



LEAGUE OPERATOR: KT THOMPSON

OFFICE HOURS: TUESDAY - WEDNESDAY - THURSDAY - 11:00 - 4:00
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www.charlottemetroapa.com

LOCAL BYLAWS FOR CHARLOTTE
METRO

Last update: February 1, 2017 --- EFFECTIVE: April 30, 2017

1. **THE HANDLING OF WEEKLY SCORE SHEETS, TEAM FEES, APPLICATIONS & YEARLY DUES** Each Team Captain or Co-Captain is responsible for collecting the yearly dues and applications, and the local fees every week of the session. Each team is responsible for turning in their own scoresheet and money the night they play.
2.
 - a. **YEARLY DUES**
The annual membership fee is due the FIRST NIGHT you play. If a player plays and doesn't pay, we will take ten (10) points from the team and they will not be given back. If a member of your team has not played by week #4, their yearly membership fee is due regardless! All membership dues must be paid by week #4.
 - b. **TEAM FEES**
Your league fees are \$ 40 regardless of how many people play. If your money is short - you lose 5 points for 8-Ball and 20 points for 9-Ball. These points will not be given back. **NO SHORTAGES ALLOWED EVER! We no longer accept personal checks.** Should someone send in a check and it bounces \$25 charge.
 - c. **EACH DIVISION WILL HAVE A SPECIFIC DROP LOCATION**
The drop locations will be made known to all members at the start of the session. When two teams play, each team is responsible for getting their money to the drop location by 12:00 p.m. the following day.
EXCEPTION: Sunday Night Divisions must be turned in by 9:30 p.m.
 - d. **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 on fees upon receipt of the notice, then they are subject to being dropped from the League for non-

payment. To return to the league all monies must be paid in full.

e. **Any team owing the league money after week fourteen (14) WILL NOT BE ELIGIBLE** to play in the playoffs or a Higher Level Tournament...regardless of their standings.

3. TEAMS FAILING TO APPEAR FOR A SCHEDULED MATCH

Any team failing to appear to play for two scheduled matches will be considered dropped from the League unless the League Office is notified, by the next day, after the scheduled night of play. All team fees must be paid before the team can resume play. If a team fails to appear for a match and forfeits all five (5) matches, their opponent will receive eight (8) points. If the same team fails to appear for a second match the team will be dropped from the division and the team will become a bye or possibly eliminate a bye. **The opposing team** would receive eight (8) points. **Should a team fail to appear during the final four weeks of the regular session each member listed on that team will be charged a \$50.00 fine and will not be able to resume play as an APA member until that fee is paid. During the final two (2) weeks of the regular session, if a team forfeits two or more matches, they will be ineligible for the wild card draw - NO EXCEPTIONS!**

******Any team that drops after the start of session will be charged \$30.00 PER PLAYER plus all fees due subject to Page 26 Section 6 in the Rule Book. ABSOLUTELY NO EXCEPTIONS!**

4. RESCHEDULING

If both Team Captains agree, a match may be rescheduled. The key word is BOTH (UNLESS AUTHORIZED BY THE OFFICE). A rescheduled match must be played within two (2) weeks of the regular scheduled date unless affected by the weather or approved by the office. If severe weather occurs, the Team Captains should reschedule the match as soon as possible. All Holidays can be rescheduled and played prior to the original match date.

******BOTH TEAM CAPTAINS MUST NOTIFY THE OFFICE BEFORE RESCHEDULING THE MATCH******

a. RESCHEDULING MATCHES FOR THE CITY TOURNAMENT

All teams playing on Wednesday, Thursday, Friday or Sunday that are in the City Tournament **MUST PRE-PLAY your matches PRIOR** to the City Tournament (UNLESS AUTHORIZED BY THE OFFICE). **PLAN AHEAD**

b. HANDICAP FOR MAKE-UP MATCHES

Any match that needs to be made up - for whatever reason - you must use your current handicap. If you have gone up since the original scoresheet, you must play at your current handicap.

5. NEW 3-POINT SYSTEM

- a. Individual forfeit = 2 points
- b. BYE = 8 points
- c. Team forfeits = 8 points
- d. Individual PLAYOFF forfeit = 3 points
- e. MARKING THE POCKET - The pocket can be marked with any object (but a weapon) chalk or money is allowed, but discouraged.

6. BYES - REVISION OF RULE 3, PAGE 22, & 23

The incoming team could possibly have makeup matches with the opponent of the team who dropped (in case there was a bye in the division).

7. FORFEITS - REVISION OF RULE 4C, PAGE 23

A team must begin play if they have one player present. Once the first match is over, the team putting up next has two (2) minutes to name a player, and then the opposing team has two (2) minutes to name a player. If the player is not at the table ready to play in that time frame, that player loses the first game and an additional game for every two (2) minutes that they are not ready.

FORFEITS OR BYES DO NOT COUNT AS MATCHES PLAYED

8-Ball = Teams receiving four (4) or more forfeits will receive 8 points plus any points won. A forfeit of all five (5) matches= 8 points (same as a Bye).

9-Ball = Teams receiving four (4) or more forfeits will receive sixty (60) points plus any points won. An individual forfeit in 9-Ball will be twelve (12) points

8. JEOPARDY

After week four (4) if a team declares Jeopardy they will not be eligible for the playoffs or Higher Level Tournaments.

9. ORDER OF PLAY OR HOW IT IS DECIDED WHO PLAYS FIRST - RULE 7, PAGE 26

In addition to this rule: Once a player has been put up (in the correct order), he/she must play. You cannot change players, once a player has been named for that match. The only exception to this rule is if a team puts up a person whose handicap will force them to break the "23"-Rule. That team has the right to change to another person on the team whose handicap will not violate the "23"-Rule. They must change the player before the balls are broken. If this situation occurs, the opposing team may also exchange players if the team breaking the "23"-Rule put up first in this particular match. If the change is not made before the balls are broken, the "23" -Rule has been violated.

10. VARIOUS WAYS TO LOSE - RULE 29, PAGE 36

A violation of the 23-Rule is an automatic loss of all points. Whether the opposing team catches it or not, **we will impose the penalty.**

- a. 8-Ball - If your team breaks the 23-Rule your team gets zero (0) points and the non-offending team gets all points won plus three (3) points for match broken and subsequent matches.
- b. 9Ball - If your team breaks the 23-Rule your team gets zero (0) points and the non-offending team gets all points earned plus fifteen (15) points for match broken and subsequent matches.

11. VARIOUS WAYS TO LOSE - REVISION OF RULE 11 - PAGE 52

If you are on the 8-Ball and you alter the course of the 8-Ball or cue-ball or you stop the cue ball before it stops rolling, it is a loss of game. However, if the 8-Ball or the cue-ball hits the pocket marker this **IS NOT** a loss of game, nor a foul.

- a. If you are on the 9-Ball and you alter the course of the 9-Ball or the cue-ball or stop the cue ball before it stops rolling, it is ball in hand for your opponent.
- b. Only two (2) senior skill level players in 9-Ball may play in any given team match. Senior skill level players are players who have a skill level of 6,7,8 or 9. If an ineligible (by this rule) player is chosen to play, then a violation of this rule officially occurs when the rack is struck in that player's match. The ineligible player forfeits the match and the teams go on to the next player match. Both players' skill levels count towards the 23-Rule for that match. If this is not caught by either team, the office will catch it and it will be zero points for the ineligible player and 12 points for the other team during regular League, and 20 points during playoffs or City Tournament.

12. JUMP SHOTS - RULE 32, PAGE 42

Jump shots are legal as long as you perform them correctly (i.e.: no scooping & no breaking down stick), but such shots must be attempted using your regular game cue.

Some House Rules Don't Allow Jumping!

a. VARIOUS WAYS TO LOSE

A player can switch their cue stick any time during a game. EXCEPTIONS: No laser sticks and no breaking sticks down. If a player grabs the rack before the 8-Ball or 9-Ball is made, that is a loss of that particular game. If the player not shooting starts taking the balls out of the pocket before the 8 or 9 is made it is a loss of that particular game.

b. BREAKING STICK DOWN

If you start unscrewing your cue stick before the last ball has been made, this may be a concession of the game. This is a form of sharking. Only the player can call the foul.

13. MEMBERS BARRED FROM HOST LOCATIONS

If a team has a member on its roster who is barred from a Host Location, that member will only be allowed to play with the permission of the Host Location Owner or Manager.

14. VERIFICATION OF IDENTITY - REVISION OF RULE 8, PAGE 27

Your opponent may request picture ID before you lag. Once you have lagged, this rule does not apply.

15. AGE REQUIREMENT

The age limit has been changed to eighteen (18). All players must have a valid picture ID that proves their age. Make sure your players are eligible or the team could lose their eligibility for all APA Sanctioned Events. That player will also be dropped from the team and any points won that night (from that particular player) will be awarded to the opposing team plus **any points won by the illegal player on previous nights. KNOW YOUR PLAYERS!!**

Please note: Some Host Locations do NOT allow under 21. Please make sure you either play on an in-house league that allows 18 to 20 year olds. As far as under age players drinking - if anyone on your team gets caught with alcohol your entire team will be dropped from the league. NO ONE under 18 is allowed at the City Tournaments.

16. COACHING - REVISION OF RULE 11, PAGE 28 & 29

a. Only a PLAYER and COACH are allowed in the playing area during a time out. The COACH must leave the playing area before the shot is made. **If anyone on the team asks you if you want a time out - then the player must take it for that will be considered the time out.******

b. If a player answers a cell phone during a game, whether it is their turn at the table or not, it is considered a time-out. If the player has already used all available time-outs, this will be considered a sportsmanship violation and may lead to penalties, such as loss of game, at the discretion of this League Office. Simply put, make a habit of not answering your cell phone during your individual match, as it is considered unsportsmanlike and may give your opponent the impression, be it accurate or not, that you are receiving outside aid during your match. We appreciate your cooperation with this rule.

c. When the shooter is not at the table, your teammates are not allowed to discuss the game with you. The only time the game can be discussed is during your time out.

- d. Should someone **SUGGEST THAT A BALL IS FROZEN** this **IS NOT** considered coaching.
- e. You are not allowed to use any object for an aiming or measuring guide (example: chalk, pool balls).

17. HANDICAPS

No male 1's allowed in 9-Ball and no male 2's allowed in 8-Ball in regular session and/or Higher Level Tournaments.

18. SCRATCH ON THE BREAK

During an 8-Ball match, if you scratch on the break it is your responsibility to make sure your opponent shoots from behind the head string on the next shot. Remember, this is for 8-Ball only!

19. LAGGING

The cue ball or 8-ball **IS NOT** to be used for lagging. You **MUST** use two balls from the [rack!](#)

20. SIMULTANEOUS HIT

A simultaneous hit is considered a good hit.

21. COMPLAINTS

Sportsmanship or Handicap complaints must be submitted in writing, the night of play or within twenty-four (24) hours of play. **NO PHONE CALLS ALLOWED.** They will not be accepted at a later time. **NO EXCEPTIONS!**

a. REVISION OF RULE 5 D, PAGE 26

No fee shall be required to file a protest.

b. COMPLAINTS - NO SHOWS

If a team files a complaint, against an individual or team, then fails to show up at the Board of Governors meeting, that team will be penalized two (2) points, forty (40) in 9-Ball. **NO EXCEPTIONS!**

c. Due to today's technology, we are letting you know that "earbuds", "headphones" or any "blue tooth" device are not allowed during regular League play or at any Higher Level Tournament.

22. CITY TOURNAMENT

The Official Team Manual is set up for holding a City Tournament once a year but due to the number of teams we have, we will hold a City Tournament after every session. You must remain on an active team to participate in the tournament.

23. SPORTSMANSHIP DRAWING

All the sportsmanship winners (both 8 & 9) will be entered in a drawing. Each team drawn will automatically go to the City Tournament.

24. "BIG DAWG AWARD" 8-BALL & 9-BALL

The 8-Ball team and 9-Ball team with the most points for the fourteen (14) week session will receive the "BIG DAWG AWARD".

25. SESSION PLAYOFFS

For divisions with 5 or fewer teams, the playoffs will work as follows: The first place team will have a bye week #15. The second place team will play the wild card week #15. Week #16 the first place team will play the winner of week #15 for a spot in the Cities.

26. SESSION PLAYOFFS - REVISION - PAGE 40

Old players must have played six (6) times by week fourteen (14) in order to be eligible for the playoffs and/or the City Tournament. New players (players whose first session is

this session) must play at least eight (8) times by week fourteen to be eligible for the playoffs and a total of **ten (10) times for the City Tournament**.

a. EXCEPTION TO THE TEN MATCH REQUIREMENT

If you are on more than one team, you must have played eight (8) times on each team to combine your matches for the City Tournament. (This means you do not have to play in the playoffs). Both teams must be playing the same format (i.e.) two (2) 8-Ball teams, or two (2) 9-Ball teams.

Due to the change in the number of matches needed, if you do not get the number of matches needed by the end of week fourteen (14), you will no longer be able to use an ineligible players handicap to meet the 23 -Rule.

FORFEITS OR BYES DO NOT COUNT AS MATCHES PLAYED

b. ALTERNATE DIVISIONS - MASTERS & LADIES

If two teams are tied, but never played each other during the regular session, the winner will be the team having scored the most points during the last four (4) weeks of the regular session. If still tied, the previous four (4) weeks would be used to break the tie, etc.

THE WINNER OF THE SESSION PLAYOFFS ADVANCES TO A "CITY QUALIFIER TOURNAMENT". WE WILL SEND AS MANY TEAMS TO THE CITY TOURNAMENT AS WE HAVE SPOTS FOR.

27. SIDE TOURNAMENT REQUIREMENTS

a. In order to play in any of the side tournaments at each City Tournament, you must be on an active team during that session. Example: Played Summer Session - want to play in September side tournaments, must be on an active team in the Fall, and so on for Fall and Spring. If you win a Captain or Co-Captain tournament, you are ineligible to play in another Captain or Co-Captain tournament until the following Summer Session.

28. HIGHER LEVEL TOURNAMENT SKILL LEVEL

Each player must enter Higher Level Tournaments at their highest skill level. IE: If you play two (2) times a week and your team qualifies for the City Tournament and you're a five (5) that night, but a six (6) on another night, then you must play as a six (6) in the City Tournament. This rule is the same for 8-Ball and 9-Ball; however, 8-Ball and 9-Ball handicaps do not affect each other.

29. TRAVELING FUNDS

Any team that qualifies to go to the APA World Pool Championship will receive \$1,000 travel fund assistance per player. Example 5 members \$5,000, 6 members \$6,000, etc. This is for traveling - if you are on the team and you choose not to go to Vegas, your \$1,000 stays in the travel fund. This is NOT A CASH LEAGUE. Each team will also receive a National Qualifier Award, plus individual plaques for each player. Also you will be given the opportunity to design a tee-shirt for the competition in Las Vegas.

TRAVEL MONEY - We are fortunate to have a travel agent if you want someone to book YOUR way to Vegas. It is your responsibility to contact her if you so choose. If you wish to take a spouse, friend, or significant other, you will need to pay for their ticket. We will no longer allow your travel money to book for someone else. Once your team arrives in Vegas, someone from the Charlotte Metro APA staff will meet with your entire team so you can receive your check. We s t g a t e will cash your check at the Casino Cage if you have proper identification. Must be 21 to cash a check at the Westgate.

EXCEPTION: Ladies, Masters Division, Scotch Doubles or any other qualifier. Travel fund will be based on team count and or individual purse. Should they elect not to go to the APA World Pool Championship, the team forfeits all travel money.

THESE ARE THE NATIONAL REQUIREMENTS

1. We must have a minimum of seventy-six (76) teams each session.
2. A minimum of sixteen (16) teams must participate in the City Tournament.
3. No option - All old players must have a minimum of six (6) actual matches each session.
4. No option - All new players must have a minimum of ten (10) actual matches first session.
5. Once a team qualifies for Las Vegas each player must have a minimum of six (6) matches on that team in all following sessions of that League year to remain eligible.
6. FORFEITS & BYES DO NOT COUNT FOR THE MINIMUM MATCHES REQUIRED.
7. Only League Operator approved players with a minimum of twenty (20) scores may be added to a qualified team. They must also have played in one of our Higher Level Tournaments.
8. Once a team has won a slot to Las Vegas for the APA World Pool Championship that team must finish in the top 50% of their division in all following sessions of the League year or they will be subject to lose their eligibility. This means standing position not based off point variance - example: six (6) team division you must be in the top three (3), eight (8) team division you must be in the top four (4).

The number of teams advancing to the APA World Pool Championship is based on the number of teams playing in the Spring Session. Since this number will be unknown until the Spring Session, we will qualify a number of teams at the end of both the Summer & Fall Sessions. We will qualify the remaining teams at the end of the Spring Session. These teams will advance to the APA World Pool Championship in August.

If any team wins a slot to Las Vegas, they are not eligible to play in another City Tournament that same year. However, if any team, which has already qualified for the APA World Pool Championship, then wins another Division Title that same league year, they will receive an additional \$500.00. If a team wins a slot to Las Vegas in the Summer Session and then wins a Division Title in the Fall Session and again in the Spring Session, they will receive \$1000. Should a team going to Las Vegas win another Division Title, the 2nd place team automatically goes to the City Tournament, then we will take the 3rd, 4th, 5th and a wild card team for the playoffs. (This is based on a six team division or higher.)

Page 84 - Rule 5: If your team qualified in the Summer, then you MUST play both the Fall and Spring Session or you will forfeit your eligibility. Teams that qualify in the Fall must play the Spring Session or they will forfeit their eligibility. Teams that qualify in the Spring must play the Summer Session if they want to play in the City Tournament for a chance to go to Las Vegas. You also must stay in the top half of your division.

Members of the teams that qualify for the Fall Session City Tournament must have their membership paid for the following year and be active on a roster in order to participate in the City Tournament for the Fall Session. An unpaid member cannot play in the City Tournament.

Should a player qualify on more than one team that has won a slot to Las Vegas, he/she must meet the National requirements. EXCEPTION: Ladies or 9-Ball players may be on either a Ladies team or a 9-Ball team and on an Openteam.

The League year runs from the Summer session through the Spring Session.