



2017-2018 BYLAWS **Birmingham APA**

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Birmingham APA League Operators: Skip & Joyce Lassiter

League Office Hours: Mon - Fri 10:00 am - 4:00 pm Sat & Sun CLOSED

As a member of the Birmingham APA, it is your responsibility to read and become familiar with your local Bylaws and the rules found in your Official Team Manual. Your local bylaws may override, or change, some rules found in your manual. A copy of your Official Team Manual and current bylaws can be found on our website, www.BirminghamAPA.com. Please share these bylaws with all team members so everyone will have a clearer understanding of the rules.

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BASIC LEAGUE INFORMATION

❖ **APA MEMBERSHIP**

- All APA Annual Membership Dues (\$25) renew each January and are due by the second week of play. Members joining after Aug. 15 will pay \$25 and will be prorated the following year in January. Membership Dues may also be paid online at the corporate APA website, www.poolplayers.com. **NO PARTIAL PAYMENTS** will be accepted.
- To receive the APA membership package, magazine and informed on upcoming events and new policies all current players must update their contact information when changes occur. This can be done easily through our website or you may fill out a new application if you do not have internet access.
- **You must be a current APA member and on an active team to participate in any APA event.** This includes weekly APA League play, APA local events and tourneys, APA regional tournaments, and APA World Pool Championships.
- If membership dues are owed by a team member, an amount will show up next to the player's name on your score sheets. **UNPAID APA Membership Dues are due the FIRST night that player plays.** If a player plays but doesn't pay their unpaid membership dues, that player will be marked paid and their dues will be added as PAST DUE TEAM FEES on the team in which they played their first match. If the past due membership dues remain unpaid the following week, then no bonus points will be awarded to the team until paid in full. Teams will be held responsible for any membership dues owed even if the team member plays then drops off the team.
- All new players to the APA must complete a membership application when joining a team. If an application is not available, then a new player must provide their full name, birth date, and current phone number before being added. If this info is not provided that night, then the new player's match will be counted as a forfeit.
- **As a local business and the official APA League Management of our area, Birmingham APA reserves the right to refuse service and participation in our APA League to any player, or Host Location, if deemed necessary.**

❖ **BIRMINGHAM APA LEAGUE FEES**

- All scheduled League match fees are considered **Team Fees** and are owed by each team. Teams may choose how to divide the amount between their team members but all Team Fees **MUST** be paid-in-full after each completed scheduled match to avoid any penalties. This means that if any team member plays, then doesn't pay, that team is still responsible for the total team fees due for that night of play. Failure to pay total fees due may result in loss of bonus points and continued failure to pay could result in suspension from our APA League.
- Our current Team Fees for all the formats that we offer are as follows:
 - **Open 8-Ball Teams:** \$40.00 per Team Match
 - **Open 9-Ball Teams:** \$40.00 per Team Match
 - **8-Ball Doubles Teams:** \$30.00 per Team Match
 - **9-Ball Doubles Teams:** \$30.00 per Team Match
 - **Ladies 8-Ball Teams:** \$30.00 per Team Match
 - **Jr Masters Teams:** \$30.00 per Team Match
 - **The Masters Teams:** \$30.00 per Team Match
- A cost of living increase, for Open Team Fees, will take place every 5 years, although, local League Management reserves the right to increase fees when needed. The next team fee increase is scheduled for the year, **2020**.
- Each team is responsible for submitting the correct amount of fees owed for that scheduled period of play. This includes any membership dues and "Past Due" amounts which may be noted on your team scoresheet.
- Team fees should be placed in the money envelope found in your team packets. Please submit cash or checks. No loose change should be submitted. Your money envelope should then be sealed with the contents totaled and noted in the appropriate place.
- Each team will be held fully responsible for any and all missing monies. Checks may be submitted to help avoid any theft or discrepancies in the amount of fees which are submitted by that team.
- Team fees are used for league expenses, franchise royalties, and Trophy & Travel Fund. Our T&T Fund is used for all awards (patches, plaques, trophies, pay-outs, etc.) as well as travel assistance for Vegas qualified teams.
- Please make out all checks to **Birmingham APA**. Only Team Captains can write checks for full amount.
- We will not redeposit bad checks and there will be a **\$20.00** charge for all returned checks.
- After 3 returned checks, no other checks will be accepted from that player until further notice.

❖ BIRMINGHAM APA LEAGUE FEES (continued)

- Excessive past due amounts (\$80.00 or more) may result in that team not receiving any play points, including bonus points, until paid in full. These teams have 2 weeks, except for during playoff time, to pay the past due amount or be subject to suspension from the League.
- Any dropped team, who doesn't pay any PAST DUE monies owed, either from a voluntary or forced removal from our League, will be subject to complete suspension from our APA League. A player from a suspended team may continue to play on other teams if they pay **their share of what is owed in FULL**. Depending on the specific circumstances, League Management reserves the right to reverse this decision.

❖ HOST LOCATIONS

- Teams may choose which Host Location they prefer to play out as their "Home" if that location is in that division area and has enough pool tables to support League play.
- After starting a session, teams cannot switch "Home" locations unless their location goes out of business or at least 4 team members are barred from that location.
- As a benefit to being an APA member, some Host Locations may allow teams to only pay a "green fee" and not have to pay for each game. Although specific Host Locations may work out special deals with their own teams, no "Home" teams may take "green fees" from their opposing team and use for their own team.
- Teams who solicit special incentives from Host Locations, for their team alone, may be suspended.
- The age requirement to participate in APA is 18 years old; however, some Host Locations may not allow players under the age of 21 to participate on a team in their establishment. Team Captains should check locations in your division to determine their rules before adding a player under the age of 21.
- All team packets, with their score sheets, will be delivered to the specific Host Location where they are scheduled to play at. Due to some outlying Host Locations, some visiting teams may be requested to pick up their packet, and the opposing team's packet, at their "Home" location and carry to where they play.
- Since the APA uses 7' tables for their Vegas World Championships, if a Host Location has 9' Tables, our teams do not have to play on this size pool table unless those are the only tables available and both teams agree.
- **Birmingham APA reserves the right to refuse, or deny, APA League play at any Host Location in our local area.** This right may be enforced due to the type of business, the actual location of the establishment, their specific business practices, lack of cooperation with our League rules and match times, APA member safety, and/or any other reason we deem necessary to refuse service.

❖ DIVISION REPS

- All Division Reps will be chosen by League Management to aid in the growth and coordination of all our division(s). League Management reserves the right to, or not to, appoint Division Reps.
- If a Division Rep is appointed, he/she will be the first point of contact for all Team Captains and players in their division(s). The Division Rep's name and contact number will be on the front of each team's packet.
- Specific patches, benefits, responsibilities, and incentives will be given to our Division Reps.
- **League Management reserves the right to remove a Division Rep from their position at any time.** Loss of position will include loss of the benefits and incentives that go along with the position.

❖ TEAM CAPTAINS/CO-CAPTAINS

- Team Captains are listed as the first name on their team's roster. They are considered leaders in our APA community and our main link between our APA office and the other players.
- Team Co-Captains are listed as the second name on their team's roster. Being the Team Captains' second in command, they help with the team and filling in for the Team Captains when they are not there.
- Team Captains/Co-Captains receive special recognition, awards, and incentives such as Team Captain/Co-Captain Patches, special Tournaments, and extra discounts from our local merchants' sponsor program.
- Our Team Captains and Co-Captains are responsible for:
 - Maintaining a current email address for communication with their Division Rep and League Office.
 - Attending all Team Captain Meetings deemed necessary by the local League Management.
 - Their team's image and behavior during League play.
 - Sharing any League messages printed on their score sheets or inserted in their packets with their team.
 - Making sure their players know how to keep score properly and where they are playing each week.
 - Turning in accurate score sheets and the correct monies due for each night of play.

❖ APA TEAM BUILDING

- *Birmingham APA* has League play every day of the week, Monday-Sunday. Players have a wide choice of when and how often they want to play.
- *Birmingham APA* also offers various formats to choose from but some formats may only be available on certain days or only during certain sessions. Players must be active on an OPEN team to be able to participate in our *Showdown Series Divisions* which are considered bonus formats.
- **Open Teams** are teams who compete in either 8-Ball and/or 9-Ball divisions. These include 8-Ball and/or 9-Ball single format divisions as well as our Double Jeopardy divisions, where teams play both APA 8-Ball and 9-Ball formats. These Bylaws mainly cover our Open Teams Rules & Guidelines.
- **Showdown Teams** are teams who compete in one or more of our Showdown Series Divisions. The *Rules & Guidelines*, for each of the formats that we offer, can be located on our website.
- We want anyone to be able to play in our APA League so BRAND-NEW players may be added to rosters, even after a session has started. However, to avoid forfeiting any matches they play, these criteria MUST be followed:
 - Any brand-new player or player who hasn't played in over a year, **MUST** complete a **membership application** which can be found in your team packet.
 - Former or existing APA players being added **MUST** be accompanied by their **membership #** or **birth date** and their skill level should be verified before they can play.
 - When adding a new player to your team, you must always inform the opposing team BEFORE the match begins. If not done before the match, your opponents have the right to allow or deny the new player the right to play that scheduled match.
- When removing a player from your team roster, draw a line thru the player's name and write "**REMOVE**" or "**DROP**" beside it.

❖ DIVISION SCHEDULES

- There are 7 national **holidays** that we do NOT schedule matches on. These holidays, in alphabetical order, are **Christmas** (floating day), **Easter** (Sun), **Fourth Of July** (floating day), **Labor Day** (Mon), **Memorial Day** (Mon), **New Year's Day** (floating day), and **Thanksgiving** (Thu).
- Teams scheduled to play the day before or after one of the above holidays, may contact their scheduled opponent and notify League Management to play their match early or reschedule, if necessary.
- Match schedules for each division will be posted and updated on our website but may change during a session due to teams coming in or dropping out. These schedule changes can especially happen during the first four weeks at the beginning of a session. Teams should check our website weekly for any schedule changes.
- Division schedules are determined by the number of weeks in that session and the number of teams participating in that specific division. Schedules may change quickly during the first few matches of each session. Teams are expected to check our website weekly for any changes that may affect them.

❖ SCHEDULED BYES

- Divisions that have an odd number of teams will have a Bye team inserted to make an even schedule. League Management will always try to eliminate any Bye team in a division by adding new teams. Teams scheduled with a BYE are not charged Team Fees since they are not considered scheduled matches.
- Teams that join a division late will receive Bye Team points if joined within the first 2 weeks of the session. Teams joining after 2 weeks will receive LAST PLACE points.
- For **OPEN 8-Ball Teams**, who receive a BYE in their schedule, 8 points are given plus 2 bonus points.
- For **OPEN 9-Ball Teams**, who receive a BYE in their schedule, 60 points are given plus 10 bonus points.
- During some sessions, *Birmingham APA* may offer special incentives for building a new team to help start a division or to replace a BYE in a division. Certain criteria for the new team will be provided and the type of incentive awarded will be at *Birmingham APA's* discretion.

❖ TEAM BONUS POINTS

- Bonus points are given as a reward and incentive to help us maintain a fair scoring and handicap system but may also be awarded for early team registration and for attending League activities or meetings.
- To ensure your team is awarded your bonus points, Team Captains and Co-Captains should review score sheets and fees submitted before turning in your packet for the night.

❖ TEAM BONUS POINTS (continued)

- For **8-Ball OPEN Teams**, 1 bonus point will be awarded for submitting complete and accurate score sheets. (See our website for examples of proper scoring.) Also, 1 bonus point will be awarded for submitting their correct weekly fees and being paid in full. An 8-Ball team can earn a total of 2 bonus points during their night of play.
- For **9-Ball OPEN Teams**, 5 bonus points will be awarded for submitting complete and accurate score sheets. (See our website for examples of a proper scoring.) Also, 5 bonus points will be awarded for submitting their correct weekly fees and being paid in full. A 9-Ball team can earn a total of 10 bonus points during their night of play.
- For **Showdown Division Teams**, please see the specific bonus structure for each Showdown format. This info can be found in each format's specific *Rules & Guidelines*.
- League Management reserves the right to remove, or deny, any bonus points due to any sportsmanship issues, cheating, sharking, fighting, or any other action that may reflect poorly on the League.
- Any team that does not submit their correct team fees will not receive their bonus points and will continue not to receive them until the PAST DUE amount is paid in full. If an over payment is submitted, teams will receive their bonus points and a credit will be issued for that team.
- Bonus points cannot be regained unless due to League Management error or an incident that is beyond control of that team or League Management. The error or incident must be brought to the attention of the League Office within 2 weeks of the specific night the bonus points should have been earned.

❖ RESCHEDULING MATCHES

- Birmingham APA allows the rescheduling of matches to help teams avoid forfeiting when they don't have enough players to compete although, all team matches should always be played on the original scheduled date if possible.
- Any team matches may be played prior to the original match date to keep from having to reschedule.
- The following are rescheduling guidelines which apply to all rescheduled matches:
 - If both teams can field at least 4 players, then the match should **NOT** be rescheduled.
 - All Team Captains must notify their Division Rep if/when rescheduling a match. If a Division Rep isn't available, then Team Captains must notify the League Office.
 - If both teams have a couple of players that can make it, then have them show up and play their matches then reschedule the rest. The more played at the scheduled time means less that must be made up later.
 - It's always BOTH teams' responsibility, and not League Management's, to keep track of when their rescheduled matches must be completed.
 - Rescheduled matches can be played one match at a time or scheduled to play all of them in one night. In some cases, teams want to play matches early so scoresheets can be printed ahead of time.
 - Teams must ALWAYS use the players' skill level which is shown on their rescheduled match's scoresheet(s).
 - In traveling divisions, the team that is requesting a reschedule should play their make-up match at the opposing team's Host Location, if so requested.
- There are only FOUR official reasons for rescheduling matches:
 - **High Level Tournaments (HLT)** - Teams participating in Higher Level Tournaments, such as Tri-Cups, APA World Qualifiers, and APA World Pool Championships, may need to reschedule their weekly match.
 - **Closed Host Location** - If the scheduled Host Location is CLOSED, for whatever reason, then teams can reschedule their weekly match. Teams may also move their match to another location on the same day. If their match is moved to another location, teams **MUST** get League Management approval before doing so. The alternate Host Location must be active with teams in that specific division and they must approve the match being moved to their location. (Some may not available tables.)
 - **Severe Weather** - The safety of our players is very important to us; however, severe weather may only affect certain areas of our League but not all. If severe weather occurs, both Team Captains should contact the Host Location, where their match is scheduled to play at, to check if they will be open or not. If the location is going to remain open but both Team Captains agree the weather is too severe, then a reschedule can be made.
 - **Personal/Family Emergency** - Unfortunately, a personal emergency may cause for the rescheduling of a match and we ask all teams involved to be understanding in these circumstances. However, teams that abuse this excuse, with frequent rescheduling, may be subject to be dropped from the schedule.

❖ RESCHEDULING MATCHES (continued)

- For **OPEN DIVISION** teams:
 - All rescheduled matches MUST be completed within 4 weeks following the original match date, unless pre-approved by League Management.
 - The FINAL deadline for the completion of ALL rescheduled OPEN TEAM matches is usually the week preceding the LAST 2 WEEKS before that session's Division Playoffs.
- For **SHOWDOWN DIVISION** teams:
 - All rescheduled matches MUST be completed by the 2nd month following the original match date, unless pre-approved by League Management.
 - The FINAL deadline for the completion of ALL rescheduled Showdown matches is usually the month preceding their final scheduled month of play for that session.
- Teams have TWO choices when paying for a rescheduled match:
 1. Teams can pay for their rescheduled match at the time it is **completed**. If your team waits to pay, then we advise the Team Captain to take a picture, with their phone, of your rescheduled match scoresheet(s). This will help your team in determining who played and owed their money in that match.
 2. Teams can prepay the FULL amount of the rescheduled match and it will be listed as a credit on your scoresheets until the rescheduled match is completed. Teams who prepay are responsible for remembering that the credit is for the rescheduled match and should NOT be used for their current match.
- **IMPORTANT...There will be NO rescheduling of matches, or completing make-up matches after the Make-Up Match Deadline that will be provided each session.** Teams attempting to reschedule or make up matches after their session's Make-Up Match Deadline will forfeit any un-played matches. Full team fees are always due from both teams regardless of the outcome of a rescheduled match.

❖ FORFEITING MATCHES

- There is a limit of how many forfeits can be obtained in each Team Match. This limit is put into place to discourage teams from making deals and helping other teams gain more points. For **Showdown Divisions**, please see the forfeit structure for each Showdown format. This info can be found in each format's specific *Rules & Guidelines*.
- Since forfeits do not count as matches played, and their point limits can affect team standings in that division, League Management will be very firm with teams that forfeit repeatedly. If a team continues not to show for their matches, causing forfeits, they may be dropped from their division and schedule. (*See last bullet under "BIRMINGHAM APA LEAGUE FEES" on page 3 regarding monies owed by dropped teams and team members.*)
- For all **Open Team Divisions**:
 - There can be no more than 3 forfeits on a scoresheet in any OPEN format. Thus, to earn more points, it's always better to play 1 or 2 matches then receive the forfeits from the remaining matches.
 - Individual forfeited matches in **8-Ball** are 2-0 in regular League play and 3-0 in Higher Level play, such as Playoffs, Tri-Cups, and WQs.
 - Individual forfeited matches in **9-Ball** are 15-0 in regular League play and 20-0 in Higher Level play, such as Playoffs, Tri-Cups, and WQs.
 - For **FULL** team forfeits, once the team receiving the win pays for the forfeit match, they will get 8 points in 8-Ball and/or 55 points in 9-Ball. To show that your team could actually field players that night and not forfeit, you must list the names of your present players who would be receiving the forfeits on your score sheet. The team forfeiting will only receive bonus points (2 in 8-Ball and 10 in 9-Ball), once they pay their full team fees for the forfeit.
 - After the 4th week of League play, any team that does not show up to play without notifying the League office at least 24 hours ahead of time will be treated as a **FULL** forfeit with the win going to their opposing team for that week. The forfeiting team will be responsible for their FULL team fees. The team receiving the FULL forfeit need only pay for the matches that they receive points for.
- Any team that doesn't pay for their forfeit(s) will be subject to suspension from the League. A player on the suspended team may continue to play on other teams if they pay their share of what is owed. Depending on the specific circumstances, League Management reserves the right to reverse this decision.

❖ CONCEDING GAMES

- After starting a match, sometimes a player may not be able to finish their match due to poor health, emergency call-in to work, or various other reasons. If a player has started their match then must concede it, for whatever reasons, the match then becomes a forfeit to the opposing team and neither player gets credit for the unfinished match. Players, or teams, who continuously concede matches will be reviewed by League Management and could possibly lose their right to play in our APA League.
- Your Official Team Manual describes several ways in which you may lose in normal game play. There are a couple of actions that may be considered “sharking” and/or concession of the game. If one of the below actions takes place, that player should be asked if they are conceding the game, or match. If they are NOT conceding, then they should be made aware that continuing that action(s) in future games, or matches, WILL be considered sharking and conceding the game, or match, by that player.
 - Breaking down your cue stick, before the last ball has been made, may be considered that you are conceding the game.
 - Grabbing the rack or taking balls out of the pockets to rack, before the 8-Ball or 9-Ball has been made, may be considered that you are conceding the game.

❖ PLAYER RECOGNITION AWARDS

- Each pool year, various Patches, Plaques, Medals, and Trophies will be given out to teams, players, and Host Locations as awards for recognition of play. More details on the various awards can be found on our website.
- Patches are awarded to players when they achieve certain goals during play but are not offered in all our formats. All available patches, that players may earn and when they receive them, can be found on our website.
- During League play, all teams must mark any patches earned on their scoresheets. Patches not noted on your scoresheets may be missed and not be given unless brought to League Management's attention within 2 weeks of the night earned.
- **MVP** (Most Valuable Player) awards will be awarded to our players at the end of each session.
- Using regular session data (Playoffs and Tri-Cup matches not included), our MVP winners will be determined by using the equation, $\# \text{ of pts earned} \div \# \text{ of pts available} = \text{Player's PA } \%$, to determine their “PA” (**Points Available**) percentage. All ties will be broken in the following order by: **1st**-Total Matches Played, **2nd**-Session Win Percentage, **3rd**- Performance Points, and **4th**-Lifetime Win Percentage.
- Birmingham APA reserves the right to discontinue or change these awards and their criteria as seen fit.

❖ APA CHAMPIONSHIP EVENTS

- Our teams compete to earn the opportunity to represent our *Birmingham APA League* in our annual **APA World Pool Championships** which are ALL held in Las Vegas.
- Our **APA Poolplayers Championships** are Singles events. *Birmingham APA* offers our players various ways to get qualified for this event which include our local Top Gun Tournaments and local Qualifier Boards. Winners of these local brackets earn our players their slot in our APA Singles Regionals which take place twice a year. Regional winners then advance to the *APA Poolplayers Championships* in Las Vegas.
- Our **APA Showdown Series Championships** are **BONUS** formats which give our players more opportunities to compete in Vegas. *Birmingham APA* currently receives a guaranteed Vegas slot for every **10 teams** in each of our *Showdown Series Divisions*. The Showdown Divisions that we currently offer are our *8-Ball Doubles, 9-Ball Doubles, Ladies 8-Ball, Jr. Masters, and The Masters* divisions. APA also offers Vegas slots for our *APA Jack & Jill 8-Ball Championship* and *APA Wheelchair Championship*.

❖ LEAGUE SUSPENSION/EXPULSION

- We would rather not suspend or expel a player from our League BUT being a poor loser, or a continuous complainer, can ruin the experience for other players and provide a negative image of the APA to other spectators and potential members. These types of players will **NOT** be welcome, or tolerated, in our **Birmingham APA** league. All sportsmanship issues will be verified by league management before a warning will be issued. **TWO** verified complaints may result in a suspension of **30 to 60 days**. After the first suspension is lifted and the player is allowed back in our league, any further verified complaints may result in another suspension for a YEAR, or even indefinitely, depending on the specific incident.

❖ LEAGUE SUSPENSION/EXPULSION (continued)

- The following actions could also result in a suspension from our League:
 - Fighting or extreme verbal abuse (unnecessary vulgar language) may result in suspension or expulsion.
 - Threatening anyone with a weapon, concealed or in your vehicle, may result in suspension or expulsion.
 - Reported and confirmed sexual harassment, may result in suspension or expulsion.
 - Falsifying score sheets may result in suspension or expulsion.
 - Repeated complaints of intentionally missing shots (sandbagging) may result in suspension or expulsion.
 - Any teams caught purposely giving or receiving match points will not be allowed in their division playoffs and may be suspended. It is considered cheating to lose on purpose, or allow another team to do so.
- Dropped teams and/or any suspended player will forfeit all benefits, trophies, awards, and prize money.
- Suspended players are not allowed in the match area or at the scorers' table.

The following sections contain specific Guidelines and Playoff Structures for our Open Team and Showdown Team Divisions. More detailed Rules & Guidelines for all our Showdown formats can be found posted on our website, www.BirminghamAPA.com, under “*APA Divisions & Rules*” then click on “*Showdown Division Rules*”.

OPEN DIVISION GUIDELINES & RULES

❖ OPEN LEAGUE PLAY

- Our Open League year is divided into 3 sessions, Summer, Fall, and Spring. Each session typically runs 14-16 weeks, although there are some exceptions.
- Match start times for our Open team divisions are by **7:00 pm** for our weekly **Monday-Friday** divisions and **3:00 pm** for our **Sunday** divisions. Teams may start earlier if agreed upon by both Team Captains.
- **IMPORTANT...**Open team members are not allowed to switch teams in the same division after the 4th week of play. Any new players added after the 8th WEEK of play **MUST be approved by your League Operator** prior to playing. Adding players after the 8th week without this approval may forfeit any points earned by that player.
- **NO ADDITIONS** to your team roster may be made in the last 4 WEEKS of each session unless it is due to the survival of your team and approved by your League Operator.
- In our SPRING Session, WQ qualified teams may not add or drop a player after the 4th week.
- Single format Open teams must have at least **ONE player**, and Double Jeopardy Open teams must have at least **TWO players**, present to field within 15 minutes of start time or the entire match may be forfeited. Play will begin if both teams have at least ONE player present and play must be continuous or forfeits will be awarded to the team who can field players. Teams have 2 minutes to put up their next player before match is forfeited.
- All Open teams should note on their scoresheets when a team is later than the 15-minute grace period. Teams continuously late will be issued late fees. On the **THIRD** time that a team is late, there will be a **\$10.00 late fee** added to the late team. On the **FOURTH** time, there will be an additional **\$20.00 late fee added, and so forth in \$10.00 increments**. All teams must have at least ONE player there and PLAYING their match, before the 15-minute grace period, to avoid their team being considered late and possibly accruing a late fee.
- In Open League play, if the 4th match has not started within 2 hours from the official start time, teams **MUST** split their match to a 2nd table, if one is available. This rule is waived if both teams agree to continue using one table.
- Due to budgeting and scheduling problems resulting from teams dropping out of a session, teams who drop out or involuntarily removed after the **4th scheduled match** of the session, will owe their full team fees for the remainder of the session. Teams that join a session and compete in our Tri-Cups or WQ, but then drop out, will also owe the fees for the remainder of the session, **no matter what week of the session it is**.

❖ OPEN PLAYER REPLAY

- At certain times, some Open teams may find themselves short a player on any given night. To help avoid forfeits, we allow a “replay” option in our area. This option allows the team to play a player twice in the same night.
- “Replays” will NOT be allowed during playoffs, or during any Higher-Level Tournament play.
- A team that has enough players present is not allowed to use the “replay” rule unless they cannot comply with the 23-Rule. Any other reasons must be approved by your League Operator. **If the team's final player shows up prior to the start of the "replay" match, the "replay" match is cancelled and the 5th player must play.**
- A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent. Attempts to take advantage of the “replay” rule should be reported to League Management.
- **Teams must notify their opponent of the need to use/or potential need to use a “replay” prior to the start of the 4th individual match.**
- The opposing Team Captain has the choice of allowing the "replay" option, or **NOT**. It is always the opposing team's choice. If the "replay" is refused, which may happen in some cases especially toward the end of a session, then the remaining match, or matches, would be forfeited by the team needing the “replay”. However, once a team agrees to allow their opponent to use a “replay”, they cannot change their mind. The opposing team picks which player from the other team, to play twice as long as it doesn't force that team to break the 23-Rule.
- 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 5th match puts up first.
- The "replay" must be played in the last match of the night. If a "replay" is used in a match other than the last match of the night, the re-played match and all subsequent matches may be forfeited by both teams.
- Open teams can play up to **TWO** players twice **ONLY** if they don't have enough players present and the other team agrees. Players can **NOT** play **3** matches in one format in the same night without forfeiting their 3rd match.

* ❖ OPEN DIVISION PLAYOFFS

- Our local PLAYOFF structure, which includes our Division Playoffs, Session Tri-Cups, and APA World Qualifiers, have certain safeguards in place, in the form of eligibility requirements, which must be met by our teams and players. These requirements are designed to help promote fairness in our League while ensuring that each APA team member gets the same chance to compete and enjoy the benefits of being an APA member, as another.
- At the end of each session, the team who finishes with the most points in their division will be the Division Champion (DC) and receive plaques for each team member and an extra one for their home location. Top ranked teams, along with a wildcard (WC) draw, will participate in 1 week of Division Playoffs. The number of teams competing in the playoffs will depend on the size of the division and how many teams are eligible to compete.
- **To be ELIGIBLE for our Division Playoffs, teams and players must meet these requirements:**
 - **ALL TEAM** fees, membership dues, and any other monies owed must be paid in full before Playoffs.
 - **ALL TEAMS** must have fielded a minimum of 3 players in the last 2 weeks of regular session play.
 - **ALL TEAMS** must continue in the following session with at least 4 original players from their current session's team roster.
 - **ALL PLAYERS** must have played at least **6 MATCHES** on their team during that session before Playoffs. If a division schedule has **LESS THAN 13 WEEKS** in it, players need only have played at least **4 MATCHES** on their team during that session. All required matches played **MUST** always be in the same format, 8-Ball and/or 9-Ball, of the Playoffs in which their team gets qualified to compete in.
 - **ALL BRAND-NEW APA PLAYERS** must have played at least **6 MATCHES** on their team during that session before Playoffs. It does **NOT** matter if a division schedule has less than 13 weeks. **All BRAND-NEW APA players must have played at least 6 matches in that format to be eligible for their Division Playoffs.**
- All Team Captains are responsible for checking the times and date of these matches in case of wildcard draws or playoff changes. We assume no responsibility for teams who do not adhere to this policy.
- Since Division Playoff matches may be completed in less than 5 matches, Playoff teams need only pay for the matches in which points are received, or given. This includes all forfeited matches which points are used to determine a winner. Both teams must pay for these forfeits.
- In **Double Jeopardy Traveling Divisions**, Division Playoff locations will be determined by individual team(s) ranking, if you are qualified in both formats, and how many available tables are at your home location. Top ranking teams may NOT be scheduled to play at their home location due to match conflicts.

❖ OPEN DIVISION PLAYOFFS (continued)

- It is the responsibility of each team to know if they are in the playoffs, or not, and to be at the match. League Management will usually only contact the wildcard team, although there may also be some cases where we will contact specific teams in a traveling division to coordinate their Playoff schedule.
- All Team Captains are responsible for checking the times and date of these matches in case of wildcard draws or playoff changes. We assume no responsibility for teams who do not adhere to this policy.
- League Management reserves the right to prohibit a team, or player(s), from advancing into the playoffs due to excessive forfeits, misconduct, cheating, or any other un-sportsmanship actions.
- As an incentive to play in our Summer Session and to reward teams that play all year, our Summer Division Playoffs format is different from our Fall & Spring Sessions. Here is our Division Playoff structure for each session:

SUMMER SESSION (*Byes are not counted as a team.*)

- **4-5 Teams** - Playoffs: Division Champion vs. WC
1 Playoff Winner advances to Session Tri-Cups.
- **6-7 Teams** - Playoffs: Division Champion vs. WC / 2nd vs. 3rd
2 Playoff Winners advance to Session Tri-Cups.
- **8-10 Teams** - Playoffs: 2nd vs. WC / 3rd vs. 4th
Division Champion advances to WQ. 2 Playoff Winners advance to Session Tri-Cups.
- **11-14 Teams** - Playoffs: 2nd vs. WC / 3rd vs. 6th / 4th vs. 5th
Division Champion advances to WQ. 3 Playoff Winners advance to Session Tri-Cups.
- **15-16 Teams** - Playoffs: 2nd vs. WC / 3rd vs. WC / 4th vs. 7th / 5th vs. 6th
Division Champion advances to WQ. 4 Playoff Winners advance to Session Tri-Cups.

FALL SESSION (*Byes are not counted as a team.*)

- **4-5 Teams** - Playoffs: Division Champion vs. WC
1 Playoff Winner advances to Session Tri-Cups.
- **6-7 Teams** - Playoffs: Division Champion vs. WC / 2nd vs. 3rd
2 Playoff Winners advance to Session Tri-Cups.
- **8-10 Teams** - Playoffs: 2nd vs. WC / 3rd vs. 4th
Division Champion and 2 Playoff Winners advance to Session Tri-Cups.
- **11-14 Teams** - Playoffs: 2nd vs. WC / 3rd vs. 6th / 4th vs. 5th
Division Champion and 3 Playoff Winners advance to Session Tri-Cups.
- **15-16 Teams** - Playoffs: 2nd vs. WC / 3rd vs. WC / 4th vs. 7th / 5th vs. 6th
Division Champion and 4 Playoff Winners advance to Session Tri-Cups.

SPRING SESSION (*Byes are not counted as a team.*)

- **4-5 Teams** - Playoffs: Division Champion vs. WC
1 Playoff Winner advances to Session Tri-Cups.
- **6-7 Teams** - Playoffs: Division Champion vs. WC / 2nd vs. 3rd
2 Playoff Winners advance to Session Tri-Cups.
- **8-10 Teams** - Playoffs: 2nd vs. WC / 3rd vs. 4th
Division Champion and 2 Playoff Winners advance to Session Tri-Cups.
- **11-14 Teams** - Playoffs: 2nd vs. WC / 3rd vs. 6th / 4th vs. 5th
Division Champion and 3 Playoff Winners advance to Session Tri-Cups.
- **15-16 Teams** - Playoffs: 2nd vs. WC / 3rd vs. WC / 4th vs. 7th / 5th vs. 6th
Division Champion and 4 Playoff Winners advance to Session Tri-Cups.

❖ OPEN SESSION TRI-CUPS

- Automatic qualifiers and Division Playoff winners from each session will participate in our regional Tri-Cups to gain eligibility for our APA World Qualifiers (WQs). Our Tri-Cups will be held after each Division Playoff and within the first few weeks of the following session.

* ❖ OPEN SESSION TRI-CUPS (continued)

- Once a team gains eligibility to participate in a Tri-Cup, all eligible members on their roster must remain **active continuously** through the session in which the Tri-Cup is held and play the required matches needed for that session. **Players must play at least ONE match in that format, before that Tri-Cup, to be considered active, unless approved by your League Operator.**
- Qualified teams MUST be included in a division's schedule by the 2nd week of the current session to be considered active. This also includes the Summer session when our Spring Tri-Cups are held.
- Tri-Cups will be played on Single-Elimination brackets like your Division Playoffs and multiple teams from each Tri-Cup will receive awards and advance to our WQs.
- **To be ELIGIBLE for our Session Tri-Cups, teams and players must meet these requirements:**
 - **ALL TEAMS** must be able to field a minimum of 3 players.
 - **ALL TEAM** fees, membership dues, and any other monies owed must be paid in full by our Tri-Cups.
 - **ALL PLAYERS** must have played the required matches for that session as seen in our previous section, **OPEN DIVISION PLAYOFFS**.
- League Management reserves the right to adjust the number of Tri-Cup teams, if deemed necessary.

* ❖ OPEN APA WORLD QUALIFIERS (WQs)

- Our 9-Ball & 8-Ball APA World Qualifiers (aka City Championships) will be made up of the top qualified Open teams in the Birmingham area. These tournaments are typically held in the first 2 weekends in June.
- Once a team becomes WQ qualified they need not participate in other Playoffs or Tri-Cups, for that pool year. If any choose to do so, they will forfeit their WQ qualification.
- **To be ELIGIBLE for our APA World Qualifiers (WQs), teams and players must meet these requirements:**
 - **ALL WQ TEAMS** and **PLAYERS** must remain active through all sessions and higher-level play. This includes all sessions, including the Summer Session when our WQs are held.
 - **ALL WQ TEAMS** must keep at least **4** original members from their qualified team roster. If any players from their qualified team roster leave the team, they MUST stay active on another team. They must also play their required matches for each session, including the Summer Session when our WQs are held.
 - **ALL WQ TEAMS** must be able to field a minimum of 5 players in our WQ.
 - **ALL WQ TEAM** fees, membership dues, and any other monies owed must be paid-in-full by our WQs.
 - **ALL WQ TEAMS** must finish in the top half of their division (based on points earned) for each session after qualifying, are be subject to lose their eligibility for our WQ.
 - **ALL WQ PLAYERS** must have played at least ONE match in the Summer Session, when our WQs are held, to be considered active and eligible for our WQs, unless approved by your League Operator.
 - **ALL WQ PLAYERS** must have played at least 10 lifetime matches, in that specific format, by the end of the Spring Session.
- **WQ Champion Teams** will receive 1st Place Trophies for each member and a special Bar Plaque for their home location. WQ Champion Teams will also earn a slot in our **APA World Pool Championships**, which is held in Las Vegas along with travel assistance for the trip. *APA World Pool Championship* team slots are determined by the number of teams playing in that format in our area.
- **WQ Runner-Up Teams** will win 2nd Place Trophies for each member and a paid entry into a future Cash Tourney.
- There are various ways to earn eligibility to participate in our APA World Qualifiers. All eligible teams must continue to meet the above listed WQ Eligibility Requirements or be subject to lose their WQ eligibility. Here are how teams may gain a WQ slot:
 - Teams can win a WQ slot in competition during one of our Tri-Cups held for each session.
 - To avoid any Byes and open spots in our Tri-Cups, a drawing may be held from that session's Division Champions. If a drawing occurs, teams drawn will bypass the Tri-Cup and become WQ qualified.
 - Any unqualified WQ team, who plays in a division with 8 or more teams and earns Division Champion status twice in the current pool year, will bypass their Tri-Cups and receive an WQ slot.
 - Division Champion teams and/or Tri-Cup Champion teams, who are not WQ qualified, may be drawn to fill available open spots in our WQ, as long as they remain active in the session that the WQ is held.

❖ OPEN APA WORLD QUALIFIERS (WQs) (continued)

- Those teams who qualify to compete in the *APA World Pool Championship* should review the eligibility rules to avoid losing their ability to compete. If a team loses this eligibility, they may still qualify again through our playoff structure. They may also earn a WQ spot back, if drawn to fill any available open spots in the WQ.
- Travel assistance money is given to teams that win in our WQ and qualify to advance to the *APA World Pool Championship*. This money is to assist with travel expenses and is not considered prize money.
- **Should an eligible team not show up or elect not to go to the *APA World Pool Championship*, that 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 our T&T 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.**
- If an individual team member(s) receives *APA World Pool Championship* travel assistance monies and does NOT attend that specific event, that player must return all monies they received within 30 days after the event. These monies will then be distributed to the team members who attended that event. Failure to return these monies may result in suspension of membership for that member(s), along with possible legal repercussions, until the travel assistance money has been repaid.
- Winning teams will be representing our Birmingham APA League and are required to go and participate in the *APA World Pool Championship* with at least 4 players they can field. In the event a qualified team decides they cannot field 4 players or does NOT want to participate in our *APA World Pool Championship*, the team that finished second in that WQ will advance and replace the original team. The 2nd place team will then receive the travel assistance monies and not the original team.
- Available slots and travel assistance may vary with yearly team count and may be subject to change. ***Birmingham APA reserves the right to discontinue or make changes to any awards or special compensations that are rewarded in our WQs.***

SHOWDOWN DIVISION ESSENTIALS

❖ SHOWDOWN DIVISION FACTS

- Our Showdown Series Divisions are BONUS formats which are ONLY available to players who compete on one of our Open Team rosters.
- These formats are additional opportunities, offered by our Birmingham APA League, for our players to compete in Las Vegas. These Showdown Divisions actually give our players the BEST odds to make it to Vegas.
- Our Showdown Division formats are *8-Ball Doubles, 9-Ball Doubles, Ladies 8-Ball, Jr. Masters, and The Masters*.
- Each Showdown Divisions League year is divided into TWO 5-month sessions, Session A (Jan-May) and Session B (July-Nov). We have no Showdown League play scheduled in June and December.
- Each division is scheduled to compete ONCE a month on a Saturday. Each scheduled Saturday, teams will play TWO Team Matches which gives them a 10-week session.
- Additional weeks may be added to a Showdown Session's schedule for divisions with more than 10 teams.
- During each February that follows our Showdown Session B, top teams from Session A & B will compete in their format's Playoffs. These Playoffs will be Single-Elimination and done in one day.
- Winning teams from these Showdown Playoffs will get to represent *Birmingham APA* by competing in our *APA World Showdown Series Championships* which are held each year in Las Vegas.
- Our *APA World 8-Ball & 9-Ball Doubles Championships* are held in April/May.
- Our *APA World Ladies 8-Ball & Masters Championships* are held in August.
- Each format has its own specific Rules & Guidelines. A copy of these Rules & Guidelines may be found on our website, www.BirminghamAPA.com. Look in the left menu under "**APA Divisions & Rules**" then click on "**Showdown Division Rules**".

*Your local APA League Management reserves the right to revise, or make additions, to these Bylaws at their discretion.
Any revisions or additions for the current pool year will be noted by an **asterisk (*)** beside the revised topic/item.*

Thank You For Being Part Of Our Birmingham APA Family!