

Baystate APA
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We welcome your team to the American Poolplayers Association! In order for us to enhance your enjoyment and the service of the League, we must enforce local bylaws, which are designed to allow a smooth operation of the League. Read these bylaws carefully and keep them with your team manual. Breaking these rules could cost you a playoff spot and a chance to advance to the Local (States) or National Team Championships.

These bylaws have been read and approved by the American Poolplayers Association. The local bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual.

Office hours are Monday through Friday **12 Noon to 9pm**. If I am not available please leave your name, phone number, and a short message and your call will be returned as soon as possible. I can be reached at 508-431-3565.

Team fees are \$50 per week per team for all scheduled matches regardless of number of games played including forfeits. Division playoffs are \$30. Please make checks payable to Baystate APA. If you pay by cash, please understand that we cannot be responsible for missing monies and the team will be responsible to repay that amount should it turn up missing. There will be a \$10 charge for any returned checks, plus loss of the bonus point (see below). **APA player annual membership dues of \$25 are due the first night a player plays or by the fourth week of the session, whichever occurs first.** Any team that falls two weeks behind in paying their team fees or membership dues will be sent a warning notice. If the team does not become current upon receipt of the notice it may be dropped from the League for non-payment. Teams that have an outstanding balance will not receive any session awards, will forfeit cash payouts, and be excluded from any wild card draws.

Start time is at 7:00 pm unless noted at the beginning of the session. Play will begin even if only one player from the team is present. Play must be continuous; otherwise forfeits will be awarded to the team with players present.

Splitting Matches: If the 4th match has not started by Official league time plus 2 ½ hours, then a second table (if available) will be put into use unless both teams agree to complete the match on the original table.

Bonus Points one bonus point (20 in 9 Ball) will be awarded each week for teams that have their envelopes postmarked the next day, have the correct money, and a completely and correctly filled out score sheet. Fees and dues must be up to date. If your team owes any type of fees or dues, you will not receive your bonus points. There will be no exceptions. *Be careful that you do not lose your bonus points.*

Forfeits if a team fails to show for a match, the opposing team (providing 5 players are present and listed on the score sheet) will receive 4 points and 1 bonus point (60 + 20 in 9 Ball) if all paper work is completed and fees and dues are up to date. Forfeits during the last 3 weeks of play will be awarded 3 points plus 1 bonus point (45 + 20 in 9 Ball). Teams that do not show up for two consecutive weeks will be considered dropped from the League and a new schedule will be issued. Dropped teams or any suspended player will forfeit all benefits including trophies, awards, and prize money. If a team drops out before the session is over, matches played will stand. If a team forfeits one or more matches it is still responsible for the full amount of weekly dues. Teams that forfeit 3 or more matches in the last week of play will NOT be eligible for the wild card draw.

Forfeits during the first 2 weeks of any session will not be awarded; make-up matches will be required for those weeks that were missed (due to confusion for teams/players and locations.)

Rescheduled matches all rescheduled matches **must be made up within 3 weeks of the original match**, unless pre-approved by the League office. If not, 0 points will be awarded to each team. **No matches will be made up the last two weeks of session play.** The League Office must be notified of any rescheduled matches. No exceptions.

Byes are worth 3 points and 1 bonus point (45+ 20 in 9 Ball). The fee for byes is \$15. Byes will not be awarded during the first two weeks of any session while new teams are still being added. Make-up matches will be required for the two weeks that were missed. If a team drops out creating a bye in the division, all matches played to that point will stand. Subsequent matches scheduled with that team will be awarded bye points

Ghost Rule: There may be times when a team cannot provide five players to play in a match. On these occasions, a team can have the opposing team choose one of their players to play again as the last player. This player is called the "Ghost Player". The intent of the Ghost Rule is to provide an opportunity for the opposing team (the full team) to play their match rather than have to receive a forfeit. The Ghost rule is subject to the following conditions:

- a) Each team will be allowed 2 Ghost Rules per session. Each team is responsible for keeping track of how many times they have used the rule. Each time a team uses the Ghost Rule beyond the 2nd time, they will lose their bonus point in addition to any match points earned in the match that the Ghost player played. The opposing team will be awarded the point whether their player won or not.
- b) The Ghost Rule can only be used during the first half of the session and will not apply to playoffs or any higher-level events.
- c) Teams must notify their opponent before the 2nd match that they will be using the Ghost rule. If a team asks for the Ghost rule after the 2nd match, the opposing team may accept or refuse the request.
- d) Teams must have at least 3 players present to use the Ghost Rule. If a team has only 3 players then the 4th match will be the Ghost Match. The Ghost Match will always be the final match.
- e) At the beginning of the final match, the opposing team must choose one of the players
- f) At all times in any match played in the APA the 23 rule is always involved. Using the ghost rule does not allow the team to break the 23 rule.
- g) If only 4 players are on the roster of a newly forming team, that team has to abide by the 19 rule if the ghost is to be implemented.
- h) Teams implementing the Ghost Rule must keep all players present at the match location until the opposing team chooses the player they want to play against.

Roster Changes: Teams have the first 7 weeks of the Fall Session and Spring Session to add or drop players. *Teams that have qualified for the State Tournament in the summer or fall sessions will only have four weeks to change their roster in the Spring Session.* The Summer Session is typically shorter than the other sessions so teams will have only 5 weeks to add players. Remember, each player must have 4 plays in the session to compete in session ending playoffs.

8 Ball Open Division Playoffs and States

Divisions of 12 or more teams will send 3 teams to the session Qualifier. These teams are determined as follows:

- 1st and 2nd place teams in points will advance automatically.
- 3rd place will play 4th place, and the winner will advance.

Divisions of 8 to 11 teams will send 2 teams to the session Qualifier. These teams are determined as follows:

- 1st Place team will automatically advance.
- 2nd plays 3rd, and the winner will advance.

Divisions with fewer than 8 teams will send 1 team to the session Qualifier. This team is determined as follows:

- 1st plays Wild Card, and the winner advances.

If a ranking team has already qualified for the States, the team next highest in points will take that spot in the playoffs.

Once a team has qualified for the LTC, (States) it must remain active for the remainder of the League year. A team that qualifies from the summer session must continue to play during the fall and spring sessions; a team that qualifies from the fall session must continue to play during the spring session. In addition, once a team qualifies, it must remain in the top 50% of its division's standings until the LTC event or its participation will be subject to review.

The winning teams that advance from the LTC (States) to the Nationals will receive Travel Assistance for flights and hotel for team members, entry fee to the National Tournament will be paid and each team will receive \$350 upon arrival to Las Vegas.

A.M.I. (Almost Made It)

The A.M.I. is another chance for your team to get to the State tournament. Wild card teams will be drawn to play in the A.M.I. playoff.

Divisions of 8 or more teams will send 2 teams to the A.M.I. determined as follows:

4th place will play Wild Card at 4th place location, and the winner will advance to A.M.I.

5th place will play Wild Card at 5th place location, and the winner will advance to A.M.I.

Divisions with fewer than 8 teams will send one team to the A.M.I. determined as follows.

2nd plays Wild Card, and the winner advances.

9 Ball Playoffs and States: Divisions with 10 or more teams will send 2 teams per session to the States. Teams will be determined as follows:

1st place automatically advances.

2nd plays 3rd, and the winner advances

Higher cede always has the home advantage. If a team has already qualified, the next team in line will take that position.

Divisions with fewer than 10 will send 1 team per session to the States. That team will be determined as follows:

1st plays Wild Card. That team will advance.

Trophies: The Division winner will be determined by total number of points earned during the session.

Divisions of 8 or less teams, individual trophies will be given to the Division Winning team and the host location. In divisions of 9+ teams, the Division winning team will receive individual trophies in addition to a host location trophy; 2nd place team will receive one trophy for the Host Location.

Top Performing Player: Each session, trophies will be given to the Top Performing Players, Male and Female. This award is given to the players with the highest win percentage. Players must have played 1 more than 50% of the matches for that session to be considered. Top Gun points will be used as a tie breaker. For example: in an 18 week session, a player must play a minimum of 10 Matches.

Player ID: Players must be able to show a valid picture ID to the League Operator or any team member at any time. Teams that play a player under a false name will receive 0 points for the night and will be at risk of suspension from the League. Their opponents will receive all points won plus 1 point for any match involving an illegal player. Ask for ID's prior to play.

Protests All protests must be in writing and include a \$20 protest fee from both teams. The League Operator will inform both team captains of the outcome of the protest and return the \$20 to the team that wins the protest. The other \$20 will be added to the Players Fund.

Placing the cue ball: During a time out, ONLY the player or the coach may place the cue ball in a "Ball-In-Hand" situation. The player DOES NOT have to be the last one to touch the ball.

Banned players/Sportsmanship If a player on your team has been banned from a tavern or location, then the team must play without him/her. The APA League has no right to insist a host location admit this player. Any player or team receiving more than two sportsmanship violations will be dropped from the League. Dropped teams or any suspended player will forfeit all benefits trophies and awards.

Disputes: Should be resolved by the two players, and not by the coaches or captains. If a dispute cannot be settled between the two players, then contact your Division Rep. Their contact numbers are at the top of your score sheet and newsletter. We strongly urge that the players solve disputes themselves in the spirit of "Good Sportsmanship".

Breaking down the cue stick: Doing so before the match has finished could result in loss of match. If a player is shooting, and his opponent cracks his stick (starts to take it apart) within view of the shooting player, this action could be considered a concession of the game by the opponent. The shooting player should stop; ask the opponent if they have just conceded the game and, if the answer is yes, the shooter will be awarded the game. If the shooting player continues to play, he has forgiven his opponent. If he misses, the opponent will be permitted to take his turn. The intent is to eliminate a non-shooter attempting to intimidate or distract the shooting player. This rule does not apply when a player needs to change their cue stick for a short stick when there is a wall/post obstruction.

Equipment: Only equipment provided by the host locations will be used for League play. This includes, but not limited to, cue balls, racks, and racks of balls. The house cue ball can only be changed if both teams agree to use a ball other than the house ball. It is acceptable to change cue sticks during a match, however, **Jump Cues are not allowed.**

Falsification of score sheets: Any team caught sandbagging or sending in falsified score sheets will be subject to penalties handed down by the League Operator, which may include being dropped from the League.

HAC and BOG: The Handicap Advisory Committee and Board of Governors will consist of the League Operator and players from within the League. Anyone with a skill level of 5 or higher is welcome once they have participated in the League for two sessions of play.

Members of the APA: Only APA members are allowed to play in the League. Paid applications for each new member must be sent in the first night they play. We must receive this application the same week the new player plays. Unpaid players will receive zero (0) points. The team will also lose their bonus point for incorrect dues.

Inclement weather policy: (snow, sleet, etc.) If a match is to be cancelled due to weather, the League Operator or other team captains must be informed. The League Operator will resolve any disagreements. Cancellation of match play due to inclement weather is at the team's discretion. **Please remember that any make up matches must be done within 3 weeks of the original match.**

Taking extra Time Outs: If a team takes extra time outs it may be considered a foul. If the opposing team tells the other team that they are out of time outs & the team continues to coach, this will be considered a foul and will be ball – in-hand for the opposing team. If the team realizes the error and does not take the time out there is no foul.

Sportsmanship Problems: Disregarding the rules, grudges, personal problems, racial and sexual discrimination or harassment of any kind will not be tolerated by the league office. Intoxication will not be accepted as an excuse! Severe action will be taken against teams or players who harass or threaten other APA members. If you have members on your team who may put your team in conflict with the APA sportsmanship policies, please correct their behavior or drop them from your team. These members will, at a minimum, receive a warning letter and can be suspended upon further review.

Miscellaneous: You are encouraged to enjoy the fare available at the host location. Please do not bring any food and beverage into the host location. Also, the cost of the table will be split evenly between both players, no matter who wins or loses and regardless of their handicap.

Good Luck and Good Shooting!

January 8, 2012