



The **Local Bylaws** have been written to help you understand and clarify some of the rulings in the team manual. There are also additions in the Bylaws that are made to help and improve each local area. Remember, relax, enjoy yourself, and be a team player. Win at the table by playing to the best of your ability, and not by trying to “gain an unfair advantage” on your opponent.

## 1. League Structure

**Office Hours:** Monday-Thursday 10am to 6pm, Friday 10am to 4pm. If I am not available, please leave your name, phone number, and a message and your call will be returned as soon as possible. If you have a question on league night after office hours, please contact your Division Representative who’s phone number is listed on the top of the scoresheet . If it is a major issue and cannot be resolved, the division rep can contact the office.

**Membership Fee:** APA player annual membership dues of \$25 are due the first night a player plays or by the fourth week of the session, whichever occurs first. Any player that falls one week behind in paying their membership dues will be sent a warning notice. If the player does not become current upon receipt of the notice they will be dropped from the team until dues are paid.

**Team Fee:** The weekly team fee is \$35. Payback division team fee is \$45. Double Jeopardy team fee is \$30 for 8 ball and \$30 for 9 ball. Masters team fee is \$36. In the event that you have to use the “ghost rule” or forfeit a match, your team is still responsible for paying the team fee.

**Age Requirements:** You must be at least 18 years of age to participate. Some league areas may be restricted to 21 years of age as State, Province and Local Laws require. Teams playing underage players may face penalties. Exception: Junior Leagues, if available, have no minimum age restriction except where local ordinances apply.

**Late Penalties:** Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points may be taken. Additionally, the Team Captain (& other players) may be marked ineligible to play. If payment is not received at this time, the team will be given notification that they will be dropped from the League for nonpayment. If the fees are not brought current by the third week, the team will be dropped from the League for nonpayment. All players on the team will become equally responsible for the fees that are due, including those for the remainder of the session, and will not be able to rejoin the League until they have paid their portion. The League Office will not be responsible for dues or monies that have not been paid by the Team Captain or other members designated by the team. Teams having rosters with players who owe money to the League will not be able to participate in any play-offs, Tri-Cups, or other tournaments until such monies are paid. Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player.

**Team Captains:** (a) Make sure all members read the Official Team Manual and the Bylaws. (b) please make sure all weekly letters are read and passed on to your team. ( c ) You must verify weekly rosters. (d) Mark all defensive shots. (e) Keep track of your weekly points. Any discrepancies must be reported immediately. Waiting until the end of the session is not acceptable. (f) You must notify your L.O. or D.R of any postponements and make up games. (g) If you pay by check or money order, please only make them payable to “APA” or “Matt MacPhail”. There will be a \$20.00 bad check fee for all returned checks. (h) If you let a person

play a match without them paying the membership fee, you must understand that the team still owes that players fee. Remember, only members of the APA can play a match. Make sure you collect the fee before the player shoots.

**Players:** Players can be on only one team per division. No players may join a team after the 7<sup>th</sup> week of play. The only exception is the Survival Rule. Rosters for Qualified teams in the Spring are locked after the 4<sup>th</sup> week.

**Adding New Players:** A membership application and fee should be sent in prior to or along with that weeks scoresheet. You must notify the opposing team captain before the weekly match starts if you have a player that is not printed on the scoresheet, even if that player is not present. Not letting the opposing team know in advance may be an “UNFAIR ADVANTAGE” and that team has the right to refuse to let the player play. If both team captains agree to let that person play, then no protest may be filed.

**Roster Changes:** Teams have the first seven (7) weeks of the session to add or drop players. Teams that have Qualified for the Local Team Championships in the Summer or Fall Session will only have four (4) weeks to change their rosters in the Spring Session with League Operator approval. After 4 weeks players may not switch to another team in the same division unless deemed necessary.

**Team Survival Rule:** With League Operator approval, after week 7, teams may drop two (2) players to add one (1). This is to help a team continue the session with committed players. This cannot be used if you are a qualified team.

**The Ghost Rule:** There maybe times when a team cannot provide five players to play in a match. In these occasions, a team can have the opposing team choose one of their players to play again as the last player. This player is called the “ghost player”. The intent of the Ghost Rule is to provide an opportunity for the opposing team to play their match rather than have to receive a forfeit. The ghost rule is subject to the following conditions:

A) Each team will be allowed 2 ghost rules per session. Each team will be responsible for keeping track of how many times they have used the ghost rule. If a team uses their ghost rule more then twice, point(s) will be deducted.

B) The ghost rule can only be used during weekly play and will not apply to playoffs or any high-level events. The Ghost Rule can be used at anytime during weekly play.

C) Teams must notify their opponent before the 2<sup>nd</sup> match that they will be using the ghost rule for the final match. The opposing team must allow the ghost rule. If a team asks for the ghost rule after the 2<sup>nd</sup> match, then the opposing team may accept or refuse the request.

D) Teams must have at least 3 players in order to use the ghost rule. If a team has 3 players, the forth match will be the ghost match, and fifth match will be forfeited. If a team has 4 players, then the fifth match will be the ghost match. In other words, the ghost match will always be the final match.

E) At the beginning of the final match, the opposing team must choose one of the players from the team calling the ghost rule to play again as the ghost player. They cannot choose a player that will force the team to break the 23 rule.

F) All players that were present at the beginning of the league match must be available for the final match. If the opposing team chooses a player that has left, then the final match will be a forfeit.

G) If a player is physically injured and unable to play his or her match and attends league night to help out and keep score, the ghost rule still applies even if a team has 5 players present.

H) Example: If the “Ghost” is called before the second match, it must be used. However, if the team calling the “Ghost” has a player show up to play, it is up to the opposing team captain to allow that player to play in position of the “Ghost” that was called before the 2<sup>nd</sup> match. (23 rules applies)

**Byes:** are worth 3 points in 8-Ball and 60 points in 9-Ball. Divisions receiving bonus points will be awarded 4 points in 8-Ball and 75 points in 9-Ball. No Fees are due on bye weeks.

**Handling the Weekly Paperwork:** Every weekly scoresheet must be sent in to the office along with all dues and fees. We must have all of the scoresheets so we can provide them to APA St. Louis for the teams that advance to the National Tournament in Las Vegas. No team in the country can advance to Las Vegas with out St. Louis reviewing these sheets first. This means if your team qualifies in the summer, we must send your sheets from the summer session, fall session, and spring session to St. Louis. We must also send all of the sheets that your weekly opponents send it.

**Trophy & Travel Fund:** A share of your weekly dues goes to the league for administrative costs and also to the National prize fund totaling over a MILLION dollars. The remaining portion goes toward session awards (trophies, plaques, patches, etc), sending 2 teams to the Northeast Challenge in Connecticut, holiday tournaments, Vegas send-off party and the Las Vegas trip for 3 teams. (two 8-Ball and one 9-Ball team(s)) Each team will receive \$4800 to be used to book their trip to Las Vegas. This prize money is mandated by the APA National Office to be used for travel assistance. Only qualified players on the team that wins will be given the money and in the event that a player cannot make it to Vegas, the monies that player received will have to be paid back in full to continue to play for the APA. If a player qualifies on more than one team going to Vegas, they will receive their share of the \$4800. So, if your team wins both 8 ball and 9 ball you will receive \$9600.00 and each teams \$250 National Team Championship entry fees will be paid for as well. Each playoff division winner will receive individual awards and a team award. Local Team Championship winners will receive individual awards and a team award. Second place will receive a team award. The winners of the Local Team Championships in June will receive cash at the LTC's to book their Hotel and Airfare for the length of the tournament in Las Vegas, NV for the National Team Championships in August. Travel arrangements will be made by the players.

**Double Jeopardy Leagues Only:** In the event that a team wants to play a player in 8 ball but is playing his or her match in 9-ball, the match can be deferred, names are written down on the score sheet and the next match is played. This does not pertain to playoff matches. Players must be present to defer.

**8 Ball Male Skill Level 2's:** Keep in mind, APA St. Louis currently does not allow males to play as a skill level 2 in the 8 Ball National Championships. However, the APA of Greater Albany allows males to compete in the regular session only as skill level 2's. If a male 2 is on a team entering the Division Playoffs, he will be raised to a skill level 3. Male 2's will compete as a skill level 3 in the Local Team Championships.

## **2. Sportsmanship and Etiquette**

**In General:** Good Sportsmanship is essential in pocket billiards as in any sport. Remember, gentlemanly and lady like behavior is expected in this league at all times. It is not considered good sportsmanship to aggravate your opponent or the opposing team in any way during the match. This includes promoting other leagues to APA players, teams, and host locations on league night.

**Verbal Abuse:** Verbal (especially repeat offenders) or physical abuse will not be tolerated and will result in suspension or loss of membership.

**Slow Play:** Repeated complaints about slow play may result in loss of points or bonus points.

Keep time outs around 1 minute in length and try to shoot your next shot within a reasonable amount of time.

**Bogus Calls:** Continuous attempts to gain an unfair advantage by making fraudulent calls on your opponent are subject to review. Teams or players may face penalties.

**Rules and Policies:** Teams or players that try to “GAIN AN UNFAIR ADVANTAGE” by creating their own interpretations, arguing, and or consistently disagreeing with league rules, rulings, and policies are subject to sportsmanship violations. Repeated complaints against any such teams or members can and most likely will lead to suspension or loss of membership in the APA

**Banned Player(s):** If a player has been banned from a tavern, the team must play without him/her. Players or teams that receive multiple sportsmanship violations maybe dropped from the league and will forfeit all benefits, trophies and awards.

**Once a Player has been Picked:** Once a player has been picked to play a match they can't be changed, **EXCEPT** if a team realizes that they will go over the 23 rule. Please choose your next player(s) quickly to keep play moving and fun for everyone.

**Protests:** Disputes should first try to be resolved by the two players, then by the captains by negotiation and compromise, flip of a coin, or by replaying that game. If any of the above is agreed upon, then no protest can be filed. Absolutely at no time will arguing between players or teams be tolerated. This may, can, and will most likely lead to suspension or loss of membership. If an agreement is not concluded at this time then contact your Division Rep or Regional Manager, if he or she is not available, contact your League Operator. If both are not available and the dispute is not settled, then both teams can submit a written protest to the League Office. At this time you must advise your opponent that you do not agree with the situation and that you intend to protest and will complete the match under protest. This protest will describe the circumstances involved along with a \$20.00 fee from each team. Once a ruling is made, the loser of the protest forfeits their \$20 and the winner is reimbursed. **If both teams sign the scoresheet the match cannot be protested.**

### **3. Schedule Info & Point System**

**Forfeits:** Teams have 15 minutes after the official start (real time, not bar time) to arrive and begin their match. If no one is there at the 15 minute mark, the 1<sup>st</sup> match is a forfeit; if no one is there at the 30 minute mark then the entire night is a forfeit. 8-Ball teams will receive a maximum of 3 points during a forfeit situation. 9-Ball teams will receive a maximum of 60 points during a forfeit situation. Points are given when scoresheet and dues are received. If possible, please make up the match. There are no forfeit's the first two (2) weeks of play, holidays, or bad snow storms.

**Holidays:** We understand that there are many Holidays every year but we also want to make sure that players get enough matches in for handicapping and qualifying purposes. Your teams will have one of two options. Option #1- If league is scheduled on a holiday and your team is unable to play, please request your scoresheets in advance and reschedule your match with the opposing team. We recommend you check your schedule at the beginning of each session and plan to play those matches weeks in advance. We understand that we have many members that play on multiple nights which can make it difficult to schedule a make up match and this is the reason we are giving Option #2- which is the option for both teams to be awarded average points.(3) points for 8-ball and (60) points for 9-ball. Verbal confirmation from each team captain will need to be made to the league operator. The blank scoresheet will need to be signed by the team captain and league dues for that match will need to be sent in to the office. **The option of being awarded average points will be allowed only on Holiday's.** Players must understand we are trying to be fair to all teams. Each and every week your dues contribute to

your players fund and National Prize fund.

**24 Hour Notice:** If a team knowingly cannot make a match, they must give the opposing team at least 24hrs notice of cancellation. The match then must be made up within 2 weeks. Sudden cancellations, may be made up at the opposing teams or League Operators discretion.

**Make-ups/Cancellations:** Both teams must call the league office to verify the date of the make up match. If one of the teams doesn't not make the scheduled make up match, then forfeit points will be awarded to the team that was present. **Both teams are responsible for weekly dues on full-night-forfeits.** Playing for "Double Points" is not allowed. Please use current handicaps. If you are unsure of skill levels, please contact you League Operator.

**\*Special Note:** Attention all teams, especially Sunday and Monday divisions. As you know, short notice is calling the same day of the match. Sometimes, teams will allow a make up which is great. However, it's not fair to call Saturday to reschedule a Sunday match. This is not fair because the other team could not make plans for the weekend because they were expecting to play their match on Sunday.

**Inclement Weather/Unexpected:** During bad weather (snow, sleet, etc.) away teams should inform home teams of a possible delay. If either team wishes to reschedule for the night because of severe weather, then the match will be rescheduled and must be made up within 2 weeks. If you cannot reach the team captain then you should call the home location of the match at the start time to make sure they received notice that you wanted to make up the match.

**Last Two Weeks of Play:** No make up matches can occur during the last 2 weeks of the session. All matches that cannot be played during the last 2 weeks of the session are forfeits.

**\*Special Note:** Teams that go to the National Team Championships will be granted a make up match. It must be made up prior to going to Las Vegas!

**"23" Rule:** The total of the skill levels of the five players fielded in any team match cannot exceed 23 points. A team playing fewer than five matches must show that it would not have exceeded 23 if the five matches had been played. (please refer to the Team Manual page 33)

1. When forming a new team, team members should exercise caution regarding the number of highly skilled players they recruit.

2. Once a team has announces they are putting a player up, it cannot be changed.

Exceptions to the rule is a team realizes they are going to break the 23 point rule, then both teams may change players. Remember, a foul has not been committed until the rack is legally broken. A full forfeit can be called after the rack is broken.

3. If the team improves to where it can no longer comply with the 23-rule, then it must play four players whose combined skill levels do not exceed 19, and forfeit the 5<sup>th</sup> match.

4. **Example:** A team may play four players whose skill levels total 21 only if one of the players who is listed on the roster and did not show up is a SL2.

**Bonus Points & Mail System:** Each week teams receive scoresheets and a return envelope. Teams or Division Reps are required to mail the paperwork back to the office the day after play. One bonus point (15 in 9Ball) will be awarded each week for teams that have their envelopes postmarked the next day, have the correct money, and completely and correctly filled out the scoresheet. If you fax or email your scoresheet, you have one extra day to mail. 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. You are allowed a one week grace period per session

**9 Ball Only:** Only two senior skill level players may play in any given team match. Senior skill level players are players who have a skill level of 6, 7, 8, or 9. (Refer to Page 61 in the Team Manual)

## 4. Playoffs, Higher Level Tournaments, & Awards

**Qualifying Team:** Your team does not have to win all three sessions. If your team qualifies in any of the three sessions, you are then qualified for our Local Team Championships. Be sure to read the Higher Level Tournament Eligibility section in the Official Team Manual. Make sure you read and understand the 50% Rule.

**Upper Level Play:** When in upper level play, you are allowed to play a non-original player at any time you want. You must still maintain four (4) original players on the qualified team from the time that you qualify. You can still add non-original players to your team in subsequent sessions. If a player is being added in the spring, he or she must already have Twenty (20) established matches played like the Official Manual states. New members added to a team in the spring must play a minimum of 10 matches to be eligible for LTC's.

**Fall & Spring Sessions.** Two (2) teams from divisions of eight (8) or more will advance to the Local Team Championships (LTC's) Seven (7) or less will advance only one team.

**Summer Session Only:** 2 teams from each division of 6 or more playing in the Summer Session will advance to the LTC's, divisions with fewer than 6 will advance only one team.

**Divisions of 5 or Less in the Summer:** If a team wins in the playoffs other than the team that finished 1st in points, they will also become a Qualified Team. If a team finishes first in points and first in the playoffs then that is the only team that Qualifies from that division.

### **Playoff Format: Non-Payback Division Fall and Spring**

6 or more teams: 1<sup>st</sup> place team Regular Session → Advances to LTC's

1<sup>st</sup> place team vs. Wild Card / 2<sup>nd</sup> place team vs. 3<sup>rd</sup> place team

Winners of the above matches play → Winner advances to LTC's and will be crowned Division Champions.

5 or less teams: 1<sup>st</sup> place will receive a BYE, 2<sup>nd</sup> vs. Wild Card → Winner advances to LTC's

### **Playoff Format: Payback Division Fall and Spring**

8 or more teams: 1<sup>st</sup> place team Regular Session → Advances to LTC's

1<sup>st</sup> place team vs. Wild Card / 2<sup>nd</sup> place team vs. 3<sup>rd</sup> place team. Winners of the above matches play → Winner advances to LTC's and will be crowned Division Champion. Losers of the above matches play for 2<sup>nd</sup> & 3<sup>rd</sup> place prize money.

5 or less teams: 1<sup>st</sup> place will receive a BYE, 2<sup>nd</sup> vs. Wild Card → Winner advances to LTC's

**Please Note:** During the Fall and Spring sessions only divisions of 8 or more will advance 2 teams to the LTC If the same teams repeat in subsequent sessions, the bid to the LTC will be given to 2<sup>nd</sup> or 3<sup>rd</sup> place teams as determined by the session playoffs. Points earned during the session will be used as a tie-breaker. Once a team has qualified for the LTC'S, it must remain active for the remainder of the League year. Example: A team that qualifies from the summer session must continue to play during the fall and spring sessions.

**Eligibility for Tournaments:** End of session playoffs: All players must play with their team 4 times to be eligible for session playoffs. Byes and forfeits don't count toward matches played. All Teams must be current with all payments to the league to be eligible.

Local Team Championships (LTC's): Players must play with their team 4 times during the Spring Session and have played 10 times since joining the league to be eligible in the LTC's. Ineligible players will not show on your roster and their handicaps can not be used toward the 23 rule.

Qualified Teams: Teams qualified for the LTC's must place in the top half of the standings or be subject to one of the following: possible loss of eligibility in the LTC's or skill levels subject to change, as evaluated by the League Operator and the American Poolplayers Association. Please review Tournament Information and Rules in the Official Team Manual (page 84)

**Top Performing Players:** Top Performing Players male and female from each division will be given plaques for their achievement. The award is based on highest winning percentage and have

played half the session or more. In the event of a tie, multiple awards will be given.

**Top Gun Award:** Top Gun male and female players from each division will be given patches for their achievement. The award is based on the number of points a player scores and have played half the session or more. In the event of a tie, multiple awards will be given.

**Top Gun Tournament:** Players will be invited to a Top Gun Tournament each session based on performance in the regular session within their skill level bracket. 8-Ball 2's-3's, 4's-5's, 6's-7's. 9-Ball 1's-3's, 4's-5's, 6's-9's. Once invited to the tournament, players will compete against their own skill levels. Awards will be given to the top place finishers. The tournament entry fee will vary. Must be invited compete in these events.

**MVP Capital City Championship:** The top place finishers from the Summer, Fall, and Spring Top Gun Tournaments will be invited to compete for League MVP in 8 Ball and 9 Ball each Summer. You must be active on a team in the summer to compete in this event.

**Singles Program:** All active members are eligible to compete in Local Singles Boards for a chance to compete in Las Vegas! "Boards" are single elimination tournaments comprised of 8 players. The "Board" costs \$120 divided up amongst 8 players is \$15 a piece. For only \$15 you can make it to Vegas. **Boards can be run any time by anyone. Call the office to request a board.**

**Playing in Multiple Divisions:** Many players play in multiple divisions which is fine but they must realize and accept responsibilities and conflicts during LTC's. Even though we try to stagger the matches for these teams and divisions, it's not always possible to do so 100% of the time.

**Northeast Challenge Qualifier:** An 8 Ball team qualifier will be run every June/July. Teams of 8 can be customized but keep in mind the 23 rule still applies. Entry fee and location may vary. The three (3) runner up teams from the Local Team Championships will receive a FREE entry into the qualifier. Teams must keep at least 4 original members to receive the free entry.

## 5. Handicap Review

### Most common questions:

- I won my match two weeks ago and my handicap went up, but when I lost last week, it didn't go down. How could this happen?
- I lost last week and my handicap is higher this week. What's going on?
- I've lost several weeks in a row. Why hasn't my handicap gone down?

**Handicap Factors:** Your handicap is calculated from the information recorded on your weekly score sheet, which is averaged with your previous scores, some surprising results can occur.

Here are some possibilities:

- Your handicap is figured using the best ten (10) of your last twenty (20) scores.
- You could shoot very well but not increase your skill level.

Please note: winning "Top Gun" and or "Top Performer" does not effect your skill level.

- Losing a match, which sometimes results in a poor score, probably won't lower your skill level right away.

- In a very close match, where each player plays very well and you barely lose, it's possible to receive a good score. If this score is among your best 10 of your last 20 scores, your handicap may go up

- New players may go up or down frequently in skill level until they establish 10-20 scores.

Now that you should understand what could affect your handicap, you might be wondering if this is the best method to use. Remember, the APA's Equalizer handicap system was developed over many years by a committee of professional players with extensive league and tournament experience.

**Consider the following:** Using several good scores when calculating your handicap lends stability. Using the best 10 of your last 20 scores eliminates the matches where playing

conditions were bad, whether you weren't feeling good or you just had a bad night. Only the matches where you played your best should determine your handicap. The alternative would result in your handicap constantly changing, which could cause problems with the "23 point" rule. An unstable handicap is technically inaccurate when you consider that your handicap is a reflection of your true ability.

**Doing Your Part**: The APA's Equalizer handicap system works perfectly when the players concentrate on their game and let the system take care of it's self, but you must keep score properly. If you fail to mark defensive shots, 8/9 balls on the break, early 8's, or improper innings, you are not doing your part and this reflects an improper skill level. Do not let people cheat.

## 6. General Rules

**Starting Time**: Starting time for most weekly matches is 6:00pm or 7pm, not a half an hour or forty-five minutes later. Teams consistently arriving late or causing the match to start late will be subject to review and may be penalized. All teams have a 15 minute grace period from the official start time (weekly league play only). Make sure you show up on time!

**Practice Time**: Practice time should be available to both teams if time permits. You are allowed to practice during league night if there is an extra table. You maybe subject to pay an extra table time expense. Please check with the host location owner.

**Ball in Hand**: A player that has ball in hand may adjust the cue ball with their stick as long as they are not in stroke on the cue ball and in their shooting position.

**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. The cue ball is always live. Players can not use object ball(s) to measure with.

**Time-outs**: If a coach suggests a time-out to the player, the time-out must be taken. However, if a player asks for a time-out, the coach can refuse to take it and no time-out will be charged. Any player can be a coach at any point in the match. Note: Please use discretion and common sense. Coaching periods should not last more than one (1) minute. Repeated complaints against offenders could lead to penalties. Look the shot over and make a decision and keep in mind all situations are different and lets treat everyone equally including your own team. Please use courtesy and kindness when approaching the other team about long timeouts. **Note**: It is not a time out to ask a rules question, but both teams must hear the question and answer.

**Coaching**: No team member other than the coach may converse with the player or be near the table at the same time as the player. If a team consensus is needed, then the player or group must leave the playing area. The player cannot observe what the group is suggesting to the coach. A coach that tries to mark the table in any way shape or form such as rubbing a spot on the table with their finger, chalk, stick, etc, will result in a sportsmanship violation. Get in the habit of pointing to a spot. Note: The coach does not have to be designated until a time out is called and a different coach can be designated for each time out.

**Marking the Pocket**: To properly mark the pocket, a coaster, coin, wallet, cell phone or some other reasonable marker (to avoid confusion, we do not recommend marking the pocket with chalk) must be placed next to the pocket the 8-Ball is intended to enter.

**Marking the Table**: You are allowed to place a piece of chalk or object on top of the rail to help shoot your shot. You are not allowed to mark the cloth to help you shoot your shot.

**Accidental Bump or Moving Balls**: If a player is "accidentally" bumped during their shot, the balls (including the cue ball) will be put back. In a ball in hand situation, it is good practice not to touch any ball until it stops rolling. If someone picks up the cue ball or any other ball while it's rolling slightly and it's plain to see that it's not going to scratch, hit another ball, or change the outcome of the game, then don't try to call a foul and cheat your opponent out of a game.

**Breaking down the cue stick:** is not a loss of game. In this situation, the shooter should stop and kindly ask the opponent if they are conceding the match. If so, the match will end and points will be awarded appropriately. If not, the opponent must keep his or her cue stick together and finish the match. Please notify the league office if you see players doing this on a consistent basis.

**Cue Sticks:** You may use three (3) different types of sticks throughout a match. A Break Stick used solely for breaking, a shooting stick which is used throughout the game and a short stick used solely for when there is an obstruction such as a wall, post, etc. The only time you may change a shooting stick or shaft during a match is in between games or if it breaks. Let's not forget good sportsmanship.

**Jump/Masse Shots:** Break, jump, and short cues cannot be used for jumping or masse shots. When legally attempting a jump or masse shot, you must use the cue stick you are currently shooting with and you cannot break it down. To correctly execute a jump shot, you must shoot down on the cue ball. Intentionally scooping under the cue ball is a foul.

**Safety/Defensive Shots:** When a player deliberately misses a shot in order to pass his or her turn over to the opponent, it is a defensive action and gets marked down as a defensive shot on the scoresheet.

**Ipods/Mp3 players or earpieces:** Players cannot wear Ipods/MP3 player or earpieces during Higher Level Tournaments. It will be allowed in regular session play, but if it is distracting for the opposing team or player, that player must remove the device without question.

## **7. Score Keeping (please view instructional videos online)**

**Marking Defensive Shots:** Any shots that are not considered offensive should be marked as a defensive shot. Make sure you mark all defensive shots on the score sheet. The scorekeepers should verify defensive shots with each other when played, but do not have to match. Teams that consistently avoid marking defensive shots can be penalized.

**Innings:** A completed cycle that gives both players a turn at the table.

**Marking Time Outs:** Mark a "T" in the triangle in the game box corresponding with the player. Players with a skill level of 4 or above may be given one (1) time out per game. Players with a skill level of 3 or below maybe given two (2) time outs per game. (see General Rules above)

## **8. In Conclusion**

As you see, the handicap system really does work! It effectively equalizes the differences in the player's abilities, which creates a more exciting and competitive match. However, it is dependent on a player's willingness to follow the system. There has never been a team handicapping system as accurate as this one!

**So, Relax, enjoy yourself, and play with the "Spirit of the Rules" as well as the written rules. It's impossible to cover every situation 100%, common sense and good sportsmanship must prevail.**

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