



PLANO COLLIN COUNTY APA BY-LAWS

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

The Local Bylaws are a secondary source of information created in accordance with, and in addition to, the Official Team Manual. The Official Team Manual will be your primary source of information and all rules in the Official Team Manual will be followed, with the exception of any revisions as listed below. All revisions and rules may be overridden at the League Operator's discretion.

OFFICE HOURS are 10:00 a.m. to 6:00 p.m., Monday through Friday. If no one is available, please leave your name, phone number, team number and a brief message and you will be contacted as soon as possible.

LEAGUE PLAY START TIME is at 7:30pm on weekdays and 2:00pm on Sundays, unless otherwise specified. Play will begin on time **even if only one player from a team is present**. Play must be continuous or forfeits will be awarded to the team that is present.

APA MEMBERSHIP DUES are due the first night a player plays BUT NO LATER THAN the 4th week of the session, whichever occurs first. If a player has not paid their APA membership dues by the 4th week of play, the player will be removed from the team's roster. If a team allows someone to play who has not paid their APA Membership Fee, that fee will be deducted from the team's Weekly Fee and **the team will be subject to loss of the bonus point, as well as forfeit of the match in which that person played**.

AGE REQUIREMENT - The age requirement to join the APA is 18 years old. **HOWEVER, due to State and Local laws, the Plano Collin County APA age requirement for League play is 21 years of age unless prior arrangements have been made with the League Office.** It is the Team Captains' responsibility to make sure that the players on their teams are of legal age. The League Office will not be responsible for falsified applications. Teams who play under-aged players without consent from the League office will be subject to loss of all points and awards.

WEEKLY TEAM FEES are \$40.00 per week for 8-Ball, 9-Ball, and Ladies teams. Weekly Team Fees are \$30 for Masters teams. This Weekly Team Fee is due for all scheduled matches, regardless of the number of games played, including forfeits, and division playoffs. All Weekly Team Fee envelopes are to be placed in the designated lock boxes at the drop-off locations and are NOT to be left in the team packet. The League is not responsible for fees left in the team packets, and the team risks loss of the bonus point(s) if the Weekly Team Fee envelope is left in the team packet.

The League strongly recommends that teams pay fees by check or money order. Teams may pay with cash, but if a team, or any player(s), chooses to pay by cash the League will NOT be responsible for any lost fees, for any reason, including, but not limited to, fees entrusted to opposing teams or Team Captains, theft, or burglary at the Host Location. Checks and money orders should be made payable to Collin County Poolplayers, Inc.

There will be a \$25.00 charge for any returned check, plus loss of the Bonus Point. Checks returned from the bank for any reason must be picked up within 30 days or they will be turned over for collection. Once a bad check has been received from a player, the League Office reserves the right to refuse that individual's check in the future.

Team Captains should not accept checks from anyone who is not an active member of their team. The team member's name should be preprinted on the check or the Team Captain should not accept the check. Checks written by team members should be ONLY for their individual fees and should not include other team member's fees.

Any team that knowingly plays a team member who owes the League past due fees will risk forfeit of any points earned by that player. (Players who owe the League will print on the score sheet with dollar signs beside their name.)

ADDING NEW PLAYERS – Players wishing to join a team must have a membership application and membership dues in the envelope the **first night they play**. Add the new member's name to the score sheet, and the word "ADD". Teams that play an unpaid player will become \$25 past due to cover that player's membership fees and will not be eligible to receive bonus points until the past due is paid.

Teams may add or drop players from the roster at any time during the session EXCEPT when there is less than 4 weeks of play left in the session (BYE weeks do not count because players must be able to play at least 4 matches with the team). On very rare occasions of exceptional circumstance, the League Operator may grant a team permission to add a player to its roster with less than 4 weeks of play in the session. Teams adding players past the 4th week of any Session should pay careful attention to the following rule regarding "Starting Skill Levels for New Players".

Once a player is dropped from a roster, that player may not be added back to the same team's roster within the same session without League Operator approval.

Teams that are eligible to participate in the City Championship may not make ANY changes to their Spring Session roster after the 4th week of the Spring Session.

STARTING SKILL LEVELS FOR NEW PLAYERS: The American Poolplayers Association was founded on the principal of fairness to all players. Therefore, accuracy of skill levels is very important. Team Captains are responsible for raising the Skill Level of any player on their team if the player's Skill Level is too low for any reason. Simply have the player play at their accurate Skill Level and write a note on the score sheet. The Team Manual indicates that in 8-Ball or 9-Ball, new male players start at a Skill Level of 4, females begin at a Skill Level of 3 in 8-Ball and at a Skill Level of 2 in 9-Ball. In most cases this is appropriate. However, a team adding a NEW player who is known to have ability higher than the standard starting Skill Level must, in the interest of fairness, start the NEW player at their appropriate Skill Level. If a player's Skill Level should go up 2 or more skill levels in one session, penalties may be assessed against the offending team.

BONUS POINTS - One (1) bonus point will be awarded in 8-Ball and ten (10) bonus points will be awarded in 9-Ball if the following criteria are met.

- Each team must fully and legibly complete the team's score sheets and collect all fees due for the week. The fees must be placed in the lockbox at the drop-off location and NOT left in the team packet. The full team number must be written on the Weekly Fee Envelope.
- The VISITING team is responsible for picking up BOTH teams' packets, but all teams will be responsible for making sure that their own team packet is at the drop off/pick up location no later than 7:00 p.m. the day after the team's scheduled match. If the home team allows the visiting team to return their packet and the visiting team fails to drop off the packet on time, the home team will also lose their bonus point. The same applies if the home team is dropping off the visiting team's packet and it does not arrive on time.
- It is required that all Team Captains initial the opponents score sheet to verify that he/she has counted, and verifies, the opponent's fees. The League Office cannot be responsible for the accuracy of the fees if the Team Captain does not receive verification from the opponent that the amount listed on the score sheet matches the amount in the fee envelope. It is also permissible, though not required, for Team Captains to get their opponent to sign the fee envelope after it is sealed.
- Any profanity written on the score sheets will result in an automatic loss of a point.
- In Double Jeopardy Divisions, if bonus point(s) are lost, for whatever reason, both the 8-Ball AND the 9-Ball team will lose their bonus point(s).

LOST SCORESHEETS AND/OR PACKETS - Team Captain should print out and keep two blank score sheets for use in the event that the score sheet and/or team packet are lost. In the event of a lost packet you are still required to turn in a score sheet with the proper amount of League dues, including weekly dues and membership fees with completed applications. Teams will be charged \$5 for replacement of lost team packets.

ABBREVIATIONS: to better communicate game results, please use the following abbreviations on score sheets:

- | | |
|-----------------------|-----|
| ○ Scratch on 8 | SO8 |
| ○ 8 Ball Wrong Pocket | 8WP |
| ○ Did Not Mark Pocket | DMP |
| ○ Early 8 | E8 |

FORFEITS - If a team fails to show up for a match, the opposing team (providing 5 players are present) will receive 4 points plus 1 bonus point in 8-Ball, and 60 points plus 10 bonus points in 9-Ball, provided all bonus point requirements are met. Full team forfeits during the last 4 weeks of any session will be worth 3 points plus 1 bonus point in 8-Ball, and 60 points plus 10 bonus points in 9-Ball. **Teams who give up full-team forfeit points must notify the League Office within two days of match play as to why they are giving up full-team forfeit points or they are subject to being dropped from the schedule.** Teams who do not show up for two consecutive weeks, and who do not contact the League Office, will be considered dropped from the League and a new schedule will be issued. Dropped teams and suspended players will forfeit all benefits, trophies, awards and prize money.

DROPPED TEAMS - Teams that drop out during the session will owe the balance of all weekly fees for the remainder of that session. If the balance is not paid in full, then each player who wishes to continue participating in the APA will pay their prorated portion of the uncollected fees. This applies even if the player is on more than one team, and remains active on the other team(s). Any team finishing a session and still owing uncollected weekly fees will pay the balance the first week of the following session. If the team does not sign up for the following session, any player from that team wishing to join another team will pay their prorated portion of the uncollected fees.

BREAKING DOWN CUE STICK – Breaking down a cue stick during a match is not considered concession of the match. However, if a player verbally concedes a match to his/her opponent, and the opponent continues to shoot and misses, the player who conceded WILL be allowed to continue to play, even if they have broken down their cue stick.

BALL IN HAND FOULS - The "Ball in Hand Fouls" are listed in the Official Team Manual. These are the ONLY fouls resulting in ball in hand. Any other type of violation of the rules is a sportsmanship violation. The League Office should be notified in writing as soon as possible. Warnings and penalties will be assessed as necessary at the discretion of the League Office.

BYES: When a new team is added to the schedule in the first 4 weeks of a session make-up matches will be scheduled between the new teams and those teams who had byes during the first 4 weeks. The make-up matches will then be scored to allow everyone an equal chance at the total points available in the session. This will also give all players the best opportunity to meet the number-of-matches-played eligibility requirements in regards to playoffs and City Championship competition. Weekly fees are due on make-up matches.

Beginning the 5th week, (3) points will be awarded for all byes in the 8-Ball League and (60) points will be awarded for all byes in the 9-Ball League.

TIME OUT – Time out has been called as soon as the player's coach or any other team member asks the player if they want a time out, or suggests to the player to take a time out. See the Official Team Manual for more information regarding coaching. There is no coaching or time-outs in Masters formats.

MARKING THE POCKET - A marker will be used when shooting the 8-ball to let your opponent know which pocket you are calling. In the event that you cannot find a marker, you may use an object foreign to the pool table. You may not use table chalk, money, drinks, lit cigarettes, weapons (including pocket knives), or any item deemed inappropriate by the host location.

ONLY ONE MATCH per player on a team per week, except during the first four (4) weeks of the session while teams are stabilizing their rosters. **This rule applies to ALL FORMATS, including Masters.** If you find it necessary to play a player twice during this four-week period, you must notify the opposing team captain **prior to the beginning of the first match** and the opposing team has the right to choose who that player will be. The opposing team cannot choose a player that would force you to go over the "23-Rule" and must also choose that player before the first match starts. If the chosen player leaves the site, the match is forfeited. Only the last match may use a repeat player. No player will be allowed to play twice during playoff matches. Any exceptions after the fourth week must be approved by the League Office.

PLAYER SELECTION has been made for a particular match as soon as the opposing team has been notified of the player, and cannot be changed unless it is determined that the "23-Rule" will be violated. Team Captains should watch for the "23-Rule" violation prior to choosing your players.

SPLITTING TABLES – During regular weekly League play, teams may split tables at official league time plus two hours. However, teams will not split tables during Playoffs. Exception: During regular weekly play Ladies Divisions may split tables at official league time plus one hour or at the end of the first match, whichever occurs first. However, teams may not split tables during Playoffs.

In a Double Jeopardy format where there may be only one available table for splitting, teams will split whichever format has played the least number of matches. For example: if 8-Ball is only in the third match, while 9-Ball is in the 4th match, then 8-Ball will be split. If both formats have played the same number of matches, i.e. both formats are in the fourth match, then 8-Ball will be split. Play must be continuous. If two tables are available for splitting, then both formats will be split at the start-time plus two hours.

HOLIDAY – Some dates of play may fall on National holidays. Teams will be allowed to reschedule depending upon the week of play involved. (See the RESCHEDULED MATCHES SECTION of the Bylaws.)

RESCHEDULED MATCHES must be made up within two (2) weeks of the original match, unless pre-approved by the League Office. If not made up within two weeks, zero points will be awarded to both teams. Weekly Team Fees will be due for these matches. The League Office must be notified by BOTH TEAMS of any rescheduled matches at least 48 hours (2 days) in advance. There will be no rescheduling during the last (2) two weeks of the League session or during the playoffs. The only way to reschedule the last (2) two weeks of the League session is to play them in advance.

If you are the team asking for a reschedule, then you must be willing to go to the opposing teams host location to play, if requested. If a team walks out in the middle of a match, or for some reason refuses to play, that team will forfeit all points unless the team discusses the situation with the League Office PRIOR TO leaving the location.

Severe weather conditions or travelers advisory warnings are a good enough reason for rescheduling team matches. Please contact the League Office with the date and time of the rescheduled match.

TIEBREAKERS – Ties will be broken according to the procedures outlined in the Official Team Manual. When teams are tied that never played each other during the session, the winner(s) will be determined to be the team(s) that earned the most points in the last four weeks of the session in which they played, not including weeks with BYE's or weeks with entire team forfeits. If still tied, in order to meet time constraints, a coin toss will be used to determine the winner(s).

AWARDS & TROPHIES – 9-BALL, MASTERS, AND LADIES ONLY (see below for Open 8-Ball)

Divisions with 4 teams:

At the end of each session the 1st place team in standings will receive a BYE in the first week of playoffs and the 2nd place team will play a Wild Card team. The second week of playoffs the winner of that match will play the 1st place team to determine Division Champs. One team will qualify for entry into the City Championship.

First week of playoffs:

1st receives BYE
2nd vs. Wild Card

Second week of playoffs the winners of that match will play the 1st place team to determine Division Champs.

1st Place receives:

Individual trophies
Division Champs title
Eligibility into City Championship
Host Location receives a trophy

Divisions with 5 teams:

At the end of each session the 1st place team in standings will play a Wild Card team and the 2nd place team will play the 3rd place team. The second week of playoffs the winners of those matches will play to determine Division Champs. One team will qualify for entry into the City Championship.

First week of playoffs:

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1st vs. Wild Card
2nd vs. 3rd

Second week of playoffs the winners of those matches will play each other to determine 1st place in the Division.

1st Place receives:

Individual trophies
Division Champs title
Eligibility into City Championship
Host Location receives a trophy

Divisions with 6-11 teams:

At the end of each session the 1st place team is exempt from competing in the playoffs and advances to the City Championship. The first week of playoffs the 2nd place team will play a Wild Card team and the 3rd place team will play the 4th place team. The second week of playoffs the winners of those matches will play each other to determine 2nd place in the Division. Two teams will qualify for entry into the City Championship.

First week of playoffs:

2nd vs. Wild Card
3rd vs. 4th

Second week of playoffs:

The winners of those matches will play each other to determine 2nd place in the Division.

1st Place receives:

Individual trophies
Division Champs title
Eligibility into City Championship
Host Location receives a trophy

2nd Place receives:

Individual trophies
Eligibility into City Championship

Divisions with 12-16 teams:

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At the end of each session the 1st place team is exempt from competing in the playoffs and advances to the City Championship. The first week of playoffs the 2nd place team will play Wild Card #1 and the 3rd place team will play Wild Card #2. The second week of playoffs the winners of those matches will play each other to determine 2nd and 3rd place in the Division. Three teams will qualify for entry into the City Championship.

First week of playoffs:

2nd vs. Wild Card #1
4th vs. 6th

3rd vs. Wild Card #2
5th vs. 7th

Second week of playoffs:

The winners of those matches will be re-seeded the following week to determine who will play each other. The highest team in the point standings will play the lowest to determine 2nd place, while the second-highest in point standings will play the remaining team to determine 3rd place in the Division.

1st Place receives:

Individual trophies
Division Champs title
Eligibility into City Championship
Host Location receives a trophy

2nd Place receives:

Individual trophies
Eligibility into City Championship

3rd Place receives:

Individual trophies
Eligibility into City Championship

Weekly Fees must be current for any teams and/or players to enter the Session Playoffs, Singles, and/or the City Championship.

AWARDS & TROPHIES – OPEN 8-BALL ONLY (see above for 9-Ball and Ladies)

SESSION PLAYOFFS

The League year is comprised of three Sessions: Summer, Fall and Spring. At the end of each Session, teams compete in the End-of-Session Playoffs. In most instances, depending on the number of teams in the Division, the 1st Place team in points does not play in the playoffs and advances to the Tri-Cup. This rewards the 1st Place team with essentially two “BYES” since they are exempt from the two Playoff rounds.

SESSION TRI-CUPS

Once the end-of-session Playoffs have completed, the session Tri-Cup Tournament is held. In most instances, two teams from each Division (depending on the number of teams in that Division—see below) will play in the Tri-Cup Tournament. Any byes on this board will be filled by teams that participated in the Playoffs and came closest to winning in the second round of playoffs. If more teams meet these criteria than there are byes to fill, the spots will be awarded based on which (not-already qualified) team(s) finished highest in the final round of playoffs without having won the playoffs. Example: a team winning 2 points in the final round of playoffs has a much better chance of being in the drawing than a team that did not win any points in the final round of playoffs. Any ties will be broken by random draw. Prize monies will be paid to each participating team; amount of payout will vary from session-to-session, dependent on the number of teams participating that session.

ANNUAL CITY CHAMPIONSHIP

In the summer of every year, each team that qualified through the session Tri-Cup Tournaments will compete in the Plano Collin County APA City Championship. Winners will have earned the right to compete for their share of the prize fund and a slot in the APA National Team Championships held every year in August at the Riviera Hotel and Casino in Las Vegas, Nevada. Currently two 8-Ball teams will advance to the APA National Team Championship in Las Vegas. Players competing in the City Championship must be on an active Summer Session roster in the same format, although it does not have to be the same roster as the team competing in the City Championship.

The format for the City Championship is modified single elimination, which means that each will have the opportunity to play at least twice, but not necessarily lose twice. Each winning 8-Ball team will receive individual trophies and travel assistance to Las Vegas for the National Team Championship.

PLAYOFFS

Divisions with 4 teams:

At the end of each session the 1st place team in standings will receive a BYE in the first week of playoffs and the 2nd place team will play a Wild Card team. The second week of playoffs the winner of that match will play the 1st place team to determine Division Champs. One team will qualify for entry into that session’s Tri-Cup.

First week of playoffs:

1st receives BYE
2nd vs. Wild Card

Second week of playoffs the winners of that match will play the 1st place team to determine Division Champs.

1st Place receives:

Division Champs title
Eligibility into Tri-Cup & trophies
Host Location receives a trophy

Divisions with 5 teams:

At the end of each session the 1st place team in standings will play a Wild Card team and the 2nd place team will play the 3rd place team. The second week of playoffs the winners of those matches will play to determine Division Champs. One team will qualify for entry into that session's Tri-Cup.

First week of playoffs:

1st vs. Wild Card
2nd vs. 3rd

Second week of playoffs the winners of those matches will play each other to determine 1st place in the Division.

1st Place receives:

Division Champs title
Eligibility into Tri-Cup & trophies
Host Location receives a trophy

Divisions with 6-11 teams:

At the end of each session the 1st place team is exempt from competing in the playoffs and advances to that Session's Tri-Cup. The first week of playoffs the 2nd place team will play a Wild Card team and the 3rd place team will play the 4th place team. The second week of playoffs the winners of those matches will play each other to determine 2nd place in the Division. Two teams will qualify for entry into that session's Tri-Cup.

First week of playoffs:

2nd vs. Wild Card
3rd vs. 4th

Second week of playoffs:

The winners of those matches will play each other to determine 2nd place in the Division.

1st Place receives:

- Individual trophies
- Division Champs title
- Eligibility into Tri-Cup & trophies
- Host Location receives a trophy

2nd Place receives:

- Individual trophies
- Eligibility into Tri-Cup & trophies

Divisions with 12-16 teams:

At the end of each session the 1st place team is exempt from competing in the playoffs and advances to the Tri-Cup. The first week of playoffs the 2nd place team will play Wild Card #1 and the 3rd place team will play Wild Card #2, and 4th will play 6th, and 5th will play 7th. The second week of playoffs the winners of those matches will play each other as shown below to determine 2nd and 3rd place in the Division. Three teams will qualify for entry into that session's Tri-Cup Tournament.

First week of playoffs:

- 2nd vs. Wild Card #1
- 4th vs. 6th

- 3rd vs. Wild Card #2
- 5th vs. 7th

Second week of playoffs:

The winners of those matches will be re-seeded the following week to determine who will play each other. The highest team in the point standings will play the lowest to determine 2nd place, while the second-highest in point standings will play the remaining team, to determine 3rd place in the Division.

1st Place receives:

- Individual trophies
- Division Champs title
- Eligibility into Tri-Cup & trophies
- Host Location receives a trophy

2nd Place receives:

Individual trophies
Eligibility into Tri-Cup & trophies

3rd Place receives:

Individual trophies
Eligibility into Tri-Cup & trophies

Weekly Team Fees must be current for any teams and/or players to enter the Session Playoffs, Singles, Session Tri-Cups and/or the City Championship.

An MVP patch will be awarded to one person on each team with the highest winning percentage for each session. In order to be eligible for an MVP award, a player must have played at least 8 times during the session on that team. The League Office reserves the right to adjust this requirement due to scheduling or other issues.

ELIGIBILITY – Refer to the Official Team Manual for rules regarding retaining your eligibility. Once a team has qualified for the City Championship through Tri-Cups, that team must retain (4) four original members in 8-Ball, 9-Ball and Ladies formats. In Masters formats, that team must retain (2) two original members.

DOUBLE JEOPARDY DIVISIONS – Teams may play in a format known as Double Jeopardy, where the team(s) plays both 8-Ball and 9-Ball in the same night of play. Team rosters for both formats may be the same, or may have different players on the different format's rosters. Each format competes within the rules of that format in regards to Awards, patches, qualification for higher-level play including Tri-Cups, City Championships, and the National events for those formats, etc.

TOP GUN – Top Gun points in 8-Ball or 9-Ball are awarded by winning matches. If a player wins a match in 8-Ball or 9-Ball, the player is awarded points equal to the losing opponent's skill level. Points accumulate over each Session of regular weekly play, not including playoffs, and are tracked by Skill Level. A Top Gun trophy will be awarded in each Division to the player who earns the most Top Gun points in each of 3 Tiers—Skill Level 2/3, Skill Level 4/5, and Skill Level 6/9. If there is a tie for first place, the tie will be broken by highest winning percentage. If a tie still occurs, the Top Gun will be awarded to the player who has played the most matches.

Top Gun points will be based on a player shooting only once per team match. Since an opposing team should not be penalized by allowing another team to play someone twice during the first four weeks of the session, when a player plays twice in a team match the lowest score will be discarded and the highest score will be used.

MASTERS TOP GUN – Masters Top Gun points are awarded by winning games, i.e. if a player wins 6 games in a Masters match, the player is awarded 6 points. A Top Gun trophy will be awarded in each Masters Division to the player who earns the most Top Gun points. If there is a tie for first place, the tie will be broken by the highest winning percentage. If a tie still occurs, the Top Gun will be awarded to the player who has played the most matches.

Masters Top Gun points will be based on a player shooting only once per team match. Since an opposing team should not be penalized by allowing another team to play someone twice, when a player shoots twice in a team match, the lowest score will be discarded and the highest score will be used. Therefore, no player is able to earn more than 7 points in any team match.

COMMON PLAYERS - when two or more teams have qualified for the Tri-Cups and/or the City Championship, and there are common players to the teams, those teams will be matched against each other first, if possible. The players that are common to those teams will sit out only the match in which he/she is common and let only those who are not common conduct the match. See the Official Team Manual for more details.

TRAVEL PACKAGE - Each team advancing to the National Team Championship in Las Vegas, Nevada will receive a Travel Assistance Package. These funds are to assist with travel expenses. It is not prize money. If an eligible team, or any member of that team, should decide not to go to the National Team Championship, that team or member will forfeit the travel funds.

AWARDS – All awards, such as trophies, patches, travel assistance, etc. must be claimed within 60 days or those awards will be forfeited.

PROTESTS Any protests must be in writing and include a \$25.00 protest fee. The League Operator will inform the team that wins the protest and return their \$25.00. Please see Official Team Manual for further detail on protests.

LATE FEES - any team that falls two weeks behind in paying their dues may be dropped from the League for nonpayment. Dropped teams will forfeit all benefits, trophies, awards and prize money. Teams with past due fees will NOT receive patches, trophies, awards of any kind, and will NOT be eligible to participate in tournaments or other events hosted by Plano Collin County APA until the late fees have been paid.

BANNED PLAYERS - if a player has been banned from an APA location the team must play without that player. The APA does not have the right to insist that an APA player be admitted to that host location.

FALSIFICATION OF SCORESHEET - any team caught sandbagging or sending in falsified score sheets will be subject to any penalties determined by the League Operator, including but not limited to suspension from the League.

RULE BOOK EXCEPTIONS

Masse and jump shots are legal if the house rules do not "disallow" them. Check with the owner or club manager. However jump cues are not allowed, other than in Masters Divisions. .

Remember to treat your opponent as you would like to be treated, pay attention to the match, be ready to shoot when it's your turn, limit coaching to one minute, use common sense when it comes to the rules, and above all, have fun!