



LOCAL BYLAWS

Northern Nevada APA

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Introduction

We would like to welcome your team to the American Poolplayers Association!

This document explains the structure of the League at a local level and should be used in conjunction with your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League. After all, the **APA is all about having fun, meeting people, and playing pool!**

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All local bylaw documents with dates prior to the revision date of this document are null and void.

Age Requirements

APA requires that a player is 18 years or older. Many host locations require that customers are 21 or older. APA players between 18-20 years of age may not participate at those host locations.

Office Hours

League office hours are 10am – 8pm. If you aren't able to reach us, leaving a text message is always the best way to get the quickest response. You can call or text 775-443-8844 or 775-276-1213 anytime, but after-hours calls & texts should be limited to emergencies only.

Website

Our website address is NorthernNevada.apaleagues.com. This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other related events.
- b) Set up your Member Services account at league.poolplayers.com to:
 - View schedules, team rosters, standings and individual records for your division; and
 - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

We also have a Facebook page at www.facebook.com/APApool. Finally, we do have a private group page called "Northern Nevada APA Players." All current members are encouraged to join this group. It's a great way to get updates and communicate with others in the league community.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

Team Fees

Team Fees are \$50 per week regardless of the number of matches played. Full Team Fees must be paid for playoff matches and forfeits.

Team Scoresheets

If you choose to use the APA Scorekeeper App option, you won't need to print a scoresheet specific for a particular match (because the scoring is completed on your electronic device). However, you should still carry a blank scoresheet or two in case of an outage.

If you prefer to keep score using a hardcopy scoresheet, you'll need to log into your APA account each week to print the necessary paperwork. Scoresheets for the upcoming week are typically available to print at least 3 days in advance. Teams are encouraged to print their scoresheets at least one day in advance just in case there are last-minute problems (running out of printer ink, website down, etc.).

How to Submit Scoresheets at the End of Your Weekly League Match

If you use the APA Scorekeeping App, you simply submit the scores at the end of the match when prompted to do so.

If you use a hardcopy scoresheet, take a picture of your scoresheet with your cell phone and email it to us at nvpool@yahoo.com. **Remember, if it's a 9-Ball Scoresheet, we need a photo of both the front & the back; the subject of the e-mail should be your 5-digit team number.**

How to Submit Payment Each Week

The easiest way to pay will be to use the APA app. Always know that you can contact us if you need assistance creating your account or getting access to the app. We're here to help!

Anyone on your team with an APA online account can login to his/her account and simply click a few buttons to submit payment. The full team fee will be submitted to the APA. Partial payments are not a possibility with this option, so the person who pays on any given night can collect cash from his/her teammates to reimburse him/herself. This option is quick and easy, requires no added steps, and leaves no room for error. No additional convenience fees are charged.

Another payment option is to pay ***in advance*** via check or money order. You can pay one week in advance or multiple weeks in advance—that's up to you. Just mail a check or money order to Northern Nevada APA; 221 Shady Grove Lane; Dayton NV 89403. Payment must be received by 7pm on the day following League play, so make sure you mail your payment at least a few days in advance to avoid missing out on your Bonus Points.

Bonus Points

Your team will receive bonus points (2 in 8-Ball and 15 in 9-Ball) if **all** of the following occur:

- Fees are received by the League Office by 7pm on the day following League play
- Scoresheet is complete & legible. Innings must be totaled. In 9-Ball, both sides of the scoresheet must be provided. Note, using the APA Scorekeeping App ensures legibility, so doing so is highly encouraged.

Remember these are bonus points that are awarded at the sole discretion of the League Office. Asking for Bonus Points to be awarded regardless of conditions NOT being met is unethical.

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the playoffs and/or the opportunity to compete in tournaments.

Preventing Forfeits

(Player May Play Twice on One Night)

Refer to **Team Match Play** in the General Rules section of the Official Team Manual, which 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 Northern Nevada 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 or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.
- 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 Local 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 team 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 Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level rule. All players who will play in a match that day 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.
- The Replay Rule may be used during the first four weeks of the regular session as long as the above criteria are met in each instance. The Replay Rule is not in affect **after the 4th week of regular weekly League play, Playoffs, or the World Qualifier**.

Bye Weeks

Whenever a division has an odd number of teams, one team each week will not have a match. In this instance, the team with the bye shall be given the following points for the week (including the bonus points a team would have received if all the paperwork was correct):

- 8-Ball – 8 Bye Points + 2 Bonus Points
- 9-Ball – 60 Bye Points + 15 Bonus Points

Note: Teams do not need to submit paperwork or fees for bye weeks.

Forfeits

When a team has an individual forfeit in 8-Ball, the opposing team gets 2 points in regular session and 3 points in playoffs. In 9-Ball, each individual forfeit is worth 15 points in regular session and 20 points in playoffs.

In the rare event that an entire team forfeits, 60 points + 15 bonus points are awarded to the opposing team in 9-Ball. In 8-Ball, 8 points + 2 bonus points would be awarded to the opposing team for an entire team forfeit.

Rescheduled Matches

Rescheduling matches is strongly discouraged and should be considered only in the most extenuating of circumstances. In the event that a team decides to utilize their right to reschedule a match, please note the following:

- (1) Each team can reschedule *only one match per session (unless the reschedule is the result*

of something like a natural disaster, which clearly the team has no control over). The League Office must be informed about the rescheduled match at least 48 hours in advance (preferably one week in advance please) – again, unless the reschedule is the result of something like a natural disaster.

- (2) If your team initiated the rescheduled match, you must reschedule that match at a time that is convenient for the opposing team – see #3 below. The rescheduled match must be scheduled within **three weeks** of the original match. (Rescheduled matches may be scheduled for a date occurring before the regular scheduled match, as long as the opposing team agrees).
- (3) When a team requests a reschedule, as long as the request is at least 48 hours in advance (OR if the request results from an “out of anyone’s control issue” such as a flood, fire, major snow storm, power outage at the host location, etc.), the opposing team **MUST** give the requesting team at least ONE option of an alternative date/time within 3 weeks or before the end of the regular session (whichever comes first). Popular reschedule options include Friday nights and weekend days. The team requesting the reschedule must agree to the option provided by the opposing team (assuming the option is within normal hours – 9am until 7pm start time). Note – whenever possible, it’s sportsmanlike to offer a few options that might work; however, only one option is **REQUIRED**. As long as at least one option is provided by the opposing team, if the requesting team cannot make it, the opposing team gets all regular forfeit points for any un-played games (see “Forfeit Points” section of Bylaws). If the date provided ends up being worse than the original scheduled date for the requesting team, the requesting team may opt to just stick with the original date. If the opposing team refuses to give the requesting team at least one option, the opposing team has that right and will earn the win for that night. However, that opposing team will only get 35 points in 9-Ball and 5 points in 8-Ball for that win (requesting team will get 0 points). This prevents teams from refusing to offer an option simply to rack up un-earned-on-the-felt points.
- (4) Full team fees are still required for both teams.
- (5) All rescheduled matches must be made-up before the end of the regular season (before the first week of playoffs) – no exceptions.
- (6) All rescheduled matches must take place at the original-scheduled location.
- (7) When a match is rescheduled, it must be the entire match. Partial reschedules are not permitted. For example, it is **NOT** permissible to play 1 of 5 games on one day, and the other 4 games on another day.

*Remember, just because you don’t have 5 players for a given night does NOT mean you should reschedule your match. If you are short players, you need only forfeit the game(s) for which you don’t have a player. Being short a player or two does not constitute a reason to reschedule a match. This is one of the reasons it is advantageous to have more than 5 players on your team. Teams with 6, 7, or 8 players are less likely to run into situations where they don’t have enough players to play in a given night. **Always reserve your right to reschedule one match per session for the most extenuating of circumstances.***

Late Fees

Any team that falls two (2) weeks behind in paying their dues may be dropped from the League for non-payment. Dropped teams forfeit all benefits, trophies, awards, and prizemoney.

Teams with past due fees will not receive patches or other awards until past due fees have been paid in full.

Each player's portion of past due weekly fees is calculated by taking the total amount past due and dividing that amount by the number of players on the roster. No member on the dropped team can compete in individual tournaments (e.g., MVP Tournaments, Singles Qualifiers, etc.) until his/her past due fees are paid in full. The Team Captain cannot compete in Northern Nevada APA again until the entire team's past due amount is paid in full. Teams are ineligible for division playoffs and other major team competitions (and other tournaments) until all past due fees are paid in full.

If a player owes past due fees from one team, he/she cannot ply on any team in the league nor participate in any tournaments until that amount is paid.

Dropped Teams

Teams that drop out after the fourth (4th) week of a session owe the APA the balance of all weekly fees for the remainder of that session. If the balance due is not paid in full, then each player who wishes to continue to participate in the APA League must 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 that finishes a session and still owes uncollected weekly fees must pay the balance by the first week of the following session. If the team does not sign up for the following session, any player(s) from that team wishing to join another team must pay their portion of the uncollected fees before playing again.

Earphones

The use of earphones is strictly prohibited entirely during any tournaments and during Playoffs. During regular weekly league play, a player may wear an earphone in one ear only. We understand some players like to listen to their choice of music, but it's important that the shooter can still hear his/her opponent, which is why a shooter must keep one ear free.

Cue Ball (House vs. Regulation)

On open tables (those **not** requiring the Host Locations or players to provide coins) during match play, a standard regulation sized and weighted cue ball shall be used whenever available (whether supplied by the host location or brought to the match by a player). If the standard regulation sized ball is provided by a player, both Team Captains should immediately be informed of this.

Patches

Patches are awarded to players for various accomplishments, such as "8 on the Break," "9 on the Snap," "Break and Run," "Rackless Night," etc. The patches program is outlined in detail on the League website.

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure you note such on the scoresheet.

Most players pick up their patches (along with their teammates patches) at tournaments. We have patches with us at all major tournaments. Any patches not picked up by the end of the session are delivered to your team in the Captain folder for the next session.

There is no mystery as to which patches have already been delivered. There's a fun & nifty little chart online, where you can see all the patches each player has earned for this session, along with whether or not we've delivered each individual patch. If we have delivered it, there are details there, outlining who we gave it to and when we gave it to that person. You can find the list at nothernnevada.apaleagues.com under Player Weekly Patches on the left menu bar.

Remember, we only plan on distributing patches to those who request them on the scoresheet on the night the patch is earned. If your scorekeeper forgot to request a patch that you actually want, e-mail us and let us know. We'll make sure to update that information so that you get your patch.

Refusal to Do Business With

The vast majority of players have a great time in the League and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

At any time, at the sole discretion of the League Operator, Northern Nevada APA 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.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

Playoffs & Beyond

Related Notes:

- The League year is divided into 3 sessions – Summer, Fall, and Spring. Summer is the first session of the League year.
- Teams compete throughout the year for a chance to make it to the World Qualifier, (formally called the Northern Nevada APA Championships). At the World Qualifier, the best 8-Ball and 9-Ball teams from Reno/Sparks, Carson City, and surrounding areas compete for spots at the APA World Pool Championships. The World Qualifier takes place in May and/or June. The winning team(s) at this local event receive Travel Assistance (money) to help fund their trip to Las Vegas for APA World Pool Championships. APA World Pool Championships take place in Las Vegas in August. In Las Vegas, teams compete for a total purse of over \$600,000.00. This is the coolest and most exciting tournament in amateur pool!
- In summary, teams have 3 chances to “qualify” for the World Qualifier – Summer, Fall, and Spring.

Number Of Teams In The Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p><u>4-5</u></p> <p>One Team Qualifies For The WQ</p>	<p>1st Place vs Wildcard</p> <p>Winner Advances To WQ</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1st Place Session trophies</p>

<p><u>6-11</u></p> <p>One Team Qualifies For The WQ</p>	<p>1st Place vs Wildcard 2nd Place vs 3rd Place</p> <p>Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1st Place Session trophies</p>
<p><u>12-16</u></p> <p>Two Teams Qualify For The WQ</p>	<p>Division Point Leader advances directly to the WQ</p> <p>2nd Place vs Wildcard 3rd Place vs 4th Place</p> <p>Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1st Place Session trophies</p>

Division Playoffs are held at the home location of the higher-seeded team. Teams behind in weekly team fees are automatically disqualified from playing in Division Playoffs. The weekly team fee remains the same for Playoffs.

In Northern Nevada, in order to play in Playoffs, a player must have 6 matches played with that team; if there is a player on a team with less than 6 matches, he/she cannot play during Playoffs.

World Qualifier (formally known as The Northern Nevada APA Championships):

In late May or early June, all qualified teams compete at the Northern Nevada APA Championships. Here are some facts about that event:

- This is generally a 3-4 day event in 8-Ball and a 2-3 day event in 9-Ball – modified single elimination.
- All players on a qualified team must have 6 matches played with that team in the Spring Session, along with 10 matches played in that format in that particular league year. (The 10 scores must be obtained by the end of the Spring Session in the league year.
- Qualified teams must place in the top half of their division in the session(s) following qualification; teams who fail to do this are subject to heavy scrutiny of their handicaps and/or loss of eligibility.
- You must have at least 4 original players on your team from the session in which your team qualified.
- Your spring roster is your Northern Nevada APA Championship roster.
- Your team must remain active from the session you qualified.
- Players on qualified teams must remain active on a summer roster leading up to the Northern Nevada APA Championships and APA World Pool Championships.
- Additional requirements are outlined in the Official Team Manual. Teams are responsible for reading and understanding this information.
- The number of teams Northern Nevada APA gets to send to APA World Pool Championships (in both 8-Ball and 9-Ball) depends on the total number of teams in our region. More total teams = more teams we get to send to the world event.

As the League continues to grow, Playoff structure and the World Qualifier structure are subject to change. Again, visit the website for details.

MVP Program

Although the main focus of weekly League play is on TEAM competition, players also compete individually throughout the session. For information on how MVP Percentages/Points are calculated, visit the League Website and click on "MVP Program" in the left margin. The top 3 players in each tier in each division qualify for the MVP Tournament held three times per year. MVP Tournament takes approximately 4-8 weeks following the conclusion of each session. At the MVP Tournament, players compete for cash and prizes.

Player Fund Breakdown and Distribution

Weekly team dues are \$50.00 per week. Your weekly dues are applied towards your player fund, travel assistance, trophies and awards, the National APA office, and administrative fees.

Trophies

End of session awards will be given at the End of Session Event each session. Each player on the team who wins Playoffs is awarded with a trophy. Divisions with 12 or more teams get trophies for Division Point Leader and first and second place in Playoffs. Awards are also presented to sportsmanship award recipients. In addition, trophies and/or awards are presented to teams who place in the World Qualifier.