

APA Pool League

Bylaws to the Official Team Manual of the APA

2011

Introduction

Regards to all APA members:

The contents of this manual are the New York City bylaws to the official American Poolplayers Association (APA) League Manual. All rules defined in this manual are to be considered official and enforceable within the NYC APA Pool League system. Please read your copies of the manual and the bylaws at least twice per session.

Some of the bylaws fill in the gray areas between the official rules. Others, which are in direct conflict with rules in the APA Team Manual, supercede those APA rules.

All members of the League should be completely familiar with the APA League Manual and these bylaws. Members should be able to produce the rulebook or the bylaws during a match and point to a rule when asked to prove an interpretation of a rule. Thorough knowledge of all the game rules and regulations will result in winning more games and matches and having a better time playing in this league.

Thank You and Good Luck!

AMERICAN POOLPLAYERS ASSOCIATION, NYC

APAnyc
www.poolplaying.com

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1. **Communication with the League** – All messages to the League Operator should be submitted by email to nycpool@aol.com or on a clean sheet of paper and included with your scoresheet. You may call the League office about issues not covered in the rulebook at (201) 569-2602, weekdays up to 7:00 PM.

Additionally, the APA of NYC maintains a website at the domain www.poolplaying.com. You can access this website at any time for information on rules, procedures and League news or you can contact your Division Representative (DR) or the Board of Governors (BOG).

You may also call your Division Representative to discuss issues related to your team or division. Your DR's contact number is on your scoresheet.

2. **Division Representatives (DR's)** – Each division has a representative assigned to it for the purpose of providing immediate assistance to teams in need of having a dispute or rules issue resolved. Contact your DR when a problem arises and get things settled before they get out of hand. The DR's will also be offering help with general issues, singles qualifiers and tournaments as time permits. Contact info will be posted on the scoresheets and the website.
3. **Pick-up and Drop-off system** – Each division has a specific pick-up and drop-off location, which must be used throughout each session. Team envelopes must be dropped off by 7:00 PM Wednesday following each weekly match, to insure timely processing and reporting of League data.

Team envelopes must include a completely and legibly filled out scoresheet, weekly dues, and past due amounts and any membership dues or applications required.

All team captains, please have your envelopes dropped off on time. If your scoresheet is not at your drop-off point at the time of collection, your opponent's scoresheet will be entered as valid and your team will lose a bonus point.

4. **Weekly Fees** – Weekly dues are \$40.00 per team (with or without forfeits) for each week including post session weeks played. Have your players pay their dues each week before they play, or before the session begins. Failure to send in the full \$40 due will result in a loss of the bonus point each week until paid.

The full \$40 is due even if your opponents "no-show" or forfeit one or more individual matches. Exception: no fees are paid for "League Scheduled Byes". To avoid hassles of dealing with dues each week, all teams are encouraged to prepay their dues each session.

5. **Bad Checks** – Bad checks received by the League will cause a loss of bonus point for the week written and incur a \$20.00 penalty charge.
6. **Bonus Points** – Every team will receive one (1) extra point each week, added to the points that it earns each week, upon meeting a few requirements. To get each bonus point, you must:

1. Return the team envelope, with a filled-out scoresheet, to the drop-off location on time.
2. The scoresheet must be filled out completely and must be legible and signed.
3. Weekly dues, if not prepaid, must be included in the envelope in the form of a check or money order.
4. All players on the roster, including players to be added that week, must have their memberships paid in full. Players coming on to the team must pay the week in which they sign up.
5. All players must act according to accepted standards of sportsmanship and pool etiquette.

7. **Team Registration for Each Session** – Each team will receive a pre-registration form towards the end of each current session. This form must be completed and returned, with a \$25.00 team registration fee, in the envelope for the team to be registered for the following session. If your team does not submit a registration form, the team will not automatically be scheduled for the next session. Please register early and submit your registration fee and any new membership fees with your form. Individual memberships will not be accepted and processed without the required membership fee.
8. **Annual Memberships and Renewals** – Each year, in January, individual APA memberships expire. Every player must renew his or her membership at the start of spring session and must do so before playing his first match. Anyone who plays with his membership still unpaid will forfeit his match and lose a bonus point for his team. Membership renewals are \$25.00 and \$15.00 for pro-rated renewals (pro-rated for those who joined the League after August 15th of the previous year at full price, and good only until March 1st.)
9. **Paying for memberships** – Refer to your League manual. When a new player (or returning player) plays his first match, his membership fee must be paid by that day (or before). Any team adding and playing a new player without submitting his fee will forfeit that match and the bonus point, and that player will not be added to the roster. Additionally, once a player is added to a team, he may not be removed to make room for someone else. Make your changes once and that's it.
10. **Returning Players** – It is the team's responsibility to find out a returning player's (or a transfer player from another area) skill level before that person plays again. If any player plays at a skill level lower than his last skill level, then that player's team will receive a one (1) point penalty and lose the week's bonus point.
11. **Player ID** – League members "must" have legal identification on them when playing in a tavern. Any team captain may request to see a player's ID for verification. Any team who plays a player under a false name will receive "0" points for that night. Their opponents will receive all points won plus (1) point for any match involving an illegal player, for a maximum of five (5) points.
12. **Adding a new team to a "Bye" division** – The League Operator may add a team to a division with a bye at any time during the first 4 weeks of a session. The new team will be issued a "standard" average of 2.5 or 3 points for each week the team has missed.
13. **Drop Out teams** – If a team drops out or is dropped from a division, the League Operator may replace that team with another within two weeks. The new team would assume all points won by the old team plus 2.5 or 3 points for the weeks that were not played at all. If no replacement is found, then all teams scheduled to play the dropout team will be given 3 points.

A member of a dropout team may not rejoin the League at any time without meeting the following requirements: a) pay his share of the dues still owed. b) Pay a \$25 reinstatement fee.
14. **End of Session Play-Off Eligibility** – To be eligible for the wildcard draw (to be chosen for the last playoff spot) your team must finish the session with a zero balance and must not have forfeited more than 5 points. Furthermore, it must have completed the session with an upstanding record of sportsmanship.
15. **Forfeits** – If a team fails to show for a night's match, the opposing team will receive three (3) points, or their average win points per week, whichever is greater. League scheduled byes will be worth a standard of 3 points for all teams. If one team shows up to a match and plays three (3) *or more* players on a given night, the opposing team will receive points for all matches won plus any remaining forfeits. If one team shows up and plays 2 *or less* players on a given night, the opposing team will not receive forfeits for un-played matches. They will receive three (3) points or their average win points per week, whichever is greater.

As noted, a team that forfeits 5 points or more during a session will lose its wildcard eligibility. The moment your players become unreliable, contact the League office for a solution.

16. **Protests** – Refer to the League manual. You must try to settle your disputes right away. If your dispute can be solved by an outside party, try calling your Division Representative for advice on the spot. If a dispute about a game arises that can't be resolved by compromise or a game replay, the individual match in question is to be stopped and considered under official protest. If that match is continued, no protest will be heard. Both scoresheets are to be marked "match stopped under protest" and the next match is to be started immediately, without arguing, or the right to protest will be forfeited. A team's protest must be made in writing on a complaint form located on the website, or by email and submitted within three days of the event under dispute. The protest will be forwarded to the Board of Governors for review and a decision.

If you have a complaint about a League member or League team, you must submit that complaint in writing to the League Operator using either the Complaint Review Form which is available on the website, or by letter or email. Your complaint will be handled as described below under Board of Governors.

17. **Board of Governors** – The Board of Governors (BOG) is a committee chosen by the LO that exists mainly to settle disputes and protests after the fact. Valid and responsible complaints will be forwarded at the discretion of the LO to the BOG for review and a recommendation of action. In most cases, the LO will follow the BOG's recommendation.
18. **Tiebreakers** – Refer to the League manual. In the event that two teams are tied who did not play each other during the regular session schedule, the winner of the tie will be the team that won the most points during the last four (4) weeks of the session. If a tie still exists, the previous four (4) weeks will be compared, and so on until a winner is determined.
19. **Trophies and Awards** – A team that wins a divisional playoff and championship will receive a team plaque for their host location and eight individual trophies at an awards ceremony following each session.

An MVP from each division will be awarded a plaque for best winning percentage of the session. To be eligible for MVP, a candidate must have played in more than 70% of the scheduled matches (i.e. 9 matches in a 13 week session) for that session.

20. **Tri-annual Cup** – This is a qualifier for the City Championship held usually 2 weeks following the end of each session. Each division-winning team goes to this event to play down to the 4 teams that will advance each session to the annual June City Championship.
21. **City Championship** – The second or third weekend of June is host to our national qualifying tournament called the NYC City Championship. Here we have all the tri-annual winners compete for the number of slots to the national championship given to our league by the national office. If you win a tri-annual cup slot during the summer or fall session, keep the following in mind:

Qualified teams adding a new player in the spring session. Teams qualified for the Local Team Championship may add new players in the spring session. However, players added in spring must have a record with 20 scores and their additions to a roster must first be approved by the League Operator.

Remaining eligible for the City Championship. Ineligible players will be removed from your Higher Level tournament roster prior to the Local Team Championship and will not be allowed to count for 23 rule purposes. To remain eligible after winning a tri-annual qualifier, a qualified team must maintain a positive winning record throughout the remaining sessions in which it plays, and each member must play a minimum of 4 matches in each of those sessions.

22. **Replacement Manuals and ID cards** – Team manuals, bylaws and membership cards may be ordered for replacement at a cost of \$3 each. Please keep your materials in a safe place, and keep them handy for use during the matches.

23. **Sportsmanship** – All members of the League are expected to maintain the highest level of sportsmanship at all times during all APA Pool League events. Those who continually show bad sportsmanship and those who repeatedly get into arguments will be suspended, and may be asked to leave the league. Elements of bad sportsmanship that are particularly frowned upon are sharking, illegal coaching, claiming good hits when shots were clearly hit badly, and failure to mark innings and safeties correctly.
24. **Coaching** – Refer to the League Manual. A coach may approach the playing area only after the player or the coach has called a “time-out”. The opposing player and coach may also confer during this time. Coaches may direct players as to where and how to hit a ball or proceed with the game. Coaches may place the cue ball for the shooter during a ball-in-hand situation, but may not physically mark the table in any way to aid the delivery of a shot.

No one except for the shooters may circle the pool table to examine the game unless a formal time out has been called. Coaching periods and time between shots must be limited to 1 minute and slow teams may face point deduction penalties.

A shooter may ask his team for a rule clarification without using up a time-out. The shooter must alert the opposing team of the rule question. A team may not offer a rule clarification to a shooter unless the shooter asks.

Finally, only English may be spoken out loud to a shooter while he is shooting. However, if a time-out has been called, then the coach and shooter may converse in any language.

25. **Defensive Shots** – Prior to shooting a safety shot a shooter should announce the intention of shooting a safety for the scorekeepers to record. Scorekeepers, however, should mark obvious safeties whether they were called or not. Virtually all matches are played with some safeties and all scoresheets returned for input should have safeties marked. Teams that consistently return scoresheets that have no safeties marked may be suspected of handicap manipulation.
26. **Lagging and Racking** – If both players agree, they may flip a coin instead of lagging. The balls for each game must be racked only by the breaker’s opponent, and by no other person. If during the lag the two balls touch, you must lag again. If a ball hits a side rail on a lag, it is a loss of the lag. When lagging, you do not have to count off the lag or hit the lag at the same time.
27. **Keeping Score** – Scoring should be done exactly as described in the League Manual and scoresheets should be filled out neatly and completely. Illegible scoresheets can cost bonus points. Make sure the total innings boxes are filled, the scores are properly marked, and that the points are correct before signing the scoresheets. Mark all defensive shots and don’t worry if your and your opponent’s sheets don’t match.
28. **Moving Balls Accidentally** – If the cue ball is moved at any time other than during the execution of a legal shot, a foul has been committed (except when placing the ball while having ball-in-hand). If an object ball or the eight ball is moved before a shot is made, the opponent must replace it and any moved balls to their original positions before the shot is taken. If any balls are moved during a shot, then after the shot and when all the balls have come to a stop, the opponent must replace all moved balls to their original positions. The opponent does not have an option to leave any moved balls as they lie but must return them to their original positions. If an accidentally moved ball (including the eight ball) falls into a pocket, than the shooter will pay for the removal of the ball from the table and the opponent will replace it.
29. **Outside Interference** – It is not considered a foul if a shooter is accidentally bumped by a non team-member and it causes the cue ball to be accidentally moved. All moved balls should be returned to their original positions. If a shooter is bumped by his own teammate and the cue ball is moved, it is a foul and moved balls should be returned to their original positions and the opponent will shoot with ball-in-hand.

30. **Double Hits** – A double hit is a foul, resulting in ball in hand. If the cue ball and object ball are close together but not touching, a potential double hit situation exists. The evidence of a double hit occurring is that immediately upon contact, the cue ball and object ball take off together at the same speed (without a double hit, this could not happen). Double hits are often not heard or felt by a shooter but must be observed.
31. **Nightly Roster** – Strategy decisions must be made based on the information on the scoresheet only and players should be put up with the expectation that any of the listed opposition may be put up in return. *Deliberate lying about your roster to gain an advantage is unacceptable.* Teams are not required to, but should divulge before the start of the match who is there and who is not showing up. A new player being added to a roster and playing for the first time must be announced before the first match begins.
32. **Split and Close Hits** – Please try to have all close shots observed and avoid arguments over split hits. If it is not obvious that a hit is good or bad, it being too close to tell, it is a split hit and will be considered good.
33. **Disputes** – Disputes that arise must be settled quietly and quickly. It is up to the participating players and the captains only to settle disputes. Mass disruptions are unacceptable at all times, and people who repeatedly disrupt matches will be asked to leave the League.
34. **23 Rule Violation** – If a team violates the 23 rule, it will receive zero (0) points for that night and the opposing team will receive points for all matches won plus one (1) forfeit point, three (3) points, or their average wins per week, whichever is highest.
35. **Starting Time** – Starting time is always on the hour marked on your scoresheet, not 15-30 minutes later. Late starts, until 15 past the hour, are only allowed when a team is late and there is one player ready to play. If no one is ready to play by 15 minutes past the hour, then a forfeit should be called.
36. **Practice Time** – Both the home and visiting teams are to each be provided with 15 minutes of practice time. The home team has the table ½ hour before the scheduled starting time and the visiting team gets the table for the 15 minutes before starting time. Please advise your home tavern managers of this requirement. Home teams that do not comply will receive penalties. An away team that arrives late however, after its scheduled practice time, will forfeit its practice time.
37. **Bridge Unavailable** – If there is no bridge available in the tavern then it is legal for both feet to leave the floor while executing a shot.
38. **Home Tavern Closed** – If a tavern is temporarily closed or without power on match night, then the teams involved should play at the away team's tavern, or if not available, at some other tavern on which they can agree and get the owner's permission. Try to play the match that night and avoid a makeup.
39. **Inclement Weather** – Rain, snow, etc. may hinder a team's ability to travel. Home teams must allow extra time for away teams to arrive and away teams should inform home teams if there will be any delays. As soon as one person from each team is there and ready to play and the start time has passed, the first match should begin.
40. **Playing Surface** – The bed of the table is the playing surface. A ball that leaves the bed and returns to it is still considered to be in play, even if it rolls on a rail or hits the lighting fixture, as long as it returns to the table without touching anything that is not part of the pool table equipment.
41. **Table Time** – Teams must split the cost of each game.