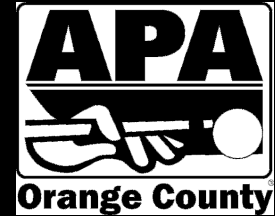


Orange County APA By-Laws

League Operator: Victoria Wade
Office Hours: Monday – Friday 10AM-6PM Saturday and Sunday CLOSED
Phone: 714-674-POOL (7665)
Website: www.OrangeCountyAPA.com
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Effective 2011 Summer Session

**Changes are in italics*

AFTER HOURS HELP LINE (714)457-3400- This number is to be used after the league office has closed and your DR is not available. Someone will be available to answer your calls Sunday 4PM-6PM and Monday-Thursday 6PM-8PM. If no one is available, leave a detailed message and all calls will be returned as soon as possible.

AGE- A player must be 21 years of age to participate in the Orange County APA with the exception of junior divisions.

BONUS POINTS- One bonus point in 8-Ball and ten bonus points in 9-ball each week if: The team envelope is postmarked the day after the scheduled match and includes a completed and legible scoresheet along with the weekly fees in full and membership fees and applications for new and existing non-paid players. Your team must print out your own scoresheet prior to the league match and use it for that night of play.

BYES- BYES will be worth 3 match points plus 1 bonus point in 8-Ball and 60 match points plus 10 bonus points in 9-Ball. No weekly fees are due for a BYE week. A team must be in good standing with the league office with no late envelopes and current with all league fees to earn the bonus point(s) for that week.

CAPTAINS MEETING- The team captains meeting is a MANDATORY meeting held at the beginning of each session. 3 bonus points in 8-Ball and 60 bonus points in 9-Ball will be awarded the first week of the session for each team who is represented. All first week scoresheets will be distributed. Any unclaimed envelopes will be mailed to the captain the Monday following the meeting. All players are encouraged to attend.

COMMON PLAYERS- If two teams meet up with a common player(s) during any Tri-Annual or Higher Level Tournament, the common player(s) will sit out of the match completely. A player may not quit one team to participate with another during Tri-Annuals or a HLT.

CONCESSION OF GAME- If a player is shooting and the opponent breaks down his/her cue or reaches for the rack within view of the shooting player, this action will be considered to be a concession by the opponent. The shooting player can stop without completing the shot and be awarded the game. If the shooting player continues to play, he/she has forgiven the opponent and the match will continue. The intent is to eliminate a non-shooter attempting to intimidate, shark, or distract the shooting player.

CONTINUOUS PLAY- The 15 minute forfeit rule only applies at the start of a match. Once a match has begun, play must remain continuous. Each team has approximately 2 minutes to post a player. If no players are on site to post, a team will forfeit all remaining matches unless they chose to use a playover if available.

CUE BALL- It is the home team's choice of which cue ball will be used for that night of play with the exception of training or colored cue balls. Measle/red dot cue balls are allowed.

CUE STICKS- See page 40 of the Official Team Manual. Jump cues are not allowed. If a player uses a jump cue it will be a ball in hand foul. If it is a game winning shot, it will be loss of game. See Jump Shots. However, in the event an unmovable obstacle prevents a player from being able to make a shot, the player may be allowed to use a shorter stick for that shot only if the shorter cue is available for both teams to use.

DISTURBING THE TABLE LAYOUT- It will be LOSS OF GAME any time a player intentionally disturbs the layout of the table during the course of a game. If the table is disturbed unintentionally, the balls will be placed back to their original position. If the shooting players cannot decide where the balls should be placed, the balls are re-racked and broken by the same player who broke originally. In this situation the game would be considered stalemated and should not be included when adding up the total innings for this individual match.

DIVISION REPRESENTATIVE (DR)- The DR is a member in good standing. A DR should be called before the after hours emergency line if you have a protest or dispute or need clarification of the rules. The DR's phone number is listed at the top of the scoresheet.

ENVELOPES- Self addressed envelopes have been provided to all teams at the Captain's Meeting. Envelopes must be postmarked the day following the match in order for a team to earn the bonus point(s).

FEES- The weekly team fee is \$40 a week for 8-Ball and 9-Ball teams, \$60 a week for Double Jeopardy teams, \$30 a week for Masters teams and \$20 a week for Doubles teams unless otherwise stated. The team is responsible for the total fee regardless of how many team members play on a given night. Payment may be made by cash (\$20 increments) or a check/money order/cashiers check made payable to the OCAPA. The league office is not responsible for cash.

FORFEITS- In 8-Ball, each individual match forfeited is worth 1 point. In 9-Ball each individual match forfeited is worth 15 points and scored 15-0, except during Play-Offs and HLT's where forfeits are worth 20 points and scored 20-0. Full fees are due from each team regardless of how many matches are played on a given night. If a team forfeits the entire match, the team forfeiting must pay both teams weekly fees in full, with the exception of Play-Offs where each team is responsible for their own fees. Full team forfeits receive BYE points.

HOME TEAM ADVANTAGE- It is the home team's choice of which table and cue ball will be used for that night of play. Home team advantage will always remain even when a make-up match is scheduled.

HOST LOCATIONS- Once a team has established a host location it cannot be changed until the completion of the session unless the host location closes or under extenuating circumstances.

HOST LOCATION CLOSED OR UNAVAILABLE- In the event that a host location is closed or unavailable, the league office should be contacted immediately. The match will take place at the visiting teams host location providing there are no conflicts. In the event the visiting teams host location is unavailable, a neutral location will be designated by the league office. Make-up matches will not be scheduled due to a host location being closed.

INCLEMENT WEATHER POLICY- In the case that a severe weather warning has been issued for an area or a natural disaster has occurred, teams must notify the league office immediately if they feel that their safety is at risk due to any act of nature and would like to reschedule. A mandatory make up match will be scheduled at that time.

INELIGIBLE PLAYERS- Ineligible players are those players who did not play at least 4 matches with a team during the session. These players handicaps cannot be used towards the 23-Rule. Players with a past due balance are not permitted to participate in play-offs. If a team plays an ineligible player or a player with a past due balance during play-offs they will forfeit that individual match. This could change the outcome of a play-off match. The League Office will contact a team if this occurs.

JUMP SHOTS- The APA recognizes jump shots if shot properly. Jump cues are not allowed with the exception of the Triple Play Masters Divisions. A jump cue is considered to be a short cue or a 3-piece cue broken down. You may only use your regular shooting cue to jump a ball. If a player strikes the cue ball during a jump shot with a jump cue or a break cue, it will be a ball in hand foul. To properly shoot a jump shot, you must strike the top half of the cue ball with the butt of cue stick elevated. Any jump shot attempted by intentionally hitting the bottom half of the cue ball or "scooping" the cue ball will be considered a ball in hand foul.

LOCAL TEAM CHAMPIONSHIPS- This double elimination 8 team tournament is held once a year in June. A team earns eligibility for this event by winning the Tri-Annual tournament or Tier Two LTC Qualifying tournament. The winners of this event will advance to the National Team Championships in Las Vegas and earn travel assistance for their stay.

MAGIC RACK – The use of the Magic Rack is not allowed.

MAKE-UP MATCHES- Call the league office 48 hours in advance if there is a need to request a make up match. Make up matches are not allowed in the last 4 weeks of the session or during playoffs. If the league office finds it necessary to reschedule a match for an APA sanctioned event* or scheduling conflict, both teams must agree to this change. Make up matches will not be scheduled during Play-Off weeks. *Conditions Apply.

MALE 1'S AND 2'S- Male 1's and 2's are allowed at local level but not at a HLT.

MASSE SHOTS- Masse shots are allowed, house rules permitting.

MEMBERSHIP DUES- A player must be a current member of the APA in order to participate in an APA event or league match. The annual APA membership dues are \$25. Any new player must pay the annual membership dues and complete a membership application on his/her first night of play. Annual memberships expire December 31st. All existing members must pay annual dues the first week of Spring Session or the first night they play, whichever is sooner. All unpaid players will be removed from the roster in week 4. If a team plays an unpaid new or existing player, the league office will use \$25 out of the weekly team fees to pay the unpaid players membership. The team will not earn the bonus point(s) for that week, and become \$25 past due.

MISSING MONEY- The league office will not be responsible for missing money in envelopes. Cash payments are the sole responsibility of the team until received by the league office.

MISSING/LATE/LOST ENVELOPES- If the team envelope is not postmarked the day after the match is played it will be considered late. The team will indicate a past due and an exclamation mark next to their team name. All teams can determine how many times the envelope is postmarked late by finding an "!" next to the team name on the scoresheet. The league office will deal with lost envelopes on a case to case basis.

MULTIPLE TEAMS PLAYING AT HOME- In the case that 2 or more teams have home advantage and want to use the same table for their match, it will be the team with the highest points in the divisions choice of which table to use for that night of play providing there is at least 1 team member at that table 15 minutes prior to the match start time.

NEUTRAL PARTY TO WATCH A HIT- In the event that a player may make questionable hit, a third party needs to be called to referee the shot. The third-party should be a knowledgeable player not on either team. Once the third party has judged the shot, the decision is final.

NEW TEAMS- New teams added after the first week of the session and before the fifth week of the session will receive last place points. No make up matches will be allowed.

OFFICE HOURS- The OCAPA office hours are as follows: Monday-Friday 10AM-6PM, Saturday-Sunday CLOSED. The office phone number is 714-674-POOL (7665). Calls will be returned during office hours only. If an issue arises when the office is closed, call your Division Rep or the after hours help line. If someone cannot be reached team captains must attempt to resolve the issue or contact the league office during office hours. Do not call the League Operators personal cell phones. Calls will not be returned from those numbers.

PAST DUES- If at any time a team is past due any amount, they will not earn the bonus point(s) for that week. Past dues must be paid to the League Office prior to the last week of the session. The past due amount may be, at the league office's discretion, assigned to the captain or distributed evenly between all the players by the amount of matches played. The captain and/or players will be temporarily suspended until their portion is paid in full. If a team accumulates a past due balance of \$100 or more, they will be temporarily suspended and turned into a BYE until all fees are paid in full. Once the balance is paid in full, the team can return at the discretion of the League Office. All points will remain as is. If a team does not bring their balance current, then they will be charged the remaining dues for that session including the first week of play-offs and all fees may be, at the league office's discretion, assigned to the captain or distributed evenly between the players by matches played. The captain and/or players will be temporarily suspended from all league play until their portion is paid in full.

PINS AND PATCHES- Pins and patches are given for the following awards: 8-Ball breaks, 8-Ball break and runs, 8-Ball mini slams, 8-Ball rackless nights, 8-Ball I Beat A 7, 8-Ball clean sweeps (5-0), 9-Ball breaks, 9-Ball break and runs, 9-Ball mini slams, 9-Ball I Beat A 9, 9-Ball skunks (20-0), grand slams, session ending division winners, top shooters and team captains. The scoresheet must be marked properly in order to receive these awards. All weekly awards earned will be distributed at the next Captains Meeting.

PLAYER ELIGIBILITY- A player must be a current member on an active OCAPA team to be eligible to participate in all OCAPA events.

PLAYERS WITH A PAST DUE BALANCE- A player with a past due balance is indicated with a dollar (\$) sign next to their name. These players are temporarily suspended until the past due balance is paid in full. If a team plays a player with a past due balance, they will forfeit that individual match and not earn their bonus point(s) for that week.

PLAYING AREA- The playing area is described to be at least one full cue length away from the edge of the table if space permits. Only the shooting players are allowed in the playing area or in a timeout situation the coach will be allowed to enter. Failure to abide could be considered sharking and will result in a sportsmanship violation and should be reported to the League Office.

PLAY-OFFS- The session ending Play-Offs begin the week following the last week of regular session play. Each team is responsible for looking on the website (www.orangecountyapa.com) for the first round of play. Play-Off documents will be posted the day before each division is scheduled to play. All qualified teams are responsible for the first week of Play-Offs. If a team drops out of Play-Offs, it will be considered a forfeited match and the team will start the new session off past due and past due penalties will be enforced until the balance is recovered. In a 4 to 8 team division: The team that finishes in first place in division standing is guaranteed a spot in Tier One Tri-Annuals and \$250. The first place team will participate in Play-Offs, free of charge, for a chance to win an additional \$250. If the first place team wins the Play-Offs, the team that finishes behind them will be awarded the second spot in Tier One Tri-Annuals with no cash payout. In a 4 team division, all teams are awarded a spot in Play-Offs. In a 5 to 8 team division, the 1st through 3rd place teams in the division standings are guaranteed a spot in Play-Offs. The remaining teams will be placed into a Wildcard Draw and one of the teams will be awarded a spot in Play-Offs. In order to be eligible for the Wildcard Draw, your team must be in good standing with the league office with no late envelopes, past dues or sportsmanship issues for the session. There is no Tier Two in a 4 to 8 team division. In a 9 to 16 team division: The team that finishes first place in division standings is exempt from Play-Offs, guaranteed a spot in Tier One Tri-Annuals and \$500. In a 9 team division, the 1st place team in division standings is exempt and all other teams are awarded a spot in Play-Offs. In a 10 to 16 team division, the 1st place team in division standings is exempt from Play-Offs, the 2nd through 5th place teams in division standings are guaranteed a spot in Tier One Play-Offs and the 6th through 8th place teams in the division standings are guaranteed a spot in Tier Two Play-Offs. The 9th through 16th place teams in division standings will be placed into a Wildcard Draw and one of the teams will be awarded a spot in Tier Two Play-Offs. In order to be eligible for the Wildcard Draw, your team must be in good standing with the league office with no late envelopes, past dues or sportsmanship issues for the session.

PLAYOVERS- A playover may be used to keep play continuous or if a team does not have 5 players present for that night of play. A team may use as many playovers as needed the first week of the session. After the first week, only 2 playovers are allowed per session and 1 playover per night. A team can determine how

many playovers have been used by finding an * next to the team name on the scoresheet. One * means the team has used 1 playover. Two ** means the team has used 2 playovers. It is the team's choice to use a playover or forfeit that individual match. The team does not have to inform the opposing team that they will be using a playover at the start of the match. The opposing team chooses which player will play the playover. The opposing team cannot choose a player that will cause a 23-Rule violation. In the event that the lowest rated player present will cause the team to violate the 23-Rule, a playover will not be allowed. If the opposing team chooses a player who participated in that night's match but has already left the location, the team using the playover will forfeit that individual match. A team may only use a playover in the middle of a match if no other team members are present otherwise the playover must take place as the last match of the night. . If a team uses more than 2 playovers in a session then they will forfeit that individual match and not earn the bonus point(s) for that week. Playovers will not be allowed in playoffs.

POCKET MARKERS- Chalk and/or chalk holders, legal tender (any paper or coin currency), money clips, wallets or weapons are not allowed. If a player marks his/her pocket with any of these items and the 8-Ball is pocketed, it is loss of game and marked 8M on the scoresheet. No foul has occurred if the 8-Ball makes contact with the pocket marker.

RETURNED CHECKS- Players will be contacted by the league office and will be temporarily suspended until the balance with fees are paid in full. No more than 2 returned checks allowed per player per league year.

SCORESHEETS- Each team is responsible for printing their scoresheet each week. This scoresheet must be printed prior to the match. Blank scoresheets have been provided to each team at the Captain's Meeting and should only be used in the case that the website server is down. If a team uses a blank scoresheet or a copy of the opposing teams scoresheet without league office approval, that team will not earn the bonus point(s) for that week. If a team allows the opposing team to use a copy of their scoresheet, they will not earn the bonus point(s) for that week. 9-Ball scoresheets must be printed on one sheet of paper in order for a team to earn the bonus points for that week.

SESSION PAY-OFFS- Teams that pay the session off in full by the 4th week will receive 1 week free. It is the team's responsibility to pay the weekly fees until the session fees are paid in full. Teams will not earn the bonus point(s) for the week(s) that the weekly fees were not paid. Session payoffs do not include Play-Offs.

SKILL LEVEL EVALUATIONS- The league office will not discuss handicaps over the phone or in person. A team captain or player may submit a written recommendation to the league office for any players, including him/herself, for handicap review. Referrals may be made by submitting the skill level evaluation form provided on the OCAPA website (www.orangecountyapa.com). The league office will only then discuss the handicap evaluation with the player in question after the review has been completed, if necessary.

SPORTSMANSHIP- Any member not representing the best interest of the OCAPA will be notified and may be disciplined if deemed necessary by the league office and/or the BOG. If a team experiences a problem during league play, they must complete a sportsmanship and conduct review form found on the website (www.orangecountyapa.com) in order for any disciplinary action to take place. Sportsmanship complaints will not be reviewed unless they are in writing.

START TIMES- The official start time for the Monday-Thursday divisions is 7:30PM. The official start time for the Sunday divisions is 5PM. The start time and the 15-minute rule should be adhered to and can only be changed if the opposing team has agreed. The office will only grant a forfeit if the following rules are followed: For a 7:30PM start time, if after 16 minutes (7:46PM) there is no player available from the opposing team, the first match is forfeited. If after 31 minutes (8:01PM) there is no player available, the second match is forfeited. If after 46 minutes (8:16PM) there is no player available, the entire match is forfeited. The same rules apply to all other start times.

TABLE SIZE- Play will take place on the smallest of the tables designated by the host location unless both team captains agree to play on a larger available table.

TEAM DRINKS- The OCAPA does not require or acknowledge team drinks. Do not expect every host location to give team drinks.

TEAM ELIGIBILITY- A team must stay active with at least 4 original members from the time the team qualified until the event the team qualified for falls into. It is the team's responsibility to make sure they remain eligible.

TEAMS THAT DROP OUT - A team that registers into a session and drops out for any reason will be responsible for all remaining weekly fees for that division. In the case that a team drops out of a 4 team division causing that division to fold then the team will be responsible for all remaining weekly fees for all teams in the division. All team balances will be distributed evenly between the players. Team members with a past due balance will be prohibited to participate in any events and weekly play until their portion is paid in full. If a team drops within the first 4 weeks, the team will try to be replaced. If the team cannot be replaced, the schedule will be adjusted with a BYE or renumbered if a BYE is already in the division. If a team drops after the 4th week of the session, the team will turn into a BYE regardless if there is a BYE already in the division. Points won by the other teams in the division will stay as is.

TIMEOUTS- Any form of asking for a time out, either by the coach, player or team members, is considered a time out. Examples of questions include, but are not limited to, "Do you have a question?", "Do you need help?", "Do you want to talk about it?". Timeouts are not over until the ball is shot. Coaching periods should not exceed 1 minute. Coaches may be changed anytime during the match. Only the player and the coach may approach the table during a timeout. The coach may discuss the shot with another player outside of the playing area, but only the coach and the player may approach the table. A ball in hand foul has occurred if a player receives illegal aid during his/her turn at the table in a timeout situation. Illegal aid consists of coaching from persons other than the coach or excessive "intentional" time outs.

TRAVEL ASSISTANCE- Travel assistance will be provided to any team advancing to the National Team Championships. The OCAPA will book 2 rooms per team for the duration of the event at the Riviera. All travel assistance will be distributed to the team captain in Las Vegas. Your team must attend the event to receive this assistance.

TRI-ANNUALS- Held 3 times a year at the end of the Summer, Fall and Spring Sessions. Tier One: The division and play-off winners from all OCAPA divisions advance to this single elimination team tournament where the top two finishers receive \$500 cash and a spot in the Local Team Championships (LTC's). In the Spring Session the OCAPA will advance 3 teams to the LTC's. Tier Two: The tier two play-off winners from all OCAPA divisions advance to this single elimination team tournament where the top two finishers advance to the LTC Qualifier tournament.

TROPHIES- Trophies are awarded to division champions, session ending play-off champions, tier one tri-annual champions and local team champions.

WILDCARD DRAW- If necessary, the league office will conduct the wildcard draw to fill the last Play-Off spot with the presence of at least 1 Division Rep, BOG member or League Office Staff member. Teams must be in good standing with the league office with no late envelopes or past dues in order to participate in the wildcard draw.

19 RULE/LADIES DIVISION or 23-RULE VIOLATIONS- See pages 34-35, 87 in the APA Official Team Manual for more information. If a 23 rule or a 19 rule violation has occurred the league office will enforce penalties regardless of whether the scoresheets are signed or noted and the violating team will not earn the bonus point(s). This rule can not be broken whether the two teams agree or not.