

South Chicago Land APA
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Thank you for playing with the South Chicago Land APA, a franchise of the American Poolplayers Association. In order for us to enhance your enjoyment and for the service of the League, these Local Bylaws, which are designed to allow for a smooth operation of the League, will be enforced. All players should become familiar with these Bylaws and keep them, along with your Official Team Manual, in your team envelope at all times. Breaking these rules could cost you a playoff spot and a chance to advance to the Local or National Team Championships. These Local bylaws have been read and approved by the American Poolplayers Association. The Local Bylaws are a secondary source of information created in accordance with and/or in addition to the Manual. Please read p. 95 in your Manual under "Bylaws".

Official Team Manual – All players should become familiar with the rules of the APA. You can download the manual from our website, or request a copy for you to keep. Every team envelope has a Manual and that team will be assessed a \$2 replacement fee if it need to be replaced.

Age Requirements – The APA will now accommodate players 18 years old and up. However most host locations will not allow under 21 years old. Please check with the league office before signing players under 21 years of age. It is the responsibility of the team captain to report anyone under the age of 21.

Office Hours – Monday – Friday, 12:00 PM to 9:00 PM, Saturday 2:00 PM to 5:00 PM except the last week of play and during playoffs. We are closed on Sundays.

Team Fees & Membership Dues – Team fees are \$40.00 per week for all scheduled matches including Division Playoffs, regardless of the number of games played or forfeits. Only checks from APA members on that team that are made payable to South Chicago Land APA will be accepted. There will be a \$20.00 charge for any returned checks, (for which the team is responsible for), plus loss of the bonus point (see "Bonus Points" below). Your checks will no longer be accepted from any player, after the second returned check. If you choose to pay with cash, your team will be responsible for any/all missing monies and must be current upon receipt of the notice may be dropped from the Leagues for non-payment. Any team that is past due at the end of the session will not qualify for the Division Playoffs or WILD CARD draw. APA players Annual Membership Dues must be paid the first night a player plays, as stated on P. 28 in the Manual, or by the fourth week of the session, which ever occurs first.

Three Point System- All 8 Ball Matches are now played on the APA 3 Point Scoring System. Possible Match Points Earned : Shutout- Winner 3 Opponent 0, Losing player made it to the hill- Winner 2 Opponent 1, Losing player won at least 1 game but was not on the hill- Winner 2 Opponent 0. Individual forfeit = 2 points, Bye = 8 points, Team forfeits = 8 points & individual PLAYOFF forfeit = 8 points.

Bonus Points – Three bonus points for 8 Ball (2 for all the money being paid 1 for the score sheet being filled out properly) and ten bonus points for 9 Ball(7 for all the money being paid 3 for the score sheet being filled out properly) will be awarded each week. All envelopes must be dropped off by 7:00 pm of the next day. All fees and dues must be up to date. If your team owes any type of fees or dues, you will not receive your bonus points. There will be no exceptions. Be careful that you do not lose your bonus points.

Summer Double Play – A player may play up to two matches on a league night (example: If only 3 players show everyone there must shoot on time then two people can shoot a second time) The team that has all of it's players there has the right to pick who plays a 2nd time. All other rules apply including team fees and the 23 rule. (Team manual pp33-35).

Fall and Spring Double Play- A player may play up to two matches on a league night, up to and including the fourth week of the session.

Important Note:

- A player can only play twice if there are no other players available or if the available player breaks the 23-rule only after every one on the team has already shot one time. Teams that make players "unavailable" will lose Double Play privileges. **The team with all its players there can pick who on the team can shoot a 2nd time.**
- Players that play twice will only receive the Top Gun points for the first match.

Number of plays each session- To establish yourself for playoffs or Citywide tournament play you must participate 5 times with your team during the regular session.

Byes-Eight points will be awarded for a bye plus one bonus point for teams that qualify. No weekly fees for byes are required. If the bye is filled make-up games will be required.

Official League Start Time - If at least one player is present at 7:00, play begins. Forfeit match #1 at 7:30 PM if no player is present. Forfeit match #2 at 7:45 PM if no one is available to play. Forfeit match #3, #4 and #5 at 8:00 PM. See Official Team Manual pgs 20-21 regarding Continuous Play. Note: Any divisions with different start times will follow the same guidelines for forfeit times.

Time Outs - Skill Level 2, 3, & non-rated players are entitled to 2 Time out Periods per game. (A non-rated player is one who has never played an APA match anywhere and has no assigned Skill Level.) If you want a "Time out Period" or "Coach" for the shooter, announce it so the other team hears you.

- a) The "Time Out" of one minute starts when "Time Out" is called and ends when the coach leaves the table.
- b) The coach must COMPLETELY LEAVE THE TABLE making it clear to the opposing team that the "Time Out Period" is over BEFORE the player shoots the shot.
- c) You may NOT ask the shooter if they want a "Time Out". Doing so will be considered a "Time Out" whether the "Time Out" is taken or not.
- d) The coach calling for a "Time Out" counts as a "Time Out", whether the "Time Out" occurs or not.
- e) If the shooter asks for a "Time Out", it must be given unless the shooter has used up their "Time Out(s)".

NOTE: VIOLATING ANY OF THESE "TIME OUT" RULES IS A "Level – 1 Sportsmanship Violation".

During Playoffs or the City-Wide Tournament every player is allowed only 1 "Time Out" per game regardless of skill level.

Forfeits - If a team fails to show for a match, the opposing team, providing at least 3 players are present and properly listed on the score sheet, will receive 8 points and 1 Bonus Point if Bonus Point requirements are met. If at least one match is played, you will be awarded for the remaining matches providing you have players present and they are properly listed on the score sheet. Teams that do not show up for 2 consecutive weeks will be considered dropped from the League and a new schedule will be issued. Refer to the Manual beginning on page 20-21 for more information. Games that are cancelled due to bad weather will become the captain's responsibility to call each other early enough to reschedule the match.

Suspended players / Dropped Teams - Any suspended player will forfeit all benefits, awards, trophies, and prize money. Any team or players from a team that has dropped out of a session and wishing to rejoin will go under review, and the League Office will decide if the dropped team will be allowed to play. Any player that has been suspended by the APA or this League Office may not participate with that team, including but not limited to, giving advice to players or teams.

Rescheduled Matches- You may request a make-up match with your opponent through the captain or acting captain up to 24 hours before the scheduled match. Although the opposing team is not obligated to, if they grant the request, it must be made up within 2 WEEKS of the original match unless otherwise approved by the League Office. It is up to the Team Captains to reschedule the match with each other. The time and date of the match must be approved by the League Office and scored on a current preprinted score sheet. **IMPORTANT NOTE:** No make up matches will be allowed during the last 2 weeks of regularly scheduled play.

Severe Weather- If you are unable to make it to league night due to severe weather, It is the responsibility of the Captain to notify his/her opponent of the situation to forfeit, reschedule or request a make-up match.

Disputes – Should be resolved by the two players and the captains. If the dispute cannot be settled between the two players, then contact your Division Rep. Their contact numbers are at the top of your score sheet. We strongly urge that players solve their own disputes in the spirit of Good Sportsmanship.

Division Playoffs and the LTC - Local Team Championship (City-Wide Tournament) - Division Playoffs will be held at the end of each session to determine the winner of each division. Any team that forfeits any points the last night of play could be ineligible for Division Playoffs or WILD CARD draw. The top 2 teams in the playoffs have home advantage. In the event of a tie, refer to page 38 in the Manual for Tie-Breaking procedures. Refer to the Manual beginning on page 81 regarding Higher Level Tournament Eligibility Information and Rules.

- For division of 8 teams or more the team placing First automatically becomes eligible to compete in the annual City-Wide (division winner) tournament. Second, third, fourth, and a WILD CARD team will compete in the Division Playoffs. The winner of the division Playoffs also becomes eligible to compete in the annual City-Wide Tournament (playoff winner).
- For Divisions of 7 teams or less, teams placing first, second, third and a WILD CARD team will compete in the Division Playoffs. The winner of the Division Playoffs becomes eligible to compete in the annual City-Wide Tournament.

Team Awards - Each Division will receive division winner trophies with T-shirt and a playoff winner trophy (no T-Shirt), in addition a Plaque for the Host Location. Patches will be awarded to players for each BREAK & RUN, 8 on BREAK, RACKLESS NIGHT, and MINI-SLAM (break-&-run and 8-on-break in the same match) achieved during league play unless the team is carrying a past due amount.

MVP Awards – Each Division will have a top points winner from each skill Level each session. These winners will qualify for an MVP Tournament held in conjunction with our City-Wide tournament. There will be four Tiers for this Tournament Blue SL2s & 3s, Yellow SL4s Red SL5s and Purple SL6s & SL7s. The winner of each will receive a Trophy and a cash prize.

National Team Championship Travel Assistance Program - Teams that advance from our City-Wide Tournament to the National Team Championship Tournament will receive travel assistance. Travel assistance will be given **ONLY** to the players on the team that actually attend the National event.

Rules of Conduct - First and foremost, everyone is out playing pool to have a GOOD TIME. Good Sportsmanship and cooperation between teams are the two most important considerations of your weekly league play. As you will see, our sportsmanship program is designed to identify and remove problem players and/or teams from the League. As a general rule, all communication within, and between, teams shall be filtered through the Captain or acting Captain. The Division Rep, or anyone other than the League Operators, is not authorized to make any rulings on behalf of the League Office. They will simply try to help you locate answers to your questions in the Bylaws or the Manual. It is Imperative that each Captain/Co-Captain informs their members about the proper way to handle questions, concerns, and rulings since this can eliminate or greatly lessen the potential for problems between teams. If there is a rule disagreement, play must be stopped. Only the two captains, or acting Captains, can resolve the matter. The only way to prove that a rule violation has occurred is by locating it in either the Bylaws or the Manual. Once the dispute has been resolved, it is over. No further discussion should be necessary. If the Captains are unable to resolve the dispute, finish the game and then follow the protest procedures beginning on page 21 in the Manual.

Banned Players - If a player on your team has been banned from one of our Host Locations, the team must play without that player. The APA League has no right to insist a Host Location admit this player.

Handicaps - It is the player's responsibility to notify League Management, if you're playing In another APA league. It is also your responsibility to notify this League Office if, at any time, your Skill Level In any other APA league exceeds your current Skill Level with this League. Failure to do so could result in lost points or other penalties. Entering post season play at a lower handicap could disqualify you, or your team from participation.

Male Skill Level 2 - Male players will be allowed to play at Skill Level 2 only If, having played 20 matches, the player calculate to a S/L 2 in the Equalizer Handicap System, and that player is not on a team that we believe is holding players back in attempt to keep skill levels down. The same rule applies to Male Skill Level 1 for 9-Ball players.

