



American Poolplayers Association
Denton County, Texas
www.dentonapa.com

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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 and with National Office Approval.

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, division number, team number, and a brief message and you will be contacted as soon as possible.

LEAGUE PLAY START TIME- Is at 7:30pm, unless otherwise specified. Play will begin at 7:30pm, even if only one player from the team is present. Play must be continuous, **no waiting longer than two minutes**, or forfeits will be awarded to the team that is present.

APA MEMBERSHIP DUES - Are due the first night a player plays or by the 4th week of the session, whichever occurs first. The age requirement to join the APA is 18 years old. It is the team captain's responsibility to make sure that the players, on their team, are of legal age. The League Office will not be responsible for falsified applications. **Members must pay on their first night of play! Teams that allow unpaid people to play will not receive their team bonus points, until those members pay their membership(s).**

TEAM FEES- Are \$40.00 per team/per week for all single event matches. Double Jeopardy matches are \$70 per week, including the division playoffs, regardless of the number of games played or forfeits. **The APA is not responsible for any missing cash. It is recommended that all weekly dues be paid by check or money order.** Checks or money orders must be filled out in Blue or Black ink. (no red, purple, pink, etc.) If you pay by check, please make them out to the Denton County APA. There will be a \$40.00 charge for each bounced or returned checks, plus loss of bonus points in both 8-Ball and 9-Ball. 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.

NEW MEMBERS- Wishing to join a team during the first four (4) weeks of a session must have a membership application and membership dues in the envelope the first night of play. Add the new member's name to the score sheet, and the word "ADD" as the player number. After the fourth week, the League Office must approve the addition of a new member. No members may be added to a team during the last four (4) weeks of regular session play. **NO EXCEPTIONS!**

- a) Any new member to a team should go to membership services and pay their dues before playing, or pay on their first night.
- b) Any team with unpaid members on their roster will automatically lose their bonus point(s) each week till all members are paid.
- c) Any player not paid within 4 weeks after joining the team will be dropped and not allowed to rejoin the team.
- d) Depending on circumstances, players may be allowed to add players after the 4th week, but **MUST HAVE LEAGUE APPROVAL.**

BONUS POINTS - One mistake on your scoresheet will be allowed to receive your bonus point. You will lose your bonus point on the second mistake or will lose bonus point for other issues as indicated below. Three (3) bonus points will be awarded in 8-Ball, and ten (10) bonus points will be awarded in 9-Ball, if the following criteria are met.

- o Each team must fully, and legibly, complete the team's scoresheets and collect all fees due for the week.
- o **Defensive Shots must be marked.** Any scoresheet without any or sufficient Defensive Shots marked will lose their bonus point(s)

- o No coins are to be used to pay any part of your team fees or automatic loss of bonus point.
- o Each team is responsible for dropping their own packets to the drop locations. If you give the team packet to another team, and they don't drop on time, you will still lose your bonus point.
- o If you give your packet to another team to return and the money is missing, your team is still responsible for the amount due. We recommend using check or money order.
- o Packets must be turned in at the drop off/pick up location no later than 7:00 p.m. the day after the team's scheduled match (within 24 hrs.) or automatic loss of bonus point.
- o Any profanity written, or derogatory graffiti displayed on your score sheet will result in an automatic loss of a point.
- o Contact the office if you think you should have received your bonus point.

LOST SCORESHEETS AND/OR PACKETS - Each team captain is still required to turn in a score sheet with the proper amount of League dues, including weekly dues and membership fees with completed applications. Scoresheets can be found on Membership Services and downloaded. When you turn these in please provide a note explaining that your scoresheet and/or packet has been lost. Your team will lose their bonus point(s) and a \$25 fee will be assessed to replace the packet.

ABBREVIATIONS- To better communicate game results, please use the following abbreviations:

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

FORFEITS - If a team fails to show up for a match, the opposing team (providing 5 players are present) will receive:

Team Forfeit 8-Ball10 points plus 0 bonus point and all paperwork requirements are met.

Team Forfeit 9-Ball75 points plus 0 bonus point and all paperwork requirements are met.

Full Team forfeits during the last 4 weeks of any session will be worth 8 points in 8-Ball, and 60 points in 9-Ball. Teams who do not show up for 2 consecutive weeks 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.

INDIVIDUAL FORFEITS -If a team must forfeit a match, it must be the last match(es) of the night. A forfeited match signals the end of league night. Forfeited matches must still be included, by both teams, when paying league dues.

8-Ball 3-point system

Individual forfeit = 2 points

BYE = 8 points

Team forfeits = 10 points (except last 4 weeks of session)

Individual PLAYOFF forfeit = 3 points

DROPPED TEAMS - Teams that drop after the fourth week of a session will owe the Denton APA 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 prior to the first week of the following session and not allowed into post session play. Any unpaid teams or players will forfeit all benefits, trophies, awards, and prize money. 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. Any player, who owes money from another team, or event, will not be allowed to play in any post session play.

BREAKING DOWN CUE STICK - Before a match has ended is not loss of game. If a player is shooting, and his opponent starts to take apart their cue within view of the shooting player, this action will be considered "sharking". Sharking is a sportsmanship issue. Sharking does not apply when, during the shooting players turn, they need to change their cue stick for a short stick when there is a wall/post obstruction.

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 of sportsmanship violations in writing as soon as possible. Warnings and penalties will be assessed as necessary, at the discretion of the League Office.

BYES - (8) 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. Bonus points are not applicable to byes.

NEW TEAMS - Starting in the first 2 weeks of the session will not receive bye points as a makeup for weeks missed. Late teams will make-up the first two weeks where applicable. When a new team is added after week 3, they will be awarded points equal to the bottom ranked team in their division. They **will not** be awarded 8 bye points for each week missed. No new teams will be allowed into a division after the halfway point of the season, unless there is a bye in the division. A new team will be allowed to start anytime if they fill a bye (No teams will be allowed to start 4 weeks before the end of the season). A pair of teams may be allowed to start after the halfway point of the season with the approval of all team captains in that division.

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 suggest to the player to take a time out.

You will be allowed only one minute for a time out no exceptions!

- a. A one-minute sand timer will be supplied to each team.
- b. Time starts when "time out" is called
- c. The player Consultation must end when the sand runs out.
- d. Player must make contact with the cue ball before the 1.5-minute time is up.

See the Official Team Manual for more information regarding coaching.

LAGGING- Will determine who has first break. Do not use the Cue Ball to lag. If a ball touches the side rail, or goes in a pocket, it's a loss. Any ball crossing the center marker and interferes with the opponent's ball, is a loss. If your ball crosses the center marker, but does not interfere with the opponent's ball, it is a "good lag".

Excessive Shooting Time- If players start taking excessive time to shoot, a shot clock will be used. Either captain may call for a shot clock. The following guidelines will be observed:

1. Each scorekeeper will time the shots of both players.
2. Time starts when all balls stop rolling, and time will stop when the cue ball is struck.
3. Players will have 20 seconds to make contact with the cue ball.
4. 45 Seconds will be allowed for a difficult shot (not every shot is difficult)

MARKING THE POCKET - A marker will be used when shooting the 8-ball to let your opponent know which pocket you are calling. Masters Division may call pocket if both players agree. In the event that you cannot find a marker, you may use an object foreign to the pool table. You may not use these items as pocket markers:

- Table chalk, a pocket chalker may be used since it is not common to the table.
- Money, paper or coins.
- Drinks.
- Lit cigarettes.
- Weapons, including pocket knives.
- Articles of clothing for a marker, including shoes.

The marker must be positioned between the dot/diamond closest to the pocket and the intended pocket, or on the pocket itself. Failure to mark your pocket will result in a loss of game if the 8-ball goes in a pocket.

- If the marker falls off the table during the actual shot, this will not be considered "loss of game" because the intended pocket was marked.

ONLY ONE MATCH per player on a team per week, except during the first four (4) weeks of the session. If you do not have 5 players on your roster, you may use a player twice during this four-week period. The opposing team captain must be notified **prior to the beginning of the first match**, and the opposing team has the right to choose which that player will play twice. Opposing team cannot choose a player that would force you to go over the 23-Rule and must also choose that player before the start of the first match. This rule does not apply to any team that has 5 members on the roster. Any exceptions after the fourth week must be approved by the League Office, on a case-by-case basis.

PLAYER SELECTION has been made for a particular match as soon as the opposing team has been notified and cannot be changed unless it is determined that the 23-Rule will be violated, or both captains agree. Team Captains should watch out for the 23-Rule violation prior to choosing your players. **If it has been agreed that players may be changed, the captain that asked for the switching of players must put up first, and the opposing captain then has the right to change as well.**

Two minutes will be allowed to have someone at the table ready to lag, or the offending team will forfeit the match. Captains have your selections made before the previous match is over to minimize the overall time of league night.

HOLIDAY - Since we are on a national schedule, you may be required to play on some holidays (Memorial Day, July 4th, Labor Day, Halloween, etc.). Teams will be allowed to reschedule depending upon the week of play involved. You will have a schedule at the beginning of the session to see when the holidays fall. Please make up your matches before the holiday. (See the RESCHEDULED MATCHES SECTION of the Bylaws.)

RESCHEDULEING MATCHES

- Both teams must notify the Denton County League Office that they want to have a makeup match.
- Both Captains will be responsible to go to poolplayers.com website to download a scoresheet for their match. If you're playing a match in advance contact the office for your scoresheets.
- 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 Fees will be due on time for these matches even if they are rescheduled for a later time.
- Matches may not be postponed in the last two weeks of the session, or playoffs. The only way to reschedule the last 2 weeks of the League session is to play them in advance.
- If you are the team asking for a reschedule, you must make the request to the opposing team **24 hours in advance of the match** schedule. It will be up to the opposing Capt. to allow a shorter notice for a makeup match. If you request a makeup, match you must go to the opposing teams host location to play.
- SEVERE WEATHER conditions, or travel advisory warnings, are reason enough for rescheduling team matches. Please notify the League Office for assistance with re-scheduling these matches.
- No team may reschedule more than two matches in a session.

Masters Division-

Masters division players may not qualify for all Denton County APA. Some tournaments are cash payback tournaments for the divisions that do not receive payout. Contact the League Office if you have questions regarding eligibility for specific tournaments.

5 bonus points will be given for the masters scoresheet. Only one mistake will be allowed and on the second mistake you will not receive any bonus points.

The winner of the lag goes on the top line of the scoresheet no matter which player gets first break.

Masters division is an elective event that pays \$100 to the MVP, each season.

AWARDS & TROPHIES – Please check the official team manual for APA standards in awarding trophies. The team with the highest point total at the end of the regular season will receive a seat in the Denton APA County Championships held at the end of the Spring Session. The end of season tournament awards for all divisions is described below.

Divisions with 5 or more teams:

At the end of each session there will be a playoff in each division among the top three finishing teams plus a wild card team to determine Division Champs.

Wildcard:

- Teams that do not finish in the top 3 in the end of season standings and are in good standing with the League, will be eligible for the wildcard draw during the Captain's Meeting.
- Teams who are represented at the meeting will draw a card, in a single-elimination bracket, to determine the wildcard winner. High card wins in each round.

In the playoffs:

- The first place team will play the wildcard team.
- The second place team will play the third place team.
- The team with the higher standings at the end of the season will be the home team.

1st Place receives:

- Individual trophies
- Division Champs title
- Eligibility into World Qualifier (WQ)
- Host Location receives a trophy/Plaque

2nd Place receives:

- Individual trophies
- Eligibility into WQ, if division has 6 or more teams.

3rd Place receives:

- End of season standings will determine 3rd and 4th place.
- May receive eligibility in WQ if division contains 9 or more teams.

At the end of each session there will be a playoff in each division among the top three finishing teams plus a wild card team to determine Division Champs.

Weekly Fees must be current for any teams and/or players to enter the Session Playoffs, Singles, Tri-Cup, and/or the WQ.

COMMON PLAYERS - when two or more teams have qualified for the WQ, and there are common players to the teams, those teams will be matched against each in the first round, if possible. Players that are common to both teams may opt to not participate with either team, and then can continue with both teams. However, if common players choose to participate with one of the teams, they will no longer be eligible to play with the opposing team.

TRAVEL PACKAGE - Each team advancing to the World Pool Championship (WPC) in Las Vegas, Nevada will receive a standard Travel Assistance Package. This does not mean all expenses paid. Some items may not be covered.

PROTESTS - Must be in writing and include a \$50.00 protest fee. The League Operator will inform the teams, or individuals, of the outcome of the protest and return the protest fee if the outcome is in the protester's favor. Please see Official Team Manual for further detail on protests.

LATE FEES - Any team that falls 2 weeks behind in paying their dues may be dropped from the League for nonpayment. Dropped teams will forfeit all benefits, trophies, and awards.

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.

SUSPENDED PLAYERS – Any player who is suspended, in any APA League area, may not be added to a roster. If a suspended player is written into a roster, and plays a match, that match will be considered a forfeit.

FALSIFICATION OF SCORESHEET - Any team caught sandbagging or sending in falsified scoresheets will be subject to any penalties determined by the League Operator.

RULE BOOK EXCEPTIONS

- Masse and jump shots are legal (no jump cues except masters) if the house rules do not "disallow" them. Check with the owner or club manager.

- Any player who has more than 2 sportsmanship violations may be dropped from the League. Players will have an opportunity to present their side to a Board of Governors before any sportsmanship violation will be placed on their record.

Any Division ending up in a tie will undergo the computer tiebreaker process. And the top 3 teams will advance to the playoffs, and the remaining teams will go thru the wildcard process.

Right to Refuse Business:

Good sportsmanship is essential in pocket billiards as in any sport. Repeated complaints against you can lead to cancellation of your membership in the APA. In addition, if you disrupt the League by consistently arguing and disagreeing with League rules, rulings and policies you may face loss of membership. Other infractions which could lead to suspension or termination of membership include:

- Abuse (physical, verbal or otherwise) will not be tolerated in the APA and can be cause for immediate termination of your membership, regardless of how remote it is to League play.
- Solicitation to play in competing pool leagues, on League nights, is strictly forbidden and may be cause for immediate termination of your membership.
- Solicitation of products not endorsed by the Denton County APA is strictly forbidden during League nights and may be cause for suspension or immediate termination of you membership.

This list is not comprehensive, and the League Operator has the authority to deal with any infractions not included on a case by case basis.

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!!