

COASTAL CAROLINA APA - LOCAL

BYLAWS



OFFICE/STAFF HOURS: MONDAY - THURSDAY 3:00 - 8:00 p.m.

FRIDAY, SATURDAY & SUNDAY CLOSED

MONDAY - THURSDAY (8:00 - AFTER HOURS) - **Call your Division Representative**

Main Office - 843-685-5625 - Info@CCPoolplayers.com

Website - www.CCPoolplayers.com

Ewa Laurance - League Operator - 843-685-5625

Toby Graham - Area Manager - 843-450-9142

CALL YOUR DIVISION REPRESENTATIVE WITH QUESTIONS AFTER 8PM.

* Name and number of the Division Rep for your division appears at the top of your scoresheet.

Official Team Manual and Bylaws... Please read and share them with your team members. Become familiar with the rules. READ THE BYLAWS. They are part of your rules. Bylaws overrule or change some rules in your Official Team Manual Pay close attention to the section on score keeping. This area is very important so as not to let another team cheat you by keeping their handicap down. Read and pay attention to the section in the Official Team Manual dealing with conduct. Teams are responsible for knowing the rules and eligibility procedures.

1. THE HANDLING OF WEEKLY SCORESHEETS, TEAM FEES, APPLICATIONS

The **Home Team Captain** for the week is responsible for **picking up envelopes for BOTH teams** (theirs and opponents) prior to League night. Team Captains should collect all League fees, dues, and membership applications from the players on their own teams. **Each Team Captain** is then responsible for turning in **their scoresheets**, money and new applications for team to the appropriate drop of location. In mail areas, envelope must be sent the following day.

Teams are responsible for shortages.

DIVISION PLAYOFF FEES - The winning team will be responsible for turning in the scoresheets and League fees during playoffs.

***All Team Captains and Co-Captains must submit a cell phone number and email address where they can be reach in case there are any questions or announcements. Division Reps must also keep these numbers on hand.**

2. TEAM FEES

Open Division (8-Ball) and 9-Ball Division team fees are \$40.00 per team, per week. Double Jeopardy Team fees are \$40.00 for the first team, \$35 for the second, for a total of \$75.00. Masters Division team fees are \$30.00 per team, per week. Ladies Division team fees are \$30.00 per team. Doubles Division fees are \$20.00. Locations that have "greens fees" are charged **by the location** in addition to APA team fees. DO NOT INCLUDE IN ENVELOPE. All matches are to be paid in full on the original night of play. Full team fees are due regardless of how many players actually play (i.e. - there is a forfeit in a match). Full Team Fees are also due if a full team forfeit.

Full team fees are to be paid during session playoffs as well. This is regardless of how many players actually play (i.e. - match is completed with only 3 players needing to play).

PAST DUE PROCEDURES:

- a. Teams that fall behind one week in paying their team dues will LOSE THEIR BONUS POINT for that week.
- b. Teams that fall two weeks behind, will receive ZERO points for that week.
- c. Teams the fall three weeks behind will be DROPPED from the division, without valid reason.

Additionally, the Team Captain (& other players) may be marked ineligible to play. 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, and will be made ineligible for play on other teams. The League Office will not be responsible for dues or monies that have been handed to TC and not been paid by the Team Captain or other member designated by the team. 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. Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player.

In addition, if a team owes any past due money to APA, it must be paid prior to the WILD CARD DRAW or the team WILL NOT BE ELIGIBLE for the draw. In addition, any team owing the league money WILL NOT BE ELIGIBLE to play in playoffs or any higher level tournament. Teams who are

qualified for the City tournament (World Qualifier) will lose their qualification, unless all dues are paid.

*** Return Check Policy:** There will be a \$20 charge for any returned checks, plus loss of any potential bonus points. Any team that falls two weeks behind in paying their team fees or membership dues will be sent a warning notice. If the team does not become current on fees upon receipt of the notice, then they are subject to being dropped from the League for non-payment.

3. POINTS AWARDED DURING 'BYE' WEEKS

Teams that have a 'Bye' during the session will receive eight (8) points in 8-Ball and sixty (60) points in 9-Ball. BYE points are awarded after week 4.

4. HANDICAPS

The lowest skill level in 8-Ball is a 2. Both males and females are allowed to play as a skill level 2 during regular League play. **However, all males with a skill level of 2 must play as a skill level of 3 in all Higher Level Tournaments.**

The lowest skill level in 9-Ball is a 1. Both males and females are allowed to play as a skill level 1 during regular League play. **However, all males with a skill level of 1 must play as a skill level of 2 in all Higher Level Tournaments.**

5. COMPLAINTS

Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. Division Reps will have complaint forms. Complaints should be submitted on the appropriate form. No fee shall be required to issue a complaint or to file an official protest.

6. TEAMS FAILING TO APPEAR FOR A SCHEDULED MATCH

Any team failing to appear to play a scheduled match could be considered dropped from the League unless the League Office is notified by the next day, after the scheduled night of play. The opposing team shall have no obligation to make up match, unless in the first two weeks of play. Notice must be made to opponent 24 hours prior to match, if team cannot make it for valid reason. All team fees must be paid before the team can resume play. **If a team fails to appear for a match and forfeits all five (5) matches, the team scheduled to play will receive 10 points for 8-Ball, 75 points for 9-Ball. (15 points for Masters)** The only exception to this rule is when there are

only two weeks left in the schedule. **During the final two weeks, team receiving the forfeit will get 8 points for 8-Ball and 60 points for 9-Ball.** If the same team fails to appear for a second match, the team will be dropped from the division and the team will become a bye or possibly eliminate a bye. Should a team fail to appear during the final four weeks of the regular session, each member listed on that team would not be able to resume play as an APA member until any unpaid balance is paid in full.

Both teams are still responsible for their weekly fee in case of a forfeit.

In addition, if any other situation occurs that warrants awarding forfeit points to one team, such as physical altercation by one team, etc., the same point system as above will be awarded. (*See section 8, pg. 81 of the APA Official Team Manual for further information on conduct during League play.)

7. RESCHEDULING & MAKE-UP MATCHES

Make-up matches are strongly discouraged in the Coastal Carolina APA. The "Replay Rule" will take its place. A few exceptions to this rule are noted below. Opponents and the APA office MUST be contacted a minimum of 24 hours prior to scheduled match. Simply sending a text, with no response is NOT acceptable. If unable to reach opposing team, you must contact the APA office for assistance.

a. SEVERE WEATHER

If severe weather occurs, the Team Captains should reschedule the match as soon as possible.

PLEASE NOTIFY THE LEAGUE OFFICE IF/WHEN YOU ARE RESCHEDULING YOUR MATCH.

b. HOLIDAYS

All matches schedule on holidays can be rescheduled and played **prior** to the original match date.

PLEASE NOTIFY THE LEAGUE OFFICE IF YOU ARE RESCHEDULING YOUR MATCH.

c. EMERGENCY

If an unexpected emergency occurs, contact the office. Only pre-approved emergencies that affect the entire team fall under this example.

d. FILLING A BYE

If a BYE is filled in a division, make-up matches may be required. APA will send the scoresheets to the Host Location/PICK UP LOCATION for all matches that need to be made up due to filling a BYE.

BYES will not be scored as such, until after week 4.

e. The only other exception is when both teams agree to re-schedule a match, and both notify the League Office of the date the match will be played. Team Captains must also contact the office at the time of the make-up match for updated handicaps. In addition, teams that have qualified for Las

Vegas MUST schedule their match(es) ahead of time, and opposing team MUST honor the rescheduling of such matches.

f. Make-up matches MUST be played at the earliest possible date, and should be played at the original location where the match was scheduled.

g. APA office MUST be notified of makeup match and new date of play by BOTH Team Captains.

NO make-up matches are allowed to be played or turned in when only two weeks remain in the regular schedule. No forfeits during the first four weeks of play. Makeup matches must be played.

If a makeup match has to be scheduled, and the original home team's Host Location is not available, the home team chooses the location for the makeup match.

REPLAYS (Ghost rule)

ONLY FIVE REPLAYS ARE ALLOWED/SESSION!

If a team is short a player on a designated League night, their opponent must allow them to use the "Replay" rule. The "Replay" rule allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the "replay" rule:

1. Teams must notify their opponent of the need to use/or potential need to use a "replay" prior to the start of the **THIRD** individual match. (Before the balls have been broken.) If a team has a player show up prior to the start of the replay match, the player is still entitled to play, even if a "replay" was requested.
2. The player that plays the final match when a "replay" is used is chosen by the team's opponent. The player that is chosen to play the "replay" and the opponent does not have to be named until time to put up players in that match, but may be determined earlier if the teams agree to do so.
3. The player chosen to play the "replay" match must still allow the team to comply with the 23-Rule.
4. Full team fees are still due if the "replay" rule is used in a team match. Remember, the REPLAY FEE, if a replay must be used, should be split among the team. This should NEVER be the sole responsibility of the person chosen for the replay.
5. Teams are allowed to use **one** "replay" per League night.
6. **The "replay" must be used during the last individual match.** The "replay" may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match is the 4th & 5th individual matches are forfeited. Once a "replay" is used, the remaining matches must be forfeited, even if another player shows up.

7. Both teams may utilize the "replay" rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the last match puts up first.

*** A team cannot utilize the replay rule in order to make 23. In other words, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3 for example, then a team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. (23) There must be another SL 3 on the roster in order to do this. In this case, the team would exceed the 23-Rule.**

***The "replay" rule applies to the regular session only and cannot be utilized during playoffs or Higher Level Tournaments, or during the last two weeks of the regular session.**

****A player may not be sent home and/or be made unavailable so that a team may request a "replay" from their opponent. Please keep in mind this is a rule to help out once in a while and *should only* be used when absolutely necessary. Attempts to take advantage of the "replay" rule should be reported to the Division Representative and also to APA by means of an official protest form.**

In order to use a player for replay, the player MUST be a paid member of the APA, and be printed by the League Office on the scoresheet.

DOUBLE JEOPARDY TEAMS: Unless both teams agree, play cannot be held up due to the same person being put up in both divisions. Time to put up a player is still 2 minutes max.

Players may not play both matches in both divisions simultaneously. It is up to the captains to make sure this doesn't happen.

LOCATION UNAVAILABLE: If the home location of a team is not available on any given night, the home team will then chose what location they want to play at that night. Location must be within a five mile radius of regular home location. If none available, then match will be held at opponents HL.

8. FORFEITS

A team may begin play with one player present. Once the first match is over, the team putting up next has **two (2) minutes** to name a player, and then the opposing team has **two (2) minutes** to name a player. If the team does not have a player available, that entire match will be forfeited.

During the final two (2) weeks of the regular session if a team forfeits two or more matches either night, they will be ineligible for playoffs and/or the Wild Card draw. The only exception to this rule is in the situation where a team if forfeiting a match due to their skill levels forcing them to utilize the

4 13-Rule. If any team forfeits 8 or more matches during regular session play, they will not be eligible for the Wild Card draw.

***Teams may only utilize the REPLAY RULE 5 times/session.** Once a team has reached to 5 replays during the session, any individual matches played as replay past this limit will receive no score, and will be considered as a forfeited match. Team dues are still the same

9. JEOPARDY

After week seven (7), if a team declares "Jeopardy" (due to a drop in team members forcing them to add players to their roster) they may not be eligible for the playoffs or Higher-Level Tournaments, if they have to add 4 or more players. In addition, any player added after week seven (7) may not be eligible for playoffs or Higher-Level Tournaments, regardless of weeks/matches played with the team. These players must have a minimum of 20 matches played in the format, and be pre-approved by the CCAPA office PRIOR to play.

10. MEMBERS BARRED FROM HOST LOCATIONS

If a team has a member on its roster who is barred from a Host Location, that member will only be allowed to play with the permission of the Host Location Owner or Manager.

11. AGE REQUIREMENT

The age requirement to participate in APA pool leagues is 18 years old. However, the Host Location/bar has the absolute voice on the age minimum to participate in APA in their establishment. The Host Location/bar has the option to only allow players 21 years of age or older to participate in League in their establishment.

If a team is found to have a player on their roster who was not eighteen (18) when he/she played, the team could lose their eligibility for any Higher Level Tournament. The player may also be dropped from the roster.

12. TRI-CUP & PLAYOFFS/ELIGIBILITY:

We will be holding a Pre Cities 'TRI-CUP' tournament at the end of each session.

In the 8-Ball and 9-Ball Divisions, the Division Winners will automatically be qualified for the Tri Cups. There will be one week of playoff s. Top ranked team in each playoff match will have home location advantage.

This playoff will produce **two additional teams** from each division that will advance to the TRI-CUP.

***Note: Larger divisions with 10 or more teams may possibly advance the #2 team as well, directly to the TRI-CUP, thus making #3 play the WC and team #4 play team #5.**

(Total of four teams advance.) This will vary from session to session. Info will be posted and in NL in the last quarter of the session.

***Note: Divisions with 4-5 teams will still advance the winner, with #2 playing a WC in the playoffs.**

Teams that qualify for the TRI-CUP must stay active in the following session in order to retain their qualification.

***Qualified teams from prior sessions are not eligible for the Wild Card draw.**

IMPORTANT! DUE TO NUMBER AND SIZE OF DIVISIONS FROM SESSION TO SESSION, VARIATIONS AND CHANGES MAY BE IMPLEMENTED IN REGARD TO THE NUMBER OF TEAMS THAT QUALIFY FROM EACH 8-BALL AND 9-BALL DIVISION, AND THE PROCEDURES REGARDING QUALIFICATION.

THESE DETAILS WILL BE ANNOUNCED AROUND THE LAST QUARTER OF THE SESSION AND ARE AT THE APA'S DISCRETION.

- **The minimum number of individual matches needed to be played by each player during the session, (including playoffs) in order to be eligible to participate in TRI-CUP, is six (6.)**

The sixth match can be attained by playing in playoffs, however in order to play in session playoffs, player MUST HAVE PLAYED A MINIMUM of five (5) matches during the regular session, prior to playoffs. Forfeits do not count as a match played!

NO EXCEPTIONS!

Money will be awarded at the TRI-CUPS. All teams at each Tri-Cup will receive prizes.

There will be three 8-Ball, and three 9-Ball TRI-CUPS per year (one following Summer session, one following Fall session, and one following Spring session) to qualify for the June City Las Vegas Tournament.

The winning teams from each Tri-Cup will advance into the June City Las Vegas Tournament.

- **If a team qualifies for the TRI-CUP Tournament in the Summer Session, the team must play in the Fall and Spring Session or forfeit their eligibility.**
- **If a team qualifies for the TRI-CUP Tournament in the Fall Session, the team must play in the Spring Session or forfeit their eligibility.**
- **If a team qualifies for the TRI-CUP Tournament in the Spring Session, the team must play in the Summer Session to stay qualified.**

Teams are eligible to participate in each Tri Cup, even if they have already qualified to play in the City Tournament. However, they cannot win two spots in the City tournament.

- **Teams that are qualified for the City Tournament (World Qualifier) must stay active during the subsequent Summer session to retain their qualification.**

13. CITY TOURNAMENT (World Qualifier)

We will be using the same rule as in the National tournament, which is, for 8-Ball we will have a sudden death match at the 3 ¾ hour mark. If the balls for the 5th match (or in some cases, the 4th match) have not been broken, the match will go into Sudden Death. Both teams must comply with the 23-Rule.

For 9-Ball, sudden death will take effect at the 3 hour mark.

14. ADDING PLAYERS TO THE ROSTER OF A CITY CHAMPIONSHIP QUALIFIED TEAM

Once a team has gained eligibility to a Local City Tournament, the team can only add League Operator approved players to their roster during the following session that have a minimum of twenty (20) actual match scores in the format the team is competing. These twenty scores must have been played prior to when the team gained eligibility. Requests of this nature must be made at least one day prior to League play, and **MUST BE ADDED** to the scoresheet no later than week four. Brand new players or players new to a format are not allowed to be added to the rosters of teams that are qualified for an upcoming city tournament. NO EXCEPTIONS!

For further qualifying information, see the Official APA Team Manual.

- **NO OPTION** - All *new* players must have a minimum of **ten (10)** actual lifetime matches played **prior to the end of the qualifying League year** (Summer-Spring of that year) in order to qualify to play in the Cities, World Qualifier. **The following Summer Session scores do not count toward eligibility!**

- Once a team qualifies for The Cities (HLT), in this area, each player must have a minimum of six (6) matches on that team in all following sessions of that League year to remain eligible. (including playoffs)

- **FORFEITS & BYES DO NOT COUNT FOR THE MINIMUM MATCHES REQUIRED.**

- Only League Operator approved players with a minimum of 20 scores may be added to a qualified team. **NO PLAYER CAN BE ADDED TO A QUALIFIED TEAM IN THE SPRING SESSION AFTER WEEK 4, OR TEAM WILL LOSE ELIGIBILITY!** **This player MUST be written in on the scoresheet by week 4! No Call ins will be accepted.**

- **Once a team has won a slot to Las Vegas for the Championship that team must finish in the top 50% of their division in all following sessions of the League year or they will be subject to lose their eligibility.**

The number of teams participating in each City Tournament will vary due to the variation

in the number of teams participating during each session of regular League play.

Teams

must maintain their eligibility to participate in the City Tournament by playing in the session

following the session the team gained their eligibility and also by playing in the session

during which the City Tournament is to be held.

15. CITY TOURNAMENT PRIZE MONEY AND TRAVELING FUNDS

Each 8-Ball team winning a Local World Qualifier Tournament (WQT) to qualify for the APA World Pool Championships in Las Vegas will receive \$4,400.00 for travel assistance. Each 9-Ball team winning a Local World Qualifier Tournament (WQT) to qualify for the APA World Pool Championships in Las Vegas will receive a \$4,400. for travel assistance. Each Ladies team winning a City Tournament (World Qualifier) to qualify for the APA World Pool Championship in Las Vegas will receive \$2,500 for travel assistance. Each Masters Team winning a Qualifying Championship will receive \$2,000 for travel assistance. (*The final amount of money and number of teams qualifying will greatly depend on the number of teams in our area and the number of teams allowed by the National office.)

Should a team - or a player - elect not to go to the APA World Pool Championships; the team/player will forfeit all awards and monies for travel assistance. If the team has already received the money for travel assistance, the team will be required to repay the entire amount to the APA travel fund. Failure to do so will result in suspension of membership for each member of the team until the travel assistance money has been repaid.

In the event a qualified team decides not to participate in the APA World Pool Championships, the team that finished second in that City Tournament will advance to the APA World Pool Championships.

16. 8-BALL SCOREKEEPING

When keeping score in 8-Ball, please note all errors that occur when a player is shooting on the 8-Ball.

- If a player is shooting on the 8-Ball and scratches, mark **S8** in the block of the game the error occurred.
- If a player is shooting on the 8-Ball and hits it into the wrong pocket, mark **E8** (early 8) in the block of the game the error occurred.
- If a player incorrectly hits in the 8-Ball early in a game (before legally pocketing their category of balls), mark **E8** in the block of the game the error occurred.

17. MEMBERSHIP FEES TO APA

Membership fees for all APA players are **\$25.00** per year. (\$10 for juniors, 17 and below) All members' annual dues should be paid the **first night they play**, or by week 4 of the session

(whichever comes first). New members should fill out a membership application in addition to following the guidelines established for new members.

NO PLAYERS MAY PLAY WITHOUT HAVING PAID THEIR MEMBERSHIP DUES AND HAVE COMPLETED A MEMBERSHIP APPLICATION. (Date of birth and complete address is a must and if you are a Team Captain you must include a working phone number and email address.) **Membership fees are due for ALL players January 1st of each year and must be paid on first night of play.**

*Players joining after August 15, will only have to pay \$15 the subsequent year.

18. PLAYING A PLAYER AT A SKILL LEVEL LOWER THAN APPROPRIATE

If a team plays a player at a Skill Level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Therefore, ensure that you verify with APA the correct skill level of any player not listed on your roster prior to playing them. If a player that has an established handicap comes back to the League after any amount of absence, he or she must contact the office prior to play to verify handicap.

19. MARKING THE POCKET IN 8-BALL

When marking the pocket in 8-ball, the marker must be placed on the railing next to the pocket the 8-ball is intended to enter. Placing the marker inside the pocket is not acceptable as the marker is not visible to your opponent.

20. SIMULTANEOUS HIT

A simultaneous hit is considered a good hit. During League night, if no one is around that both teams agree on to make an impartial call, it goes to the shooter. Please keep in mind that we are looking for both teams and players to always be honest, regardless if anyone was present to watch the hit.

21. CHANGING STICKS/BREAKING DOWN STICKS

A player can change sticks during a game. It is not a loss of game. A player is not allowed to **break down** their cue stick (excluding their break stick), before the match is over (last ball has been made). Doing so before the match is over may result in the player conceding the match, if this is used as move to shark the opponent while the opponent is at the table. The opponent must call the concession immediately at the time the breaking down of the cue occurs. (Changing of shafts must be announced to your opponent to avoid an argument.)

No Jump Cues are allowed in APA regular play of any kind. (Other than in the Masters Division.)

*See the Official Team Manual.

Break cues are allowed for breaking, but are not allowed to be used for jump shots or masse' shots. Please remind your opponent that this is the rule if they attempt to use any cue other than their regular cue to shoot a jump shot. If they still go ahead, then this will result in a foul, and the opposing team gets ball in hand.

* Cue extenders, short sticks and personal bridges are allowed.

22. ALTERING THE COURSE OF BALLS

When shooting on the 8-ball, if a player alters the course of the 8-ball or cue ball or stops the cue ball before it stops rolling, it is a loss of game. However, the 8-ball or the cue ball hitting the pocket marker is not a loss of game or a foul.

When shooting on the 9-ball, if a player alters the course of the 9-ball or cue ball or stops the cue ball before it stops rolling, it is a ball in hand foul to the opponent.

23. MARKING THE TABLE

A coach may place his or her finger on the rail to show where the player should hit. It is also permissible to place a chalk on the rail and leave it there to show the line of aim, as long as no markings are made on the cloth of the table or the actual cushion. (see "marking the table" in APA Official Team Manual)

24. SPLITTING TEAMS

When a qualified team splits 50/50 - with 4 players going to one team, 4 to another- BOTH teams will remain qualified. In all other situations, the qualified spot goes to the team that has the majority of original members - minimum of four (4) - to stay eligible for HLT.

26. COACHING

If the player at the table calls timeout, the coach has the option to overrule the player. Then no timeout is taken. However, if the coach, or any member of the team calls timeout, the timeout must be taken. It is the responsibility of both teams to keep track of the timeouts taken for both teams. If a team accidentally calls for a second timeout, it is up their opponents to remind them they have already taken it.

25. PATCHES

Though many areas in the country now limit or charge for patches, CCAPA are happy to give them to you for free when earned. Please bring it to our attention by marking them down on your score sheet if we happen to miss one.

Please note that each player receives max one "Rackless" patch per session. Also, "I beat a 6/7" patches in 8-Ball are available to SL 2,3,4, and "I beat an 8/9" patches in 9-Ball are available to SL 1,2 3,4,5.

26. BONUS POINTS

Teams will receive bonus points each week of regular session for meeting the following requirements.

1. Turning in **correct and completed** scoresheets (one error allowed per sheet) See APA Official Team Manual for how to correctly complete a scoresheet.
2. Turning in **full League fees** to drop off location on the scheduled night of play. (Or mailing envelopes on the day after play if applicable, ensuring correct post mark.) Teams must also NOT have a past due balance.
3. Not playing a player that owes money to APA, being either yearly membership fees or past due balances. (Signified by \$\$\$\$ next to the player's name.)

All three requirements must be met in order for a team to earn Bonus Points. Bonus Points will be awarded on a weekly basis as follows:

- 8-Ball = 1 Bonus Point
- 9-Ball = 10 bonus points
- Masters = 5 Bonus points
- Doubles = 1 Bonus Point

Team Captains should ensure that all three Bonus Point System Requirements are met prior to turning in your scoresheet and league fees to the APA. Bonus Points will be used in determining division standings at the end of the session.

Bonus points are NOT awarded in playoffs.

Team Captains should notify APA during weekday office hours, Monday-Thursday, 3pm-8pm, if you feel your team did not receive its "earned" bonus points. Mistakes in awarding Bonus Points by APA will only be given to the team if APA is notified within two weeks of scheduled date of play in question.

27. MASTERS DIVISION/MINOR LEAGUE MASTERS DIVISION

Masters Division rules are now outlined in the APA Official Team Manual. Our local League will follow these rules, with exception of the Local Masters rules. These rules are handed out to the Team Captains at the beginning of the session and can also be downloaded from the CCAPA website - www.ccpoolplayers.com, and are also available by request by calling the office.

28. LADIES DIVISION

Ladies Division rules are the same as in 8-Ball, and are outlined in the Official Team Manual, with exception of the Local Ladies League Rules, outlined and downloadable on www.ccpoolplayers.com. These Bylaws are also handed out to the Team Captains at the beginning of each Ladies Division Session.

29. DOUBLES DIVISION

Doubles Division rules are the same as our regular 8-Ball rules, and are outlined in the Official Team Manual, with the exception of the Local Doubles Bylaw Rules. These rules are handed out to the Team Captains at the beginning of the session and can also be downloaded on www.ccpoolplayers.com.