

**Oahu APA Local Bylaws** *Version date: June 2016*

***It is the responsibility of the Team Captains to distribute this information to players, and it is the players' responsibility to read and understand these Local By-Laws as they are stated herein. If you have any questions, please contact your League Operator.***

**Oahu APA**

**BY-LAWS**

**League Operator: Dante Guagliardo**

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**E-Mail: oahuapa@gmail.com**

**Website: oahu.apaleagues.com**

These Bylaws have been approved by the American Poolplayers Association, Inc.

The Local Bylaws are a secondary source of information created in accordance with, and in addition to, the Official Team Manual. The Official Team Manual will be your primary source of information and all rules in the Official Team Manual will be followed, with the exception of any revisions as listed below.

**OFFICE HOURS** are 11:00 am to 7:00 pm, Monday through Friday. If no one is available, please leave your name, phone number, team number and a brief message and you will be contacted within 24 hours. Mailing Address:

Oahu APA

P.O. Box 502

Aiea, Hawaii 96701

**LEAGUE PLAY START TIME** is at 7:00pm on weekdays, unless otherwise specified. Play will begin on time **even if only one player from a team is present**. Play must be continuous or forfeits will be awarded to the team that is present. See Forfeits below.

**APA MEMBERSHIP DUES** are due the first night a player plays BUT NO LATER THAN the 4th week of the session, whichever occurs first. If a player has not paid their APA membership dues by the 4<sup>th</sup> week of play, the player will be removed from the team's roster. If a team allows someone to play who has not paid their APA membership fee, that fee will be deducted from the team's Weekly Fee and **the team will be subject to loss of bonus points, as well as a forfeit of the match in which that person played.**

**AGE REQUIREMENT** - The age requirement to join the APA is 18 years old. **HOWEVER, due to State and Local laws, the Oahu APA age requirement for League play in a bar/tavern is 21 years of age.** EXCEPTION: Bar owners/managers may grant permission to players between the ages of 18-20, with the understanding that they will not drink alcohol. It is the Team Captains' responsibility to make sure that the players on their teams are of legal age or have been granted permission. The Local League Office will not be responsible for falsified applications. Teams who play under-aged players will be subject to loss of all points and awards.

**WEEKLY TEAM FEES** are \$50.00/team per week for 8-Ball and 9-Ball, and \$40.00/team per week in Double Jeopardy Divisions. Each week five players will play. This Weekly Team Fee is due for all scheduled matches, regardless of the number of games played, including forfeits, and division playoffs. Checks should be made payable to Oahu APA. There will be a \$25.00 charge for any returned check, plus loss of the Bonus Points. Checks returned from the bank for any reason must be picked up within 30 days or they will be turned over for collection. Once a bad check has been received from a player, the Local League Office reserves the right to refuse that individual's check in the future. Team Captains should not accept checks from anyone who is not an active member of their team. That team member's name should be preprinted on the check or the Team Captain should not accept the check. Checks written by team members should be ONLY for their individual fees and should not include other team member's fees. Any team that knowingly plays a team member who owes the League past due fees will risk forfeit of any points earned by that player. (Players who owe the League will print on the score sheet with dollar signs beside their name.) Teams finishing a session and still owing uncollected weekly fees will pay the balance the first week of the following session. If the team does not sign up for the following session, any player from that team wishing to join another team will pay their prorated portion of the uncollected fees.

**GREEN FEES (quarters/table time)** On coin-operated tables, game quarters will be split by both teams. On tables rented by the hour, for example at a pool hall, participating players will pay \$4.00 for each match played.

**NEW MEMBERS** wishing to join a team during the first four (4) weeks of a session must include a membership application and membership dues in the envelope the **first night they play.** Add

the new member's name to the score sheet, and the word "ADD". New members must pay their membership dues the first night they play or the amount owed for that team member's dues will be deducted from the team fees and the team will become past due and lose the bonus point. After the fourth week, the Local League Office must approve the addition of any new members.

**STARTING SKILL LEVELS FOR NEW PLAYERS:** The American Poolplayers Association was founded on the principal of fairness to all players. Therefore, accuracy of skill levels is very important. Team Captains are responsible for raising the skill level of any player on their team if the player's skill level is too low for any reason. Simply have the player play at their accurate skill level and write a note on the score sheet. The Official Team Manual indicates that in 8-Ball or 9-Ball, new male players start at a skill level of 4, females begin at a skill level of 3 in 8-Ball and at a skill level of 2 in 9-Ball. In most cases this is appropriate. However, a team adding a NEW player who is known to have ability higher than the standard starting skill level must, in the interest of fairness, start the NEW player at their appropriate skill level. If a player's skill level should go up 2 or more levels in one session, penalties may be assessed against the offending team.

## WEEKLY SCORESHEETS

As of the 2016 Summer Session, all scoresheets and payment will be done electronically. Our goal is to make it more convenient and save you time and gas. By default, the team captain will be responsible to print and return scoresheets and make payment the League office. If for some reason the team captain is unable to do so, another team mate will be designated by the team captain as the contact person. That person will be named as the team co-captain. Ultimately, the team captain is responsible! Weekly scoresheets will be available to print no sooner than 12 noon on Sunday on the week of play, and no later than 12 noon on your regularly scheduled league night.

Begin by logging into your member services account at (<https://members.poolplayers.com/>) Once there, click on the Scoresheets tab, select your team and week of play and print. You may print only yours or both scoresheets.

After completion of play on League night, you will use TurboScan or a similar application on your smart phone to email the completed scoresheets **as a pdf** to the Oahu APA League office. [oahuapa@gmail.com](mailto:oahuapa@gmail.com) Please make sure the scoresheet is legible before sending. Keep the original scoresheets until the End of Session meeting where you will turn in to your League Operator. Penalties may apply to teams that do not turn in all scoresheets from the session.

All divisions must email pdf scoresheets no later than 8pm the next day after your match, or they will be considered late. Late team(s) will lose their bonus points for that week. If your scoresheet is both late and short money, you may be subject to additional assessment of penalty points no greater than your weekly bonus points.

## METHODS OF PAYMENT

We now offer 3 ways to pay from your phone, using PayPal or Square Cash.

Use the Square Cash “[cash.me](https://cash.me)” app or email. There is a small convenience fee of 2%. It’s easy and convenient and no need to sign up. Our Cashtag is \$OahuAPA. Our web address is ([https://cash.me/\\$OahuAPA](https://cash.me/$OahuAPA))

To pay with [cash.me](https://cash.me):

\$25 send \$25.50

\$35 send \$35.70

\$50 send \$51.00



There are 2 ways to pay with PayPal.

If you choose “Pay for Goods or Services” There is a small convenience fee of 3% plus \$0.30 per transaction, and you're covered by PayPal Purchase Protection. On the next screen, enter our email address: [oahuapa@gmail.com](mailto:oahuapa@gmail.com). In the “special instructions” section, please enter your Team number, Session/year and week of play as follows: (example: 02101 Fall 2016 Wk 1)

To pay with PayPal using “Pay for Goods or Services”:

\$25 send \$26.05

\$35 send \$36.35

\$50 send \$51.80



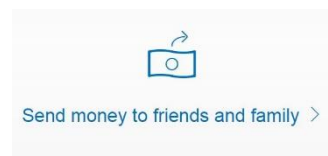
If you choose “Send Money to Friends or Family” There is no fee. On the next screen, enter our email address: [oahuapa@gmail.com](mailto:oahuapa@gmail.com). In the “write a note” section, please enter your Team number, Session/year and week of play as follows: (example: 02101 Fall 2016 Wk 1)

To pay with PayPal using “Send Money to Friends and Family”

\$25 send \$25

\$35 send \$35

\$50 send \$50



**BONUS POINTS – Three (3) bonus points will be awarded in 8-Ball and Twenty (20) bonus points will be awarded in 9-Ball if the following criteria are met.**

o Each team must fully and legibly complete the team's score sheets and collect all fees due for the week. The scoresheet and weekly fee must be sent to the League Office as outlined above no later than 8:00 pm the day after your match is played

o The VISITING team is responsible for picking up BOTH teams' packets, but all teams will be responsible for making sure that their own team packet is at the drop-off/pick-up location no later than 24 hours after the team's completed match. If the home team allows the visiting team to return their packet and the visiting team fails to drop off the packet on time, the visiting team will lose their bonus points. The same applies if the home team is dropping off the visiting team's packet and it does not arrive on time.

o It is required that all Team Captains initial the opponents score sheet to verify that he/she has counted, and verified, the opponent's fees. The Local League Office cannot be responsible for the accuracy of the fees if the Team Captain does not receive verification from the opponent that the amount listed on the score sheet matches the amount in the weekly fee envelope.

o Any profanity written on the score sheets will result in an automatic loss of bonus points.

**LOST SCORESHEETS AND/OR PACKETS** - Team Captains should print out and keep two blank score sheets for use in the event that the scoresheets are unavailable. In the event of a lost scoresheet, you are still required to turn in a score sheet with the proper amount of League dues, including weekly dues and membership fees with completed applications.

**ABBREVIATIONS:** to better communicate game results, please use the following abbreviations:

o Scratch 8-on-the-Break = S8OB

Break-and-Run = BR

o Scratch 8 = S8

8-on-the-Break = 8OB

o Early 8 = E8

9-on-the-Break = 9OS

o 8- Ball Wrong Pocket = 8WP

Certified Score Keeper = CS

o Did Not Mark Pocket = DMP

**MATCH START TIMES** - Scheduled match play begins at the "match start time" posted on your weekly score sheet—real time, not bar time. Even if only one player is available on one or both teams, start play on time. Play must be continuous (see below) once the first match has begun. A team will forfeit one individual match if there is no player present to start the match after fifteen minutes. A team will forfeit two individual matches if there is no player present to start the

match after thirty minutes. A team will forfeit the entire team match if there is no player present to start the match after forty-five minutes. See “full team forfeit” below.

**FORFEITS** - If a team fails to show up for a match, (full team forfeit) the opposing team (providing 5 players are present) will receive 10 points plus 3 bonus points in 8-Ball, and 75 points plus 20 bonus points in 9-Ball, provided all bonus point requirements are met. Full team forfeits during the last 4 weeks of any session will be worth 8 points plus 3 bonus points in 8-Ball, and 60 points plus 20 bonus points in 9-Ball. **Teams who give up full-team forfeit points receive zero (0) points, and must notify the League Office within two days of match play as to why they are giving up full-team forfeit points or they are subject to being dropped from the schedule.** Teams who do not show up for two consecutive weeks, and who do not contact the Local League Office, will be considered dropped from the League and a new schedule will be issued. Dropped teams and suspended players will forfeit all benefits, trophies, awards and prize money.

**DROPPED TEAMS** - Teams that drop out during the session will owe the balance of all weekly fees for the remainder of that session. If the balance is not paid in full, then each player who wishes to continue participating in the APA will pay their prorated portion of the uncollected fees. This applies even if the player is on more than one team, and remains active on the other team(s). Any team finishing a session and still owing uncollected weekly fees will pay the balance prior to the first week of the following session. If the team does not sign up for the following session, any player from that team wishing to join another team will pay their prorated portion of the uncollected fees.

**RACKING – 8-Ball:** The 8-Ball is placed in the middle of the rack, and the remaining balls are placed randomly.

**RACKING – 9-Ball:** The 9-ball is placed in the middle of the rack, and the 1-ball is placed at the head of the rack. The remaining balls are placed randomly.

**THE BREAK:** As outlined in Section 3.3 on page 45 of the OTM: “If the rack is struck, but the break does not qualify as a legal break, the balls are re-racked and re-broken by the **SAME** player.” The player may continue to attempt to break until a legal break is achieved.

However, if that player fails to make a legal break, or is unable to make a legal break, after a reasonable number (5) of attempts, let common sense prevail and please pass the break on to the **OPPOSITE** player.

**BREAKING DOWN CUE STICK** before a match has ended could result in loss of match. If a player is shooting and his opponent, (the sitting player) cracks his stick (starts to take it apart) or

puts stick back in wall rack, within view of the shooting player, this action could be considered a concession of the game by the opponent. The shooting player should stop and ask the opponent if he/she has just conceded the game, and if so, will be awarded the game. If the shooting player does not stop and ask, but continues to play and misses, the opponent will be permitted to take his turn. The intent is to eliminate an opponent's attempt to intimidate or distract the shooting player.

### **PLAYING EQUIPMENT** (Condition of Tables, Table Equipment, Etc.)

Teams must accept the normal condition of the equipment at Host Locations; the Local League Office cannot interfere in the business practices of the hosting locations. However, it is acceptable to politely ask the Team Captain of the home team to try to get the conditions improved for the future.

A team is not allowed to change the cue ball that is normally used on the assigned table, unless the change is agreed to by the other team. If a Host Location has a mix of normal weight, magnetic, and oversized cue balls, that are normally shared by all of the tables, the normal weight cue ball (or one that belongs with the table) is to be made available. No one may change the normally available cue ball, unless both teams agree.

If no bridge is available, you do not have to keep one foot on the floor. If a location has tables of different sizes, League play will be on the (3 ½ x 7') size, unless both teams agree otherwise.

If the Host Location does not have a short cue stick, and you need to execute a shot close to a wall or pole, or other obstruction, you are allowed to use your own short cue, or even take your shooting cue apart and use the shaft (remember, legal jump shots must be executed with your cue intact (see Jump Cues). Also note that if a member on the other team has their own personal short cue, they are not obligated to share it. However, we do encourage you all to play with Aloha.

**BALL-IN-HAND FOULS** - The ball-in-hand fouls are listed in the Official Team Manual. These are the ONLY fouls resulting in ball-in-hand. Any other type of violation of the rules is a sportsmanship violation. The Local League Office should be notified in writing as soon as possible of sportsmanship violations. Warnings and penalties will be assessed as necessary at the discretion of the Local League Office. While accidentally touching an object ball is not a foul as outlined in the Official Team Manual, purposely grabbing an object ball with your hand and using that as your bridge, is not permitted.

**JUMP AND MASSE SHOTS** – If after meeting the conditions set forth in the Official Team Manual on page 99, a player attempts a legal jump or masse shot; they may raise the butt end of their cue to any angle necessary to complete a legal shot.

**BYES:** When a new team is added to the schedule in the first four (4) weeks of a session, make-up matches will be scheduled between the new teams and those teams who had byes during the first four (4) weeks. The make-up matches will then be scored to allow everyone an equal chance to earn the total points available during the session. This will also give all players the best opportunity to meet the matches played eligibility requirements in regards to playoffs and City Championship competition. Weekly fees are due on make-up matches. If a team is added to the schedule beyond week 4, no matches will be made up, the new team will start with

5 points less than the last place team in their division. This gives the new team no advantage, but does not put them so far behind that they cannot catch up. All previous BYEs will stand as scored. Beginning the 5<sup>th</sup> week, eight (8) points will be awarded for all byes in the 8-Ball League and (60) points will be awarded for all byes in the 9-Ball League. Any team that is past due during a BYE week will not receive bonus points.

**TIME OUT** – Time out has been called as soon as the player's coach, Team Captain, or any other team member asks the player if they want a time out, or suggests to the player to take a time out. However, if a player calls for a time out, but is refused, that player will not be charged with a time out. See the Official Team Manual for more information regarding coaching. There is no coaching or time-outs in the Masters format.

**MARKING THE POCKET** - A marker will be used when shooting the 8-ball to let your opponent know which pocket you are calling. In the event that you cannot find a marker, you may use an object foreign to the pool table. You may not use table chalk, money, drinks, lit cigarettes, weapons (including pocket knives), or any item deemed inappropriate by the Host Location.

**ONLY ONE MATCH** per player on a team per week, except during the first four (4) weeks of the session while teams are establishing their rosters. **This rule applies to ALL FORMATS.** If you find it necessary to play a player twice during this four-week period, you must notify the opposing Team Captain **prior to the beginning of the first match if you know in advance that your player(s) will not be present**, and the opposing team has the right to choose who that player will be. The opposing team cannot choose a player that would force you to go over the 23-Rule. If the chosen player leaves the site, the match is forfeited. Only the last 2 matches may use a repeat player. No player will be allowed to play twice during playoff matches. Any exceptions after the fourth week must be approved by the Local League Office. This rule is subject to change.

**PLAYER SELECTION** has been made for a particular match as soon as the opposing team has been notified of the player, and cannot be changed unless it is determined that the 23-Rule will be violated. Team Captains should watch for the 23-Rule violation prior to choosing his or her players.

**HOLIDAY** – Some dates of play may fall on national or local holidays. Teams will be allowed to reschedule depending upon the week of play involved. (See the RESCHEDULED MATCHES SECTION of the Bylaws.)



**RESCHEDULED MATCHES** – In the event that you must reschedule a match, you must notify your opponent and the League Office at least 6 hours before the scheduled match start time. Failure to do so will result in the team that is requesting the rescheduled match to forfeit the match. Both teams will owe their own regular weekly fees. Last minute rescheduling is allowed only when both Team Captains agree.

Matches **must** be made up within two (2) weeks of the original match, unless pre-approved by the League Office. If not made up within two weeks, zero points will be awarded to both teams. Weekly team fees will be due for these matches. The Local League Office must be notified by BOTH TEAMS of any rescheduled matches at least 48 hours (2 days) in advance, in order to prepare your scoresheets. There will be no rescheduling during the last 2 weeks of the session or during the playoffs. The only way to reschedule the last 2 weeks of the session is to play them in advance. If you are the team asking for a rescheduled match, then you must be willing to go to the opposing team's Host Location to play, if requested. If a team walks out in the middle of a match, or for some reason refuses to play, that team will forfeit all points unless the team discusses the situation with the Local League Office PRIOR TO leaving the location. Severe weather conditions or travelers advisory warnings are a good enough reason for rescheduling team matches. Please contact the Local League Office with the date and time of the rescheduled match.

**TIEBREAKERS** – Ties will be broken according to the procedures outlined in the Official Team Manual. When teams are tied that never played each other during the session, the winner(s) will be determined to be the team(s) that earned the most points in the last four weeks of the session in which they played, not including weeks with byes or weeks with entire team forfeits. If still tied, continue going backwards in the schedule one week at a time until the tie is broken to determine the winner(s).

## **PLAYOFFS, AWARDS & TROPHIES – 8-BALL and 9-BALL**

All playoff matches are played at the higher seeded team's Host Location. In the event that a team that is already LTC qualified plays in a Division Championship match, their opponents will automatically qualify for LTC, however both teams are still playing for trophies and the title of Division Champion.

Any team that has already qualified for LTCs, and repeats as Division Champion or High Point Finishers in the same League Year, will receive a bye at LTC's if any are available.

**Divisions with 4 teams: 3 teams qualify for Division Playoffs.** At the end of each session the 1<sup>st</sup> place team in standings will receive a BYE in the first week of playoffs and the 2<sup>nd</sup> place team will play a wild card team. The second week of playoffs the winner of that match will play the 1<sup>st</sup> place team to determine a Division Champion. One (1) team, The Division Champion, will qualify for entry into the City Championship.

First week of playoffs: 1<sup>st</sup> receives BYE

2<sup>nd</sup> vs. Wild Card

Second week of playoffs the winners of that match will play the 1<sup>st</sup> place team to determine Division Champion.

1<sup>st</sup> Place receives: Individual trophies

Division Champion title

Eligibility into the Local Team Championship (LTC)

Host Location receives a trophy

**Divisions with 5-7 teams: 4 teams qualify for Division Playoffs.** At the end of each session the 1<sup>st</sup> place team in standings will play a wild card team and the 2<sup>nd</sup> place team will play the 3<sup>rd</sup> place team. The second week of playoffs the winners of those matches will play to determine a

Division Champion. One (1) team, the Division Champion, will qualify for entry into the Local Team Championship.

First week of playoffs:

1<sup>st</sup> vs. Wild Card

2<sup>nd</sup> vs. 3<sup>rd</sup>

Second week of playoffs the winners of those matches will play each other to determine a Division Champion.

1<sup>st</sup> Place receives: Individual trophies

Division Champion title

Eligibility into the Local Team Championship (LTC)

Host Location receives a trophy

**Divisions with 8-11 teams: 4 teams qualify for Division Playoffs.** At the end of each session the 1<sup>st</sup> place team is exempt from competing in the playoffs, receives High Point Finisher title, and advances directly to the City Championship. The first week of playoffs the 2<sup>nd</sup> place team will play a wild card team and the 3<sup>rd</sup> place team will play the 4<sup>th</sup> place team. The second week of playoffs the winners of those matches will play each other to determine 2<sup>nd</sup> place in the Division. Two teams will qualify for entry into the Local Team Championship (LTC): High Point Finishers & Division Champions.

First week of playoffs:

2<sup>nd</sup> vs. Wild Card

3<sup>rd</sup> vs. 4<sup>th</sup>

Second week of playoffs the winners of those matches will play each other to determine the Division Champion

High Point Finisher receives: Individual trophies

High Point Finisher title

Eligibility into the Local Team Championship (LTC)

Host Location receives a plaque

Playoff winner receives: Individual trophies

Division Champs title

Eligibility into Local Team Championship (LTC)

Host Location receives a trophy

**Divisions with 12-16 teams: 8 teams qualify for Division Playoffs.** Due to its size, an extra night of play (Semifinal Round) is required. At the end of each session the 1<sup>st</sup> place team is exempt from competing in the playoffs, receives High Point Finisher title, and advances to the Local Team Championship.

The First Round of playoffs in Tier A, 2<sup>nd</sup> place team will play wild card #1, and 4<sup>th</sup> vs 6<sup>th</sup>. In Tier B, the 3<sup>rd</sup> place team will play wild card #2, and 5<sup>th</sup> vs 7<sup>th</sup>. Semifinal Round winners in Tier A and Tier B will play each other. Winners of each Tier advance to Finals, and the winners are Division Champions. Two teams will qualify for entry into the Local Team Championship: High Point Finisher & Division Champion.

First Round of playoffs:

Tier A

2<sup>nd</sup> vs. Wild Card #1

4<sup>th</sup> vs. 6<sup>th</sup>

Tier B

3<sup>rd</sup> vs. Wild Card #2

5<sup>th</sup> vs. 7<sup>th</sup>

Semifinal Round: (Extra night of play) The 2 winners in Tier A play each other, and 2 winners in Tier B will play each other. Winners in each tier advance to the Division Championship.

Finals: Remaining teams play for Division Championship.

High Point Finisher receives: Individual trophies

High Point Finisher title

Eligibility into the Local Team Championship (LTC)

Host Location receives a plaque.

Playoff winner receives: Individual trophies

Division Champion title

Eligibility into the Local Team Championship (LTC)

Host Location receives a trophy

Weekly fees must be current for any teams and/or players to enter the session playoffs, Singles, and/or the Local Team Championship.

**LOCAL TEAM CHAMPIONSHIP (LTC)** In the summer of every year, each qualified team will compete in the Oahu APA Local Team Championship. Winners will have earned the right to compete for their share of the prize fund and a slot in the APA National Team Championships held every year in August at the Westgate Las Vegas Hotel and Casino in Las Vegas, Nevada. The format for the Local Team Championship is modified single elimination, which means that

each will have the opportunity to play at least twice, but not necessarily lose twice. Each winning team will receive individual trophies and travel assistance to Las Vegas for the National Team Championship.

**ELIGIBILITY** – Refer to the Official Team Manual for rules regarding retaining your eligibility. Once a team has qualified for the Local Team Championship, that team must retain (4) four original members in 8-Ball or 9-Ball formats. In Masters formats, that team must retain (2) two original members.

In the Spring Session, in addition to meeting the eligibility requirements outlined in the Official Team Manual, any players added to LTC qualified team rosters must have at least 6 matches played on that Spring Session roster, in order to be eligible to play in the upcoming LTC.

All players qualified for the National Team Championships or National Preregistered Events in Las Vegas in August each year, must remain on an active APA roster in the subsequent Summer Session, in the format in which they qualified. Inactive players will forfeit any cash or prizes won, including travel assistance, as well as the right to participate in any national APA event.

**COMMON PLAYERS** - when two or more teams have qualified for the Local Team Championship, and there are common players on the teams, those teams will be matched against each other first, if possible. The players that are common to those teams will sit out only the match in which he/she is common and let only those who are not common conduct the match. See the Official Team Manual for more details.

**TRAVEL PACKAGE** - Each team advancing to the National Team Championship in Las Vegas, Nevada will receive a “travel assistance package”. These funds are to assist with travel expenses. It is not prize money. If an eligible team, or any member of that team, should decide not to go to the National Team Championship, that team or member will forfeit the travel funds.

**AWARDS** – All awards, such as trophies, patches, travel assistance, etc. must be claimed within 60 days or those awards will be forfeited.

**PROTESTS** - Any protests must be in writing and include a \$25.00 protest fee. The League Operator will inform the team that wins the protest and return their \$25.00. Please see Official Team Manual for further detail on protests.

**LATE FEES** – if a team falls two weeks behind in paying their dues, they may be dropped from the League for nonpayment. Dropped teams will forfeit all benefits, trophies, awards and prize money. Teams with past due fees will NOT receive patches, trophies, awards of any kind, and will NOT be eligible to participate in tournaments or other events hosted by Oahu APA until the late fees have been paid.

**BANNED PLAYERS** - if a player has been banned from an APA Host Location the team must play without that player. The APA does not have the right to insist that an APA player be admitted to that Host Location.

**FALSIFICATION OF SCORESHEET** - any team caught sandbagging or sending in falsified scoresheets will be subject to any penalties determined by the League Operator, including but not limited to suspension from the League.

**EXCEPTIONS** Masse and jump shots are legal if the house rules do not "disallow" them. Check with the owner or club manager. However, jump cues are not allowed. A player may use an ordinary house cue if they wish to avoid the risk of damaging their personal cue.

Remember to treat your opponent as you would like to be treated, pay attention to the match, be ready to shoot when it's your turn, limit coaching to one minute, use common sense when it comes to the rules, and above all, have fun!

**Oahu APA Local By-Laws** *Version date: March2016*