

Tucson APA Bylaws – Starting Summer 2025

1. LEAGUE OFFICE HOURS:

Monday – Friday	3pm – 9pm
Saturday	Closed
Sunday	1pm – 9pm

2. LEAGUE CONTACT INFORMATION:

Brandon Ferguson apabrandon@gmail.com 520-370-8656

For mediation or rules questions during League play, please contact your Division Rep. Their name and phone number are located on the top of your scoresheet. Or, for after hours emergency situations **only**:

Text Brandon at 520-370-8656 or
Call the League Office at: 520-370-8656

3. TEAM FEES:

\$8 per person in 8-Ball and 9-Ball divisions - Each team will turn in \$40 per week (depending on location, additional green fees may be collected)

\$10 per person in Masters Divisions – Each team will turn in \$30 per week

\$8 per person in Double Jeopardy divisions – Each team will turn in \$80 per week

The full weekly fee must be paid regardless of the number of matches played, including forfeits. It is not fair for teams that do not play the full 5 matches to contribute less toward the prize fund than teams that do play all 5 matches; therefore, the League Office requires that all teams pay the full team fee regardless of forfeits or hardships. Teams past due in excess of \$35 for more than 2 weeks may be terminated from the League.

Make checks payable to Tucson APA. A \$25 service fee may be charged for all returned checks. Every attempt will be made to collect first from the individual who wrote the check. If these attempts are not successful, the team may be charged the amount of the check plus the service fee.

4. NEW PLAYERS:

New Players may be added to a team at any time BEFORE the last 4 weeks of the session. NOTE: Qualified teams during the Spring Session cannot add/remove a player after week 4; if they choose to do so, they will forfeit their qualification. Please notify the opposing team that you are adding a new player to your roster at the beginning of that League night. It is the responsibility of the Team Captain to make sure new players play at an appropriate Skill Level. If you know your new player has above average skills, start him/her out as a Skill Level 5 or above. All new players will start as a SL3 and no lower. Starting a new player out at an inappropriate Skill Level may result in loss of point(s).

Any player wishing to join a team during the last 3 weeks of the session must have League Office approval. All players must be 18 years of age or older. Please note that some locations may not allow players under the age of 21 without the presence of a legal guardian.

5. PICK UP / DROP OFF LOCATIONS:

The team packet will be delivered and picked up from a designated pick up and drop off location. View location information on the *Location Finder* page of this website (see top menu) or contact the League Office at 520-370-8656.

The League Office is responsible for delivering the packets to the pick-up locations in a timely manner. Each team is responsible for dropping their packet off at their designated drop off location by the following League night. If the team packets are not dropped off by the designated time, the team may not receive their bonus points for that week.

6. MEMBER FEES:

NEW PLAYERS MUST FILL OUT A MEMBERSHIP APPLICATION AND PAY THE \$30 MEMBERSHIP FEE ON THE FIRST NIGHT THEY PLAY. IF A TEAM ALLOWS AN UNPAID PLAYER TO PLAY, they may be subject to loss of point(s)!

7. BONUS POINT(s):

2 - (8-Ball), 5 - (9-Ball), 4 - (Masters), and 1 - (Ladies) bonus points are awarded on a weekly basis to each team that does all of the following: Includes all team fees, all member fees if applicable, and a complete and legible scoresheet in the team packet. LATE PACKETS WILL NOT RECEIVE BONUS POINTS. Once a bonus point has been forfeited it is non-recoverable.

WEEK 5 BONUS POINTS: Teams current with League dues and membership fees will receive 8 (8-Ball), 50 (9-Ball), and 15 (Masters) bonus points in week 5 of each session.

WEEK 11 BONUS POINTS: Teams current with League dues and membership fees will receive 15 (8-Ball), 100 (9-Ball), and 25 (Masters) Bonus Points in week 11 of each session.

8. HARDSHIP/REPLAY RULE:

EXAMPLE: If a team has only 4 players, the opposing team may select one of those players to play a 2nd time in the 5th match keeping the following criteria in mind:

A: The Hardship/Replay Rule is mandatory during the 1st 4 weeks of the session. (Teams with fewer than 5 players must have the option of using the Hardship/Replay Rule. The Hardship/Replay Rule is optional after the first 4 weeks of the session but both Team Captains must agree to use the Hardship/Replay Rule. Hardship/Replays are absolutely not allowed during the last 4 weeks of the session, NO EXCEPTIONS!

B: When an opposing team chooses a player for the Hardship/Replay, the player chosen must be able to meet the requirements of the 23-Rule. Moreover, if the team who is short players has more than 4 players listed on their roster, they must prove that they have another player on their roster that could have legally played. If they do not, they must forfeit the last race. For example, a team has 6 people on their roster with listed Skill Levels of 6, 6, 5, 4, 4, & 3. On this particular night, they have only 4 players show up and play...6, 6, 5, & 3, which equals 20. Even though playing the 3 again would only add up to 23 the 3 cannot play because the other two players on the team roster are both 4's and had one of them been

C: If a team has 5 or more players present at a match who in any combination would violate the 23-Rule, then they have to play 4 players and FORFEIT the 5th match point. (Even if there is a team member on the roster who could have played had they been present.) IN ALL CASES, a team must play only the combination of players that proves that they could legally meet the 23-Rule requirement. If there is no such combination on their entire roster then they are allowed to play four players to 19 and then forfeit the last race. See page 34 of the Official Team Manual.

D: No one from the team who is missing players is allowed to leave the site before the Hardship/Replay player is chosen without first notifying the opposing team captain with a legitimate excuse. EXCEPTION: A player may leave if they cannot be chosen to do the Hardship/Replay because of the 23-Rule. If present and played they would have violated the 23-Rule. Therefore, in this case they must forfeit the last race. However, had one of the "4's" been a "3", a new "nonrated" player, or a "2", then yes the "3" could be legally chosen to play again. In fact, only the "3" could be chosen as any one of the others (6, 6, or 5) would add up to a 23-Rule violation. A team cannot force the opposing team over the 23-Rule and then call a violation on them. If a new team only has 4 players listed on their roster, the opposing team may select any player to play the Hardship/Replay as long as they do not force them into a 23-Rule violation.

E: The team who is short player(s) will have absolutely no "say-so" regarding who is to be chosen from their team to play again. The decision of who plays will be totally up to the team who has all their players present. Regarding who pays and how much is up to the team whose player is playing twice. Usually, the cost is spread amongst those present, but that is a team decision. The entire \$35 team fee must be paid and turned in to receive any bonus points.

F: Should both teams have a player missing, a "Blind Draw" will be made to match up the 5th race. Only players with Skill Levels that will not force a 23-Rule violation are eligible for the "Blind Draw".

9. SEVERE WEATHER POLICY:

In the event of inclement weather, League play will be cancelled or postponed at the discretion of the League Office. The League Office will make the determination for cancellations. When a determination has been made, the League Office will contact the Division Reps, and the Division Reps will contact each Team Captain with cancellation details. If you have concerns or questions about League play due to weather conditions, please contact your Team Captain.

10. NO SHOWS:

If an entire team does not show up for a match, the opposing team will receive BYE points for that night and will not be responsible for any League fees. The team that did not show up for their regularly scheduled match may be responsible for the weekly fees owed by both teams.

11. COACHING:

See the Official Team Manual for proper coaching procedures. Any member of the shooting team may call for a time-out. To avoid confusion, say it loudly and clearly enough for all to hear.

If any member of the shooting player's team suggests that a time-out be taken, it will be charged regardless of whether it is used. Any form of asking for a time-out is considered a time-out because it could lead the shooter to change their course of action. Examples of questions include, but are not limited to, "Would you like a time-out?", "Do you need help?", or "Do you want to talk about it?".

NOTE: In the spirit of good sportsmanship, particularly in the case of a new player, teams may choose to overlook a possible infraction when an opposing teammate asks their player if they need a time-out, especially if it is obvious the shooter did not change their course of action as a response to the suggestion of a time-out.

12. 23-RULE:

Refer to your Official Team Manual. A team cannot play five players in one night whose Skill Levels add up to a total exceeding 23. This is to prevent players from stacking their team with all 6's and 7's. In the event of a 23-Rule violation, the offending team receives 0 points and the opposing team receives all points won plus 1 point for the match in which the 23-Rule was broken and any subsequent matches.

A violation of the 23-Rule has occurred when the balls are broken in the individual match that causes the violation. If your opponent violates the 23-Rule, notify the opposing Team Captain, then note the violation on your scoresheet.

13. PUSH SHOTS VS DOUBLE HITS:

Refer to the Official Team Manual. When the cue ball is frozen to the object ball a PUSH SHOT may occur; however, PUSH SHOTS will not be called in this amateur League. On the other hand, when the cue ball is not touching the object ball, but is very close to it, the shooter may be in danger of committing a DOUBLE HIT foul.

Team Captains/Coaches should educate their players about what a DOUBLE HIT is and how to avoid it. In the event that you feel your opponent may be in danger of committing a DOUBLE HIT foul, you should ask a neutral party to observe the shot, otherwise the call will go to the shooter.

NOTE: In the spirit of good sportsmanship, particularly in the case of a novice player, the neutral party or the opposing player should make sure the shooter knows what a DOUBLE HIT is before allowing them to shoot the shot and calling a foul or otherwise overlook any possible infraction.

14. EARLY BIRD MATCHES:

In the event of an APA tournament, holiday, or other occasion, when a player or an entire team cannot be present for their regularly scheduled match, the League Office suggests an Early Bird Match be played BEFORE the date in question. Once a rescheduled match is agreed upon by both Team Captains, (any time before the regularly scheduled match is due to take place), please notify the League Office so that scoresheets may be prepared and delivered to the desired location/time.

Those wishing to reschedule a match should notify their opponents of the desire to play an Early Bird Match at least 10 days before the date in question. If a team knows they are going to have less than 5 players present for a match because their teammates will be unavailable specifically to attend an APA event, that team MUST be allowed the opportunity to play all 5 or some of their players in an Early Bird Match. In such cases, the opposing team MUST allow the Hardship/Replay Rule as an alternative to an Early Bird Match so as not to force forfeits to a team attending an APA event. The points won during an Early Bird Match may not appear in the standings until after the date of the originally scheduled match. Teams must use a player's most current Skill Level at the time the match is played. Current Skill Levels can be verified at TucsonAPA.com

15. MAKE-UP MATCHES:

In some cases, an unforeseen event can prevent 1 or more players from attending their regularly scheduled match. In such cases, the League Office must first approve whether a Make-Up Match is allowed. If so, it must be played no later than 2 weeks after the originally scheduled match or the point(s) in question may be forfeited to the opposing team.

Once a rescheduled match is agreed upon by both Team Captains, please notify the League Office so that scoresheets may be prepared and delivered to the desired location/time.

16. DIVISION CHAMPIONS:

At the end of the session, the highest-ranking team in each division will be declared the High Point Champions.

17. PLAY-OFF WINNERS:

At the end of each session, teams compete in Playoffs for the title of Playoff Winner (Division Champion). The highest ranked team is usually granted the home field advantage. View chart below for match-ups.

Tri-Annual – One Week Of Playoffs For All **Division Sizes**

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wildcard Winner Advances To Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>8-11</u> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard 3 rd Place vs 4 th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

<p><u>12-14</u></p> <p>Four Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wildcard 3rd Place vs 6th Place 4th Place vs 5th Place All winners advance to Tri-Annals</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>15-16</u></p> <p>Five Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wildcard 3rd Place vs 8th Place 4th Place vs 7th Place 5th Place vs 6th Place All winners advance to Tri-Annals</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>

18. World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year (usually late May). The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent Tucson APA in the APA World Pool Championships.

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier boards.
- Any team that loses in the finals of a Tri-Annual Tournament to a team already qualified, except for teams from a 4-team division, from a previous Tri-Annual may also be qualified (unless already qualified from a previous Tri-Annual).
- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the (Tucson APA) to retain their qualified status.
- All players on Qualified teams must remain active in the (Tucson APA) and format they are qualified in, in order to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All players must have at least 4 matches played in the session they qualified, and all subsequent sessions, on the Qualified team in (Tucson APA) to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.
- The Travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

19. TRI-ANNUAL EVENT:

At the end of each session, winners from each division using the table above are invited to compete in our Tri-Annual tournaments. These tournaments are single elimination and teams must win their 1st round in order to advance to the World Qualifier. A set amount of award money will be awarded to the winning teams. This amount will be announced prior to the Tournament via Member Services, Social Media, Paper Scoresheets or other methods.

20. REFUSAL TO DO BUSINESS WITH

At any time, at the sole discretion of the League Operator, Tucson APA 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.