

Rhode Island APA Local Bylaws 2011-2012

League operator:

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Hours 9-5:00

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1. Every new player must fill out an application and submit the \$25 membership fee before they play.
2. The weekly team fee of \$50 is due regardless of any forfeits. Make checks payable to George Trabucchi. Large amounts of cash should not be sent as the League Office will not be responsible for loss of cash. There will be a \$20 fee for any checks returned for insufficient funds!
3. Bonus point- one bonus point in 8 Ball will be awarded for mailing the scoresheets and correct fees the day after the match (postmarked date) 20 for 9 ball (20 – 9Ball). All teams will be allowed 1 and only 1 late mailing, except during the last week of the session. Metered mail from one's workplace does not constitute a postmark. Only an official postmark will count. Teams are given one extra day if they fax the score sheet in, no exceptions to this rule. A bonus point is automatically added to a bye week for a total of 4 or 20 for total of 80 in 9 Ball.
4. Penalty points- a penalty point may be assessed for the following: poor sportsmanship, returned checks, and as recommended by the BOG.
5. Player ID - everyone must be a current member. Any team captain may request to see identification for verification. Any team that plays a non member under a false name will receive "0" points for the night. Their opponent will receive all points won plus "1" point for the match involving an illegal player.

If a captain adds an existing member and tells the opposing team the wrong handicap it will be a loss of point. If you are unsure call the office or don't play the person until the following week.

6. If the tavern does not supply quarters for the table then the cost will be split equally between the two teams.
7. Forfeits - if a team fails to show for a nights match the opposing team will receive their average win points or 4, whichever is greater (4.5 average and up will be 5) and average or 80 in 9 Ball.

There are no complete team forfeits the first week.

- If the opposing team shows up and plays 3 or more players on a given night you will receive points for all matches won (+) remaining forfeits.
 - If the opposing team shows up and plays 2 or less players on a given night you receive your average, 4 or 80 points, whichever is greater.
 - Teams which exceed 5 forfeit points are not eligible for the wild card.
 - Teams that do not show up for the last 4 weeks will forfeit any prize monies, deemed ineligible for the wild card, and be required to pay \$150 prior to the next session.
8. Make up matches - all make up matches must be approved by the League Office in advance. The team that requested the make up is responsible for arranging the details & should meet the other team's schedule. If the above is not done the opposing team will receive 4 or 80 points, or their average, whichever is greater. When a new team is added after the start of the session both teams are responsible for arranging a make up. If it is not done then both teams will receive 3 or 60 points. The league is not responsible for missed makeup's or awarded points.
Make up matches will be played with updated handicaps and should try and be done within 2 weeks.
 - Las Vegas teams are responsible for make ups and should be arranged 2 weeks prior to the nationals. It is the captain's responsibility to arrange this and report it to the office, failure to do so will result in the opponent receiving a forfeit.
 9. Protests - see rulebook for procedure. You cannot agree to a situation with the idea of protesting later. Once played, the game and match will stand.
 10. New teams may be added to the schedule in the beginning of the session. The new team will be issued "2" points for each scheduled week missed
 11. Prize monies will be paid to the team captain at the start of the next session. Teams that owe money will forfeit all prize monies and be deemed ineligible for playoffs.
 12. Weather – during bad weather (snow, sleet etc.) Away teams should inform home teams of a possible delay. If either team wishes to reschedule for the night because of severe weather, then the night will be rescheduled & made up within 2 weeks.
 13. Session playoffs - eight teams will qualify (full 8 team divisions only). Top 3 and a wild card, and the next 4 in order of finish. The winner of the top 3 and w/c will advance to the state qualifier held after each session. The winner of the bottom four playoffs will be entered into a separate tournament with the winner(s) advancing to

final qualifier in June.

Dues for the playoffs are \$50 per round. Any team that owes money is ineligible for the playoffs and the wild card draw.

The top 2 teams (1st round playoff winners upper half), from the summer session only, will qualify for the state tournament.

Ties are broken according to rulebook. If 2 teams are tied and did not meet during the session the team that had the most points in the last week will win, if still tied proceed to the prior week and so on. If one team has received a bye during one of these weeks we will proceed to the previous week.

It is the captain's responsibility to know if they are in the playoffs or not. Call the office for a list of wild card winners or the website schedule. If a team does not receive paperwork then they need to call the office and ask if they are in the playoffs.

Tables: for teams that earned the right to play home - if there is a table conflict the higher ranked team has priority. The lower ranked team must find a table (neutral) to play the match on. If each team is ranked the same the captains will flip (areas with more than 1 division).

14. Trophies - individual trophies for first place finishers (playoffs). Tavern trophies for 1st & 2nd (playoffs). If the captain does not supply the trophy to the tavern they may forfeit some or all of their team's prize money.

Top shooter plaques will be awarded to the top male and female player per division each session. If there is a tie (%) the player with the most matches wins. . Top gun is the total of the handicaps beat, (ex. If you won 10 matches and top gun is 45 the average handicap of the players you played was 4.5). The best of the best list is based on a minimum of 7 matches or 6 with less than 15-week session.

Patches for 8 & 9 on the break and break & run = 1 per player per session. Second patches may be purchased for \$1.

15. Travel assistance is available for the teams that qualify for the nationals. They must attend the event or the funds will be made available for the runner up to take the slot.
16. Outside interference- it is not considered a foul if a non-team member bumps the shooter. The balls are to be moved back to the original position by the opponent. Judgments will have to be made about obstructions causing a foul, (it would be a sportsmanlike gesture not to call a foul), and once again the opponent places the balls back in the original position.
17. Board of governors - league members comprises this board. They are called upon to rule on abnormal league situations and to vote on policies & procedures.
18. Handicap committee - anonymous members that review players in all divisions to make sure players are playing to the correct skill level.
19. Qualified teams are not allowed to add new players to their roster, they may add existing players, but these existing players must have 20 scores prior to the team qualifying and must be approved by the League Office.
20. Qualified teams that do not finish in the top half of their division are automatically subject to handicap review and face the possibility of losing their eligibility.
21. Eligibility - a player must play 4 times to be eligible for the session playoffs. A new player must play 6 times (including playoff matches) to be eligible for the state qualifiers (10 times for the state finals). In order to be eligible for the state tournament all players from qualified teams (summer and fall) must play 4 regular session matches in the spring. These criteria must be met for each team played on.

If your team has won a berth in the upper or lower qualifiers you do not go to the next qualifier. However if your team has won a lower half berth you can qualify for the upper tournament. If you are qualified and win the playoffs again the berth is relinquished to the loser. This is in accordance with the team manual.

A player may play on 2 teams in the championship. Teams with more than 2 common players will be bracketed together. If a common player wins on two teams they must choose one before Las Vegas.

The qualifiers are part of the state tournament; these are just early rounds to shorten the finals and to allow losing teams another chance at qualifying.

Captains are responsible for verifying eligibility, tournament times and dates. Any questions on these should be

called in to the office.

It is the captain's responsibility to make sure the aforementioned rules and the higher level eligibility rules in the team manual are met. The league operator is not responsible for player eligibility requirements. Captains are also responsible for verification of tournament dates and times. Any questions on dates, times and eligibility should be called in to the League Office for verification.

22. The league will track complaints and issue warnings or suspensions as deemed necessary. Please submit complaints, otherwise unsportsmanlike behavior will continue.

General rules

23. A player is allowed to change sticks during the match. If a player breaks down his stick at the end of a match the opposing player should ask the opponent if they are conceding the point. It is not an automatic loss. A player may break down his cue to use as a short stick. Specialty cues such as "jump" or "masse" are not allowed. A player may use a different cue for these shots but it must be a regular cue. Cue extensions are allowed.
24. The coach may place the cue ball in ball in hand situation.
25. Practice time on the match table should be available to both teams provided both teams arrive ½ hour before the match.
26. Starting time: matches start at 7 or 7:30 (see schedule or scoresheet for your league), the 15-minute grace period is for the occasional problems that sometimes occur. Constant complaints about teams breaking this rule will result in penalty points. If a player is not available for match one at 15 minutes after start time they will forfeit the 1st point. If there is not a player for match 2 present ½ hour after start time the match will end in a forfeit.
27. Time outs - asking a player if they want a time out is not an automatic time out, although if a team constantly does this they can be assessed penalty points. Please report teams that do this. If constant complaints continue, this will become a new bylaw.
28. Please report slow play. Penalty points may be assessed.
29. Choosing players. Once both teams have picked a player they can only change if they are in danger of breaking the 23 rule and only before the break.
30. You may not mark the pocket with chalk, a chalk holder which is distinguishable is allowed. If a pocket is marked with a marker which overhangs "in" the pocket and the 8 ball hits it the shot is good. If it overhangs the table, judgment will have to be used to determine if it altered the shot.
31. Only the coach may go to the table during a time out, coaches are allowed to talk to players on the sideline. Penalty points will be given to teams who constantly refuse to follow this rule.
32. Underage members (18 and older) are allowed provided the host location allows them. If your opponents location does not they are ineligible for that match.

Sportsmanship:

Please don't cheer for opponent's bad luck!

***pick players for the next match before the one being played ends.

***keep timeouts short (1 to 2 minutes).

Try and keep play moving to avoid late evenings (difficult shots should not take more than 1minute).

Have players playing their match turn off cell phones. If players need their phones due to work or family matters have them try and minimize the calls.

Banned: if a player has been banned from a tavern, the team must play without them.

Anonymous calls or e-mails will not be responded to. Notes and messages are welcome, however some players feel they have the right to be vulgar, rude and leave nasty messages on the answering machine or scoresheet. These players can expect to be suspended or terminated from the APA.

Be courteous to the opposing team.

Mark safeties. Teams have been disqualified in Las Vegas for not marking defensive shots.

Thank you for playing in the APA Pool League!