

METRO DENVER APA  
 CENTRAL, EAST AND SOUTH  
 RACHEL WEBB - LEAGUE OPERATOR  
 OFFICE: 303-205-9781 HOURS: MON-FRI 9:00 AM TO 5:00 PM  
 LOCAL BYLAWS UPDATED 01/15/18  
 AGE REQUIREMENT IS: MUST BE 18 YEARS OF AGE TO PLAY  
 WEBSITE: <http://metrodenver.apaleagues.com/>  
 FACEBOOK: [www.facebook.com/denvermetroapa/?fref=ts](http://www.facebook.com/denvermetroapa/?fref=ts)  
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### MEMBERSHIP FEES AND PLAY FEES (SAME FOR 8 AND 9 BALL)

A. Membership Fees are \$25.00 (cash only-do not accept checks) for all new players and any players coming from another league area need to fill out a membership application. Players are encouraged to join and pay their Membership Fees online at the APA Online Members Services webpage. (<https://members.poolplayers.com/>)

B. Membership renewals are \$25.00 every Spring Session, if a player joins and pays in Fall Session (after August 15<sup>th</sup>), the player still has to pay a renewal the following Spring Session which is prorated to \$15.00. To receive your \$15.00 renewal, you must renew before March 1st or the first night you play in Spring Session or by/on the 4th week of session play, whichever occurs first. All players must have paid their membership in order to play. Do not play if you have not paid.

C. Weekly Team Fees are \$35.00 (\$7.00 per person). Even if you have to forfeit a match, you must still pay for the forfeit. There should be \$35.00 in your money envelope regardless of how many matches you play.

### 3-POINT SYSTEM FOR 8 BALL ONLY

Individual Forfeit = 2 points, BYE = 8 points, Team Forfeit = 8 points, Individual PLAYOFF Forfeit = 3 points.

#### HOW TO SCORE NEW 3-POINT SYSTEM

Shutout - winner = 3 / opponent = 0

Losing player made it to the hill - winner = 2 / opponent = 1

Losing player won at least 1 game but was not on hill - winner = 2 / opponent = 0

SAMPLE SCORE SHEETS ON LOCAL WEBSITE ON: LEAGUE NEWS/FLIER PAGE.

### SPLITTING MATCHES

Normally, a team match is played on only one table. Occasionally, lengthy matches make it logical to put a second table in action, if one is available. Therefore, if the fourth match has not started by **official League start time plus two hours**, then it would begin on the second table. The fifth match would then be played on whichever table becomes available first. A team is subject to penalty if an *available* table is made *unavailable* for a **splitting matches** situation and it is later determined they, in any way, caused it to be unavailable or resisted using the second table. **Splitting matches** is waived if both teams agree to continue on one table. See **Official Team Manual**.

### DROP OFF POINT

A. A central location will be the drop off/pickup point for all teams in the division.

B. The visiting team will carry both team envelopes to and from the match.

C. The visiting team will be responsible for returning the packets and money envelopes to the drop off location by 6:00pm the day following the match.

D. Be sure to verify cash contents of the money envelopes and the captains or someone designated by team to sign the seal of both envelopes and visiting team should make sure both money envelopes & score sheets are in packets before leaving location.

## BONUS POINTS

- A. Bonus points can be earned each night of play.
- B. 8-Ball matches receive two (2) points and 9-Ball receives ten (10) points.
  - 1. Making drop off on time and sending exact amount of money.

Only twenty (\$20), ten (\$10), and five (\$5) dollar bills accepted. **No checks, one's (\$1), two's (\$2) or any kind of coins - bonus points will not be awarded if coins are included.**
  - 2. Scoresheets being filled out completely and properly.

Example: Team #, Names (spelled out first & last), Player #, Total Innings, Defensive Shots, Scoring Columns and Total Points Won.

INNINGS AND DEFENSIVE SHOTS DO NOT HAVE TO MATCH.

**C. Teams that are consistently late, not filling out score sheets completely & properly and/or having a past due amount can and will be charged an additional \$10.00 late fee and will not earn 2 bonus points on 8-Ball & 10 bonus points on 9-Ball. Any teams that are past due and remain past due for two weeks will be dropped from APA team play. All fees will be divided between all players and players must pay their amount owed before returning to any APA league team play or any APA event. This will be enforced and no exceptions will be made.**

- D. Fee section in the lower left-hand corner of the scoresheet must be filled out.

## ADDING PLAYERS OR YEARLY RENEWALS

- A. All new players must be paid to play and added to roster first night of play.
- B. All new players must play and have a skill level by or on the 7th week. If a player has no skill level after play on the 7th week, that player will be dropped from the team roster.
- C. All renewals for all players are due Spring Session and on the first night of play. If a player has not paid renewal and has not played by the 4th week of play, the player will be dropped from team roster. **Do not play an unpaid player. If a player plays and is not paid, the match will be forfeited and you will lose a bonus point.**
- D. If you start a new player that you know should be higher than the beginning skill levels, the Team Captain should display good sportsmanship by noting this on the scoresheet and starting the new player at the appropriate higher skill level.

## ADDING PLAYERS TO A TEAM

- A. New players may be added after the fourth (4th) week, but only with prior approval from the League Operator.
- B. Eligible teams (meaning teams that are qualified for the World Qualifier) may not, during the Spring Session, drop or add players after the fourth (4th) week of play; if you do, the team will lose your eligibility. **THIS IS A World Pool Championships rule.**

## TEAM DROPPING DURING SESSION

The team is responsible for fees for the entire session once a team has registered for the session and play has started. If your team drops, **the remaining weeks left plus two weeks of fees will be divided equally by the number of players on the team. Any player/team not paying their share will not be able to play on any League team until payment in full is made. Players who are on a team that drops from any division during a session will owe their share of the remaining League fees before they can advance or continue with another team. Teams/players that have an outstanding balance for any reason will not advance to division Playoffs, and they will not receive any session awards or cash payout.**

## SAFETIES/DEFENSIVE SHOTS

- A. Teams continually not marking Defensive Shots are subject to handicap review. A review may result in each player's handicap being raised a minimum of one (1) skill level.
- B. Players with integrity call all safeties and intentionally missed shots. Nevertheless, if the scorekeeper feels a Defensive Shot has been attempted, it must be marked on the scoresheet.
- C. Innings and Defensive Shots DO NOT have to match your opponent's scoresheet.

## COACHING/TIME-OUTS

- A. If any member of the team suggests a time-out, that time out must be taken.
- B. Only the COACH may approach the table in a time-out situation.
- C. Shots should be executed within twenty (20) seconds; higher degree of difficulty shots should be executed within 45 seconds.
- D. Time-outs are limited to ONE (1) MINUTE.

## FORFEITS AND/OR REMATCHES

- A. Forfeits and rematches in 8-Ball are governed by the **Official Team Manual**.  
Forfeits and rematches in 9-Ball are governed by the **Official Team Manual**.
- B. In case of bad weather, rematches will only be allowed at League Operator discretion. Most times, if early in the schedule, the rematch will happen when teams meet up again in the schedule. If teams do not meet again in the schedule, the rematch will be done within two (2) weeks and at the original scheduled location.
- C. If both team captains agree, a rematch may be rescheduled for a different night and must be played within two (2) weeks of the original match date. This must be approved by the League Operator.
  - D. NO REMATCHES WILL BE ALLOWED WITHIN THE LAST FOUR (4) WEEKS OF THE SESSION UNLESS APPROVED BY THE LEAGUE OPERATOR.
- E. In the case of teams filling a "BYE", the rematch can be played when the two teams meet again in the schedule.  
If you do a makeup on the same day as a regularly scheduled match, you are required to make sure you allow enough time to play your makeup match prior to your regular match, so that your scheduled match starts on time.  
**ONCE MATCHES ARE STARTED THEY MUST BE COMPLETED.** Example: You cannot play two games of the match and makeup the remaining 3 games another time.

## FOULS

All fouls are listed in the **Official Team Manual**. Please familiarize yourself with these rules as they are the only fouls that will be recognized.

## MATCHES NEEDED

- A. ALL players must have four (4) matches played in session in order to play in Playoffs.
- B. New session players must have four (4) matches played for playoffs, six (6) matches played for tri-cups, and ten (10) matches played for the World Qualifier.
- C. Players with more than one session history must have ten (10) plays to be in the Tri-Cup.
- D. All players must have at least ten (10) plays to play in the World Qualifier.

## PLAY

- A. On the rare occasion that scoresheets are not available, it is not necessary for scoresheets to be at the Host Location in order to begin a match.
- B. If one player from each team is present, the match will begin at the scheduled time.
- C. A team match will result in a forfeit if a player or team is not at the table and ready to begin within 15 minutes of the appointed time (real time, as opposed to bar time, is the official League time).
- D. There is no wait time between matches.

## **DIVISION PLAYOFFS:**

When a division consist of only four teams, Playoffs will consist of a 1st place team (high point), a 2nd place team, and the remaining two teams will be placed in the wildcard draw providing they do not owe money and do not have six (6) or more forfeits. The 1st place team will have a bye in the 1st Playoff week, and the 2nd place team and wildcard team will play each other in the first week of Playoffs; the winner of this match will play the 1st place team in the second week of Playoffs.

## **SESSION TRI-CUPS AND APA WORLD QUALIFIER TOURNAMENTS**

A. At the end of each session, there will be a Tri-Cup tournament in both formats - 8- and 9-Ball for the Division Champions. In the case that a division is ten (10) or more teams, two teams from that division will participate in the Tri-Cup: the High Point team and the Division Champion (Playoff winner) qualify for the Tri-Cup.

B. The top four (4) teams from each 9-Ball session Tri-Cup will compete in the APA World Qualifier in June. Total teams participating in each session Tri-Cup depends on how many divisions of 9-Ball and the overall 9-Ball team count. The APA World Qualifier for 9-Ball will consist of 12 teams.

C. The top eight (8) teams from each 8-Ball session Tri-Cup will compete in the APA World Qualifier in June. Total teams participating in each session Tri-Cup depends on how many divisions of 8-Ball and the overall 8-Ball team count. The APA World Qualifier for 8-Ball consist of 24 teams.

If teams have scheduled matches on the same day as a Session Tri-Cup or APA World Qualifier, the schedule match will start at a later time on the scheduled match day or a rematch will be set within two weeks of the scheduled play. It is the team's responsibility to inform the other team and make arrangements to reschedule the match. The League Operator must be notified of any such arrangements.

For teams that receive an invitation to participate in the Tri-Cup and the APA World Qualifier, it is the Team Captain's responsibility to know both where and when the events will be held. Team Captain's also receive rules for these tournaments, along with the invitation and should go over them with their teammates. If you have any questions regarding these events or rulings, contact your Division Representative for your area.

All teams participating in Summer and Fall Tri-Cups must be playing in the next session to be eligible for Tri-Cups. Example: your team wins the division for Summer Session, your team must register and play in Fall Session to play at summer Tri-Cup. If your team does not play in the Fall Session, the team loses eligibility to play in Tri-Cup.

## **ELIGIBILITY REQUIREMENTS FOR WINNERS OF TRI-CUP:**

Teams must play and keep four (4) original players in subsequent sessions to maintain eligibility. Example: Your team won at the Summer Tri-Cup, so your team must continue playing Fall and Spring Session and must have four (4) same original players during the Fall and Spring Session.

***It is the team captain's responsibility to read and be familiar with all the rules in the Official Team Manual as well as the Bylaws. If you do not understand any of these Local Bylaws, it is your responsibility to call or contact your Division Representative or League Operator for clarification.***

***Rules are subject to change - APA reserves the right to make rulings and modifications as necessary and at anytime.***

Thank you and good Shooting!!!

RACHEL WEBB - LEAGUE OPERATOR/METRO DENVER APA

