

Local Bylaws
APA Central New York Pool League
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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. 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

Office hours are Monday through Friday 10:00am to 4:00pm. If I am not available, please leave your name, phone number, and a short message and your call will be returned to you as soon as possible. Calls will be accepted outside of regular hours for emergencies only.

Membership

APA player membership dues (\$25.00) are due the first night a player plays or by the fourth week, whichever occurs first. Replacement membership cards are \$5.

Weekly Team Fees

Weekly team fees are **\$35** per week per team for all scheduled matches regardless of number of games played, any forfeits, and division playoffs. (*Refer to the Doubles and Masters Addendums for weekly fees*).

If you pay by check or money order, please make them out to APA Central New York. There will be a \$30.00 charge for any returned checks. The League Office will not accept checks from non-APA Members. The League Office will NOT re-deposit Returned Checks! Points lost due to financial situations are NOT awarded to the opposing team.

Your team will receive zero points if you allow multiple new players to play without submitting their Application and fees.

Other Financially Related Issues

If a player on your roster has (\$\$\$) in their name, it means there is a financial problem between that person and the League Office. There are a variety of possible reasons for the (\$\$\$). It is the responsibility of the Player or the Team Captain to contact the League Office to determine the reason.

Players with the (\$\$\$) in their name cannot play until the problem is resolved.

If the player plays a match without 1st contacting the League Office, your team will automatically lose points: the Bonus Points & the points for the match.

These points are non-recoverable. They are gone forever!

Past Due

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet PLUS points may not be awarded. Next, the Team Captain (& other players as warranted) may be marked ineligible to play. If payment is not received at this time, the team will be given notification that they will be dropped from the League for nonpayment. If all fees are not brought current by the third week, the team WILL be dropped from the League for nonpayment. All players on the team will become equally responsible for the fees owed, including the fees for the remainder of the session, and will not be allowed to rejoin the League until their portion of the past due fees is paid. The League Office is not responsible for dues or monies that have not been paid by the Team Captain or other member designated by the team. Teams having rosters with players who owe money to the League will not be allowed to participate in any playoffs, Tier Tournaments, or any other tournaments until such monies are paid. Teams that are habitually late may be asked to replace their Team Captain with another more responsible player.

Scoresheets

All completed scoresheets along with weekly fees, membership applications, and membership dues are due 24 hours after your match is completed. If using the drop-off method, your return envelope must be received in the League Office

by 6:00pm the evening following your night of play. If on the mail system, your return envelope must be postmarked the following day after your night of play.

Pick-up

Scoresheets, along with the proper return envelope, will be delivered or mailed to the designated pick-up location.

Drop-off

Completed scoresheets, along with each Team's weekly fees, any membership applications, and membership dues may be dropped off at the designated location or mailed to the League Office. Teams on the mail system will be provided with a properly posted return envelope.

Start Time

Start time is at 7:00pm unless scheduled otherwise. 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.

Declaring Players

Once both teams in a match have declared a player, the players cannot be changed unless the 23 Rule is in jeopardy.

Banned Players

If a player on your team has been banned from a host location, then the team must play without him/her. The APA League has no right to insist a host location admit this player.

No Male 2s or 1s

To better coincide with APA National Tournament Rules, no male 2s will be allowed in 8-ball and no male 1s will be allowed in 9-ball.

Starting Skill Levels For New Players

The American Poolplayers Association was founded on the principal of fairness to all players. Therefore, accuracy of skill levels is very important. Team Captain's are responsible for raising the skill level of any player on their team if the player's skill level is too low for any reason. Simply have the player play at their accurate skill level and write a note on the scoresheet. The Rule Book indicates that in 8-ball or 9-ball, new male players start at a skill level 4, women begin as 3's in 8-ball, and 2's in 9-ball. In most cases this is appropriate. However, a team adding a NEW player who is known to have ability higher than the standard starting point must, in the interest of fairness, start the NEW player at their appropriate skill level. If a player's skill level should go up 2 or more levels in one session, penalties will be assessed against the offending team.

Player Identification

Your opponent and the League Office have every right to request proof of identity from you and your teammates.

Proper Identification

Positive identification is a picture I.D. (i.e. valid driver's license with photo). Carry a picture I.D. with you at all times, in order to show proof of age and identity. Your APA Membership Card is NOT a valid form of ID. If asked, please comply in a friendly manner. It is the responsibility of all Team Captains to verify that their team members are 18 years of age, or older, prior to the start of the session and that they carry proper identification.

If a player is asked for I.D. and cannot produce it, they cannot play that evening and forfeit any match that they are playing. If the match has not yet started when the player is unable to provide proper identification, that player simply cannot play in that match. Another player is put into his/her place. If the player in question was the 1st player put up in the match, the opposing Team Captain then has the right to change who is put up to play the new opponent. If the player in question was the 2nd player put up, then the opposing Team Captain cannot change their player (since they put up first in the match).

Falsification of ID

Under-aged members and members playing under a false name, when identified, will be dropped from the League. The Team Captains involved will not be allowed to Captain or Co-Captain a team again. The team involved will have any points previously won by that member deducted from the team total point count for the session. If the team in question is participating in a higher-level tournament, it will be disqualified, resulting in the forfeiture of any awards including prize money, trips, and trophies, earned up to that point.

Host Location Unavailable

If in the event that prior to or during your match the Home Team's Location becomes unavailable for match play, for whatever reason, the teams will play/continue playing the match at the Opponent's Host Location. If neither location is available on League night, a neutral Host Location can be agreed upon or the match can be rescheduled. In either case, the League Office must be notified before any action is taken.

Scorekeeping

Only APA members of the competing teams may keep score. Allowing anyone else to keep score will result in a sportsmanship violation. It is suggested that all members of each team take a turn keeping score.

Match Scoring For 8-Ball

All 8-Ball matches will be scored using the "Hill" alternate scoring system. Each individual match will be worth two (2) points to the winner's team. If a player gets on the "Hill" and loses the match, the team is awarded one (1) point. Example: Player A vs. Player B in a race to 3. Player A wins the match 3-2. Player A team receives 2 points and Player B team receives 1 point because Player B reached the "Hill". If Player A had won the match 3-1 or 3-0, then Player A team would receive 2 points and Player B team 0 points. Keep track of the points by placing a 0, 1, or 2 in the W-L column of your scoresheet. Teams can earn up to ten (10) points per match. The "Hill" scoring system will be used through Division Playoffs. However, for all Higher Level play the standard APA scoring system will be utilized.

(Refer to the Doubles and Masters Addendums for Match Scoring)

Points Awarded For Byes

If a team is scheduled to play against a BYE during the regular session, they are awarded four (4) match points plus two (2) bonus points in 8-Ball and sixty (60) points plus five (5) bonus points in 9-Ball. The weekly fee is waived. Teams receiving the BYE are not required to do anything or mark anything on their score sheet. Bonus Points are only awarded to teams in good standing with the League (no past due fees or sportsmanship violations).

(Refer to the Doubles and Masters Addendums for Points Awarded For Byes).

Points Awarded For Forfeits

If a team fails to show, the opposing team will receive eight (8) points plus two (2) bonus points in 8-Ball and sixty (60) points plus five (5) bonus points in 9-Ball. If this occurs within the first four (4) weeks of the session, every attempt will be made by the League Office to have those matches played. If unable to reschedule due to unacceptable reasons by the violating team, the opposing team will receive the standard eight (8) points in 8-Ball and sixty (60) points in 9-Ball plus bonus points. Both teams will still owe full weekly fees. If one or more player matches have been played, your team will receive points for all matches won plus 2 points for each match not played in 8-Ball (fifteen (15) points for each match in 9-Ball) plus bonus points. Bonus Points are only awarded to teams in good standing with the League (no past due fees or sportsmanship violations) and to those teams meeting all of the requirements as per the Bonus Points section of these bylaws. *(Refer to the Doubles and Masters Addendums for Points Awarded For forfeits).*

Bonus Points

Bonus Points will be awarded as follows and are in addition to the points earned in weekly match play:

Your team will receive 2 bonus points (8-Ball) or 10 bonus points (9-Ball) if:

- 1. You turn in your Team Envelope at your Drop-off location or mail it on time (as per previous paragraph titled Scoresheets)... and***
- 2. Your scoresheet is filled-in completely... and***
- 3. You have enclosed a completely filled-out APA Membership Application (and annual Membership Fees) for EACH NEW PLAYER who was added to your roster and who played a match that night... and***
- 4. You have enclosed your Team's full \$35 weekly fees (remember, full team weekly fees are due each week regardless of the number of matches played or forfeited). No weekly fees are due for "scheduled Byes".***

Your team will NOT receive the bonus points if:

- 1. You allow a "non-paid new player" to play without submitting their APA Membership application and \$25 APA Annual Dues... or***
- 2. You do not enclose your Team's full \$35 weekly fees... or***
- 3. Your scoresheet is not completely filled in... or***
- 4. Your Team Envelope was not at your appointed drop-off location or postmarked on time.***

Bonus Points lost as described above are non-recoverable (gone forever!)

Playoffs and Post Session Play

A Tier System will be used in both 8-ball and 9-Ball. The tier system will provide all teams in a division, divisions of 4-16 teams, the opportunity to play in the playoffs and advance to other Higher Level Tournaments. Please refer to the [Basic Guide To APA CNY Playoff And Post Session Play](#) for more detailed information and playoff brackets.

Your team will lose playoff eligibility if:

1. Your Team Envelope is turned in late (3) or more times... or
2. Your Team forfeits (6) or more total match points... or
3. Your Team is deemed ineligible due to Sportsmanship or Handicapping violations.

Player Playoff Eligibility

New Players (this session is their 1st-ever session)...MUST play 6 times prior to the playoffs.

New Players (spring session - only)...MUST play 8 times prior to the playoffs.

Established Players (if you were on that team last session)...only need 4 matches played prior to the playoffs.

Established Players (played prior to this session and who joined a new team this session)...MUST play 6 times prior to the playoffs.

Trophies

Trophies will be awarded at the end of each session to all Tier-1 Division Playoff Winners. Individual trophies will be awarded plus their host location.

Higher Level Tournament Information

All teams who qualify through the Tier tournaments are eligible to play in the CNY Championship (LTC), held each June.

TIER-1~ 8-ball & 9-Ball: Teams will play off for trips to Las Vegas, airfare and hotel, to play in the National Team Championship (NTC).

TIER-2 ~ 8-ball: Teams will play off for a trip to Las Vegas, airfare and hotel, but DO NOT play in the NTC.

Winning the LTC entitles you to PLAY in the National tournament, for which we will provide you with an airline ticket and a place to stay. There is no cash value for players who cannot attend.

Teams are entitled to 3 rooms per team. If extra rooms are needed, teams must pay extra for them. In addition, airline tickets are NON-TRANSFERABLE AND NON-REFUNDABLE. If a member of your team cannot make the trip, you cannot give that ticket to another person.

Tickets & hotel rooms will be issued to players for the dates that they will play in the tournament. If you want to change airline tickets, you must do this on your own and pay the change fee after tickets are issued to us. No changes can be made before this time as we book tickets early. If you are issued a ticket and you choose not to go, you must pay back the travel fund the full amount of the ticket, and then the ticket is yours to use as a credit for a future trip. Severe emergencies are excused, but just deciding that you do not feel like going is no excuse.

APA Five-Star Sportsmanship Program

In most APA Leagues, and on most nights, things go according to plan and the teams have a great time playing APA pool. We realize however, that occasionally there may be a player or even a team in the League that other players just don't like being around. Usually these players or teams get away with their actions way too long before we are able to take appropriate action. Members simply don't like to complain unless the problem turns major. With this in mind, the same Pool League that brings you fair competition with its EQUALIZER® Handicap System, has now put into place a Five-Star Sportsmanship Program designed to increase the fun you have playing in the APA.

How it Works:

The APA "FUN FACTOR" System, a "Five-Star Sportsmanship Program", has been designed to accomplish two things: (1) reward teams that from week to week are "Great" teams to play against; and (2) identify teams that from week to week are a pain in the butt to be around, remove the players from those teams who cause the problems, and reorganize those teams in question. This "FUN FACTOR" system is now an integral part of all APA computer software and will give us instantaneous feedback as to where our sportsmanship problems lie. Your scoresheets have been modified slightly to allow for your weekly input. With this input, we will (at the touch of a button) be able to print out the top sportsmanship teams and acknowledge and reward them. We will just as easily be able to identify those teams that cause problems in the League.

The "FUN FACTOR" system works as follows:

Every week you will rate the opposing team. It's simple, you only need to write a number from 1 to 5 on the scoresheet (in the section which reads "Team# xxxxx receives a _____-Star Rating this match"). This section must be filled out in order for your team to receive your bonus point(s) for the week! The Weekly ratings will go into each team's Sportsmanship Table and be accumulated throughout the session. You will score the team "only" after all matches are over and "only" after both Captains have signed the scoresheet. Don't let the opposing team know that you are giving them a bad rating, do so in private before turning in your team envelope. The rating you give them will be 100% confidential. It's that simple.

What happens to this data? Every session, we will run reports that identify those teams that are GREAT to compete against. Once identified, they will be acknowledged on our website and sent Good Sportsmanship Certificates and patches. On the same note, we will be able to more rapidly identify and eliminate the problem players. Every five to six weeks we will run reports identifying those teams who have been rated poorly (those teams that nobody wants to play against). All members on the team will be sent letters notifying them that their team has been placed on probation and that subsequent poor scores will result in suspension from the League. They will be given instructions on how to fix the problem. They may only need to drop a player or two; or if the problem is the Captain or Co-Captain, they may have to re-elect a new team leader. Players identified as chronic problem players on the team will be immediately suspended from the APA.

For now, our goal is to provide a Three to Four-Star Experience. With time, we are confident that the APA "FUN FACTOR" system will increase all your play in the APA to a Five-Star level.

How to Rate the Opposing Team:

The following are suggested guidelines. Please feel free to use your own judgment when rating the opposing teams.

★★★★★ Five Star Rating

This is an Excellent rating. Team is one of the nicest in the League. Not only do they cause no problems and are a pleasure to play, but they go beyond the call of duty to show Good Sportsmanship and make your night out feel special. Your team (win or lose) had a "Super" night out.

★★★★ Four Star Rating

This is a Very Good rating. Team causes absolutely no problems and is a pleasure to play. Your team (win or lose) had a "Great" night out.

★★★ Three Star Rating

This is an Average rating. No major problems, night went well with only a few "minor" problems. Maybe some minor rule disagreements. Maybe someone's attitude got slightly out of hand, but the opposing team Captain got them in line, apologized for the infraction, and the night continued without further incident. Your team (win or lose) had a "Good" night out.

★★ Two Star Rating

This is a Poor rating. Opposing team members in no way threatened or intimidated your players, however they did cause multiple problems while the opposing team Captain did nothing to get his/her players under control..... enough so that your evening wasn't fun. Maybe the opposing team made smart or degrading remarks to your players, or called you CHEATERS; maybe they tried to manipulate our handicap system by simply banging balls around the table; or maybe they were just rude and unfriendly.

Your team (win or lose) "did not" have a fun night out.

If you want to insure that details of the night reach the League Office, a write-up needs to accompany this rating!

★ One Star Rating

This is an Unacceptable rating. Opposing team members may have threatened or intimidated your players or may have caused multiple "major" problems. Opposing Team Captain did nothing to get his/her players under control. Your team (win or lose) had a terrible night out.

A write-up must accompany this rating!

Sportsmanship Violations

Refer to the [APA Pool League Sportsmanship Guidelines](#) for penalties. Suspended teams or any suspended player will forfeit all benefits, trophies, awards and prize money.

Players Playing Twice; The Playback Rule:

In the event that a team shows up for a league match and eventually finds (at the point of forfeiture) that they do not have a full field of 5 players, the team that has all of their players will choose a player from the team that is short to play again.

The Details:

A. When the opposing team chooses a player to playback, the player chosen must be able to meet the “23 rule” requirements. In addition, the team that is short players must prove that they have another player on their roster that could have legally played. If they do not, they must forfeit the last match. For example: a team has 6 players on their roster with listed skill levels of 6, 6, 5, 4, 4, & 3. On this particular night they have only 4 players show up and play... 6, 6, 5, & 3, which equals 20. Even though playing the 3 again would only add up to 23 the 3 cannot play because the other two players on the team roster are 4's and had one of them been present and played they would have violated the “23 rule”. Therefore, in this case, the team short of players must forfeit the last match. If one of the 4's had been a 3 or a 2, then yes the 3 could be legally chosen to play again. In fact only the 3 could be chosen as any of the others (6, 6, 5) would add up to a “23 rule” violation. **The opposing team cannot force the team over the “23 rule” and then violate them.**

B. The team that is short player(s) will have absolutely no “say-so” regarding who is to be chosen from their team to play again. The decision of who plays will be totally up to the team that has all of their players present. Regarding who pays and how much is up to the team whose player is playing twice. Usually, the cost is spread amongst those present, but that's a team decision. The bottom line is the entire \$35 team fee must be paid to receive any points.

C. Only one playback for each team per match is normally allowed. Should one team have only 3 players and the other team only 4 players, the team with 3 players will be designated one playback and both teams will “blind-draw” the 5th match. However, there have been recorded instances where team captains have allowed a team to play two players twice under the umbrella of sportsmanship. This is not how The Rule was intended, but Good Sportsmanship should always prevail, thus the League Office will not intervene if two teams agree to bend The Rule this way. ***Triple playbacks by one player will be disallowed in every instance because the league software will not allow a player to ever play more than twice in the same team match.***

D. Should both teams have a player missing a “blind-draw” will be made to match up the 5th match. This is normally the only case where both teams playback.

E. If a team has 5 or more players present at a match who in any combination would violate the “23 rule”, they must play 4 players and forfeit the 5th match (even if the team has a member on the roster that could have played had they been present). IN ALL CASES, a team must play only the combination of players that proves they could legally meet the “23 rule”. If there is no such combination on their roster, they may play 4 players adding to 19 and forfeit the last match.

F. Approximately three-quarters (75%) of the way through the session, it will be announced that playbacks are over. After this time it will be at the sole discretion of the team that has a full complement of players whether or not a playback will be allowed. While the team with a full complement of players is under no obligation to allow a playback at this point, no penalty will be assessed if it chooses to do so. No playbacks will be allowed in the Division Playoffs or any Higher Level Tournaments.

G. No one from the team that is missing players is allowed to leave the match site before the playback person is chosen without first notifying the opposing team captain with a legitimate excuse. EXCEPTION: A player may leave if they cannot be chosen to do the playback due to the “23 rule”.

H. On your scoresheet, draw a heavy circle around the player's name that gets chosen to playback.

I. The playback is played the last match only, unless a “blind-draw” is required for the last match, then the playback would be played the 4th match.

League Office Comment: The Playback Rule is intended to address the issues of “Paying without Playing” and teams being penalized, due to players dropping off the team, and having to forfeit points. The playback system also eliminates the necessity to reschedule individual matches, except in rare cases where a team needs to have a person play in advance of the main match. The results: timely completion of scheduled matches; every player who pays gets to play, and fewer forfeits.

Double-Hits & Push Shots

THERE IS NO SUCH THING AS A PUSH SHOT! It cannot be called in league play. There is an illegal shot known as the Double-Hit. A Double-Hit is, as the name implies, the cue stick hitting the cue ball twice. During the stroke, the tip of the cue stick contacts the cue ball; the cue ball makes contact with the object ball, hesitates for just a fraction of a second, and because of follow through the tip of the cue stick makes contact with the cue ball a second time.

How do you recognize it? Prior to the shot, if the cue ball and object ball being shot are an inch or less apart (about the width of a cube of chalk, by eyeball, don't get out the yardstick) and **NOT "FROZEN"** to one another, the possibility exists that a Double-Hit may occur. With the cue ball and object ball in this proximity to each other, if the shooter shoots the shot straight through with cue stick level and proper follow through, he/she has committed a Double-Hit. The cue ball will follow the path of the object ball. You won't be able to see the cue stick hit twice; you won't feel the cue stick hit twice (if you're the shooter); sometimes you can hear the Double-Hit; sometimes you can't.

To avoid being accused of a Double-Hit, elevate the butt end of the cue stick to an angle of approximately 30°. This decreases the length of your stroke making it less likely that you'll follow through and contact the cue ball a second time. Or position your cue stick and shoot the cue ball at an angle off the object ball- great enough away from the directional center of the two balls, so that the cue stick in its path through the cue ball would not have touched the object ball had the cue ball not been there.

If you commit a Double-Hit, you have fouled the cue ball and its ball-in-hand for your opponent. However, in the spirit of sportsmanship, an opponent must instruct the shooter what they must do to avoid the Double-Hit before they shoot (especially in the case of a novice player). **A team cannot call a Double-Hit foul if they have not first instructed the shooter on how to avoid the foul.**

Rescheduled Matches

Rescheduling matches must be done in advance. That doesn't mean at 6:50 PM the night of play. Advance means in at least enough time to notify everyone so they're not inconvenienced by showing up when they didn't have too. A day or two in advance would be very nice. The League Office must be notified PRIOR to any rescheduling. No exceptions.

All rescheduled matches must be made up within 2 weeks of the original match, unless pre-approved by the League Office. If not, 0 points will be awarded to each team. A match can be rescheduled only once. Once it has been rescheduled you must play at the rescheduled time or forfeit the match. Both teams are still required to pay full weekly team fees.

If it is known that on the upcoming night of league play your team will be missing players you can schedule individual play in advance. For your own protection, notify the League Office first. The opposing team is required to comply without any forfeit or penalty to you. Simply have the players who are going to be gone meet with the opposing team chosen opponents, play, pay, and score their individual matches. Be sure to save and use the same scoresheets to document the remainder of the match on the regularly scheduled night of play.

If you know ahead of time that your team cannot be present for a match, you may contact the opposing Team Captain to schedule a "Pre-Play" of the match (for personal events, vacations, etc.). Points won during a pre-play match will appear as points won during that actual week of play.

Absolutely NO makeup matches will be scored after the 10th week of the session. There may be an occasional exception to this rule, but the exception must be granted by the League Office prior to the situation. If a rematch (or make up) has not been played by the 10th week, neither team will receive points and both teams are required to pay the full weekly team fees.

If the deadline for makeup matches is near at hand and the two teams cannot agree on a time to play their makeup match, as a last resort, the League Office will intervene and officially set a required time for the two teams to meet.

Inclement Weather Liberal Play Policy (snow, sleet, etc.)

If a weather emergency has been declared in your playing area, and you are unable to play, contact the League Office, leaving a message if necessary, and give your name, division, and team number. Hold onto your score sheet. Also, indicate the make-up date that both teams have agreed to (must be within two (2) weeks of the regularly scheduled match). Otherwise, the matches will be re-scheduled for play at the same location, at 2PM on the Saturday immediately following your regular night of play, weather permitting, of course. Please use good judgment and common sense on these occasions. If the roads are, or become, too dangerous to travel, please do not attempt to make it to your match site. No forfeits will be allowed for inclement weather.

Protests

To file an "official" protest, write the word "Protest" on the scoresheet in the area of the player match in question. On the *APA League Concern Form*, or a blank piece of paper, describe the problem. Be sure to note any witnesses (names and phone numbers) that can support the protest. Include a \$25.00 "Protest Fee" in your cash envelope for that evening making the protest "official". Only officially filed protests will be accepted by the League Office. If the decision on the

protest is in your favor, the protest fee is credited to your team and can be used to pay future weekly fees or other fees as your team sees fit.

If both teams file an official protest (includes \$25.00 fee from both teams) and the League Office requires a rematch, the match will be rescheduled for play at the same location and the protest fees will be used for administrative overhead. If only one team shows up for the rematch, they get the win(s). If both teams fail to show, no points are awarded. If no rematch is required, the team winning the decision will have their protest fee credited to their team.

If the two players involved decide to continue play or to replay a game, no protest can be made concerning the original problem.

Most Valuable Player Award

At the end of each session (prior to playoffs), the League Office will recognize 3 Most Valuable Players from each division with 4 or more teams. One from each 8-ball tier: 2-3, 4-5, 6-7 and one from each 9-ball tier: 1-3, 4-5, 6-9. Winners are determined by most MVP Points for their tier. MVP Points are calculated by taking a player's Performance Points and subtracting the number of Matches Lost and adding the number of Points earned based on the player's Win Percentage ($PP - ML + W\%P = \text{MVP Points}$).

Performance Points are earned by defeating your opponent. Beat a Skill Level 3- earn 3 Performance Points (also know as TopGun Points). Beat a Skill Level 7- earn 7 Performance Points, etc. No Performance Points are earned for losing.

Win Percentage is calculated by taking the number of League Matches you actually played in the session, divided into the number of matches you won during the session. For example, if you play 12 matches during the session and win 7 of them, you're Win Percentage for the session is 58.3%.

Points earned based on Win Percentage

- 0% - 65% = 0 points
- 66% - 74% = 1 points
- 75% - 84% = 2 points
- 85% - 90% = 4 points
- 91% - 100% = 8 points

In addition, the player must have a skill level based on at least 20 matches played lifetime in the particular format; participated in at least 65% of the matches for the session, and be in good standing with the League (no past due fees or sportsmanship violations). Each of the 3 Divisional MVP's will be awarded a special MVP patch (they cannot be bought, they must be earned) plus each winner receives their choice of available awards (choice of awards forms will be distributed to all winners within the first 4 weeks of the following session).

Good Luck and Good Shooting!

Bylaws Addendum

8-Ball Doubles, 9-Ball Doubles, Jack & Jill Doubles

All aspects of the APA Central NY Bylaws will apply to all Doubles Divisions along with the following:

Weekly Team Fees

Weekly team fees for Doubles Teams is **\$14** per week per team for all scheduled matches regardless of number of games played, any forfeits, and division playoffs.

Team Composition

There are 2 players per team. The suggested maximum combined starting team skill level is 10. Teams may be comprised of any combination of male/female partners, except for Jack & Jill teams which, as the name implies, must be a male/female combination.

A sub list may be kept by the Division Representative. If you need a sub, you must contact the Division Rep and he/she will provide you with phone numbers of individuals on the list. The substituting player must be of the same skill level or lower as the player being substituted for. Regardless of the sub's skill level, the team must win the same number of games as if the original player was playing. Each team can utilize a substitute player twice per session, if needed. Only one substitute player can play per team for any given match. In other words, you cannot have a sub for both regular team members for any match. No substitute players will be allowed the final 2 weeks of the session or in the playoffs or any Higher Level Tournaments.

Match Play

APA 8-Ball Rules apply for 8-Ball and Jack & Jill Doubles. APA 9-Ball Rules apply for 9-Ball Doubles. Each player on each team will play 1 singles match. All singles matches will be entered into the player's record. After the 2 singles matches are complete, the 2 teams will continue on and play 1 doubles match. The Doubles match is played using alternate shot and there is one coach per team per game. A Games Must Win Chart will be used for 8-Ball and Jack & Jill. A Points Must Win Chart will be used for 9-Ball.

Match Scoring

Each Singles match and the Doubles match for 8-Ball and Jack & Jill will be worth up to 2 points ("Hill Scoring"). The maximum points a team can earn for a completed match is 6.

Each Singles match and the Doubles match for 9-Ball will be worth up to 20 points. The maximum points a team can earn for a completed match is 60.

Bonus Points will be awarded as per our By-Laws.

Points Awarded For Byes

If a team is scheduled to play against a BYE during the regular session, they are awarded 3 match points plus 2 bonus points in 8-Ball and Jack & Jill and 35 match points plus 5 bonus points in 9-Ball. The weekly fee is waived. Teams receiving the BYE are not required to do anything or mark anything on their score sheet. Bonus Points are only awarded to teams in good standing with the League (no past due fees or sportsmanship violations).

Points Awarded For Forfeits

If a team fails to show, the opposing team will receive 4 points plus two 2 bonus points in 8-Ball and Jack & Jill and 45 points plus 5 bonus points in 9-Ball. If this occurs within the first 4 weeks of the session, every attempt will be made by the League Office to have those matches played. If unable to reschedule due to unacceptable reasons by the violating team, the opposing team will receive the standard 4 points in 8-Ball and Jack & Jill and 45 points in 9-Ball plus bonus points. Both teams will still owe full weekly fees. If one or more player matches have been played, your team will receive points for all matches won plus 2 points for each match not played in 8-Ball and Jack & Jill and 15 points for each match in 9 Ball plus bonus points. Bonus Points are only awarded to teams in good standing with the League (no past due fees or sportsmanship violations) and to those teams meeting all of the requirements as per the Bonus Points section of the bylaws.

Flex Schedule

Doubles divisions utilize a Flexible Schedule allowing teams to complete their matches and submit their weekly paperwork within a particular time frame without sustaining penalties. It is imperative that each team comply with the schedule. In

addition, all teams must comply with requirements as outlined in the “*Rescheduled Matches*” section of the Bylaws. Failure to abide by the Flex Schedule and Bylaws requirements WILL result in loss of points for the match.

Playoffs

A System modeled after the Tier System will be used for all Doubles Divisions. This system will provide all teams in divisions of 4-16 teams the opportunity to play in the playoffs and advance to other Higher Level Tournaments. All of the requirements set forth for teams and individuals in the “*Playoffs and Post Session Play*” section of the Bylaws must be adhered to.

Awards

There will be no trophies, patches, pins, prize money, or MVP awards for Doubles Divisions. Teams are playing strictly to advance to Las Vegas. However, Break & Run, On The Break, and Rackless Night patches and pins can be purchased at cost if earned.

Higher Level Tournament Information

All teams who qualify are eligible to play in the CNY Doubles Championships. 8-Ball & 9-Ball Doubles Championships will be held in conjunction with the 8 & 9-Ball LTCs. The Jack & Jill Championship will be held in February.

The number of trips available to Las Vegas will be dependent upon the number of teams playing in that format League wide. The plan is to make available 1 trip for every 8 teams playing. However, this does not mean every team earning a trip will play in the National Championships. National Championship slots are determined by the APA and each League Operator is allotted a certain number slots. Teams lucky enough to win a trip will be able to participate in the Mini Mania events at the National Events. One National Championship slot will be awarded to the High Point Finisher of accrued points for all 3 sessions. Any remaining slots will be earned by the winner(s) of the CNY Doubles Championships Tournaments.

Trips to Las Vegas will include airfare, hotel, and National Tournament entry fee if required. There is no cash value for players who cannot attend. Teams are entitled to 1 room per team. Airline tickets are NON-TRANSFERABLE AND NON-REFUNDABLE. Tickets & hotel rooms will be issued to players for the dates that they will play in the tournament. If you want to change airline tickets, you must do this on your own and pay the change fee after tickets are issued to us. If you are issued a ticket and you choose not to go, you must pay back the travel fund the full amount of the ticket, and then the ticket is yours to use as a credit for a future trip. Severe emergencies are excused, but just deciding that you do not feel like going is no excuse.

New Members

Players can now join the APA and only play in these formats and be eligible to participate in all APA events including HLTs (once they have played 10 Singles matches) and they will also be eligible to advance to Las Vegas on a Doubles Division team and even play in the APA Mini-Mania tournaments! In the past these players would only be eligible if they played on another night on a standard 8-Ball or 9-Ball team. This should help each of you recruit new players!

Bylaws Addendum Masters

All aspects of the APA Central NY Bylaws will apply to all Masters Divisions along with the following:

Weekly Team Fees

Weekly team fees for Masters Teams is **\$30** per week per team for all scheduled matches regardless of number of games played, any forfeits, and division playoffs.

Team Composition

There are 3-4 players per team. There are no skill levels. Teams may be comprised of any combination of male/female players.

Match Play

Three players per team will play in the match. APA 8-Ball Rules and professional 9-Ball rules apply.

Match Scoring

Each team match will be worth a maximum of 21 points. Each individual match is a race to 7 playing 8 games of 9-Ball and/or 5 games of 8-Ball. Each individual match is worth 7 points.

Two Bonus Points will be awarded as per our By-Laws.

Points Awarded For Byes

If a team is scheduled to play against a BYE during the regular session, they are awarded 15 match points plus 2 bonus points. The weekly fee is waived. Teams receiving the BYE are not required to do anything or mark anything on their score sheet. Bonus Points are only awarded to teams in good standing with the League (no past due fees or sportsmanship violations).

Points Awarded For Forfeits

If a team fails to show, the opposing team will receive 15 points plus two 2 bonus points. If this occurs within the first 4 weeks of the session, every attempt will be made by the League Office to have those matches played. If unable to reschedule due to unacceptable reasons by the violating team, the opposing team will receive the standard 15 points plus 2 bonus points. Both teams will still owe full weekly fees. If one or more player matches have been played, your team will receive points for all matches won plus 5 points for each match not played plus bonus points. Bonus Points are only awarded to teams in good standing with the League (no past due fees or sportsmanship violations) and to those teams meeting all of the requirements as per the Bonus Points section of the bylaws.

Playoffs

A System modeled after the Tier System will be used. This system will provide all teams in divisions of 4-16 teams the opportunity to play in the playoffs and advance to other Higher Level Tournaments. All of the requirements set forth for teams and individuals in the "*Playoffs and Post Session Play*" section of the Bylaws must be adhered to.

Awards

There will be no trophies, patches, pins, or MVP awards for Masters Divisions. However, Break & Run and On the Break patches can be purchased at cost if earned. The regular session High Point Finisher will receive prize money equivalent to 10% of the weekly fee per team multiplied by the number of regular session weeks played.

Higher Level Tournament Information

All teams who qualify are eligible to play in the CNY Masters Championships. The Masters Championship will be held in conjunction with the 8 & 9-Ball LTCs.

The number of trips available to Las Vegas will be dependent upon the number of teams playing in that format League wide. The plan is to make available 1 trip for every 8 teams playing. However, this does not mean every team earning a trip will play in the National Championships. National Championship slots are determined by the APA and each League Operator is allotted a certain number slots. Teams lucky enough to win a trip will be able to participate in the Mini Mania events at the National Events. One National Championship slot will be awarded to the High Point Finisher of accrued

points for all 3 sessions. Any remaining slots will be earned by the winner(s) of the CNY Masters Championship Tournament.

Trips to Las Vegas will include airfare, hotel, and National Tournament entry fee if required. There is no cash value for players who cannot attend. Teams are entitled to 1 room per team. Airline tickets are NON-TRANSFERABLE AND NON-REFUNDABLE. Tickets & hotel rooms will be issued to players for the dates that they will play in the tournament. If you want to change airline tickets, you must do this on your own and pay the change fee after tickets are issued to us. If you are issued a ticket and you choose not to go, you must pay back the travel fund the full amount of the ticket, and then the ticket is yours to use as a credit for a future trip. Severe emergencies are excused, but just deciding that you do not feel like going is no excuse.

New Members

Players joining the APA and only playing in the Masters format and not having an established skill level will also be eligible to advance to Las Vegas on a Masters Division team and play in the APA Mini-Mania tournaments at a skill level 7 in 8-Ball events and a skill level 9 in 9-Ball events.