

# APA NORTHEAST GEORGIA

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League Operators

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We welcome your team to the American Poolplayers Association! In order for us to enhance your enjoyment and the service of the League, we must enforce local bylaws, which are designed to allow a smooth operation of the League. Read these bylaws carefully and keep them with your Official Team Manual. Failing to read and understand these rules could cost you a playoff spot or a chance to advance to the Local Team Championships or World Pool Championships. These bylaws have been read and approved by the American Poolplayers Association. The local bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual.

## Office hours

Monday through Friday 10:00am to 6:00 pm. If I am not available please leave your name, phone number, and a short message and your call will be returned as soon as possible.

## Age requirement:

You must be 18 years of age to play in the APA.

## Team Fees:

Team fees will be \$35 per week per team for all scheduled matches regardless of the number of games played—this includes forfeits and Division Playoffs.

Please make checks payable to the APA. There will be a \$25 charge for any returned checks, plus loss of the bonus point (see below). APA players' annual membership dues of \$25 must be paid the first night a player plays or by the fourth week of the session, whichever occurs first. Any team that falls two weeks behind in paying their team fees or membership dues will be sent a warning notice. If the team does not become current upon receipt of the notice it will be dropped from the League for non-payment.

## 8-Ball Division Playoffs, Tri-Cups and LTC

Teams will qualify for the Local Team Championship (LTC) through the Summer, Fall, and Spring Session Tri-Cups.

## Divisions with 12 or more teams:

The team with the most points at end of the regular session will qualify for the Tri-Cup. The 2nd, 3rd, 4th, 5th, 6th, 7th, and two wild cards will Playoff for four additional Tri-Cup slots (2nd vs. wild card, 4th vs. 6th, 3rd vs. wild card, and 5th vs. 7th). The winners of these four matchups will also qualify for that session's Tri-Cup.

Therefore, a total of 5 teams will gain entry into the Tri-Cup in a division of 12 or more teams.

Divisions with 6 to 11 teams:

The team with the most points at the end of the regular session will qualify for the Tri-Cup. The 2nd, 3rd, and 4th place teams, plus a wild card team, will playoff for two additional Tri-Cup slots (2nd vs. wild card and 3rd vs. 4th). The winners of these two matchups will also qualify for that session's Tri-Cup.

Therefore, a total of 3 teams will gain entry into the Tri-Cup in a division of 6 to 11 teams.

Divisions with 5 or less teams:

Only the winner of a playoff between 1st, 2nd and a wild card will qualify for the Tri-Cup (2nd vs. the wild card, the winner of which plays 1st to determine the playoff winner).

Therefore, a total of 1 team will gain entry into the Tri-Cup in a division of 5 or fewer teams.

**9-Ball Playoffs:**

9-Ball playoffs will continue to qualify as they have in the past until they reach enough teams to justify a move to the Tri-Cup Structure. The division team highest in points prior to the Division Playoffs will automatically qualify for the annual Local Team Championship (LTC). This team will also compete in the Division Playoffs along with the teams with the second and third highest points, and a wild card team to be determined by draw from the remaining teams in the division. The winner of the Division Playoffs will be considered the Division Winner and will also qualify for the LTC. The Division Winner and their Host Location will receive trophies. If the Division Winner is the same team as the highest point winner, the team that came in second in playoffs will also advance to the Local Team Championship.

**IMPORTANT:** In divisions with 4 teams, only the Division Playoff winner (not the high point team) will qualify for the LTC.

Once a team has qualified for the LTC, it must remain active for the remainder of the League year. A team that qualifies from the Summer Session must continue to play during the Fall and Spring Sessions; a team that qualifies from the Fall Session must continue to play during the Spring Session. In addition, once a team qualifies, it must remain in the top 50% of its division's standings until the LTC event or its participation will be subject to review.

**Teams "qualified" for LTC must remain active in the Summer Session in which LTC's are held.**  
**TEAMS MUST RETAIN FOUR "ORIGINAL" MEMBERS**

The winning teams that advance from the LTC to the World Pool Championships will be required to play in the next League year's Summer Session. They will receive Travel Assistance, but if the team elects not to go, the Travel Assistance will be given to the teams and players that actually attend the World Pool Championships.

### Start time

Start time is at 7:30 pm. Some Divisions have different start times. Play will begin even if only one player from the team is present. Play must be continuous; otherwise forfeits will be awarded to the team with players present.

### Bonus Points

Two (2) bonus points (15 in 9-Ball) will be awarded each week for teams that have their envelopes postmarked the next day, have the correct money, and have completely and correctly filled out their scoresheet. Fees and dues must be up to date. If your team owes any type of fees or dues, you will not receive your bonus points. There will be no exceptions. Be careful that you do not lose your bonus points.

### Forfeits:

Forfeits during the last 3 weeks of play will be awarded 5 points 8-Ball (60 in 9 Ball).  
If a team fails to show for a match, the opposing team (providing 5 players are present and listed on the score sheet) will receive 8 points (65 in 9-Ball) if all paper work is completed and fees and dues are up to date.

**New 3-Point System: Individual forfeit = 2 points, individual playoff forfeit = 3 points. If a team forfeits a match to avoid losing more points, the team receiving the forfeit will receive 3 points.**

Teams that do not show up for two consecutive weeks will be considered dropped from the League and a new schedule will be issued. Dropped teams or any suspended player will forfeit all benefits, trophies, awards and prize money. If a team drops out before the session is over, matches played will stand. If a team forfeits one or more individual matches, it is still responsible for the full amount of weekly dues. Teams that forfeit 3 or more matches in the last week of play will NOT be eligible for the wild card draw.

### Byes:

Byes are worth 8 points. No scoresheets need to be returned and no fees are due. No byes will be awarded during the first 2 weeks of the session; teams will be required to play make-up matches for the two weeks that were missed. This is to give new/existing teams a chance to play and receive scores. If a team drops out creating a bye in the division, all matches played to that point will stand.

### Rescheduled matches:

All rescheduled matches must be made up within 2 weeks of the original match, unless pre-approved by the League office. If not, "0" points will be awarded to each team. No matches will be made up the last two weeks of session play. The League Office must be notified of any rescheduled matches. No exceptions.

### Player ID:

Players must be able to show a valid picture ID to the League Operator or any team member at any time. Teams that play a player under a false name will receive 0 points for the night and will be at risk of suspension from the League. Their opponents will receive all points won plus 1 point for any match involving an illegal player. Ask for ID's prior to play.

### Protests

All protests must be made in writing and include a \$20 protest fee from both teams. The League Operator will inform both team captains of the outcome of the protest and return the \$20 to the team that wins the protest. The other \$20 will be added to the Players Fund.

### Placing the Cue Ball

During a time out, ONLY the player or the coach may place the cue ball in a ball-in-hand situation. The player DOES NOT have to be the last one to touch the ball.

### Banned players/Sportsmanship

If a player on your team has been banned from a Host Location, then the team must play without him\her. The APA League has no right to insist a Host Location admit this player. Any player or team receiving more than two sportsmanship violations will be dropped from the League. Dropped teams or any suspended player will forfeit all benefits, trophies and awards.

### Disputes

Disputes should be resolved by the two players, and not by the coaches or captains. If a dispute cannot be settled between the two players, then contact your Division Representative. Their contact numbers are at the top of your score-sheet and newsletter. We strongly urge that the players solve disputes themselves in the spirit of "Good Sportsmanship".

Breaking down the cue stick before match has finished could result in loss of match. If a player is shooting and his opponent cracks his stick (starts to take it apart) within view of the shooting player, this action could be considered a

concession of the game by the opponent. The shooting player should stop, ask the opponent if they have just conceded the game and if so, the shooting player will be awarded the game. If the shooting player continues to play, he has forgiven his opponent. If he misses, the opponent will be permitted to take his turn. The intent is to eliminate a non-shooter attempting to intimidate or distract the shooting player. This rule does not apply when a player needs to change their cue stick for a short stick when there is a wall/post obstruction.

### Equipment:

Only equipment provided by the host locations will be used for League play. This includes, but is not limited to: cue balls, racks, and racks of balls.

### Falsification of scoresheets:

Any team caught sandbagging or sending in falsified scoresheets will be subject to penalties handed down by the League Operator, which may include being dropped from the League.

### \*Members of the APA:\*

Only APA members are allowed to play in the League. Paid applications for each new member must be sent in the first night they play. We must receive this application the same week the new player plays. Unpaid players will receive zero (0) points for that match and teams will lose their bonus point for incorrect dues.

### Inclement Weather Policy

(snow, sleet, etc.) If a match is to be canceled due to weather, the League Operator or other Team Captains must be informed. The League Operator will resolve any disagreements.

### Miscellaneous

You are encouraged to enjoy the fare available at the Host Location. Please do not bring any food and/or beverage into the Host Location. Also, the cost of the table will be split evenly between both players, no matter who wins or loses and regardless of their handicap.

## Refusal to Do Business With

At any time, at the sole discretion of the League Operator, APA Northeast Georgia can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

**Good Luck and Good Shooting!**