

APPROVED

By walter burkart at 10:19 am, May 21, 2016



Green Mountain APA League Bylaws 2016-2017 Season

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These Bylaws have been read and approved by the American Poolplayers Association, Inc.

LAST UPDATED 2/29/16

The Local Bylaws are a secondary source of information created in accordance with and in addition to the *Official Team Manual*, designed specifically for the **Green Mountain APA Pool League**.

Your *Official Team Manual* is your primary source of information and all rules in the *Official Team Manual* will be followed, except as noted below. Please read these bylaws carefully and keep them with your team manual.

All revisions and rules may be overridden at the League Operator's discretion.

These Local Bylaws govern *local League play* and *Local Team Championship play* only. They have no bearing on rulings in regional or national APA events.

League Operator Office Hours

The League Operator Office hours are 2PM - 8PM, Monday – Friday. Our office telephone number is (802) 777-9429. If we are not in the office when you call, you may leave your name, phone number and a short message and your call will be returned within 48 hours. You may also send us an email message at lford@apaleagues.com.

Team Fees

Team fees are \$50.00/week for all scheduled matches, regardless of the number of games played, including forfeits and the division playoffs. As the APA is not responsible for cash, we recommend all weekly dues be paid by check. Checks are to be made out to: **Green Mountain APA**. A \$30 Fee will be charged for any returned check.

Scoresheets

Each week, Team Captains will visit members.poolplayers.com and log in to members services to download and print out their team's scoresheet. Help in setting up a members services account is available by calling 802-777-9429 or emailing lford@apaleagues.com. The scoresheet information will update by 7PM the day before League play. Scoresheets may not be hand-written.

Scoresheets are returned by self-addressed, stamped envelope and must be post-marked the next business day after play. No exceptions will be granted.

Team Captain Responsibilities

People: Be responsible for the conduct of the team and team guests during League play. Refer to pg. 77-80 of the *Official Team Manual* for guidelines and penalties. Provide leadership and good sportsmanship with fair and honest competition. Encourage team members to stay until the end of the team match to cheer on their fellow teammates.

Payments: Collect the weekly team fee and any membership monies.

Player Information: Have teammates complete membership applications. The player (rather than the captain) should call the League Office to discuss his/her own skill level.

Team Packets (Scoresheets): Ensure scoresheets are filled out completely and correctly and sign them at the end of the league night. Print out scoresheets before League play and mail them in the next day.

Rules: Read and understand the *Official Team Manual* and the Local Bylaws. Refer to pg. 9 of the *Official Team Manual* for additional information on Team Captains.

3-Point Scoring for 8-Ball

Green Mountain APA is excited to announce its introduction of a new 3-Point Scoring System for 8-Ball!

As of the 2014, the APA 8-Ball World Pool Championships will be played under this new scoring system.

Similar to 9-Ball scoring, the 3-Point Scoring System is based on performance points, so it's possible for a team to win only two matches and win the overall point total. Instead of marking

W or L in the W-L column next to the score, you'll mark the appropriate point split (3-0, 2-1 or 2-0). All 8-Ball rules apply; there are just a few changes in the scoring:

1. If Player A wins with a shutout, then Player A gets 3 points and Player B gets 0 points (3-0).
2. If Player A wins, but Player B makes it to the hill, then Player A gets 2 points and Player B gets 1 point (2-1).
3. If Player A wins, but Player B wins a game, then Player A gets 2 points and Player B gets 0 points (2-0).

Forfeit and Bye Points:

Individual forfeit = 2 points

BYE = 8 points

Team forfeit = 8 points

Individual PLAYOFF forfeit = 3 points

We believe this system will result in closer match scores and help reduce sandbagging by making every game within a match important.

Bonus Points

Three bonus points in 8-Ball and 20 bonus points in 9-Ball will be awarded each week to each team that does its paperwork completely, neatly and accurately, is not past due on any fees and makes sure the return envelope is postmarked no later than the next business day after the match. In order to receive bonus points for the week, the following must be completed in full:

- Team number
- Team member's full name
- Team member's assigned APA number (unless it's the player's first week in the league)
- Innings identified and totaled
- Safeties marked and totaled
- Win/loss marked
- Number of games won/lost marked
- Check or money order for team fees included

Late Payment Penalties

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points may be taken. Additionally, the Team Captain (& other players) 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 the 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 that are due, including those for the remainder of the session, and will not be able to rejoin the League until they have paid their portion. The League Office will not be responsible for 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 able to participate in any play-offs, Local Team Championships, or 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.

Make-Up Match Procedure

Make-up matches must be scheduled and completed within two (2) weeks of the originally scheduled match date. Both Captains of the rematch must notify the League Office. If teams cannot agree on a date and time, the League Office will set the date and time of the rematch.

Forfeit Procedure

Forfeits will not be allowed during the first four weeks of a session. If a team fails to show up for a match during the first four weeks, the League Office will attempt to schedule a make-up match. If no make-up match can be re-scheduled, BYE POINTS will be awarded. If after the first four weeks a team fails to show up for a match, the opposing team (provided five players are present) will receive 8 points. Teams that do not show up for 2 consecutive weeks may be considered dropped from the League and a new schedule will be issued. Teams that are dropped will be responsible for all remaining weekly fees for the session and will not be allowed back into the league until fees are paid. An individual from a dropped team may pay his or her share of the fees and return to the League.

Doubling-Up

During the regular play of the session (not during play-offs or higher level tournaments) one double-up (one team member who plays a second match) per team will be allowed if necessary for team survival reasons. Teams need a minimum of 3 players present. If there are 3 players present (instead of 4 or 5,) the team will be allowed to double up once but must forfeit the 5th match.

- Double-ups may occur at any time during the League match.
- The player doubling up is chosen by his or her own team.
- The 23-Rule must still be followed.
- Teams found deliberately manipulating this rule will be subject to penalties.
- You must base your line-up on 5 actual players from your roster that maintain the 23-Rule, and then substitute the player doubling up for the missing player. You are not allowed to use a double-up to create a line-up that would otherwise be illegal:

Team Roster = 4,6,4,7,5,4,3,4

Illegal double-up: 4,6,7,3(1), 3(2)

This double up is illegal because there is no possible 5-man line-up where the 4,6,7,3 can all play in the same match.

Team Roster = 4,6,4,7,5,4,3,4

Legal double-up: 4,5,7,3(1), 3(2)

This double up is legal because a possible 5-man line-up can be made using 4,5,7,3 and one of the other 4s.

- Teams that have outgrown themselves (i.e. cannot make a 5-man line-up that complies with the 23-Rule because players have improved enough to increase skill levels) must adhere to the 19/15-rule as detailed in the Official Team Manual.

Byes

A bye is a missing team caused by an uneven number of teams in a division. When a team has a bye:

- Teams will receive 8 points in 8-Ball and 60 points in 9-Ball
- No weekly fees or scoresheets will be due
- No bonus points will be given

Sportsmanship Rating System

Refer to pg. 77-80 of the *Official Team Manual* for sportsmanship guidelines and penalties.

The 5-Star Sportsmanship Program designed to reward teams that are consistently great sports and to identify teams that deliver an unpleasant experience. Weekly team scoresheets have a section to enter the five-star rating of your opponent. Please review the Five-Star Rating guidelines below, and call the League Office if you have questions.

<u>Rating</u>	<u>Suggested Guidelines</u>
5	“Top” 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.
4	“Target” rating - Team causes absolutely no problems and is a pleasure to play. Your team (win or lose) had a “Great” night out.
3	“Average” rating - No major problems, night went well with only a few “minor” problems, maybe minor rule disagreements or someone’s attitude got slightly out of hand, but opposing team Captain got them in line, apologized for the infraction, and night continued without further incident. Your team (win or lose) had a “Good” night out.
2	“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. Ex: opposing team made degrading remarks to your players, tried to manipulate handicap by simply banging balls around table, or were just rude and unfriendly. Your team (win or lose) "did not" have a fun night out.
1	"Totally 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. Write-Up must accompany this rating!

- *NOTE: for Ratings 1 and 5, please provide a written explanation on the back of your scoresheet, otherwise the rating will not be considered and will default to 3.*

Inclement Weather Procedure

Severe weather conditions or travelers' advisory warnings are reason enough for rescheduling team matches. Visiting teams should call the Home teams to inform them of any delay to avoid forfeits. Team Captains should contact each other to reschedule the matches. Please notify the League Office of the scheduled make-up match. Let common sense prevail, schedule rematches if necessary to avoid placing your teammates in danger on the roads in inclement weather.

Playoffs

Teams finishing in first through third place in their division (based on total points for the session) will advance to the playoffs. One wildcard team (a team selected at random from the remaining teams) will also advance. First place will play the wildcard and second place will play third place. The advancing teams will play each other to determine a division winner. This division winner will advance to the Local Team Championships (LTC) held in the early summer.

Individual players on a team need to have completed 6 matches during the session (not including forfeits and byes) to be eligible to compete in the playoffs. This number may be reduced to 4 matches in summer divisions or divisions that last fewer than 12 weeks of regular play. A team finishing second to an already qualified team will earn eligibility for the LTC.

Eligible Teams

Teams who win their division and/or become eligible for the LTC must maintain the following:

- Good standing in the league
- The team must play in the Green Mountain APA for the rest of the League year (through the Spring Session)
- The team must finish in the top 50% of their division or face heavy scrutiny of their handicaps and eligibility by the League Operator
- Players on the winning team, who wish to play in the LTC, must remain current with 6 matches per session (forfeits and byes do not count)
- Players added in the spring session must have a minimum of 20 matches and have the permission of the League Operator

- Spring roster will be used as the roster for the LTC

LTC (Local Team Championship)

The Local Team Championship determines which team or teams advance to the World Pool Championship in Las Vegas (number of team slots based on the total teams in the Green Mountain APA.) The tournament will be held early in the next year's summer session and will be a true double elimination format.

Player Fund

The players fund is a percentage of the weekly dues and is paid back 100% to the players. The fund covers the following:

- Trophies, patches, end of session prizes and local tournaments
- Travel assistance for the teams that qualify for the National Team Championships
- Awards and incentives

Any player who owes money or paperwork, is on a team that owes money or paperwork, is suspended or otherwise not in good standing with the Green Mountain APA is not eligible for ANY Player Fund activities including Captain's Tournament, Singles Tournaments, Raffles, Trophies, Prizes and Travel Fund.

Travel Assistance Policy

Travel assistance is to award the team(s) advancing from the Local Team Championship (LTC) to the APA World Pool Championship Event held each August in Las Vegas, Nevada. The travel assistance fund is not prize money and should not be considered prize money.

Travel assistance is to offset some or all of the expenses of the team in traveling to and participating in the World Pool Championship. The travel assistance fund is to be split equitably among the team members going to Vegas. Proof of travel arrangements to the World Pool Championship is required.

If a team wins the LTC and does not intend to go to the World Pool Championship, the team is not eligible to receive the travel assistance fund, with the travel assistance fund awarded to the second place finishing team. Likewise, if one or more players on the winning LTC team will not be going to the World Pool Championship, the non-attending players are not eligible for a share of the travel assistance fund.

Age Requirements

APA members under the age of 21, but over the age of 18, may participate in the League, however, if a Host Location restricts patrons to 21 and older the team will have to participate without the underage member. We cannot force a Host Location to allow underage players in their location. Make up matches will not be allowed because an underage player is not allowed into a Host Location. You must utilize the remaining members of your roster (21+) to compete in the match. The World Pool Championship is open to players ages 18 and over.

Final Notes

Read the APA Team Manual and know what the rules mean. If you are unclear, ask for an explanation. Do not tell someone else that are wrong if you are not 100% sure yourself. Take your APA Official Team Manual and these Bylaws with you to matches so you can refer to them if necessary.

Good Luck!

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