

APPROVED

By jhayes at 6:05 pm, Feb 02, 2012

Oahu APA Local By-Laws *Version date: January 2012*

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

Phone: (808) 520-1135

E-Mail: oahuapa@gmail.com

Website: oahu.apaleagues.com

These By-Laws have been approved by the American Poolplayers Association, Inc.

The Local By-Laws 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

3059 Ala Ilima St.

Honolulu, Hawaii 96818

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.

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 4th 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 the bonus points, as well as forfeit of the match in which that person played.**

AGE REQUIREMENT - The age requirement to join the APA is 18 years old. Hawaiian Brian's Billiards Hall will follow the age limit of 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 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 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 \$40.00/team per week for 8-Ball and 9-Ball. 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 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) will be split by both teams.

NEW MEMBERS wishing to join a team during the first four (4) weeks of a session must have 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 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 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. Oahu APA Local By-Laws Version date: June 2009 4

WEEKLY SCORESHEET ENVELOPES

A host location will be designated as drop-off location, where their paperwork will be dropped off each week prior to League play. Each week, a large Tyvek Team Envelope containing the scoresheet, a Weekly Fee Envelope for the team, and all other

paperwork for that week will be dropped off at the team's Division drop-off location. Put weekly fee envelope in the APA LockBox and give Team Envelope to bartender. The visiting team is responsible for picking up both envelopes each week. It is the visiting team captain's responsibility to return both team's scoresheets and fees to a drop-off location in the original envelope no more than 24 hours after completion of play on League night. Please note that Oahu APA cannot be responsible for any lost/stolen/missing money. Please make sure that both money envelopes are put into the "LOCK BOX" when you drop off packets at your drop off location. This is important because your packets are left out in the open and vulnerable to loss or theft. In the event of missing money, the Visiting Team Captain will be responsible for any loss on both teams.

At leagues hosted within Pool/Billiards Halls, all Team Captains pick up and drop off their own envelopes at the check-in desk. There you will receive your table assignment for the night. After your match return your Large Tyvek envelope & your Weekly fee envelope (Include green fees) to the check-in desk. Please make sure that the attendant puts your Weekly fee envelope in the SAFE. This is important because your packets are left out in the open and vulnerable to loss or theft. In the event of missing money, the Visiting Team Captain will be responsible for any loss on both teams.

BONUS POINTS – Two (2) 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 Weekly Fee Envelope must be placed in the Lockbox at the drop-off location. The weekly scoresheet envelope must be left with bartender or bar manager. The full team number must be written on the Weekly Fee Envelope.

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, that 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 verifies, the opponent's fees. The 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 fee envelope. It is also required, for Team Captains to get their opponent to verify the \$ amount & sign the fee envelope after it is sealed.

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

LOST SCORESHEETS AND/OR PACKETS - Team Captain should print out and keep two blank score sheets for use in the event that the score sheet and/or team packet are lost. In the event of a lost packet 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 on 8 SO8

o 8 Ball Wrong Pocket 8WP

o Did Not Mark Pocket DMP

o Early 8 E8

FORFEITS - If a team fails to show up for a match, the opposing team (providing 5 players are present) will receive 4 points plus 2 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 3 points plus 2 bonus points in 8-Ball, and 60 points plus 20 bonus points in 9-Ball. **Teams who give up full-team forfeit points 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 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 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 one ball of each category is placed in the lower corners of the rack. 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 racked and rebroken by the **SAME** player.” 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 s/he 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 League Office cannot interfere in the business practices of the hosting locations. However, it is acceptable to politely ask the Home Team Captain 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 hosting 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 League Office should be notified in writing as soon as possible. Warnings and penalties will be assessed as necessary at the discretion of the 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 95, 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 4 weeks of a session make-up matches will be scheduled between the new teams and those teams who had byes during the first 4 weeks. The make-up matches will then be scored to allow everyone an equal chance at the total points available in the session. This will also give all players the best opportunity to meet the number-of-matches-played eligibility requirements in regards to playoffs and City Championship competition. Weekly fees are due on make-up matches. Beginning the 5th week, (3) 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.

TIME OUT – Time out has been called as soon as the player's coach or any other team member asks the player if they want a time out, or suggests to the player to take a time out. See the Official Team Manual for more information regarding coaching. There is no coaching or time-outs in Masters formats.

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 stabilizing 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** 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" and must also choose that player before the first match starts. If the chosen player leaves the site, the match is forfeited. Only the last match 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 League Office. 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 your 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 By-Laws.)

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 reschedule forfeiting 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 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 League session or during the playoffs. The only way to reschedule the last 2 weeks of the League session is to play them in advance. If you are the team asking for a reschedule, then you must be willing to go to the opposing teams 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 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 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 BYE's or weeks with entire team forfeits. If still tied, continue going backwards in the schedule until the tie is broken to determine the winner(s).

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

All playoff matches are played at higher seeded team's host location. In the event that an already qualified team plays in a Division Championship Match, their opponents automatically qualify for LTC.

Any team that has already qualified for LTC's, and repeats as Division Champions 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 1st place team in standings will receive a BYE in the first week of playoffs and the 2nd place team will play a Wild Card team. The second week of playoffs the winner of that match will play the 1st place team to determine Division Champs. One team will qualify for entry into the City Championship. Division Champions.

First week of playoffs: 1st receives BYE

2nd vs. Wild Card

Second week of playoffs the winners of that match will play the 1st place team to determine Division Champs.

1st Place receives: Individual trophies

Division Champs title

Eligibility into City Championship

Host Location receives a trophy

Divisions with 5-7 teams: 4 teams qualify for Division Playoffs. At the end of each session the 1st place team in standings will play a Wild Card team and the 2nd place team will play the 3rd place team. The second week of playoffs the winners of those matches will play to determine Division Champs. One team will qualify for entry into the City Championship: Division Champions.

First week of playoffs: 1st vs. Wild Card

2nd vs. 3rd

Second week of playoffs the winners of those matches will play each other to determine 1st place in the Division.

1st Place receives: Individual trophies

Division Champs title

Eligibility into City Championship

Host Location receives a trophy

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

First week of playoffs: 2nd vs. Wild Card

3rd vs. 4th

Second week of playoffs: The winners of those matches will play each other to determine the Division Champs.

High Point Finisher receives: Individual trophies

High Point Finisher title

Eligibility into City Championship

Host Location receives a plaque.

Playoff winner receives: Individual trophies

Division Champs title

Eligibility into City Championship

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 (Semi Final Round) is required. At the end of each session the 1st place team is exempt from competing in the playoffs, receives High Point Finisher title, and advances to the City Championship.

The First Round of playoffs in Tier A, 2nd place team will play Wild Card #1, and 4th vs 6th. In Tier B, the 3rd place team will play Wild Card #2, and 5th vs 7th. Semi Final Round winners in Tier A and Tier B will play each other. Winners of each Tier advance to Finals Winners are Division Champions. Two teams will qualify for entry into the City Championship: High Point Finishers & Division Champions.

First Round of playoffs:

Tier A 2nd vs. Wild Card #1

4th vs. 6th

Tier B 3rd vs. Wild Card #2

5th vs. 7th

Semi Final 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 City Championship

Host Location receives a plaque.

Playoff winner receives: Individual trophies

Division Champs title

Eligibility into City Championship

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 City Championship.

ANNUAL CITY CHAMPIONSHIP In the summer of every year, each team that qualified in the Division Playoffs will compete in the Oahu APA City 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 Riviera Hotel and Casino in Las Vegas, Nevada. The format for the City 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 8-Ball 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 City 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 in the Spring Session, to be eligible to play in the upcoming LTC.

All players qualified for 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 event

COMMON PLAYERS - when two or more teams have qualified for the City Championship, and there are common players to 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 - any team that falls two weeks behind in paying their dues 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 score sheets 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.

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: January 2012*