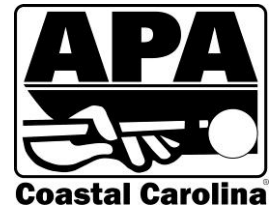


## **COASTAL CAROLINA APA – LOCAL BY-LAWS**

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

FRIDAY, SATURDAY & SUNDAY CLOSED

MONDAY – THURSDAY (8:00 - AFTER HOURS) – **CALL HEATHER LAKATOS**



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Website – [www.CCPoolplayers.com](http://www.CCPoolplayers.com)

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*Rule Books and By-Laws... Please read and share them with your team members. Become familiar with the rules. READ THE BY-LAWS. They are part of your rules. By-laws overrule or change some rules in your rulebook. 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 rulebook dealing with conduct.*

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

Team Captains should collect all league fees, dues, and membership applications from the players on their teams. The Home Team Captain is responsible for collecting all score sheets, money and new applications for both teams. Therefore, the Visiting Team Captain should turn in all collected monies and paperwork, along with his/her team's score sheet to the Home Team Captain.

**Both teams are responsible for shortages.** The Home Team Captain is then responsible for turning in both teams' score sheets and fees to the designated person/location at the end of the night of play. (This process may differ slightly in some host locations.)

EXCEPTION: DIVISION PLAYOFFS - The winning team will be responsible for turning in the score sheets and league fees during playoffs.

**\*All captains and co-captains must submit a daytime phone number and email address where they can be reach in case there are any questions or announcements.**

### 2. TEAM FEES

Open Division (8-Ball) and 9-Ball Division team fees are \$35.00 per team, per week. Masters Division team fees are \$30.00 per team, per week. Ladies Division team fees are \$50.00 per team, **per month.**

(\*Depending on session length). 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 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).**

**PAST DUE PROCEDURES: Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points may be taken. Additionally, the Team Captain (& other players) may be marked ineligible to play. If payment is not received at this time, the team will be given notification that they will be dropped from the League for nonpayment. If the fees are not brought current by the third week, the team will be dropped from the League for nonpayment. 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. The League Office will not be responsible for dues or monies that have 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.

**\* Return Check Policy: There will be a \$20 charge for any returned checks, plus loss of the bonus point (see below). 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 three (3) points in 8-Ball and sixty (60) points in 9-Ball.

### 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 may be considered dropped from the League unless the League Office is notified, by the next day, after the scheduled night of play. 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 3 points for 8-ball, 60 points for 9-ball. (15 points for Masters) 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.

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. 77 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. The only exceptions to this rule are noted below.

##### 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 score sheets to the host location for all matches that need to be made up due to filling a BYE.

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. Captains must also contact the office at the time of the make-up match for updated handicaps.

**NO make-up matches are allowed when only two weeks remain in the regular schedule.**

**REPLAYS** (Ghost rule)

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:

- o 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.
- o 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.
- o The player chosen to play the "replay" match must still allow the team to comply with the 23-rule.
- o Full team fees are still due if the "replay" rule is used in a team match.
- o Teams are allowed to use one "replay" per league night.
- o 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.
- o 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.

**\*The "replay" rule applies to the regular session only and cannot be utilized during playoffs or HLT. \*\*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.**

#### 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 or an auto-advance bid (if applicable). The only exception to this rule is in the situation where a team is forfeiting a match due to their skill levels forcing them to utilize the 4 19-Rule. If any team forfeits 8 or more matches during regular session play, they will not be eligible for the wild card draw.

#### 9. JEOPARDY

After week six (6), 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 3 or more players. In addition, any player added after week six (6) may not be eligible for playoffs or higher-level tournaments.

#### 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.

**There will be one week of playoff within each division between the number 1, 2 and 3 teams, along with a Wild Card team.** Top ranked team in each playoff match will have home location advantage.

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

**\*Note: All divisions with 10 or more teams will advance the #1 team directly to the TRI CUPS, thus making #2 play the WC and team #3 play team #4. (Total of three teams advance.)**

**\*Note: All divisions with 4 teams will have a second playoff match, producing one team to the TRI CUPS.**

**Depending on the number of teams and divisions, TOP FOUR OR FIVE TEAMS from each 9-ball division containing more than 8 teams will advance directly into the TRI-CUP. Divisions with less than 8 teams will qualify two teams for TRI CUPS.** (These teams will play one week of playoffs following the regular session.)

**\*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 division. These details will be announced around the last quarter of the session and are at the APA's discretion.

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

**NO EXCEPTIONS.**

**Forfeits do not count as a match played!**

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 Tournament.

The winning teams from each Tri Cup will advance into the June City 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.

### 13. CITY TOURNAMENT (LTC)

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 ½ hour mark. If the balls for the 5th match (or in some cases, the 4th match) have not been broken, the match will be a one game shootout, no matter what the player's handicaps are.

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 play.

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 on page 81-92.

- **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, LTC**.
- Once a team qualifies for Las Vegas, 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.
- **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.
- **Once a team has won a slot to Las Vegas for the National 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 City Tournament (LTC) to qualify for the National Team Championships in Las Vegas will receive \$4,000 for travel assistance. Each 9-Ball team winning a City Tournament (LTC) to qualify for the National Team Championships in Las Vegas will receive a \$4,000 for travel assistance.

Each Ladies team winning a City Tournament (LTC) to qualify for the National Team Championship in Las Vegas will receive \$4,000 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 elect not to go to the National Team Championships; the team 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 National Team Championships, the team that finished second in that City Tournament will advance to the National Team 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. 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 Captain or 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.

#### 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.

#### 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 will result in the player conceding the match. 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 a foul)

#### 22. COACHING/TIMEOUTS

Players with a skill level of two (2) in 8-ball and one or two (1, 2) in 9-ball will receive two time-outs per game. All other players (skill levels 3 and above) receive one time-out per game. Non rated players will also receive two timeouts per game. Time-outs **should not exceed one minute.**

Only the shooter and designated coach can approach the table. No other team mate can approach the table during a time out. The coach may go over to another team mate and ask for quick advice, but that team mate must assess the table without approaching it.

Please refer to the APA rule book if you have any further questions regarding coaching.

#### 23. 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.

#### 24. SPLITTING TEAMS

When a qualified team splits 50/50 - with 4 players going to one team, 4 to another- the qualification goes to the original Team Captain's team. 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.

#### 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. MASTERS DIVISION

Masters Division rules are now outlined in the APA Official Team Manual on Page 76. Our local league will follow these rules, with exception to the Local Masters rules. These rules can be downloaded from the CCAPA website and are also available by request by calling the office.