



LOCAL BYLAWS

League Operator's:

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Its is every APA member's responsibility to read the Team Manual and Local Bylaws for the area. All of these materials can be found on our website or on the app, hard copies can be made available by request.

Age Requirements:

The age required to join the APA is 18 years old. However, due to state and local laws if a host location does not allow customers under 21 their restrictions must apply. It is the team captain of each team's responsibility to verify the age of their players to be of legal age. Teams who play under age players without the written consent of the league will be subject to loss of all points and awards.

Office Hours:

Monday through Friday 3:00PM to 7:00PM

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.

League Reps:

Northeast Mass APA will have league reps printed on each team scoresheet, these reps are your main point of contact for any league related question during league play. Please contact your league rep first before contacting the League Office for any questions or concerns, the league rep will contact the league office if needed.

Writing Utensil:

Northeast Mass APA teams should use a blue or black PEN when filling out scoresheets.

Paperwork and Team Fees:

Team Fees are \$50 per week (\$90 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for playoff matches and forfeits. There is no charge for a bye. If you are paying by check, please make your check payable to Northeast Mass APA. All paperwork being mailed must include payment if not paying online through the App and must be post marked no later than 2 days post play. Failure to do so will result in a loss of Bonus Points. Our preferred method is to scan and email your scoresheet to nemass@apaleagues.com and paying your team fee's on the app this will ensure you receive all bonus points and we can have complete and accurate stats and standings every week. There are plenty of free scanning apps you can use and is the best method to send in your scoresheet.

Membership Fees:

For more information on membership fees, please refer to "Annual Membership Dues" found under League Structure, Section 1 of the APA Official Team Manual (OTM). Remember, you must pay your membership before you can play a match, or by week 4, whichever comes first, as explained in the "Every Player Must Be A Current Member" section of the OTM's General Rules, Section 2.

*Players will be dropped from the roster if not paid by week 4. Once a player plays a match with your team, your team will be responsible, and will have that membership fee amount added to your team's past due amount.

Check Policy:

Northeast Mass APA will allow checks as a form of payment for weekly League play and memberships. However, if a check is returned to APA for insufficient funds, the player will be responsible for paying the amount of the check, plus a \$20.00 fee for the returned check. This will be noted as a past due balance on the player and will be signified on the scoresheet with dollar signs (\$\$\$\$\$) behind the player's name.

Digital Payments:

You can pay your League fee's on the Member Services page or app using your debit or credit card! Download and sign up if you haven't already!

Cash Payments:

We *HIGHLY* recommend against sending any cash through the mail, however while we do accept this method we will not be held responsible for any money that is not received through the mail. Teams sending cash through the mail do so at their own risk.

Bonus Points:

- 8-Ball - 2 Possible Bonus Points
- 9-Ball - 10 Possible Bonus Points

Your team will receive bonus points if all of the following occur:

- Scoresheets are complete and filled out accurately, scanned and emailed within 2 days of play. Example: Team plays on Monday we must have payment and scoresheet no later than Wednesday.
- No abusive comments written
- Complete team fee is paid either on the app or if mailing the envelope must be postmarked no later than 2 days after the night of play. See above example.
- If for some reason the team you are playing forfeits the night, your team must have payment submitted on the next scheduled match date or you will lose bonus points and past due procedures will apply.

Remember these are bonus points that are awarded at the sole discretion of the League Office. Please READ all information in this document so you DO NOT lose your bonus points! Team Captains should ensure all Bonus Point System Requirements are met prior to turning in your scoresheet and League fees to APA.

Once you lose bonus points they will not be returned.

Forfeits:

If a full team of five players fail to show for a match, the opposing team is awarded forfeit points. Full team fees for both teams are still required for any and all forfeit matches and must be paid by the next scheduled match or your team will be subject to penalties listed in the past due procedure's.

1. A full team forfeit in 8-Ball will be worth 8 Points + 2 Bonus Points.
2. An individual forfeited match in 8-Ball is worth 2 Points during regular session play and 3 Points during Playoffs.

1. A full team forfeit in 9-Ball will be worth 60 Points + 10 Bonus Points.
2. An individual forfeited match in 9-Ball is worth 12 Points during regular session play and 20 points during Playoffs.

Play can begin with only one player present. Once play has started continuous play will be enforced. Teams refusing to start on time when having player/s available will be subject to penalties. Teams who are continuously late may have penalties imposed.

Replay Rule:

To help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, Northeast Mass APA has chosen to adopt the Replay Rule. This rule allows one player (the "replay player") from a team (the replay team") to play twice on the same night in the following circumstances:

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule).
- Teams must notify their opponent of the need to use/or potential need to use a "replay" prior to the start of the 2nd individual match. If a team has a 5th player show up prior to the start of the 5th match, that player is required to play, even if a "replay" was requested, unless that player would break the Team Skill Level Limit rule.
- The opposing team gets to pick which player from the other team will be the "replay" player and that player must be chosen prior to the start of the 4th Individual match. The opposing team can pick any player present except those whose play would cause the Replay team to violate the Team Skill Level Limit rule. All players who have already played must be available as a choice for the "replay" match.
- Teams are allowed to use one "replay" per league night.
- The "replay" must be used during the last individual match (i.e. – 5th match). The "replay" may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match if the 4th & 5th individual matches

are forfeited. Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up.

- “Replays” will NOT be allowed during Playoffs or during any Higher Level Tournament Play.
- Both teams may utilize the “replay” rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the 5th match puts up first.

Past Due Procedure:

- First Week Past Due: Captain will be notified. Bonus Points may be lost and will continue to be lost each week going forward until that specific weeks fee’s are made current.
- Two Weeks Past Due: for example (standard team owes \$100) All Bonus points will be lost and all Team Points may be lost and will continue to be lost each week going forward until all weeks fee’s are made current.
- Third Week Past Due: Team Name may be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible.
- If the fees are not brought current by the third week, the team may be dropped from the League for non-payment.
- **Any team/player past due at the end of the session will not be eligible for Wildcard Draw, Playoffs, Tricups, World Qualifier or Any Tournament Run by Northeast Mass APA.**

All players on the team may become equally responsible for their share of 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. Example: Team A plays and pays for 5 weeks of a 17-week session; however, they fall 3 weeks behind, so the team will be dropped and the 3 weeks unpaid plus the 9 remaining weeks will be due and split evenly amongst the team and must be paid before being allowed to rejoin another team.

The League Office will not be responsible for fees or money paid to a Team Captain or other team member not ultimately paid to the League. Teams having rosters with players who owe money will not be allowed to participate in any matches until such money is paid. Players who owe money will have a \$\$\$ designation next to their name. Playing any member who owes the office money will result in a match forfeit. Players who owe money may also be suspended from all APA league area’s.

Teams that are habitually late with fee’s may be required to replace their Team Captain with another, more responsible player.

Holidays:

Northeast Mass APA will recognize the following holidays and will not play matches on these dates:

- New Years Eve
- July 4th
- Easter
- Thanksgiving Day
- Christmas Eve
- Christmas Day

All matches scheduled on the remaining holidays can be played on the scheduled date OR rescheduled and played prior to the original match date or up to two weeks after the original match date. Pre- playing the match is recommended. PLEASE COORDINATE WITH THE OPPOSING TEAM AND NOTIFY THE LEAGUE OFFICE IF YOU ARE RESCHEDULING YOUR MATCH. *See Rescheduling Matches Below

Additions to Teams:

- Changes may be made to rosters during the first 4 weeks of play without prior approval from the office.
- **After the 4th week, no changes will be allowed to any World Qualifier (WQ) Qualified Teams.** This is a national rule, and there are no exceptions!
- After the 4th week, if a team is not qualified, they may make changes to their roster, if necessary — and with approval of the League Office. If your team wishes to add a player after the 4th week you **MUST** call the League Office for approval, and there must be a significant reason for the request.

Rescheduling Matches:

On occasion, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified League obligations, or other reasons. You are required to reschedule a match if your match conflicts with your opponent's other pre-qualified League obligations and the opponent requests rescheduling. If you plan to reschedule a match, due to inclement weather, or for other reasons, you must notify the League Office. Any and ALL Makeup Matches must be approved before hand by the League Office.

Please use the following procedure:

1. Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
2. Work with your opponent's team captain to select a date and time to play the rescheduled match. Rescheduled matches must be played within two weeks of

the original scheduled match date. No make-up matches will be allowed in the last 2 weeks of the session, unless the League Office grants an exception, which will only occur as a result of special circumstances.

3. Rescheduled matches MUST be made up within 2 weeks of the original match date or both teams may lose bonus points. If the League office determines one team made considerable effort to reschedule the match and the opposing team couldn't come to an agreement a forfeit may be awarded and both teams will be required to pay full team fee's.

TRI-CUPS/World Qualifier All teams participating in a Tri-Cup/Regional tournament that conflicts with their regularly scheduled weekly match MUST RE-SCHEDULE THEIR WEEKLY LEAGUE MATCH. Due to the timeframe that World Qualifier LTC occurs in following the start of the session, pre-playing the match is not always possible however, it is still preferred. Therefore, the match can be played prior to the original match date or up to two weeks after the original match date. All team fees and scoresheets must be turned in as soon as the match is completed.

Teams Joining Late:

Teams that join late into the session will not be required to do makeup matches. Any new team joining after week 1 will be given the the same points as the last place team - 1 point. For Example - Last place team has 11 points in 8 ball on week 2 the late joining team would receive 10 points to start the session. **please take note of the Big Dawg Award Part of the bylaws in regards to late joining teams.*

Patches:

Patches are available for the following accomplishments:

- 8-on-the-Break: You make the 8-ball on the break.
- 8-Break-and-Run: You make at least one ball on the break and then run the rack.
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make at least one ball on the break and then run the rack for ten points.
- Rack-less: Your opponent didn't break during your match.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Skunked: You win 20-0 in 9-Ball.
- Mini Slam: 8-on-the-Break and 8-Break-and-Run or 9-on-the-Snap and 9-Break-and-Run on the same League night. Not available during tournament play.
- Grand Slam: Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.

If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet.

Division Playoffs:

4-team divisions	1st vs. WC
5-team divisions	1st direct to Tri-Annual / 2nd vs. WC
6- to 9-team divisions	1st direct to Tri-Annual / 2nd vs. WC2 / 3rd vs. WC1
10- to 11-team divisions	1st and 2nd direct to Tri-Annual / 3rd vs. WC2 / 4 vs. WC1
12 teams or more	1st, 2nd and 3rd direct to Tri-Annual / 4th vs. WC2 / 5th vs. WC1

- In a 4-team division eligibility will not be passed to teams finishing directly behind an already qualified team in the standings.
- All point leaders at the end of a session are considered the Division Champions (except in 4-team divisions). Division Champions will receive all division championship awards to be given at Tri-Annuals.
- All divisional round Playoff's will take place the following week on the normal night of play at the home team's Host Location. Normal weekly dues will be collected for divisional round Playoff matches.
- Point leaders will play Wild Card teams from lowest points to highest.
Example: In a 12-team division the 5th place team will play the highest seeded Wild Card team, the 4th place team will play the lowest seeded Wild Card Team.
- Division Champions will have "first chance" at available byes in Tri-Annuals based on larger division sizes first; tie breaking procedures will apply.
- All tie breakers for seeding purposes will default to the team based on head-to-head matchups first; if the teams are still tied at this point, the last 2 weeks points will be totaled to break the tie; in the event the teams are still tied we will total the last 3 weeks, and so on, until the tie is broken.

Wild Card Drawing for Playoffs:

When drawing for the wildcard to participate in Playoffs, the drawing will be weighted according to final standings of the teams that did not earn an automatic bid into the Playoffs. The number of entries into the Wild Card draw will be dependent on the number of teams in the division, as well as a team's final standing in the division. The last place team will receive 1 entry into the Wild Card draw, the 2nd to last place team will receive 2 entries into the Wild Card draw, the 3rd to last place team will receive 3 entries into the Wild Card draw and so on. Setup for session Playoffs may vary session to session and is at the APA's discretion.

Big Dawg:

This award will send the winner straight to the World Pool Qualifier

8-Ball: 1 winner will be awarded during the Summer, Fall and Spring Sessions.

9-Ball: 1 winner will be awarded during the Summer, Fall and Spring sessions.

Big Dawg Requirements:

- Eligible team would have averaged the most points out of every division possible for that session in that respective format.
- Teams who join late to the session would subtract the points given to start, then average those points over the total weeks in a session in your division.
- Eligible team will continue playing through consecutive sessions following the session they qualified in for the league year. (example; Team A. qualified in summer, to remain eligible they would need to continue to stay active as a team through Fall and Spring.)
- Eligible team must follow all requirements for WQ teams for example the 50% rule, current on all league fees, roster requirements, etc.
- Eligible team may only qualify for the award once per league year.
- Eligible teams will receive a team award and individual awards for every team member; however, if the award winner is already WQ qualified, they will receive all awards and trophies and the next points leader will advance to the WQ, unless it is a 4-team division.
- Eligible team may compete in that sessions Tri Annual for cash payouts without losing eligibility in the WQ.
- In the event there is a tie. Tie breaking procedures will apply. To break the tie, we will add up the last 2 weeks of the session's points to declare the winner. If the teams are still tied we will add the last 3 weeks and so on until the tie is broken.

Best of the Rest Tournament:

Every year Northeast Mass APA will hold a Best of the Rest Tournament to give teams who made it deep into a Tri-Annual, but did not qualify for the WQ, one more opportunity to qualify. The event will take place prior to the WQ and following the Spring Session. This is a bonus tournament and is subject to change based on team count.

There will be no more than 2 per format per year sent to the WQ through this tournament and is dependent on team counts and need.

****Note:** in order to remain qualified for this year-end bonus tournament teams must stay active through the rest of the league year. For example, if you qualify in the summer your team must play fall and spring and have at least 4 original players remaining from the team. Your spring roster is the team that will be eligible.

Number of Matches Needed to Participate in Playoffs:

A player must have a minimum number of matches (4) played with each team during the session to be eligible to play in the divisional round of Playoffs and Tri-Annual Tournaments corresponding to that session.

In order for a player to be eligible to participate in the World Qualifier, a player must have an established handicap based on a minimum of 10 actual match scores in the corresponding format, prior to the end of the Spring Session leading into the World Qualifiers.

Tri-Annual:

The Tri-Annual Tournament will determine which teams will compete in the World Qualifier. The number of teams participating will change from session to session based on team counts. All Teams must be registered for the next session to maintain eligibility for a Tri-Annual; the only exception to this eligibility requirement is in the spring session, during which teams do not need to be registered for the following summer session to compete.

Tri-Annual Byes:

Byes in the Tri-Annual will be awarded to division champions by largest division size first then by total points earned. In the event of a tie, the last 2 weeks of the sessions points will be totaled to break the tie. If the teams are still tied the last 3 weeks and so forth will be totaled until the tie is broken.

World Qualifier (WQ):

(Teams participating subject to change each year based on team counts)

The World Qualifier is a single elimination tournament held every year and determines which teams will represent Northeast Mass APA in the World Pool Championships in Las Vegas.

All Travel Assistance is awarded to the winning teams. Any individual not traveling to Vegas will not receive any Travel Assistance. This is not prize money, it is money used to send players and teams to participate in the WPC's.

Teams must stay active through all sessions following qualification into the World Qualifier to keep eligibility; for example: if your team qualifies in summer, you must stay active through fall and spring of that League year. Your spring roster is the team that will compete in this tournament.

Bye in the World Qualifier:

If there are byes available in the WQ, qualified teams are awarded byes based on average points between Fall and Spring Session with the 1st bye going to the top points leader and the 2nd bye going to the second points leader for that league year and so on.

No byes will be awarded for any team that does not make the 50% rule in any session following their qualification into the WQ.

Total amount of teams sent to the World Pool Championships is dependent on the League year team counts and is subject to change year to year.

Any team that has qualified for the WQ and fails to meet the standard of placing in the top 50% of their current division may lose their eligibility, and/or have all of their players skill levels heavily scrutinized.

Contacting the League Office with Concerns:

Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. Complaints/protests should be submitted on the appropriate form from the Northeast Mass APA website. No fee shall be required to issue a complaint or to file an official protest. **The APA office will only discuss a player's handicap with that individual player.**

Suspended Players:

Northeast Mass APA will honor any suspensions from a neighboring APA area.

*These Bylaws may not cover every situation that will arise, but will provide a good baseline on what to expect. **In the end, the League Office has final say on topics not covered here.**

**National Rules always supersede local bylaws in a Higher Level Tournament.