

HEART OF TEXAS APA

LOCAL BYLAWS



**Jay and Tish Gaines
League Operators**

Our Mission:

***"To create VERY satisfied and loyal
Members, Teams and Host Locations who
recommend us to others.***

These bylaws have been read and approved by the American Poolplayers Association, Inc.

Revised – January 2017

We welcome you to the **American Poolplayers Association!** The Local Bylaws are a secondary source of information, created in accordance with, and in addition to, the **Official Team Manual**. The Team Manual will be your primary source of information and all rules in the Team Manual will be followed, with the exception of any revisions as listed below. Exceptions may be made at the League Operators discretion. Read these bylaws carefully and keep them with your team manual.

OFFICE HOURS

Sunday-Saturday 11am-8pm

JAY'S CELL/PRIMARY OFFICE NUMBER

(254)214-9710

TISH'S CELL

(254)339-0367

EMAIL

heartoftexas@apaleagues.com

[Facebook@Heart of Texas APA Pool League](#)

WEBSITE

See area updates and standings and find link to the **AMERICAN POOLPLAYERS ASSOCIATION** national website where you can set up your **ONLINE MEMBER ACCOUNT** and access the **OFFICIAL TEAM MANUAL** at any time.

heartoftexas.apaleagues.com

Like us on FACEBOOK and receive weekly updates and important information

Heart of Texas APA Pool League

PLAYER INFORMATION

Membership

APA MEMBERSHIP APPLICATION and **DUES** must be paid the first night a player plays. Annual membership dues are currently set at **\$25**. Any team playing a player without membership dues paid will **FORFEIT THE POINTS** for that player's match and a \$25 past due will be added to the team to cover that player's membership fees. Dues are renewed at the beginning of every Spring Session.

The age requirement to join the APA is 18 years old or older. It is the **TEAM CAPTAIN'S RESPONSIBILITY** to make sure that the players on their team are of legal age and to make sure the host location allows players who are under 21 to play in their location. The League Office will not be responsible for falsified applications.

All new and existing players may pay their membership online on their **ONLINE MEMBER ACCOUNT**. If you need help setting up your account, talk to a league operator or other league representative.

GENERAL LEAGUE INFORMATION

Team Packets

The team packet is an envelope containing each week's score sheets, fliers, memos and patches earned. The packet is the responsibility of the entire team. All information in the packet is meant to be seen and read by all players. Any private information will be put in a sealed envelope with the player's name on it. Only players listed on the envelope should open any private information. **PLEASE MAKE SURE ALL PLAYERS READ AND ARE AWARE OF THE CONTENTS OF PACKET**. Packets will be made available at your designated drop location. In the Traveling Bar Division, it is **EACH TEAM'S RESPONSIBILITY** to pick up and drop off their team packet by designated time. In-House and Bar teams must drop off packets at their designated drop location on the night

of play. If you do not return your packet, including score sheets and fees, on time you bonus points will be deducted from your team for that match.

Score Sheets

The match score sheets are the only way the league has to determine who won the game and to determine skill levels. **THE SCORESHEETS ARE VITAL TO DIVISION PLAY AND PROPER HANDICAPPING**. They should be treated with respect. The score sheets are the responsibility of each team. Each team should keep score to verify that the information is accurate. Both score sheets do not have to match. If there is a discrepancy between the two teams, then it should be reflected on the score sheets. If a score sheet is lost, please contact your League Operator.

Start Time

Start time may vary based on day and format of play. **The standard time is 7pm for all weeknight divisions and 1pm for weekend divisions unless specified otherwise.** Play may begin even if only 1 player from each team is present.

Rescheduled Matches

Rescheduled matches must be made up within two weeks of the original match, unless preapproved by the League Operator. If your skill level has changed since the score sheet of the makeup match was printed, **play at the higher skill level**. It is the responsibility of both team captains to make the arrangements and advise the League Operator of the arrangements. If the match is not made up, zero points are awarded to both teams. Weekly fees will be due for these matches. **No matches will be made up the last four weeks of session play.** However, matches scheduled within those last four weeks can be rescheduled as long as the match is completed before the last four week deadline. The league office must be informed of any rescheduled matches -- **NO EXCEPTIONS**.

Severe/Inclement Weather

Bad weather conditions or travelers advisory warnings are reason enough for rescheduling team matches. **Teams will be allowed to reschedule matches due to severe weather.** Both team captains must agree on the rescheduled date and time. It is the responsibility of both team captains to make these arrangements and advise the League Operator. See the **RESCHEDULED MATCHES** section.

Holidays

You may be required to play on some holidays. Teams may reschedule matches on a given holiday as described in the local bylaws. See the **RESCHEDULE MATCHES** section.

MATCH PLAY INFORMATION

Order of Play

Team captains will flip a coin to see who puts up first. The person who wins the toss has the option of putting up or having the other captain put up first. Once the first captain puts up a player in a match and the opposing captain has put up the opposing player in the match, the first captain cannot change players. Once the players lag, neither captain may change their player.

3 Point Scoring System 8-Ball

Shutout = 3-0

Losing player made it to the Hill = 2-1

Losing player won at least 1 game but was not on Hill = 2-0

Individual forfeit = 2 points

BYE = 5 points

Team forfeits = 6 points

Scorekeeping

Abbreviations to be used on scoresheet:

8OB 8 ON THE BREAK

8BR 8 Break And Run

8WP 8 Wrong Pocket

8OT 8 Out Of Turn

S08 Scratch On 8

Scoring System 9-Ball

There are 20 possible points for each match. There is a scoring bracket on each scoresheet

Forfeit=15 points

Bye=12 points

Team forfeit=15 points

Abbreviations to be used on scoresheet

9os 9 On the Snap

9br 9 Break and Run

Time Outs and Coaching

During a match, the shooting player may take a time out and be given advice with their shot. Any member of the team may coach the player during their time out (**except in Doubles match. Only the 2 players playing may coach each other. No outside help from 3rd teammate**) A nonrated players and skill level 3 and under can receive 2 timeouts per game; a skill level 4 and above can receive 1 timeout per game.

Timeouts are restricted to 1 minute -- NO EXCEPTION! Time outs taking more than one minute can result in a sportsmanship foul. See **SPORTSMANSHIP/ETIQUETTE** section for more information.

Coaches must leave area of play once their minute is up. Once the coach leaves the playing area, the time out is over; a coach may not leave the playing area and then return to continue their coaching.

A coach may NOT ask advice regarding the shot during a time out.

During a Doubles match, each team gets 1 Timeout Per Rack.

A coach can refuse a player's request for a time out, but a player cannot refuse a coach's call for a time out.

During a time out, a coach **cannot mark or alter the felt in any way**. But because it is allowed in **National Team Championships**, a coach may place a piece of chalk on the wood part of the rail to assist the player with their shot. See attached **DOUBLES GUIDELINES** for more information on time outs during a match in doubles format. See **pages 29-30** in the **OFFICIAL TEAM MANUAL** for complete rules on Time Outs and Coaching.

Bonus Points

Bonus points are awarded to encourage teams to comply with the team manual and local bylaws. Bonus points will be awarded for **1. complete and timely score sheets , 2. full payment of dues and 3. marking defensive shots appropriately.** Teams will be awarded 2 bonus point in 8 ball. Teams may have the opportunity throughout the session of earning other bonus points by the League Operator for participation in player meetings, etc. Notices will be placed in team packets with information regarding these opportunities.

Forfeits

If a team fails to show up for league play, they will forfeit all points for that weeks play. **Teams should be given 15 minutes from the scheduled start time to show up.** If a travel team gets lost their first time heading to a new location, then **a reasonable amount of time should be given to allow them to show up.** It is to the discretion of the opponent to wait for another player to show up, allow players to double up, or to take the forfeit points. A team is not required to reschedule a match with a team that does not show up for league play unless agreed upon before the start time. Teams taking a forfeit should inform the League Operator. Teams receiving forfeit points must have at least 2 players present. Signatures must be included on score sheet as verification that a player is present, but the player may leave once they have signed. A completed score sheet with full weekly fees must be turned in at designated location on the scheduled night of play.

Teams will receive applicable match points and bonus points for these matches.

Byes

Byes are awarded when there are an odd number of teams in a division. Byes are worth 5 points and applicable bonus points in 8 ball. No score sheets need to be turned in and no fees are due. Team captains are responsible for making sure their team members know when they have a bye. The league office can fill the bye at their discretion.

Marking Pocket – 8 Ball

THE POCKET MUST BE MARKED WHEN SHOOTING THE 8 BALL WHILE PLAYING IN THE 8 BALL FORMAT – NO EXCEPTIONS! Not marking pocket will result in loss of game. You can mark your pocket with anything except chalk, weapons or money.

Fouls

There are two types of fouls, **SPORTSMANSHIP FOULS** and **BALL IN HAND FOULS.** **SPORTSMANSHIP FOULS** are ruled on by the league operator after the proper chain of command has been used. See the **SPORTSMANSHIP/ETIQUETTE** section for more information.

A full description of **BALL IN HAND FOULS** can be found on **page 52** of your **OFFICIAL TEAM MANUAL.**

The following is a brief outline of **BALL IN HAND FOULS:**

1. The cue ball goes in a pocket, on the floor or otherwise ends up off the playing surface.
2. Failure to hit the correct ball first.
3. Failure to hit a rail after contact. (A pocketed ball counts as a rail.)
4. An object ball that is frozen on a rail, and declared frozen by the opponent, fails to hit an additional rail or pocket after contact.
5. “Scooping” the cue ball.
6. Receiving illegal coaching.
7. Illegal movement or contact with the cue ball at any time. (The cue ball is always live.)

8. If, during a shot, the cue ball does not touch anything.

Play should IMMEDIATELY STOP! if there is any question regarding the legality of a situation during league play and not proceed until a conclusion is agreed upon. If the captains do not agree on how play should proceed, it is the responsibility of the team questioning the action to find clarification in the **Official Team Manual. Play should not be altered if the rule cannot be found and proven.** Consult your **DIVISION REPRESENTATIVE** and follow the **PROPER CHAIN OF COMMAND** outlined in the **SPORTSMANSHIP/ETIQUETTE** section, if necessary.

Masse and Jump Shots

Jump shots or masses are allowed only if the Host Location does not object to this type of shot. If rules are not posted in the bar, check with the bar manager to see if these shots are allowed. Jump shots can only be made with your regular game cue and the cue ball cannot be scooped. You must use your regular shooting stick to jump a ball. No jump sticks or switching to your break sticks to jump.

Push Shots and Double Hits

- If the cue ball and the object ball **are touching**: Shoot the shot any way you like (within APA rules)
- If the cue ball and the object ball **are further than a chalk width apart**: shoot the shot any way you like (within APA rules)
- If the cue ball and the object ball are **within a chalk width apart**:
- If you shoot the shot with a LEVEL STICK, it may be called a foul (Ball in Hand to opponent)
- If you ANGLE THE SHOT with a level or elevated stick so that the cue ball and the object ball travel in different directions after contact : no foul will be called (Assuming all other APA rules of play are followed.
- If you elevate your stick to a 45 degree angle so that the cue ball does not follow the object ball after contact: No foul will be called (Assuming all other APA rules have been followed).

****SEE ATTACHED FLIER FOR MORE INFORMATION ON PUSH SHOTS AND DOUBLE HITS****

Shoot in Rotation

During a match, it occasionally occurs that a team member shoots out of rotation. Although it is sportsmanlike for the sitting team to remind the shooter that he is about to foul by shooting out of rotation, it is not a requirement for him to do so. Once the shooter has shot out of rotation, the foul has occurred and the sitting team will receive ball in-hand (if the 8-Ball is pocketed during the shot –this foul results in loss of game; if the 9-Ball is pocketed during the shot – this foul results in ball in-hand and the 9-Ball is spotted). The sitting team must call the foul before another shot is taken in the match. If the sitting team does not call a foul before the next shot is taken, no penalty may be assessed, and the team that shot out of rotation will assume the new rotation for the remainder of the match. Before any foul has occurred, the shooting team may avoid penalty by asking the sitting team which player's turn it is in the rotation. The sitting team must tell them the

SPORTSMANSHIP AND ETIQUETTE

Sportsmanship

People join our league to have fun and it is difficult, if not impossible, to do so if players are not practicing good sportsmanship. Remember our motto:

“Have fun. Meet people. Play pool!”

Each player is expected to play their best game while accepting victory and defeat in a sportsmanlike manner. Telling a player “great shot!” is acceptable, but cheering for your opponent to make a bad shot is not. Two common violation of sportsmanship are conceding an unfinished game and breaking down your cue during play. If you are experiencing problems with your cue or need to change out your cue, let your opponent know so that it is not misinterpreted as a forfeiture of the game. Another example of poor sportsmanship is making any comments on your opponent’s skill level. This can be considered sharking and

SHARKING, IN ANY FORM, WILL NOT BE TOLERATED!

Etiquette Guidelines

1. Pay attention and be ready to shoot when it’s your turn.
2. Avoid loud noises when your opponent is shooting.
3. Do NOT approach the table when it’s your opponent’s turn at the table. Step away from the table (out of your opponent’s line of vision) when your turn is over.
4. Closely observe the “house rules.” Many bars do not allow jump shots or masse shots. House rules **always prevail!**
5. Do not sit on the table.
6. No smoking over the table. No food or drinks on the table.
7. Do no use electronic devices such as cell phones or earphones at the table.
8. Don’t break your cue down early; wait until the game is officially over. Breaking down your cue early may be interpreted as a concession of game. If your cue is malfunctioning, let your opponent know, so he/she doesn’t think you are forfeiting.
9. Don’t celebrate your opponent’s misfortunes, and don’t make excuses for your own.
10. If you lose, congratulate your opponent on their win.
11. Maintain a fun, light-hearted attitude.

Any complaints regarding sportsmanship should be submitted to the league office in written form, including a detailed description of the event.

Proper Chain of Command

Most issues can be resolved between captains using cool heads, common sense and the **Official Team Manual**. In the event that an agreement cannot be reached, use the proper chain of command for assistance.

(1st – the division rep listed on your score sheet, 2nd – another BOG member, 3rd – your league operator)

Remember! – Your team captain is the spokesperson for your team in these situations.

FINANCIAL INFORMATION

Team Fees

Teams fees may vary based on day and format of play and whether green fees are included. These fees are valid for any regularly scheduled matches, including forfeits and division playoff matches. Any team that falls two weeks behind in paying their teams’ fees or membership dues will be sent a warning notice in their weekly packet. If the team does not become current upon receipt of the notice, they will be dropped from the league for nonpayment. The APA is not responsible for cash, we recommend all weekly dues be paid by check.

Please make checks payable to the Heart of Texas APA. There will be a **\$30** charge for any returned checks.

The league strongly recommends that teams pay fees by check or money order. Teams may pay with cash, but if a team, or any player (s), chooses to pay by cash the league will NOT be responsible for any lost fees, for any reason, including but not limited to, fees entrusted to opposing teams or Team Captains, theft, burglary at the Host Location. Checks and money orders should be made payable to Heart of Texas APA.

Cost of Play

Our current in-house locations have an arrangement with APA regarding table fees and these fees are included in each team's weekly playing costs. However, all of our bar locations currently require quarters to play on their tables during the match. When playing at these locations, the cost of the table will be split evenly between both players/teams, no matter who wins or loses and regardless of their handicap. All locations must treat visiting and host teams equally. Special deals cannot be accepted by a team at any location if it is not the same deal offered to the opposing team. APA has no control over table fees and other fees.

Past Due Amounts

***NO TEAM OR PLAYERS WILL COMPETE IN PLAYOFFS OR LOCAL TEAM CHAMPIONSHIPS
IF THEY OWE PAST DUE MONEY.***

Players Fund

The Players Fund is maintained by your League Operators with a portion of weekly team dues. This fund is to be used for parties, awards, trophies and travel assistance for its players.

Players fund is also used for travel assistance for Las Vegas winners.

Local Team Champions who win trips to Las Vegas will have their airfares for all players and 1 motel room booked for each team.

Doubles Starting Skill Level Rules

- Teams starting skill level must be at a combined skill level of 10 or less
- Once 2 players on a team play together at a skill level 10 then one or both players may move up. Teams cannot exceed a combined skill level of 12.
- Teams may have up to 3 players. The handicaps of you and your partner(s) cannot exceed 10 in your 1st match playing together. Once you and your partner play at least once as a combined skill level 10, you will be able to play together for the rest of the league year, even if your team combined skill level goes up. EXAMPLE, A team has 3 players, Bill SL 6, John S/L 5 and Ted S/L 4. Bill and John cannot play together considering their handicaps equal 11. So Bill and John will have to rotate each week with Ted playing every week since the team cannot play an 11. But if John moves down in skill level to a 4 then he will be eligible to play with Bill in a match now that their handicaps equal 10. Once they play together at a skill level 10, then they will be eligible to play together for the remainder of the league year even if John moves back up to a S/L 5.

TOURNAMENT INFORMATION

Division Playoffs

Weekly fees must be current for any team to enter in the division playoffs. Teams are responsible for weekly fees during division playoffs. The League year is comprised of three sessions: Summer, Fall and Spring. At the end of each Session, teams compete in the End of Session Playoffs. In most instances, depending on the

number of teams in the Division, the 1st place team in points does not play in playoffs and advances to the LTC. This rewards the 1st place team with essentially two (BYES) since they are exempt from the two playoff rounds.

Division Playoffs Qualification

Divisions with 10 or more teams:

- Overall points winner automatically qualifies for LTC's.
- 2nd-6th place teams and 1 Wild Card team will qualify for playoffs.
- The highest point team and division playoff winner will qualify for the LTC's.

Divisions with 6-9 teams:

- Overall points winner automatically qualifies for LTC.
- 2nd-4th place teams and 1 Wild Card team will qualify for playoffs.
- Overall Point winner and the playoff winners will qualify for LTC's.

Divisions with 5 or less teams:

- No playoffs. Top point team will qualify for LTC's

In a situation where the session ends with tied teams and exceeds the number of earned slots, then the tied teams will go through the tie breaking process to establish ranking and there will not be a wildcard drawing for the extra slots. **If a team is already qualified for the Local Team Championships and wins 1st place or playoffs again, then the qualification will go to the next highest team logically in line.** An extra match may be played if a playoff is necessary to determine the next highest team logically.

If a team earns a spot in the session playoffs, they are required to participate in the playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees and green fees due for the session playoffs. If a team does not show up for the session playoffs, another team may be scheduled to complete the playoff round at the league operator's discretion.

Players Playoff Eligibility

- New players must play six matches during the session before participating in playoffs.
- Established players must play a total of four matches.

Qualifications to the local team championships are given at the League Operators discretion for sportsmanship and good, solid play. The League Operator reserves the right to revoke a team qualification, if necessary.

Local Team Championships

The Local Team Championships is an areas highest level team tournament. The winners of this tournament advance to the **National Team Championships** held in Las Vegas. Once a team has qualified for the LTCs, it must remain active for the remainder of the league year. A team that qualifies from the summer session must continue to play through the fall and spring sessions. A team that qualifies from the fall session must continue to play during the spring session. Once a team qualifies, it must remain in the top 50% of its division standings or it may lose its eligibility at the League Operators discretion. Your Fall session roster will be your LTC roster.

Local Team Championships Eligibility:

New players (members with less than 20 lifetime matches at the beginning of the session) will not be able to play in LTCs with less than 10 matches total, 6 within the last session, and be on the Fall roster of the team.

New members in Fall Session must have 10 matches by the end of Session. Established players must play a

total of four matches in the fall session and be on the Fall roster of the team. A qualified team must keep at least 1 original members on their team to maintain their eligibility.

National Championships

ALL PLAYERS PLAYING IN ANY NATIONAL CHAMPIONSHIP, IN ANY FORMAT, WILL BE REQUIRED TO PLAY IN THE NEXT LEAGUE YEAR'S SPRING SESSION. If a team or player does not go to Las Vegas to participate, then their travel assistance fund will remain part of the players' fund. Any player receiving Players Fund money for Las Vegas and does not go, will have to return all money for deposit back into the Players Fund.

ALL PLAYERS MUST HAVE AT LEAST 20 CAREER MATCHES IN THE LAST 2 YEARS TO BE ELIGIBLE TO PLAY IN VEGAS IN THE DOUBLES FORMAT!

Trophies

- Overall points winner for each division
- **Top Gun**-players with the best win percentage in each skill level tier will win an individual trophy for each session, in each division. A player must play at least half of the session to be eligible.
- 8-Ball- SL 2-3 Blue Tier
- 8-Ball -SL 4 Yellow Tier
- 8-Ball-SL 5 Red Tier
- 8-Ball-SL 6 Orange Tier
- 8-Ball SL 7 Purple Tier

CLOSING REMARKS

The Heart of Texas APA is happy to have you as a member and strives to provide a way for you to play pool, increase your skill and have a lot of fun in the process. We are happy to answer any questions and assist you in solving any problems you may have – don't hesitate to call us.

HAPPY SHOOTING!