

COASTAL CAROLINA APA LOCAL BYLAWS



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Office/Staff Hours: Monday - Thursday 3:00 - 8:00 P.M.
Friday, Saturday & Sunday – Closed

Monday – Thursday (After 8:00 P.M.) – **Call your Division Representative**
Name and number of your Division Rep appears at the top of your scoresheet.

Website: CCPoolplayers.com

Facebook: [Coastal Carolina APA](https://www.facebook.com/CoastalCarolinaAPA)

Introduction

We would like to welcome you and 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 the Official Team Manual on the APA Member Services App and poolplayers.com. These Local 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 Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void.

Age Requirement

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

With permission from location management and a signed poll by all Team Captains and a signed 'under 18' waiver, a player under 18 may be allowed to play on a roster, however, they may not participate in any Higher Level Tournaments, MVP or cash added tournaments until 18.

Weekly Envelopes

All Team Captains should collect all League fees, dues, and membership applications from the players on their own teams. Captains will be provided with envelopes for dues and memberships.

Each Team Captain is then responsible for turning in their **scoresheets**, (or make sure scores are uploaded on the APA scorekeeper app) and money. In mail areas, envelopes must be sent the following morning. **Teams are responsible for shortages.**

Team Contact Information

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.

Team Fees

Open Division (8-Ball) and 9-Ball Division team fees are \$45.00 per team, per week. Double Jeopardy Team fees are \$45.00 for the first team, \$40 for the second, for a total of \$85.00. 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. 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. Locations that have "green fees" are charged **by the location** in addition to the team fees. **Do not include green fees in the envelope.** There will be a \$20 charge for any returned checks and loss of any potential bonus points.

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

Membership Dues To APA

Refer to **Annual Membership Dues** under **Fees** in the League Structure section of the Official Team Manual. All membership 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.

Players may not play without having paid their membership dues and have completed a membership application. Date of birth and complete address is required. Team Captains must also include a working phone number and email address. **Membership dues are owed for ALL players January 1st of each year and must be paid on first night of 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 past due, will result in team captain removed from all teams they play on. Team captain or co-captain must contact office immediately.

- c. Teams the fall three weeks behind will be DROPPED from the division, without valid reason. Team captain or co-captain must contact office immediately.

Additionally, the Team Captain and 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 Local League Office will not be responsible for dues or monies that have been handed to the Team Captain 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 Playoffs, 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 the Local League Office, it must be paid prior to the **Wild Card Draw** or the team **will not be eligible** for the draw. 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 World Qualifier (City Tournament) will lose their qualification, unless all dues are paid.

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.

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.) No player should play a match without having yearly membership paid online or included on first night of play.

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 8-ball= 1 Bonus Point
- Doubles 9-ball= 10 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 the Local League Office 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 the Local League Office will only be given to the team if it is notified within two weeks of scheduled date of play in question.

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.**

Minimum Skill Levels

All players are allowed to play lower than a skill level 3 (SL3) during regular League play. In all Higher Level Tournaments, ladies may participate at their assigned skill level, even if that assigned skill level is lower than a SL3. All other players must participate at a SL3 or higher **in all Higher Level Tournaments.** To be eligible to participate at a skill level lower than a SL3, the player's picture ID must identify her as female.

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.

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 Local 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 it happens in the first two weeks of a session. Notice must be made to opponent 24 hours prior to match, if the 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 and 6 points for Ladies.** 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. Refer to the **Conduct During League Play** section of the APA Official Team Manual for further information.

Rescheduling & Make-Up Matches

Make-up matches are strongly discouraged in the Coastal Carolina APA. The "Replay Rule" will take its place during the first six (6) weeks. A few exceptions to this rule are noted below. Opponents and the Local League 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 Local League Office for assistance.

The Local League Office MUST be notified of make-up match and new date of play by **both** Team Captains.

- **Severe Weather**
If severe weather occurs, the Team Captains should reschedule the match as soon as possible.
- **Holidays**
All matches schedule on holidays can be rescheduled and played **prior** to the original match date.
- **Emergency**

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

- **Filling A Bye**

If a BYE is filled in a division, make-up matches may be required. The Local League Office 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.

- **Both Teams Agree**

The only other exception is when both teams agree to reschedule a match, and both notify the Local 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.

Make-up matches MUST be played at the earliest possible date, preferably pre-played prior to scheduled date, and should be played at the original location where the match was scheduled. Request for a make-up match is not guaranteed approval.

All teams participating in the PPC or WPC in Las Vegas should contact opposing team and pre-play matches. Opponent can not deny the request for a make-up.

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. Make-up matches must be played.

If a make-up match is scheduled and the original home team's Host Location is not available, the home team chooses the location for the make-up match.

Replays

(Ghost Rule) - **Only three (3) replays are allowed per session and only through week 6!**

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 Team Skill Level Limit rule (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, through week 6 only and cannot be utilized during Playoffs or Higher Level Tournaments.

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 the Local League Office 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 Local League Office on the scoresheet, and be an established player, i.e. have 10 matches played.

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 1-minute max.

Players may not play both matches in both divisions simultaneously. It is up to the Team 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 choose 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 Host Location.

Forfeits

A team may begin play with one player present. Once the first match is over, the team putting up next has **one (1) minute** to name a player, and then the opposing team has one **(1) minute** to name a player. If the team does not have a player available, that entire match will be forfeited.

If any team forfeits 8 or more matches during regular session play, they may not be eligible for the Wild Card draw.

Teams may only utilize the "Replay Rule" three (3) times through week 6 of the session. Once a team has reached to 3 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. **Note:** The fees for the player chosen to play the replay match should be shared with the rest of the team.

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 four (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.

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.

Playoffs & Tri-Cups

We will be holding a Tri-Cup tournament at the end of each session. Qualification into the Tri-Cups are:

- Divisions with 4 and 5 teams – 2 teams qualify:
 - 1st Place qualifies for Tri-Cup
 - 2nd place vs. wild card - winner qualifies for Tri-Cup

- Divisions with 6 to 13 teams – 3 teams qualify:
 - 1st place qualifies for Tri-Cup
 - 2nd place vs. wild card - winner qualifies for Tri-Cup
 - 3rd place vs. 4th place - winner qualify qualifies for Tri-Cup

- Divisions with 14 or more teams – 4 teams qualify:
 - 1st and 2nd Place qualify for Tri Cup
 - 3rd vs. wild card - winner qualifies for Tri-Cup
 - 4th vs. 5th - winner qualifies for Tri-Cup

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 Playoffs. Top ranked team in each Playoff match will have home location advantage.

Note: Divisions with 4 teams will still advance the winner to Tri-Cup, with #2 playing a wild card in the Playoffs. In a 4-team division, entry into the Tri-Cup will not be passed to teams finishing directly behind an already qualified team in the Playoffs and no more than two teams from the same 4-team division will be allowed to participate in the Tri-Cup.

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.

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 the Tri-Cup, is six (6.) The sixth match can be attained by playing in the Playoffs, however in order to play in the session Playoffs, the 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 World Qualifier (City Las Vegas Tournament) in June. If a team (or teams) decides to forfeit their spot in Playoffs *and* notifies the office prior to Playoff matches being posted, then the remaining teams in the division will move up a spot. If the winner of a division decides to forfeit their spot, the division will produce one less team to TRI-CUP.

The winning teams from each Tri-Cup will advance into the World Qualifier (City Las Vegas Tournament) in June.

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.

- **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 World Qualifier (City Tournament); however, they cannot win two spots in the World Qualifier.

NOTE: Teams that are qualified for the World Qualifier (City Tournament) must stay active during the subsequent Summer Session to retain their qualification. In addition, teams not in good standing and/or teams who have past dues are not eligible for Playoffs or TRI-CUPS.

Adding Players To The Roster Of A Qualified Team

Once a team has gained eligibility to the World Qualifier (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 without League Operator's prior approval. **NO EXCEPTIONS!**
- For further qualifying information, refer to **World Pool Championships** in the Tournament Information and Rules section of 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 World Qualifier (The Cities), 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**
- **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 and/or heavy scrutiny of skill levels.**

City Tournament Prize Money & Travel Assistance

- Each 8-Ball team winning a World Qualifier (WQ) to qualify for the APA World Pool Championships in Las Vegas will receive \$599/player on the team for Travel Assistance.
- Each 9-Ball team winning a World Qualifier (WQ) to qualify for the APA World Pool Championships in Las Vegas will receive a \$599/player on the team 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 \$500/player on the team for Travel Assistance.
- Each Masters and Minor League Masters Team winning a Qualifying Championship will receive \$500/player on the team 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. As soon as flights are booked, and emailed to the Local League Office, Travel Assistance will be given out to each player.

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 (World Qualifier) will advance to the APA World Pool Championships.

Playing A Player At A Skill Level Lower Than Appropriate

Refer to **Rosters** in the General Rules section of the Official Team Manual.

Marking The Pocket In 8-Ball

Refer to **Marking The Pocket** under **How To Win A Game** in the Game Rules section of the Official Team Manual. 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.

Simultaneous Hit

A simultaneous hit is considered a good hit. During League play, 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.

Changing Sticks/Breaking Down Sticks

Refer to **Equipment** in the General Rules section of the Official Team Manual. A player can change cues/shafts during a game. It is not a loss of game. Though not a foul, a player should not break down their cue stick before the match is over (last ball has been made). Doing so before the game is over is considered unsportsmanlike conduct and could result in the player conceding the match, if this is an obvious 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 should be announced to your opponent to avoid an argument.

No Jump Cues are allowed in APA regular play of any kind, except the Masters Division.

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 a regular cue to shoot a jump shot.

NOTE: Cue extenders, short sticks (for wheelchair players, juniors, players who are limited in their height and for regular shots if a pole is in the way are allowed to use a junior cue or “shortie” as a regular shooting cue and personal bridges are allowed.

Altering The Course Of Balls

Refer to **Fouls** in the Game Rules section of the Official Team Manual.

Marking The Table

Refer to **Marking The Table** in the Game Rules section of the Official Team Manual

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 Higher Level Tournaments.

Coaching

Refer to **Coaching** in the General Rules section of the Official Team Manual.

Patches

Though many areas in the country now limit or charge for patches, CCAPA is happy to give them to you for free when earned. Please bring it to our attention by marking them down on your scoresheet 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 and 4, and “I beat an 8/9” patches in 9-Ball are available to SL 1,2 3 and 4.

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 Local League Office.

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 Local Bylaws are also handed out to the Team Captains at the beginning of each Ladies Division Session.

Doubles Divisions

Doubles Division rules are the same as our regular 8-Ball rules and 9-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.

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