that coaching does not cause excessive delays in the progress of a match, players with skill levels of 4 and up may receive one coaching per game, and players with skill levels of 2 or 3 and *nonrated* players may receive two coaches per game

Refusal to Do Business:

At any time, at the sole discretion of the League Operator, Tampa Bay APA can refuse to do business with any individual regardless of whether the individual’s APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

Tournaments and Championships for 8 and 9-Ball Bylaws

All rules, policies, and procedures included in the Official Team Manual and ADMINISTRATIVE Bylaws apply to 8-Ball and 9-Ball Divisions including the below:

Big Dawg Award: The 8-Ball team and the 9-Ball team with the most points earned in a League year, out of all the divisions competing in that format in the entire League area will receive the BIG DAWG AWARD. If two or more teams are tied for Big Dawg, both teams will receive the award. The team or teams will gain an automatic bid to the City Tournament (without needing to participate in playoffs or Tri-Cups). The team must stay in the top half of their division, or the team is subject to lose its eligibility.

Higher Level Tournament Skill Level: All players must enter Higher Level Tournaments at their highest session ending skill level. Ex: If you play two (2) times a week and your team qualifies for the City Tournament, and you are a five (5) that night, but a six (6) on another night, then you must play as a six (6) in the City Tournament. This rule is the same for 8-Ball and 9-Ball; however, 8-Ball and 9-Ball handicaps do not affect each other.

Playoffs and Tri-Cups: For a team member to participate in the end of session playoffs or Tri-Cups, the player must have played at least four (4) matches with that team during the regular session.

Playoffs and Tri-Cups: 8-Ball & 9-Ball Leagues: In a division of 5 or fewer teams, the 1st place and one Wild Card team advance to playoffs. There will be one week of playoffs, and the winner will advance to the session’s Tri-Cup.

➤ In a division of 6-9 teams, the first-place team will automatically advance to the session’s Tri-Cup. The 2nd through 4th place teams and one Wild Card team will advance to playoffs. There will be one week of playoffs and two teams will advance to the session’s Tri-Cup.

➤ In a division of 10-14 teams, the first-place team will automatically advance to the session's Tri-Cup. The 2nd through 6th place teams and one Wild Card team will advance to playoffs. There will be one week of playoffs, and three teams will advance to the session's Tri-Cup.

The winning team will be responsible for turning in the scoresheets and League fees during playoffs.

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

When a team earns a spot in 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 if the session playoffs for the division can be filled (another team willing and eligible to participate).

Wild Card: The Playoff Wild Card team is picked at random from teams that do not place in the playoffs by ranking during the regular session.

Division Champion: Each session (Summer, Fall, and Spring) there is a Division Champion. The Division Champion is the team that wins the end of session playoffs. Each Division Champion team receives a plaque for each member and a plaque for their Host Location. Winning the Division Championship qualifies the team for the Summer or Fall session Challenge Tournament as applicable and LTC tournament.

Local Team Championships: The Local Team Championships will be held once a year in June for 8-Ball and 9-Ball as the official “World Pool Qualifier”. Teams that have gained eligibility via the session. Tri-Cups or automatic eligibility via Big Dawg will compete in this tournament for the chance to advance to the World Pool Championships in Las Vegas. There will be two qualifiers a year from the 8-Ball City Tournament and one qualifier a year from the 9-Ball City Tournament.

If a team qualifies for the **Tampa Bay APA City Championships** from the Summer Session Tri-Cup the team must play in the upcoming Fall, Spring, & Summer Sessions or forfeit their eligibility. If a team qualifies for the Local City Tournament from the Fall Session Tri-Cup or the team must play in the upcoming Spring & Summer Sessions or forfeit their eligibility. If a team qualifies for the Local City Tournament from the Spring Session Tri-Cup 12 or an automatic bid from the Spring Session, the team must play in the upcoming Summer Sessions or forfeit their eligibility.

World Pool Championship Traveling Assistance:

- Each 8-Ball and 9-Ball team slot winning the Tampa Bay APA Championships to qualify for the World Pool Championships in Las Vegas will receive travel assistance.

In addition, each winning team will receive an Individual Trophy for each player. (Note: Ladies Division, Masters, and Doubles payouts may vary due to earned slots to Championships on a yearly basis and team count.)

Should a team elect not to go to the 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.

If qualified players qualify for additional events, he/she will only receive additional travel assistance when necessary for additional expenses. For example, if their airfare was already covered and they did not fly back home, they would not need additional monies for airfare. They may only require additional lodging.

In the event a qualified team decides not to participate in the World Pool Championships, the team that finished second in that City Tournament will advance to the World Pool Championships.

MASTERS Division Bylaws

All rules, policies, and procedures included in the Official Team Manual and ADMINISTRATIVE Bylaws apply to Masters Divisions including the below:

Play Fee is \$30/Team, per match – Teams will play every other Sunday of the month.

- There will be no Skill Level Limit.
- A maximum of 4 players will be permitted on a roster; 3 of the 4 team members will participate in each team match.
- Each individual match will be a race to 7 and will include 8 games of 9-Ball and 5 games of 8-Ball. Players will earn 1 point for each game won. A team can earn a maximum of 21 points per night.
- Team Captains flip and the winner has the choice to put up first. The winner of the lag then will have choice of game (8-Ball or 9-Ball) or the break. Once the format has been chosen, the entire set of that format must be completed before moving to the next format.
- Masters 9-Ball – The player has won the game when he has legally pocketed the 9-Ball without scratching.
- Push Out – The push out is allowed after the break during games of 9-Ball.
- Coaching is not allowed.
- Jump Cues – The use of jump cues is allowed in Masters Division play. Be aware that even though Masters' rules allow for the use of jump cues, Local League Bylaws or Host Location "house rules" may choose to limit or strictly prohibit their use.
- Byes – 15 points are awarded to a team receiving.
- Forfeits – An individual player match is worth 5 points. (15 for full team forfeits)
- Players should not take more than 30 seconds to shoot.
- If the cue ball is heading toward a pocket and either player puts their hand in the pocket to stop it in case it scratches, it's a foul, regardless if the cue ball falls or not. This will result in ball in hand for opponent.
- If object balls are accidentally disturbed at any time, balls are to be replaced as closed to the original positions as possible. If this cannot be accomplished and agreed upon by both players, then the game will be replayed.
- In order to be eligible to play in the Masters Division, all players must be active on a standard 8-Ball or 9-Ball rosters.
- Playoffs – Playoffs and championship matches will now be scored as they are during League night. Points vs.

Match wins. (However, at the World Pool Championship, matches will be scored by Match wins) If realized after the fact that an extra game of 8 or 9-Ball has accidentally been played- then that game is scratched, then, move on to the next game.

- Players must have played a minimum of six (6) matches with their team during the session, to be eligible to play in playoffs/championships, and have a minimum of 10 total 8-Ball or 9-Ball in the past two years. Rosters are locked with six (6) weeks remaining in the session. Only players who appear on the roster the final six weeks, with the required number of matches played, will be allowed to play. In addition, to meet the Championship rules for qualified Masters teams; all players must play a minimum of 4 matches during the Spring session (Spring Session begins January 1) to play in Cities and Las Vegas. In addition, all players must be on a roster in the Summer session on an 8-Ball or 9-Ball division.
- Teams are only allowed 1-month forfeit (= two matches) to not lose eligibility to participate in the playoffs. Make up matches must be played and turned three weeks before final 2 months (four matches). Weekly fees are still due by both teams.
- Top 75% of teams go to playoffs, including a Wild Card. In other words, a division that has 8 teams will have the top five teams and a Wild Card advance. This is approximate and will be determined once we know how many teams we have/session.
- In the third individual match at the 2 hours, 15-minutes mark or 1 hour and 10-minutes if dual) or all subsequent matches may become a race to one (1). This will be at the Tournament Director's discretion.

LADIES Division Bylaws

All rules, policies, and procedures included in the Official Team Manual and ADMINISTRATIVE Bylaws apply to Ladies Division including the below:

Play Fee is \$30/Team per match – Teams play two matches, once per month
TEAMS WILL PLAY ON THE 3RD SUNDAY OF THE MONTH

TEAMS TO CONSIST OF 3 TO 5 PLAYERS: Three ladies will play each match. Teams play two matches on the third Sunday of the month except for occasional changes due to holidays (.ie. Easter Sunday, Christmas Eve, etc.)

- Skill level is a maximum of 13, per team for each team match.
- Maximum of five players allowed on the roster. Teams may choose any three of the five team members to participate in each teammatch.
- 3-point scoring system will be used (see Official Team Manual for more detail on scoring system)

MATCHES REQUIRED: Players must have a minimum of 6 matches played during the session with their Ladies team to participate in the Local Team Championship, and a minimum of 10 8Ball matches played within the last 2 years by entry deadline to participate in the World Pool Championship in Las Vegas. Players must also have played a minimum of 4 times in the spring session in either Ladies or standard 8-Ball format.

OTHER REQUIREMENT: Players must be on an active roster in either the standard 8-Ball format or on a Ladies Division roster.

BYE POINTS: Teams will be awarded 5 points for a Bye.

MAKE UP MATCHES: Makeup matches are a MUST if team(s) cannot make the regularly scheduled match. No points will be awarded either team after this time. Forfeit points/individual match is 2. (3 points in playoffs.) Team forfeit is worth 5 points.

- Individual matches are worth 2 points. Team forfeit is worth 5 points and must be paid the following week.
- Make up matches must be called into the office prior to play. Since we utilize the replay rule, please do everything in your power not to inconvenience the other teams by requesting makeup matches if at all avoidable.
- Makeups MUST be played and turned in prior to last month of play. No points will be awarded either team after this time. In addition, makeup matches MUST be requested by the APA office and the opposing Team Captain at least 24 hours prior to match start. Failure to do so, will result in a forfeit.

ROSTER CHANGES: Any roster changes must be made up to and including week 10 (5th month of play). Changes after that must be approved by the national office. After week 10, if a team declares Jeopardy due to a drop in team members forcing them to add players to their roster. Changes must be in writing on the scoresheet.

- If a team drops after the 4th week of play, that team will be responsible for paying all the team fees for the rest of the League year. However, if any remaining members want to fill that team with new players, they can still do so without penalty through week 10.
- If the team drops but one person wants to continue playing, she will be allowed to be added to another team without penalty IF they will allow her to join and ONLY on the condition that she pays her portion of any missed weeks between her old team that forfeited and the team that she newly joined.
- New teams will be given one point less than the lowest ranked team in the division.
- Division winning teams and players are not eligible for the World Championship as a result of their participation in this format. All participants in Ladies Divisions are eligible to participate in the 8-Ball Classic.

TEAM SKILL LIMIT RULE IN LADIES DIVISION PLAY, 13-RULE: The total of the skill levels of the three players fielded in any team match cannot exceed 13. A team playing fewer than three matches must show that it would not have exceeded 13 if the three matches had been played. If the 13-Rule is broken, the offending team will receive zero points for that League match.

- The non-offending team would receive all points they won plus two points for the match in which the 13-Rule was broken and any subsequent matches.
- When forming a new team, team members should exercise caution regarding the number of highly skilled players they recruit. If the team improves to where it can no longer comply with the 13-Rule, then it must play two layers whose combined skill levels do not exceed 10, and forfeit the third individual match.
- No team will be allowed to add a player to the roster for 13-Rule purposes after the fourth week of play without prior approval from the League Office.
- Nonrated ladies playing for the first time (meaning they have not established a skill level yet) will play their first

match as a skill level 3.

- A violation of the 13-Rule has officially occurred when the rack is struck in the individual match that causes the violation. If your opponent violates the 13-Rule, notify the opposing Team Captain, and then note the violation on your scoresheet.
- If the notation (protest) is not on the scoresheet when received by the League Office, it is too late to protest. Get into the habit of checking.

DOUBLES Bylaws

All rules, policies and procedures included in the Official Team Manual and ADMINISTRATIVE Bylaws apply to Ladies Division including the below:

Play Fee is \$20/Team per match
TEAMS WILL PLAY EVERY OTHER SATURDAY

TEAM FEES: Doubles Division fees are \$20.00/Team. Locations that have "greens fees" are charged by the location in addition to APA team fees. **DO NOT INCLUDE IN ENVELOPE.** All matches are to be paid in full on the original night of play. Full team fees are due regardless of how many players play (i.e., - there is a forfeit in a match). Full Team Fees are also due if a full team forfeit. Teams who drop during the session will owe all past dues, as well as the fees for the remainder of the session.

MAKE-UP MATCHES: Make Up matches are limited to two (2) per session. This league, just like all APA leagues, is to be played on the designated night and we do not allow your team to inconvenience your opponents. Team Captains **MUST** notify the League Office **AND** your opposing team within 24 hours prior to play, or the match will be considered a forfeit.

If **BOTH** teams agree to do a make-up match the day of, then that is, of course, okay, as long as the League Office is notified of when and where. Regular fees still apply for a forfeit, for both teams. Regarding makeup matches for holidays, weather, etc., see regular Local Bylaws.

FORFEITS: A maximum of one (1) forfeit will be allowed/session. Any team that exceeds the forfeit maximum will not be eligible for the playoffs. All matches should be played and scored.

SCORING: Weekly play is made up of 2 singles matches and 1 Doubles match. Doubles match is played with Alternate Shot format and scored with the 3-point system, (i.e. individual matches can finish 3-0, 2-1 or 2-0.) One (1) bonus point will be awarded teams who turn in their completed weekly fee, signed paperwork on time and have no outstanding past dues. Teams have two (2) weeks to notify the office of missing bonus points. Byes are awarded 7 points. Team Forfeits are worth 8 points.

PLAYER/ ELIGIBILITY: Local and National rules. All players must play a minimum of 6 singles matches during the session to be eligible to participate in the City Playoff tournament. **ALL** players **MUST** have ten (10) 8-Ball scores played in the past two years in order to enter and play in the Local Doubles League. *Any team/player that does not have an established handicap and want to play in doubles **MUST** sign an agreement, acknowledging that if they exceed SL 10, they may need to either split up, (if session allows, and is approved by the office) or lose playoff qualification.

In addition, players must have 20 singles lifetime matches in 8-Ball (Regular league, Ladies, Doubles or Singles Boards) to be eligible to play in the APA Poolplayer Championship in Las Vegas. (National Rule) Qualified Vegas players must stay on

an active 8-Ball roster through Spring Session. Also, players cannot participate in the 9-Ball Shootout or Wheelchair Challenge in Las Vegas if qualified for the 8-Ball Doubles Championship.

TEAMS/ELIGIBILITY: Teams must be made up of 3 players with a max handicap of 10 to start. A team with a 6,5,4 must play 6&4 or 5&4 until the 4 increases skill level to a 5. Teams may never play above 12. If a team cannot play 12 or below, a player may be replaced with approval by League Operator. Only 2 people on a team will be eligible for doubles championship in Las Vegas as well as doubles championship on the local level.

PLAYOFFS: A local tournament will be held after each session. The format will be a single elimination ladder bracket based on team count of each division. Only the doubles matches will be played at local tournaments.

TIME-OUTS: Each team has one time-out per game. Teams who are NOT shooting may converse quietly, as long as do not interfere with the shooting team.

ROSTER CHANGES: Any roster changes must be made prior to the last five matches remaining on the schedule. Changes must be in writing on scoresheet at that time.

