

APA OF SOUTHERN OKLAHOMA
Ezra & Adriene Davis, League Operators
Cell (580) 591-2343

These bylaws have been read and 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.

Office Hours: Sunday 12:00 pm to 6:00 pm CT, and Monday through Friday 12:00 pm to 8:00 pm CT. If we are not available, leave your name, phone number and a short message and your call will be returned as soon as possible.

League Fees:

- 1 APA (player) membership dues are due **the first night a player plays. This is very important!** Make sure these are paid on time. **All unpaid members will be dropped from the rosters after the fourth week.**
- 2 All team fees are due in full (\$30) from all teams for every team match regardless of forfeits, defaults or number of individual matches played.
- 3 The charge for the end of session division playoffs will be the same as the weekly dues, but for the first round only, and regardless of the number of matches played. There is no charge for the final round.
- 4 All checks or money orders must be made out to APA of Southern OK.
- 5 There will be a \$25 charge for any returned check. A notice will be sent with a deadline to cover any returned checks. Any unpaid bad checks after the deadline will be turned over to the District Attorney's Office for collection.

Past Dues (Late Penalties):

- 1 Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points may be taken.
- 2 If the fees are not brought current by the second week, the Team Captain (& maybe some other players) may be marked ineligible to play. The team will also be given notification that they can be dropped from the League for nonpayment.
3. 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 dropped will forfeit all paybacks and prizes due them. If you are dropped for past dues you cannot play again until they are paid no matter how long it has been. All teams are responsible for their own weekly fees and membership dues so make sure they are paid on time.
- 4 Teams that are habitually late may be asked to; replace their Team Captain with another more responsible player, they may be required to pay a deposit upfront to start back in the League, or they may not be allowed to play at all.
- 5 Teams having rosters with players who owe money to the League will not be able to participate in any play-offs, Tri-Cups, or other tournaments until such monies are paid.

Bonus Points: The bonus points are intended to reward the teams that are taking care of business. Each team will receive (3) bonus points each week if these requirements are met, (15 in 9 Ball):

- 1 The team fees are paid in full, you've circled a Star Rating, and it's neat and legible and turned in the night of play, then you get 3 points.
- 2 Your team's scoresheet and money are in the drop box by 9:00 PM the following night, you only get 1 point.
- 3 **All teams are responsible for their own scoresheet and money.** If you give them to the other team and they are not turned in on time your team will lose your bonus point. If the money ends up missing your team is still responsible! Take care of these things yourself!

- 4 All scoresheets must be filled out fully and properly. Teams that consistently turn in their scoresheets without team and player numbers, total innings, and team match scores will be subject to loss of bonus points or worse. Please always **add total innings** and **total games** won, and if either of these columns have three or more empty blocks you lose the bonus.

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Penalty Points: Three penalty points in 8-Ball and 15 penalty points in 9-Ball. Penalty points will be assessed to teams after their second incident. Penalty points will be assessed when the packet, scoresheet, or weekly fees for that team are not received. It is the team's responsibility to make sure that correct weekly fees are submitted. Shortages and NSF checks will also cause a team to be assessed penalty points after the second incident. Once penalty points are assessed because of past due amounts, bad checks or a late packet, they cannot be undone. Penalty points will be deducted from the team's points, beginning the third day following that week's matches for packets being late. Additional points will be deducted each day (to a maximum of 9 points in 8-Ball and 45 points in 9-Ball for each occurrence) or until the packet is received at the League Office. Once the points are lost, they are gone forever. Only if deemed to be an administration error will the points be awarded back to the team?

Forfeits: The League Office must be notified in the event of a *NO SHOW* within 24 hours.

1 In the event of a *NO SHOW* by an entire team, 60% of the total possible points (10 points in 8-Ball & 60 points in 9-Ball and no bonus point) will be awarded to the team that is present if their fees are paid by the deadline and provided the team is not past due.

2 **Both** teams must still pay weekly dues.

3 Deliberate forfeits will not be tolerated! *You could lose more than just the matches given away.*

4 Someone from a team must be present by 15 minutes after game time or a forfeit may be called. After a forfeit is called for the first match and no one has shown up by 30 minutes after, the entire match is forfeited.

Preventing Forfeits

(Player May Play Twice on One Night)

The Official Team Manual states "**YOU MAY ONLY PLAY ONCE** in a team match." However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, the Southern OK APA has chosen to adopt the Replay Rule approved by the APA National Office. 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.

The Replay Team's need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the League Office.

The Replay Team notifies their opponent of the need to use / or potential need to use the Replay Rule **prior to the start of the 4th individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.

The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the 23-Rule. All players who have already played must be available as a choice for the "replay" match.

The "replay" must be played as the last match of the night. If a "replay" is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.

Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player. The team scheduled to put up a player in the 5th match designates their Replay Player first.

Once a "replay" is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the "replay" match, the "replay" match is cancelled and the new player must play.

There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in affect during **the last week of regular weekly League play of the session, Playoffs, Tri-Cup Tournaments or the WQ.**

Byes: All teams that have a scheduled Bye will receive 8 team points in 8-Ball, 60 points in 9-Ball, and 15 points in Masters, and no bonus points will be given. (this is provided the team is not past due). There are no weekly dues to pay and no packet to pick up. The bye points will not be entered until after the fourth week of play in case the bye is filled. Then make-up matches will need to be played if the bye is filled by the 4th week of play.

Postponed Matches: The League Office must be notified no less than 24 hours before a scheduled match in order to require the opposing team to postpone and reschedule that match. All rescheduled matches must be made up by the Thursday before the last two weeks of the regular session (**NO EXCEPTIONS**). Use your Capt/Co-Capt List or call the League office to get the opposing team captains phone number to postpone. Leaving a message at their host location will **not** get the message to them in time. Division Reps can be asked to help to get these matches rescheduled, but both Team Captains must coordinate and cooperate to reschedule the match. Then both Team Captains must contact the League Operator and provide their version of the coordinated information. Since a Team Captain can say that they didn't schedule the match, or they may forget to tell their team, Both Team Captains must call and notify the League Operator that they have agreed **then** the match will be considered as being scheduled. Inclement Weather, and Medical Emergencies are good enough reasons to postpone a match with less than 24 hour notice.

Host Locations: That practice discrimination or are repeatedly involved in altercations and/or fights will be subject to suspension or dismissal from participating. Teams will be moved to another location. **I will not allow players to play APA in a Host Location that would get them hurt, and or Bullied!** If players are scared to play in a particular location, then that location may be removed from being involved.

Commented [JG1]: This falls under the option for a League Operator to refuse business.

Team Captains: Are expected to be *gracious hosts in their home locations*, and not allow team members to create a hostile environment. Even away from home, the Team Captains should set a good example. Remember you are competing in a game (we all love to play) and it is suppose to be **fun**.

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Packet Pick-up: Packets can be picked up at the Butterfly Lounge (2702 Nw Sheridan) late Friday nights (after 9 PM) or anytime after that, up until match time on Sunday, Monday or Wednesdays.

Drop Off: After playing the packets can be dropped off at any of the 7 Drop Boxes (The Guitar Bar, Glen's Bar, The Zoo on the South side, and The Butterfly Lounge, The Bulgogi House, Helen's Club, or Flix Billiards on the North side). There will be a \$5 charge for Lost or Intentionally destroyed packets.

Practice: The match table should be open for practice an hour before the start time (Inform the Bar Owners that you need the other patrons to be informed and reminded to adhere if necessary). The Home team has exclusive rights to the match table for the first 30 minutes and the Visiting team has exclusive rights to the match table for the last 30 minutes prior to starting. If necessary the Team Captains must inform the visiting team in advance as to which table will be the match table. If no one informs the visitors which table will be the match table prior to practicing, then the visitors will select the match table if a choice is available. Bar employees are allowed to inform visiting teams, so Team Captains should make sure they know which is which. Should either team show up late, past their scheduled practice times, they may use whatever time is left, or with no time left forfeit their right to practice on the match table.

Commented [JG3]: This is close to dictating HL practices.

Start Time: Weeknight matches begin at 7:00 pm. Sunday matches begin at 5:00 pm. (real time not bar time) Play will begin by 15 minutes after start time even if only one player from the team is present. Once started, play must be continuous; otherwise forfeits will be awarded to the team that has players present. You must have players available to receive the forfeit points.

Adding Players: Teams may add or drop players (with the League Operators approval) from the roster at any time during the session except when there is less than 4 weeks of League 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 rare occasions, the League Operators may grant a team permission to add a player to its roster with less than 4 weeks of play left in the session. 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, unless they forfeit their eligibility. An added player must pay the annual membership dues in order to be added to the roster. (The team may include the payment with that night's fees.) Teams that play an unpaid player will become \$25.00 past due to cover that player's membership fees and will not be eligible to receive bonus points until the past due is made up.

Declaring Players: The team selecting a player first cannot change the designated player. The **ONLY** exception is if the **Team Skill Level Limit Rule** is going to be broken.

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Player ID: Players must be able to show a valid ID to the League Operator or any team. Teams that play a player under a false name will receive (0) points for that night and will be at risk of **suspension and/or ejection** from the League. Their opponents will receive all points won plus 1 point in 8-Ball or 15 points in 9-Ball for any match involving an illegal player. If in doubt ask for ID's before you play!

Player Age Requirements: In accordance with the Official Team Manual, Players must be 18 years of age to participate. However, they still cannot go into local establishments that say they must be 21 years old to enter. There's five Host Locations at this time that allow 20 year olds and under to participate, and that's Red Dirt Reloaded Bar & Grill, the Zoo Too, the American Legion, Chung's Restaurant, and the newest location, the Bulgogi House. Each in an area away from the Bar.

Banned Players: The APA League has no right to insist that a Host Location admit a banned player and we will not get involved. If a player has been banned from a tavern or location, then their team must play without them.

Changing Cue Balls: If either team wants to use a different cue ball than what is normally used on that Location's match table, that team must have approval from the opposing team.

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Protest: Please settle any dispute at the match when possible. Whether what you agree on is correct or not what matters is that both teams agree and settle the dispute in a sportsmanship like manner. If you can't settle it on site, all protests must be in writing and include a \$25 protest fee. The League Operator will inform the team that wins the protest and return their \$25. The losing team's \$25 will not be refunded.

Verbal Abuse: is unacceptable including using profanity in an abusive nature towards calling someone out of their name. Because someone plays pool that neither makes them a good friend of yours nor gives you permission to call them names. This also covers threats of violence and all will be dealt with. Be **VERY** careful when stating things in a "joking" manner, because your opponent may not have the same sense of humor. Even though the League consists of amateurs, we expect that you will conduct yourselves like professionals near the playing field.

Match Time Guidelines: In order to prevent matches from progressing beyond a reasonable amount of time, League Management has established the following match time guidelines. These guidelines will be strictly enforced at all Higher-Level Tournaments and every effort must be made to adhere to these guidelines during regular weekly League play. Teams and/or members that continually ignore these guidelines are subject to sportsmanship penalties.

Time Guidelines for Individual Matches (8-Ball)

Total Games Must Win	Match Time	Average Game
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4-6	45 minutes	10 minutes
7-10	60 minutes	8 minutes

Example: If a player with a Games Must Win of 5 is matched up with a player with a Games Must Win of 3, the total of their handicaps is 8, and their match should not last any longer than 60 minutes.

Additional Time Guidelines	
Each 8-Ball Team Match	4 hours
Each 9-Ball Team Match	3.5 hours
Each New Player Selection	2 minute limit
Each Coaching	1 minute limit
Average Shot	20 seconds
Special Shooting Situation	45 seconds (maximum)

Timeouts: Any form of asking for a time out is considered a timeout. Examples of questions include, but are not limited to, "Do you have a question," "Do you need help," "Do you want to talk about it" or "Do you want a timeout." In accordance with the Higher Level rules; a coach may deny a player a time-out, but if a coach asks or suggests that a player take a time-out, then a time-out will be charged (whether taken or not). **Timeouts are not over until the ball is shot. Coaching periods should not exceed one minute!** (regardless of skill level). Teams that repeatedly go over the time limit (as mentioned in other teams written complaints) will be subject to the loss of one win point and/or a sportsmanship violation.

- 1 Mark time-outs on your scoresheet so there are no arguments, and use your 1 minute Timers for each time out.
- 2 **Skill levels 1 to 3 will get 2 timeouts per game in accordance with the Official Team Manual, but only 1 during Higher Level Tournaments (HLT).**

It is no longer a foul for the coach to touch the table during a time out. The coach still cannot physically mark the playing surface, this includes wetting your finger and leaving a spot on the table or rails, but he can place the chalk on the rail as an aiming reference. A coach may stand in front or behind the player to guide or "steer" the shot. But, the coach must leave the table before the players shoots. During a timeout, only the player or the coach may approach the table with the intent of looking at the shot and determining the best course of action. **The coach may discuss the shot with another player on the team at the sidelines, but only the coach and the player may approach the table.** Talking strategy just loud enough for your player to hear is wrong and not good sportsmanship. If, during a player's turn at the table, a coach or teammate walks or circles the table to get a better look at a shot, it will be considered a timeout if they stop at any pocket or use any other form of signaling to the shooter. Taking a timeout when one is not available is considered a sportsmanship violation and repeated attempts to do so should be reported to the League Office, along with the whisperers and those that circle the table. Repeated failure to comply with any part of this Bylaw will result in sportsmanship penalties assessed by the League Operators and/or the BOG.

Coach Marks the Pocket: The player or the coach may mark the pocket for the 8-Ball during a time-out. However, if a coach marks the pocket for a player without calling a time-out, it will be considered a time-out. If they don't have a time-out left it could be considered a sportsmanship violation against the team or the Team Captain.

Pocket Markers or Marking the Pocket for the 8-Ball: To properly mark a pocket, a coaster or some other reasonable marker must be placed next to the pocket the 8-ball is intended to enter (anywhere left or right of the center diamonds, but not on a center diamond). Chalk and legal tender are not recommended, but can be used as long as it's evident that the

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pocket is being marked. Legal tender is any paper or coin currency in circulation at the present time. Personal chalk holders may be used.

Masse' and Jump Shots: are legal *unless posted no masse' and jump shots* as a house rule.

Adding Innings: Any team found to be adding innings to its scoresheet, urging a player to lose a match, padding safeties against their opponent, or continuously not marking safeties on themselves may **be subject to** penalties assessed by the League Operator and/or Board of Governors. While comparing scores during or at the completion of a match, if it appears that the opposing team has consistently added innings, make a note on the scoresheet citing specific instances and provide written details of any overheard statements related to the incident.

Commented [JG5]: This might be an option, to raise everyone's skill level, but it shouldn't be stated as such in bylaws.

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Disturbing the Table Layout: It **is a sportsmanship violation, which may result in suspension, if** a player **intentionally** disturbs the natural layout of the table during the course of a game. Loss of game in 9-Ball means that the winning player is awarded all of the points left on the table. See the Official Team Manual for other ways to lose.

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Concession of the game: Concession of the game includes, but is not limited to, approaching the table in preparation for the next game, and/or picking up the rack in preparation for the next game. Teams attempting to enforce this rule for any reason other than its intended purpose stated above will be subject to sportsmanship penalties. **Concessions may be considered deliberate forfeits, and any follow-up will be handled by the League Office. See the Official Team Manual for more details.**

Commented [JG7]: Added to clarify the consequences of conceding a match.

Scoresheets: In situations where the innings do not accurately reflect the outcome of the game, scoresheets need to be marked in greater detail. For example, if the opponent takes his/her shot at the beginning of the game and accidentally kicks in the 8-Ball, your player's game will show a zero inning win. When the match is scored, if there are no markings or notations it will **not** be assumed that your player had a table run. To better communicate match results, please use the following abbreviations for clarification:

Refer to the 5 matches as M1, M2, M3, M4, or M5. Refer to the 9 games in each match as G1, G2, etc up to G9.

8-Ball on the break as 8B

8-Ball out of turn as E8

8-Ball and scratch as S8

8-Ball in the wrong pocket as 8WP

Break and run as BR

Didn't Mark the Pocket as DMP

So, for example in 8-Ball, your opponent makes an 8-Ball break in the first game of the night, in addition to marking the appropriate box on the scoresheet, a note should be made in the message center on the scoresheet: M1G18B. Using these abbreviations will save you and I a lot of time, and ensure it gets seen.

Falsification of Scoresheets: Any team caught sandbagging or sending in falsified scoresheets will be subject to any penalties handed down by the League Operator, which may include being dropped from the League. Never write down any match or scores that were not actually played. **This is cheating and will not be tolerated. Intentional misses marked on the score sheet as defense shots is not cheating; but intentionally missed shots that are not marked or shot for the purpose of padding innings is cheating.**

Once a match is played no one should be going back and changing the number of Defensive Shots or innings!

Sportsmanship: Any player that has more than 2 sportsmanship violations may be dropped from the League. Sharking, attempted sharking, repeated illegal coaching or complaints from several different teams could get you a Sportsmanship violation. See sportsmanship in the APA Official Team Manual. Remember, it is OK to cheer for your team but it is **poor sportsmanship** to cheer against the other team. Example: Cheering when they miss a shot or scratch on the 8 ball. Teams or Team Captains of teams that are repeatedly involved in arguments could be credited with a sportsmanship violation or even suspension. When there is a problem and the players can't compromise and settle it, then the Team Captains can try to settle it. If the Team Captains cannot settle it the League Operator can. Call me. **(Remember a Bad Hit disagreement almost always goes to the shooter unless a neutral party is called upon to watch the hit).**

Commented [JG8]: Added to adhere with OTM.

Session matches required: All players are required to have a certain number of matches played to be eligible to play in the Division play-offs and the World Qualifier (WQ).

- 1 End of Session Division (EOS) playoffs can be used to get matches needed for the WQ.
- 2 You must have played at least 4 times with the team in order to play in the Division/EOS playoffs.
- 3 All players must have a minimum of 10 matches played to be eligible for the WQ.
- 4 Forfeits and Byes do **not** count as a match played; it has to be actual matches played.
- 5 All players going to [the World Pool Championships](#) must have a **minimum of 10 scores. NO EXCEPTIONS!!!!**

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Determining MVP's: There will be an MVP In each division (One Male and one Female), and a Male and Female. If a player moves up in skill placing them in a higher tier, but has never won a match at the higher skill level, that player will be deemed a member of the lower skill level tier for purposes of determining the MVP. If a player moves down in skill placing them in a lower tier, but has won a match at a higher skill level during the session, that player will be deemed a member of the higher skill level tier for purposes of determining the MVP. The highest male and female players at each tier level will be sent an MVP Patch in the second week of the next session, and listed to play in the MVP Tournament for free.

Deleted: Female Top Gun/Gal for each skill level tier, but there will be a new way of determining the MVP and Top Guns. The number of points won divided by the number of points available. If there is a tie, the player with the most matches played will win the tie. If theres still a tie, each player will earn the MVP award.

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Awards Won and Issued: Each player winning a patch will be issued that patch the next week of the session, unless it's won the last week of the session or during the playoffs. Any patches won the last week of the session or during the playoffs will be issued the 2nd week of the next session when players are finished moving around.

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8-Ball Example: In an individual 8-Ball match, a player has 3 points available to win. If he/she played 10 matches, then their PA is 43% ¶
 10 matches = 30 points available ¶
 13 points = 13 / 30 = 0.43 = 43% ¶

¶
9-Ball Example: In an individual 9-Ball match, a player has 20 points available to win. If he/she played 10 matches, they had 200 points available to win. If they won a total of 162 points, then their PA is 81% ¶
 10 matches = 200 points available ¶
 162 points = 162 / 200 = 0.81 = 81% ¶

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 Ties will be broken in the following order using regular session play data: ¶
 <#>Total Number of Matches Played ¶
 <#>Performance Points

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Awards Available: Every player playing in the Southern Oklahoma APA is authorized and encouraged to win each and every patch listed below;

- | | | |
|------------------------------|-------------------------------|----------------------------|
| 1.) Eight on the Break - 8OB | 2.) Eight Break and Run – 8BR | 3.) Nine on the Snap – 9OS |
| 4.) Nine Break and Run – 9BR | 5.) Rackless Night – RN | 6.) Skunk Patch – 20-0 |
| 7.) Mini-Slam – M/Slm | 8.) Good Sportsmanship – GS | 9.) Grand Slam – G/Slm |

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Commented [JG11]: Just a heads up, these patches are no longer offered by Rixstine.

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Commented [JG12]: Not permitted to run a cash league.

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Commented [JG15]: Revised per Compliance

Division Playoffs: The 1st place team in divisions with 7 or more teams (highest points in regular League play) will automatically receive a slot in the WQ, and 1st place trophies or plaques.

1 Division playoffs with 10 teams or less will be: the Wild Card team at the 2nd place team's home, the 4th place team at the 3rd place team's home. The final round will be played at the 1st place team's home. With 11 teams or more; The Wild Card at 2nd, and 7th Place at 4th. In the second bracket 8th place at 3rd, and 6th Place at 5th.

2 There will be two Division Playoff Winners in divisions with 12 or more teams.

3 There will be a playoff for divisions with less than 6 teams. The high point team will be the division champion. There will be a playoff between the 1st place team and a Wild Card team for a slot to the WQ, but there will be no cash awarded.

4 Teams with 5 or more forfeited matches are ineligible to win their division, will not get a slot to the WQ, and will not be eligible to compete in the End of Session Playoffs as a Wild Card.

5 If any of the Playoff Winners are qualified for the WQ, then those slots are passed down. **In a 4-team division, eligibility will not be passed to a team finishing directly behind an already qualified team in playoffs.**

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Commented [JG17]: Revised so that it doesn't reference incorrect pages/information.

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Qualified Teams: The teams that win their division championship or playoffs are eligible to compete in the WQ in Lawton. All teams must meet the following conditions in order to keep their eligibility.

1 To maintain eligibility each player on a qualified team must play at least 4 matches each session subsequent to the session in which they qualified.

2 All qualified teams must keep at least 4 original players to keep the team eligible.

3 Qualified teams must finish in the top 50% of their division each session following their qualification. This will be left up to the League Operator's discretion. Teams can be disqualified for rolling over, lying down, not trying, holding back, sandbagging or **other dishonest playing.**

The team(s) that wins the World Qualifier (WQ) has earned **conditional** eligibility to the World Pool Championships in Las Vegas. All teams must meet the same conditions as above. For more information see [the Official Team Manual](#).

WQ Structure: The tournament will be conducted as close as possible to that at the national level. It will be Modified Single Elimination and subject to the rules from the Official Team Manual, the Southern OK Bylaws, and all the Higher Level Tournament Rules sent down and distributed to every team prior to beginning the WQ Team Captain's Meeting.

Travel Assistance: Each 8-Ball, 9-Ball, Ladies 8-Ball, and Masters Teams arriving in Las Vegas will receive a travel assistance allowance equal to a minimum of 200 dollars per player. The teams will receive the maximum allowed amount as long as they have enough players to compete.

Commented [JG18]: Note further conversation with Compliance.

Etiquette: Any member not representing the best interest of the APA will be notified and may be disciplined if deemed necessary by the League Management and/or Board of Governors. This is a fun League and a few members will not be allowed to spoil League play for everyone else.

Please respect each location's equipment. Be courteous to waitresses, waiters, bartenders, and try to clean-up your own mess sometimes if not every time. Giving wait staff a monetary tip from time to time may help them be a little more friendly as well. Be friendly towards curious onlookers and explain to them how the League works. These people may want to join the League, form a team of their own, or join your team in the future. Just remember that there are many people that are not aware of the enjoyment that can come from playing in the League. Help new teams get off to a good start by helping them learn to keep score, rotate players in and out, understand safeties, good hits, bad hits, fouls, etc.

Please refrain from trying to disrupt the player at the table. Shooting team players should go to the table immediately when it is their turn, otherwise the opponent may think the shooter is being coached. SITTING TEAM PLAYERS SHOULD BE AWAY FROM THE TABLE DURING THE OPPONENTS TURN. Disrupting your opponent includes, but not limited to standing in the players view during a shot, walking up to the table while your opponent is shooting to pick up the chalk or remove your pocket marker, talking to your opponent while they are trying to think or just take their turn, constantly saying good shot or trying to high five them over and over, or any other behavior which could distract your opponent or anger them could be considered "sharking". Everyone deserves the same respect, and players continuously involved in complaints from their peers may be suspended or may be asked to no longer participate in this League. This includes those individuals who go out of their way to be rude, obnoxious, and overly argumentative. It takes two to argue, don't be one of them. Breaking down your cue in front of your opponent in an effort to shark them, is not a Ball in Hand Foul! However, people recognized (in writing) as doing this may be issued a Sportsmanship Violation or worse.

Refusal to Do Business

At any time, at the sole discretion of the League Operator, APA of Southern OK can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

Read the rules and know what they mean. If you are unclear ask for an explanation. Do not tell someone else that they are doing wrong if you are not 100% sure yourself. Take your team manual along with these bylaws with you to matches so you can refer to it when necessary.

Your input is wanted and welcomed! As Southern OK APA League Operators we have the authority to employ any judgment call we feel is in the best interest of the general membership of the League or the League Office itself. Our goal is to provide the best League possible without Harrassment, Discrimination, or Intimidation, and to ensure all members have the opportunity to enjoy the game we all love to play.

Deleted: These Bylaws had more changes beginning with the Spring Session 2017 end to the End of Session Payback. Teams and players will be financially rewarded with some reduced pricing for Singles Qualifiers, more tournaments, awards, and more money for teams going to Nationals. Those exact amounts will always be determined by the Players' Fund.

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GOOD LUCK, GOOD SHOOTING & HAVE FUN!
REVISED 06-01-19