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APA Nassau County Bylaws

1. Disputes should first try to be resolved by the two players-not by the coaches or captains.
2. Fees: There is a \$35.00 team fee for all scheduled matches regardless of forfeits or number of matches played including playoffs. There is no charge for byes. Your team is responsible for weekly fees, not your host location-NO MATTER WHICH HOST LOCATION! If you pay by check, please make it out to Edward Stein. There will be a \$25 charge for all returned checks. A team that does not pay for three weeks will be dropped. It is contrary to the best interest of the league for members to solicit or accept incentives to play for a location or team. Such incentives include: free drinks, free table time or free weekly league fees. If table time is free at a particular location, then it must be free to all.
3. OFFICIAL START TIME: The Official Start Time is 7:30 p.m with the EXCEPTION of SUNDAY NIGHT divisions which begin at 7 pm. The start time must be adhered to and can only be changed if the opposing team captain has agreed. The Tuesday Combo League begins at 7:30 with NO GRACE PERIOD!
4. Forfeits & Byes: As stated in the team manual, the team captain is responsible for all fees concerning forfeits. The fee is \$35 for each team regardless of how many matches are played. Any uncollected money, for any reason, is the team captains responsibility that night. A team will receive up to three points for a forfeit or a bye in 8-ball and 55 points in 9-ball. The office will ONLY grant a forfeit if the following rules are followed:
For a 7:30 start, if after 16 minutes of official start time (7:46) there is no player available from the opposing team, the 1st match is forfeited. If after 31 minutes of official start time (8:01) there is no player available, entire match MAY be forfeited. Your division rep MUST be called. The Division rep will let us know you called, told of the situation (leave a message if necessary) and the forfeit will be recognized. Does not apply to Tuesday Combo League-no grace allowed at all. Sunday divisions begin at 7:00, 7:16 is 1st forfeit, 7:31 is possible entire team forfeit.
5. Office Hours: Office hours are Monday-Saturday 10:00 am to 6:00 pm. we may not be in the office at these hours all the time, however we do have an answering machine, so please leave a message and we will return your call as soon as possible. A schedule is provided to each team on the first night of play and as schedules change, replacements are provided to each captain. Please be sure all players have a copy of the schedule.
6. Bonus/Penalty Points 8/9-Ball: There are no bonus points. Your team will lose points (1 point for 8-ball, 10points for 9-Ball) for a score sheet sent in late or without weekly fees. For each additional week, your team loses additional points. If you send in your scoresheet without weekly payment, membership fees for anyone who has just played their first match or incomplete score sheets, your team will not receive any points. Defensive shots MUST be written down on the scoresheets. If you do not know what a defensive shot is, see the definition in the back of the rulebook, or ask your team captain or Division Representative. PENALTY POINTS MAY BE ASSESSED IF DEFENSIVE SHOTS ARE NOT WRITTEN DOWN! All notations made on the scoresheets will be taken care of as they are processed. If you have any questions, please call your Division Representative. They will then contact the League Office and get whatever information you need.

7. Start times You must write the start and end time at the top of your score sheet every week. Failure to do so will result in lost points.
8. Handicaps: The league office will not discuss handicaps over the phone. Forward your complaints to the office via the handicap review form distributed with your first week of play envelope. Also in your first week envelope is a flier titled 'How your Handicap is Calculated.' Please refer to this before forwarding your comments.

Rule Revisions

1. Rule 5 Page 82 of the Team Manual: Once a team gains eligibility to higher level tournament play, the team must remain active continually through all sessions and higher level play. All teams qualified for the LI Cup must remain active during the summer session. If a team gains eligibility to the National Tournament in Las Vegas, the team must also remain active during the summer session.
2. Rule 12 Page 27 of the Team Manual: New players may be added anytime during the first six weeks of the session. For an added player to participate in a league match, the opposing team captain must be notified of the adding or dropping of that player prior to the match. Both team captains should ask if there are any changes on the roster before league play begins. This is both team captain's responsibility in the first 6 weeks. Dues must be paid the FIRST time a player plays or your team will receive NO points for the night.
3. Rule 13 Page 28 of the Team Manual: No player may join a team after the sixth week WITHOUT PRIOR LEAGUE APPROVAL! We are always happy to work with you to help you field a team. You must however, work with us after the sixth week in order to add players. In general, established players at a known handicap are preferable in these instances over a completely new player.
4. Any player that joins a qualified team must play 7 matches for that team to play in LI Cup. All new players must have 10 matches played by the end of the spring session (playoffs and tri-cup included) to play in the LI Cup.
5. All team members are required to play at least 4 times each session to become eligible to shoot in the 'End of Session Playoffs' and the tri-cup.
6. Chalk may not be used to mark pocket.
7. Table size, choice of cue ball and table selection is the home team's choice.
8. A \$30 fee per person per team penalty [in addition to the pro-rated past due amount (if any) - see page 23] may be assessed for quitting mid-season when a player tries to rejoin the league.
9. If a player (A) breaks down their cue before or during the opponent (B) shooting of the 8-ball or 9-ball and the opponent (B) misses, player (A) does not get to shoot and the match goes to player (B). This act is considered unsportsman like conduct and repeated offenses will result in lost match points. It is not a loss of game when when a player retrieves, shakes, etc. quarters prior to game ending but it is unsportsman like conduct.
10. No team may change players after they have put up for the match. The only exception is when a team realizes that they will be breaking the 23 rule BEFORE the break of the balls.
11. Marking your pocket: You may only use a marker deemed appropriate, ie, guns, knives and the like are not acceptable.
12. Teams that violate the 23 rule may be brought before the Board of Governors and penalties may be imposed against both teams.
13. In the final three weeks of the session, a team must have at least three players present to be considered a match. Otherwise, the opposing will team be awarded a total of 3 points.
14. If anyone on your team suggests a time out, you must take it.

Patches:

1. In order to receive your earned patches, your membership fees must be paid up and your team fees must be current. You forfeit patches when membership fees and/or weekly fees are late and/or not received. If score sheets are late, you forfeit your patches. You MUST write 8-break or 8-run for 8-ball and 9-break or 9-run for 9-ball in the little inning box on your scoresheet. You MUST put a check mark in the appropriate box where it says '8-break' or '8-run' for 8-ball and '9-break' or '9-run' for 9-ball in the columns to the right of the innings boxes. Rackless may be indicated in the fees section of your score sheet. If your scoresheet is filled out incorrectly, you will NOT receive a patch. In order to earn a Break-and-Run patch, you MUST break and you must run out the remainder of your balls. Patches are NOT given for run-outs, only Break-and-Runs. Players will receive their first patch for "8 On the Break," "Break & Run", Rackless Night, etc at no cost. If you would like any other patches earned after your initial patch, please send in \$1.00 with your score sheet when the patch is earned. Do not give your patches to someone else - they will only be given out once. Please make clear notations on your scoresheets if players get one or would like another! Patches will be distributed 2 times a session.

Postponements:

- 1.If both team captains agree, a team match may be rescheduled for a different night (forfeit rule not in effect). The League Operator must be notified and give permission. The host location MUST be notified. This match must be made up no later than four weeks after the original scheduled date or in advance of the scheduled date. No team will be allowed to make up any matches during the last two weeks of a session. If the match is not scheduled within the criteria mentioned, any points to be awarded will be determined by the League Operator.
- 2.Team points must be current and updated in the last 2 weeks of the session to be eligible for a wild card draw for the playoffs. All missing paperwork (scoresheets or make up matches) must be sent to the league office prior to the last 2 weeks of play. At any time during the session, if you think your team is missing points, you must notify the office within 2 weeks of the week in question.
- 3.All team meetings must be attended by at least one person from each team or those teams will not be included in session playoffs.

Trophies

For six or more teams in a division: First place bar trophy and first place individual trophies. Second place-bar trophy and second place individual trophies. Individual trophies awarded to players who have played at least four matches. MVP trophies will be awarded to the top male and female players who play half of the weeks of the session (i.e. 15 week session-must play 8 matches) and remains at 65 win percent or better.

Qualifying for Tri-Annual Tournaments (8/9-Ball)

In Divisions of 4-6 teams, the 1st place team before playoffs and the top team after playoffs will be awarded a spot in the end of session Tri-Annual tournament.

In Divisions of 7-9 teams, the 1st, and 2nd place team before playoffs and the top team after playoffs will be awarded a spot in the end of session Tri-Annual tournament.

In Divisions of 10-12 teams, the 1st, 2nd, and 3rd place teams before the playoffs will be awarded spots in the end of session Tri-Annual tournament and then the top team after playoffs will qualify for the end of session Tri-Annual tournament.

In divisions of 13-16 teams the 1st, 2nd, 3rd, and 4th place teams before the playoffs will be

awarded spots in the end of session Tri-Annual tournament and then the top team after play-offs will qualify for the end of session

Tri-Annual tournament.

All qualified teams **MUST** remain active (minimum of 4 original players). Only those teams that register and play the forth coming session are eligible to participate in the tri-annual tournament.

Eligibility for The LI Cup: (8/9-Ball)

1. In order to play in the LI Cup a team must first complete regular weekly play and qualify for the Tri Annual Tournament. They then must qualify through the Tri Annual Tournament to be eligible for the LI Cup.
2. Any team qualified for the LI Cup must finish in the top half of their division (based on points earned) each session after they qualify. Qualified teams that finish the session in the bottom half of their division are subject to the loss of their qualification to the LI Cup. Loss of qualification can be appealed in writing to the league office along with a \$30 appeal fee. Appeals that are upheld will have the appeal fee returned to them.
3. Once a team gains eligibility to a higher level tournament play, the team must remain active continually through all sessions and higher level play. If a team qualifies during the Summer session, this team must remain active in the Fall and Spring sessions to retain eligibility for the City Championship Cup. All teams qualified for the City Cup must remain active during the summer session. If a team gains eligibility to the National Team Championship in Las Vegas, this team must also remain active during our Summer session.
4. Any team that forfeits more than nine matches during a session may be subject to being dropped from the schedule and forfeiting eligibility to the wild card draw, division playoffs, Tri-Cup and LI Cup.
5. Any team that withdraws from a division prior to the last night of play forfeits eligibility to the end of session playoffs, tri-cup and LI Cup.
6. Teams and/or players owing money at the end of the session will not be allowed to participate in the wild card draw or any of the following tournaments: division playoffs, Tri-Cup and LI Cup.
7. Any team that forfeits an entire match in the last three weeks of the session, may be forfeiting eligibility to the wild card draw, division playoffs, Tri-Cup and LI Cup regardless of what position they finish.

Las Vegas Travel Assistance Fund

New: The travel assistance fund will be divided up amongst the number of people who are on winning teams for Las Vegas. We will first take out the \$250 entry fees for each team and then the rest will be evenly split between all the winning players. Each player will be notified of his/her share by the week after the tournament and reimbursement will occur after proof of travel is submitted (official receipts). You must make your own arrangements for airfare and hotel stay. Any monies that are not used because players did not go to Las Vegas will be returned to the fund for use in a future APA event. If a player cannot attend the National Championship, they will receive \$250.

Team Captain Responsibilities

The team captain is an essential part of an APA team. He/She has the responsibility of keeping their players in line, calling to make sure players show up, and making sure the paperwork is filled out and sent to the league in a timely fashion, along with the other essentials. All the hard work you put in to running your teams does not go unnoticed by the league office.

The following is a list of things that captains are responsible for. Please appoint players that are responsible to take care of these duties if you are not going to be present on a play night.

Scoresheets must be filled out entirely. Member names, numbers, innings for each game, inning totals, score, W/L column and total points all must be filled out and sheets must be mailed in with any membership dues (\$25 per person/per year made payable to Ed Stein), and the \$35.00 weekly dues postmarked the day after play in order not to be penalized.

If any players have earned a patch, you **MUST** fill out the appropriate column for that player to receive their patch. Keep in mind that players are allowed one of each patch (8 on Break, 8 Break-n-run, 9 on the Snap, 9 Break-n-run and Rackless) each session. If they earn more than one and would like the patch, they must send in \$1 for them.

You must keep your team under control. This means to make sure your team shows good sportsmanship, and make sure there are no rules being broken, like illegal coaching from the sidelines. The two players shooting have the right to play their match without any nonsense from the observing patrons and other APA members.

You must supply your host location with one of the schedules when you receive it during the 2nd week of play.

They need to know when you are going to be home. You must inform your host location if your team is rescheduling a match on any given league night.

You are required to attend the end of session meeting. We realize that not all players can attend during the night that the meeting is held, but there are some team captains that we have **NEVER** seen at a meeting, and these are the same people that constantly call regarding information that has been talked about at the meeting. Please make every effort to attend these meetings. If you cannot, please send a representative from your team.

Please make sure you always carry your rule book and by-laws with you on a pool night. Remember, your division rep. name and phone number are at the top of your scoresheet if you have any questions or problems during a league night.