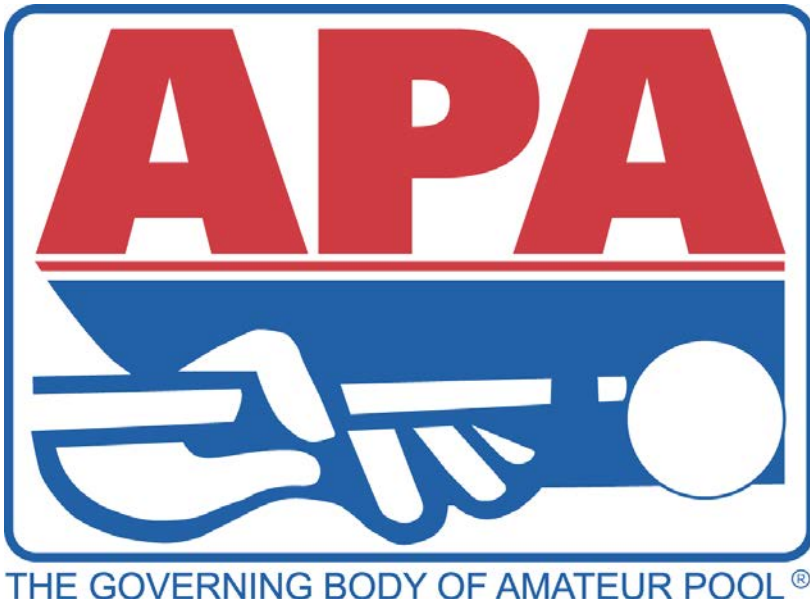


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Central Colorado APA Local Bylaws-2017

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 CentralColoradoAPA

 ColoradoAPA

Introduction

This document explains the structure of the League at a local level and should be used in conjunction with your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League and to help clear up common issues that will allow you to focus on your game. After all, the APA is all about ***having fun, meeting people, and playing pool!***

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All previous local bylaw documents are now null and void. **All “Local By-Laws” compliment and/or supersede rules in your Official Team Manual.**

The League Operator will make the final determination on any ambiguity.

Section 1 – Getting Started

Office Hours

League Office hours are **Monday through Friday, 8:00 am to 5:00 pm**. If no one is available to take your call, please leave a message, including your phone number, and your call will be returned as soon as possible.

Phone: (719) 499-4612

Email: ccoapa@comcast.net

General Information

- LEAGUE START TIME: 6:30 PM OR 7:00 PM, depending on division.
- MINIMUM AGE REQUIREMENT IN THE “APA” IS “18 YRS.” It is the Team Captain’s responsibility to contact each Host Location Owner within their Division, and notify them that they have someone on the team that is under the Age of “21 YRS” and request permission for these players to compete in their establishment during League Play.
- All divisions, including Double Jeopardy, will be governed by the same rules concerning continuous play. Teams are not required to wait for a player to finish one format to play any match. Plan your matches properly and let common sense prevail!

Team Captain Responsibilities

- To ensure appropriate conduct of the team and team associates during league play. Profanity, name calling, shouting or physical assault, will not be tolerated and may result in a member or the entire team being dropped from the League.
- To make sure the scoresheets are complete, accurate, and legible and that both Team Captains have signed them.
- Collect all fees due from team members, including League dues and/or annual membership dues. Cash or checks are acceptable forms of payment. If you choose to send cash, **you do so at your own risk!** You must complete the “Fees Section” at the bottom left hand corner of your scoresheet.
- It is the responsibility of the Team Captain to drop off the team packet in an APA designated drop box no later than 7:00 pm the day following the match, unless other arrangements have been made with League Office. If you as the Team Captain place the packet and your trust in someone else, **you will still be held responsible.** Bonus points may be at risk if packets are not timely returned.
- Have your team at designated match location at the scheduled start time. The 15-minute forfeit rule will be strictly adhered to. **Team matches may begin with as little as one (1) member present. Play will be continuous once started.**
- Distribute information from the League Office to all members of the team.

Division Representative Responsibilities

Division Representatives (Division Reps) are appointed by the League Operator. He or she is a person that has played in the League for a long time, is a person of integrity and is well respected by League members. Division Reps are your primary point of contact for questions about rules and other general inquiries about their division. They make sure that League information and notices are distributed and understood by their players. They are a spokesperson for their division and ensure that all concerns, queries and questions from the division are addressed. They carry a rule book on League nights and are available to answer any questions when necessary. The Division Rep will call the League Operator on a League night if deemed necessary. You will find your Division Rep’s phone number on each scoresheet.

Team Fees

TEAM LEAGUE FEES (per match) are as follows:

8-Ball, 9-Ball (5-Person)	\$35
Ladies (3-Person)	\$30
Double Jeopardy	\$70
Masters	\$30
Doubles	\$20

Team fees identified above are due regardless of the number of matches played, including forfeits and playoffs. If you are paying by check, please make your check payable to APA. There will be a charge up to **\$20** for any returned checks plus loss of bonus points.

No weekly League fees are due for scheduled byes or if you receive a FULL team forfeit.

Any teams that are dropped as a result of nonpayment will result in the players on those teams marked as ineligible until nonpayment is resolved with League Office.

Any team owing fees to the League Office at the end of the regular session may be held out of the playoffs and all upper level play regardless of standings.

Bonus points may be at risk until past due balance is paid.

Team Envelopes

The team envelopes will be delivered to the Host Location that you are playing at. After the match is concluded, envelopes with completed scoresheets and dues should be dropped off at one of the drop box locations no later than 7:00 pm the day following the match, unless other arrangements have been made with the League Office.

Bonus Points

Five (5) bonus points will be awarded based on the following:

- Entire League fee is included in the payment envelope
- Team is current on its fees
- Scoresheet and fees returned timely
- Annual Membership Dues are paid at time first match is played

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the playoffs and the opportunity to compete in tournaments.

At the beginning of the Spring session, if a team has played a player and that player's annual membership dues have not been paid prior to Week Five, all matches played by that player may be forfeited and 20 bonus points (5 for each of the first four weeks) may be deducted from the team's total.

"23-Rule" violation: If a team violates the "23-Rule" they will lose all match points for the night, including bonus points. Their opponent will receive all points actually won plus two (2) points for 8-Ball and twelve (12) points for 9-Ball for each match which violated the 23-Rule.

If the League Office adds a new team to the division after Week One (1), the new team will be issued the same number of points as the last place team in the division that has played every week.

Time-Outs

- If anyone other than the player mentions a timeout, it will be charged.
- If anyone other than the player calls for an unavailable timeout or approaches the table it will be considered illegal coaching and will result in a ball-in-hand foul.
- If a player calls for a timeout, the coach and/or scorekeeper can refuse the timeout.
- Only one (1) timeout per game during Divisional Playoffs and all Higher-Level Tournament play regardless of skill level.
- One (1) timeout per rack during Masters regular session and playoffs. No timeouts allowed during Masters Local Team Championship.

Playback Rule

- The playback rule is allowed for both Masters and Ladies Divisions.
- If only two players are available to play, one of those players is allowed to play a second match. After the two players finish their matches, the opposing team will then choose which player plays a second time.
- Playback rule is not allowed the last four (4) weeks of the session.
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Masters/Ladies/Doubles Format

- Anyone participating in “Masters”, “Ladies”, or “Doubles” Divisions only, and not active on any 5-Person “23-Team”, will not be allowed to play in any Handicapped Tournaments outside of the “Masters”, “Ladies”, or “Doubles” Divisions, unless formally stated otherwise.
- Masters teams may carry up to four (4) members on the Roster.
- Ladies teams may carry up to five (5) members on the Roster.
- Doubles teams must carry two (2) members on the Roster.
- For Masters Divisions, jump cues are allowed. Note that some Host Locations do not allow jumping.

Etiquette

All concerns should be written up in a calm state of mind. This will guarantee that your concern is looked at, documented and addressed. Abusive comments/ complaints are considered unsportsmanlike and will be treated appropriately. At any time, at the sole discretion of the League Operator, he can refuse to do business with any individual. These individuals will not be suspended from the APA but will not be welcome in our League. **This will typically be used for people who are disruptive to the League, constantly complain about handicaps or otherwise, and deride the League in public.**

Place notes to the League Office in your return envelope. Please report all unsportsmanlike behavior or sandbagging to the League Office. **Verbally harassing players will not be tolerated.** If you feel someone is cheating, write a note to the League Office, and **don't make comments during League play.**

The rules of any given game may vary but there is one rule that applies for all games: "GOOD SPORTSMANSHIP". It is not whether you or your team wins or loses, it's how you play the game, having pride in yourself, and respect for your opponent is more important than winning itself. A win in good sportsmanship is "sweeter" than a victory by "sharking an opponent." Pool shooters with "class" have the dignity to accept their victories or losses with grace, goodwill, and decorum. It is the mark of good character to be able to control emotions and not let them control you. The example you set inevitably will be followed by some, possibly many of the players you will encounter in your lifetime.

Your reputation among your fellow players can suffer, as can your own game, when you display a burst of abominable temper. Don't throw and risk breaking that valuable cue stick. Instead promise to practice that shot, until it becomes as automatic as your stroke.

Accept your victory in good taste when your opponent scratches on the 8-Ball or pockets it out of turn. Your mark in the win column is due to their misfortune...not your brilliant display of shooting skills. Practice the "golden rule" is always proper. Remember how it felt the last time "YOU" scratched on the 8-Ball and everyone cheered.

If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person into their establishment for a League match.

Players and coaches are prohibited from marking the cloth (either the cloth on the playing surface or the cloth on the rail). It is permissible, however, to set a piece of chalk on the hard surface of the rail. **Marking the 8-Ball pocket with a piece of Chalk is not allowed. Chalk holders can be used to mark the 8-Ball pocket.**

If one of your players' shows up on the scoresheet with wording "call League Office" next to their name and you allow that player to shoot without first clearing the problem with the League Office, you will lose your "Bonus Points" and that match will be forfeited to your opponent. This is a problem between the individual, their team, and the League Office. It is not a concern with the opposing team.

Any team or player found guilty of throwing matches will be suspended indefinitely and must request a hearing before being reinstated.

Anyone involved in physical violence may be suspended from the League indefinitely.

Headphones

Headphones are permissible during regular League play. Headphones are not allowed during playoffs, qualifiers / Tri-Cups, or Local Team Championships.

Section 2 – League Play

ADD / DROP PLAYERS

TEAMS QUALIFIED FOR THE LOCAL TEAM CHAMPIONSHIPS (LTC) CANNOT MAKE ANY CHANGES TO THE SPRING ROSTER AFTER WEEK 4. NO EXCEPTIONS. Teams not qualified for the LTC may add or drop players through the first four (4) weeks of the session. With League Office approval, after Week 4, Teams may add or drop players twice during the session up until four (4) weeks remain in the session. No roster moves are allowed during the last four (4) weeks of the session.

BYE WEEKS

Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team shall be given the following points for the week (those points include the bonus points a team would have received if all the paperwork was correct):

- 8-Ball 13 Points (8 Bye Points + 5 Bonus Points)
- 9-Ball 65 Points (60 Bye Points + 5 Bonus Points)
- Ladies (3 Person) 10 Points (5 Bye Points + 5 Bonus Points)
- Masters 20 Points (15 Bye Points + 5 Bonus Points)
- Doubles (8-Ball) 7 Points (2 Bye Points + 5 Bonus Points)
- Doubles (9-Ball) 17 Points (12 Bye Points + 5 Bonus Points)

Teams do not need to submit paperwork or fees for bye weeks.

FORFEITS

Teams' matches will be started on time with as little as one (1) player. Once started, play must be continuous.

If the opposing team does not show up for any team match or contact the opposing Team Captain, a minimum of 4 hours prior to the match, they will receive zero (0) points and will owe the full League fees for both teams. If a full team of five players fail to show for a match, the opposing team is awarded forfeit points.

A full team forfeit in 8-Ball will be worth ten (10) Points + five (5) Bonus Points. A full team forfeit in 9-Ball will be worth sixty (60) Points + five (5) Bonus Points.

An individual forfeited match in 8-Ball is worth two (2) Points during regular session play and three (3) Points during Playoffs. An individual forfeited match in 9-Ball is worth twelve (12) Points during regular session play and twenty (20) Points during Playoffs.

Individual forfeited match in Masters is worth five (5) points during the regular session and seven (7) points during playoffs.

Both teams are responsible for the full League dues for any week in which one or multiple matches are forfeited (unless there is a full team forfeit as explained above).

TEAMS MAY LOSE "UPPER LEVEL ELIGIBILITY INCLUDING PLAYOFFS" IF:

They forfeit eight (8) or more individual matches during the session.

The League Office for any other reason such as past due fees owed, sportsmanship, handicapping violation, etc., deems them ineligible. Any team that has a packet missing will be held out of the playoffs if the problem is not resolved by playoff deadline.

Rescheduling Matches

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you plan to reschedule a match, you must notify the League Office. Please use the following procedure:

- Contact the Team Captain of the team you plan to reschedule with and notify them of your intent to reschedule. Give as much notice as possible.
- If requested to do so, Team Captains must reschedule matches if the team has other League obligations, such as a Qualifier or APA World Pool Championship.
- Rescheduled matches must be played within two weeks of the original scheduled match date. 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.

Teams in Default

Any team that does not show up for a match for two consecutive weeks will be deemed in default and will be dropped from the Division. Additionally, any team that has not paid their League fees for two consecutive weeks is in danger of being dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Teams that default are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and players will be suspended from the League until their portion of the fees is paid. The League Office has the right to assign different portions of the outstanding fees to individual players as deemed necessary. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and loss of bonus points for the week if they play and do not clear their past due.

Section 3 League Playoffs and Tournaments

HIGHER LEVEL TOURNAMENT (HLT)

Divisional Playoffs / Qualifier Eligibility

In order for a player to play in the Divisional Playoffs and/or Qualifier, player must have played a minimum of six (6) matches during that Session.

HLT Qualifying Criteria

In order for a player to advance to upper-level play which begins with the Local Team Championship they must meet certain criteria, that criterion is listed below.

- You must have a handicap based on at least ten (10) actual league match scores within the last two years in the format in which you are participating i.e. 8-Ball or 9-Ball. These scores include normal weekly play, play-offs and Qualifier scores.
- You must advance with the highest handicap of the two:
 - Session ending handicap you had from the time your team qualified, through the Spring Session ending handicap. Highest session ending must also be based on ten (10) actual League match scores, or
 - Current Handicap.
- In addition to the above, to be considered a full-fledged member of a team eligible to go to the LTC and the APA World Team Championship, a player must have played at least six (6) times with that team during the Spring session.
- You must maintain current APA membership status.
- You must be on a team that has at least four (4) original qualified members.
- You must have either joined an already qualified team or been a member of a team that qualified at one of our Tri-Annual Qualifier Cups.
- Members listed on your roster that meet the above criteria at the end of the Spring Session are the only players that may participate at the “Local Team Championship” and advance to the “APA World Team Championships.”

Players that were dropped from your team roster will not be allowed to participate.

Local Team Championship (LTC)

The Local Team Championship (LTC) is an annual tournament that takes place at the end of the League year in which the winning team(s) win travel assistance to Las Vegas and the opportunity to represent your Central Colorado APA in the APA World Team Championships.

- Teams that qualify for the LTC must remain active in the Central Colorado APA to retain their qualified status, including the Summer Session.
- All qualified teams must finish in the top half of their division in all subsequent sessions prior to the LTC or risk the loss of their qualified status.
- The Travel Assistance Fund will be used for those teams advancing to the APA World Team Championships. If a team chooses not to go to this event, the slot and the travel assistance will be given to the team that they last eliminated on their LTC board.

Team Eligibility

All teams must be active and at least four (4) original members in the session that the event is held to be eligible to participate in the LTCs.

Refusal to Do Business With

At any time, at the sole discretion of the League Operator Central Colorado 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.

GOOD LUCK and GOOD SHOOTING!