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## 2017-2018 League Year Local By-Laws

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These by laws are intended to either over rule or further clarify all rules available in the APA Official Team Manual (OTM). Once in place, the by-laws will remain unchanged for the current League Year.

**1. Weekly Bonus Points:** Score Sheets must be completed in ink (no pencil) to receive bonus points.

8 Ball: 1 point for packet turned in on time, 1 point for all fees including APA memberships after 4<sup>th</sup> week of session.

9-Ball: 10 points for packet turned in on time, 10 point for all fees including APA memberships after 4<sup>th</sup> week of session.

Packets are considered on time as long as they are turned in by 6 PM the day after the match. Bonus points may also be forfeited for: unsportsmanlike conduct, not marking defensive shots and sloppy/incomplete score sheets.

**2. All players 18 or older may play in the APA.** In divisions where teams play in establishments that serve alcohol, a team is limited to only two 18-20 year olds on their team. The league will not ask any host location to change their rules regarding 18-20 years old.

**3. APA World Qualifier (Formerly Local Team Championships or LTC) and Tri Cup Eligibility.** According to the following table, qualification for higher level events will be awarded.

Division Size	Automatic World Qualifier and Tri Cup Eligibility	Playoff Structure For Tri Cup Eligibility
4-5 Teams	None	2 <sup>nd</sup> Place vs. wild card team with the winner playing the 1 <sup>st</sup> Place team. Winner advances to Tri Cup.
6-11 Teams	1 <sup>st</sup> Place in points at the end of the regular session and/or precisely 2 <sup>nd</sup> place behind a previously WQ Qualified Team.	2 <sup>nd</sup> Place vs. Wildcard 3 <sup>rd</sup> Place vs. 4 <sup>th</sup> Place Winners advance to Tri Cup
12-14 Teams	1 <sup>st</sup> and 2 <sup>nd</sup> Place in points at the end of the regular session and/or precisely 3 <sup>rd</sup> place where either 1 <sup>st</sup> or 2 <sup>nd</sup> is a previously WQ Qualified Team. No automatic qualification will be awarded to 4 <sup>th</sup> place.	2 <sup>nd</sup> Place vs. Wildcard 3 <sup>rd</sup> Place vs. 4 <sup>th</sup> Place Winners advance to Tri Cup
15-16 Teams	1 <sup>st</sup> and 2 <sup>nd</sup> Place in points at the end of the regular session and/or precisely 3 <sup>rd</sup> place where either 1 <sup>st</sup> or 2 <sup>nd</sup> is a previously WQ Qualified Team. No automatic qualification will be awarded to 4 <sup>th</sup> place.	2 <sup>nd</sup> Place vs. Wildcard 3 <sup>rd</sup> Place vs. 5 <sup>th</sup> Place 4 <sup>th</sup> Place vs. 6 <sup>th</sup> Place Winners advance to Tri Cup

### 3. APA World Qualifier and Tri Cup Eligibility. (Cont.)

- There will be only one scheduled week of playoffs on the corresponding night of play. In the case of a 4-5 team division, the second round will be scheduled separately with the participating teams.
- The following session will begin the week immediately after the playoff week.
- Playoff and Higher Level Tournament (HLT) Player Eligibility: Players must have at least 4 regular session matches to participate in playoffs or HLT.
- Tri Cups will use a single elimination format. All teams earning Tri Cup eligibility may earn World Qualifier Eligibility by finishing at least in the top 3<sup>rd</sup> of the qualified field in the tournament. For further detail, please refer to the following table. In the event that more than 16 teams qualify for Tri Cup, the same logic shown below will be applied.

Tri Cup Bracket Size (Number of Teams)	Teams Earning World Qualifier Eligibility
6 or Less	Both Teams Reaching the Finals
7 or 8	Both Teams Reaching the Finals plus a playoff between the two semi-final losing teams
9 through 12	All Four Teams Reaching the Semi Finals
13 through 16	All Four Teams Reaching the Semi Finals plus two playoff winning teams from the four quarter-final losing teams

### 4. Division Session Trophies and MVP Awards.

- 4 or 5 team divisions: 1<sup>st</sup> place individual trophies for the team that wins the playoffs.
- 6-11 team divisions: 1<sup>st</sup> place individual trophies for the team that finishes 1<sup>st</sup> in the regular session.
- 12-16 team divisions: 1<sup>st</sup> place individual trophies for the team that finishes 1<sup>st</sup> in the regular session. 2<sup>nd</sup> place individual trophies for the team that finishes 2<sup>nd</sup> in the regular session.
- Only players with 4 or more matches played during the regular session will receive trophies.
- For the purpose of MVP Awards, players will have to play at least 6 matches. Top three players overall in each division will receive MVP awards based on their Points Per Match (PPM)

**5. WQ Qualified Teams must continue playing for the remaining league year.** Summer session qualified teams must play in the Fall and Spring session etc. Additionally, WQ Qualified teams must be active in the following League Year Summer Session with a minimum of 4 players from their Spring/WQ roster. Any team that drops out after WQ will be responsible for the weekly fees for the entire session. WPC Travel assistance will be based on the number of sessions played during the prior League Year regardless when they qualified. Also, WQ qualified teams may lose their eligibility if they fail to finish in the top half of their division in subsequent sessions.

**6. Weekly fees are \$35 per team regardless of the number of matches played including forfeits.** This fee is due when the match is played. A team that doesn't play or pay for two weeks will be dropped from the league. As explained in the OTM, a team that quits during the session will be responsible for the remaining weekly league fees. An individual on a team that quits may be required to pay their share of that amount plus a \$25 fine to continuing playing in the league. Scheduled bye weeks are excluded from the weekly fee and the team will receive 8 points (60 points in 9-Ball) plus weekly bonus points. Dropped teams, suspended players or teams not current with fees will forfeit all forms of awards and prizes.

**8. An actual team match is defined as 3 individual matches played.** If 2 or less matches are played, it is considered a team forfeit. In this case a team will receive 9 points in 8 Ball or 60 points in 9 Ball plus the weekly bonus points if the conditions in by-law #1 are met. Teams forfeiting in the last 4 weeks of the session may be subject to a \$25 fine to remain active in the League.

**9. Marking the pocket in 8 Ball:** When marking the pocket in 8 Ball, it is not permitted to use any type of weapon. This includes knives of any type or size. In order to call a loss of game on an opponent for marking the pocket improperly, you must warn them before they shoot the 8 Ball. If a shooter has been warned about improper marking, loss of game may be called if they do it again. No warning is required for subsequent occurrences.

**10. The Cue ball may not be used for the lag.**

**11. Rescheduling Matches:** To re-schedule a match for any reason other than weather a team must adhere to:

- They must notify the office and their opponents at least 24 hours in advance. If it is less than 24 hours, the opposing team may agree to the re-schedule or take a forfeit.
- The requesting team has 2 weeks to get the match scheduled according to their opponent's needs. The opposing team must provide the requesting team two possible make up dates. The match may be played over several days within the same week if necessary. It is also permissible for the teams to agree to play a double header the next time they are scheduled to play. If teams agree to play a double-header arrangements must be made with the host location allowing them to use two tables.
- Excluding any previous arrangements, with 3 weeks remaining in the session all un-played matches will become forfeits by the requesting team and both teams will be required to pay their weekly fees for the match.
- The League office reserves the right to waive the 24 hour requirement in extreme emergencies.

**12. Playing a player Twice (Replay Rule):** During regular session, a team may play 1 player twice with the following conditions:

- Before the team match begins, the team needing to play someone twice must notify their opponents they expect to only have 4 players. If a team has 5 players present but those players do not meet the 23 rule, the opposing team is not required to allow a player to play twice. If they do however, they may not change their mind later in the match.
- Also before the team match begins, the opposing team picks the player that will shoot twice. They may not pick someone that would force the other team to break the 23 rule.
- The player chosen to play twice may not shoot back-to-back matches unless the opposing team allows it.
- An arriving 5th player may play if their name is listed on the roster. However, the requirement for the player that was chosen to play twice may only be waived if the opposing team agrees.
- In order to prevent misuse of this rule, the player chosen to play twice may only have one more match played than the current week of play. For example, a player with 10 matches played in week 8 may not be chosen to play twice.
- For Double Jeopardy divisions, the same player may not be chosen for 8 and 9 Ball unless that player is the only one that works for the 23 rule.
- THIS RULE IS NOT VALID IN DIVISION PLAYOFFS OR ANY HIGHER LEVEL EVENT.

**13. 23 Rule Violation:** As stated in the OTM, if a team breaks the 23 rule and their opponents call them on it, they lose all 5 matches. As it is not permissible to "agree" to break the 23 rule, the following will occur even if the opponent has not enforced the rule. Any team breaking the 23 rule in 8 Ball will lose their bonus points plus one penalty point. In 9 Ball they will lose their bonus points plus 20 penalty points.

**14. Inclement weather policy (snow, sleet etc.)** Teams must call the office and their opponents at least two hours before the scheduled match. The League Office reserves the right to postpone all play under extreme cases.