



American Poolplayers Association, Inc. Brooklyn Queens APA Pool League

P.O. Box 380-828, Brooklyn, NY 11238 • phone: 917-589-5867 • fax: 718-228-8055 • MEETpeoplePLAYpool.com

Bylaws to the APA Official Team League Years 2024/2025 and 2025/2026

We welcome your team to the American Poolplayers Association! These Bylaws have been read and approved by the American Poolplayers Association. The local Bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual. The contents of this manual are the Brooklyn-Queens APA Bylaws to the APA Official Team Manual. All rules defined in this manual are to be considered official and enforceable within the Brooklyn-Queens APA Pool League. Please read your copy of the manual and the Bylaws at least twice per session. All members of the League should be completely familiar with the Official Team Manual and these Bylaws. Members should be able to produce the Official Team Manual or the Bylaws during a match and point to a rule when asked to prove an interpretation of a rule. Thorough knowledge of all the game rules and regulations will result in a more enjoyable League experience.

Age Requirement – Members of the Brooklyn Queens APA must be at least 21 years of age, unless granted prior approval from the League Operator.

Office Hours – 11AM - 9PM daily (see “contact” tab on the website)

Electronic Payments – All teams print their score sheet prior to their league match and pay weekly dues using **ZELLE!** The deadline to receive bonus points using electronic payments for both your completed score sheet and electronic payment is 11:59PM the day after your match is played! The League Office uses the date and time stamp on the email confirmation from Zelle when determining when your weekly fees are received, not when you submitted them, for bonus point purposes. Print your score sheet using the APA Pool League App / APA Member services and pay us electronically – we only accept: **ZELLE!**

EMAIL ONLY (NO TEXT) a clearly legible completed score sheet to Mark Choi: mchoi@apalegues.com

Pay your weekly dues with one payment from one person from your team to: brooklynqueenspayment@gmail.com

YOU MUST INCLUDE FOUR PIECES OF INFO IN THE MEMO OF ELECTRONIC PAYMENT TO RECEIVE BONUS POINTS:

- 1. TEAM NAME**
- 2. TEAM NUMBER**
- 3. WEEK OF PLAY**
- 4. NAME OF MEMBER IF PAYING A MEMBERSHIP**

Team fees – \$60 per team (with or without forfeits) for each week including post session weeks played. Teams playing double jeopardy (8-Ball and 9-Ball on the same night) pay \$120 for each week. Have your players pay their dues before they play, or before the session begins. Teams that drop out will be responsible for dues for the rest of the session. Teams that are consistently late with dues will be required to pay next session’s last 4 weeks up front in order to play in the next session. In addition, any player that owes money from one team will be prohibited from playing in the League on any other team until his/her portion of dues are paid.

The full \$60 (\$120 in Double Jeopardy) is due even if your opponents “no show” or forfeit one or more of their individual matches. **Exception:** No fees are paid for “League Scheduled Byes.” To avoid hassles of dealing with dues each week, all teams are encouraged to prepay their dues each session.

Any teams that fall three (3) weeks behind in payment will receive a FINAL NOTICE on their next scoresheet. Additionally, all players on the roster will be marked ineligible to play. If payment is not received by the end of the League week, the team will be dropped from the schedule 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 any APA League until they have paid their portion. The League Office will not be responsible for dues or monies that have not been submitted to us by the Team Captain or other members designated by the team. Teams with players who owe money to the League will not be able to participate in any playoffs, 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 – The Team Captain may be changed up to the end of the 6th week.

New Players – Players may be added to your roster at any time during the **first 6 weeks** of play of the session. However, players must pay their memberships the night that they play their first match or by the **4th week**, whichever comes first. Players who have not paid their memberships by the 4th week and have yet to play a match will be dropped from the roster. Players who have not paid their memberships by the 4th week and have played a match will have their membership fee transferred to their team’s past due. **We must receive a completed APA Membership Application, or a completed membership created via our Online Member Services (APA Pool League App), for all new players for the team to qualify for bonus points.**

Bonus Points – 8-Ball teams can receive up to 2 bonus points and 9-Ball teams can receive up to 15 Bonus Points per week, in addition to the normal points earned by teams for winning matches (in 8-Ball) or pocketing balls (in 9-Ball).

Bonus Points are contingent upon the following criteria: To earn the first Bonus Point in 8-Ball (or 8 points in 9-Ball), you must email your completed scoresheet on time and send us all owed dues/memberships paid in full. If your team does not earn this first bonus point, it will not be eligible to receive the 2nd. To earn the second Bonus Point in 8-Ball (or 7 points in 9-Ball), the scoresheet must be completely filled out, including all of the following sections:

1. **DEFENSIVE SHOTS SECTION** - Something must be written here for each player in each match. If there are no Defensive Shots played by a player in a match, you must indicate that either with a zero (0), or some other notation. If the box is left blank in any match, your team will not earn the 2nd bonus point.
2. **TOTAL INNINGS SECTION** - Count up all the innings for each match and write the total in the designated box.
3. **PLAYER # SECTION** - Matches are scored using player numbers, therefore it is extremely inconvenient if any of them are left blank.
4. **SPORTSMANSHIP SECTION** - Double Jeopardy teams (teams that play 8-Ball & 9-Ball on the same night) only need to mark the sportsmanship section on the original 8-Ball scoresheet.
5. **MATCH SCORE** - In 8-Ball write the matches won in the designated boxes and in 9-Ball write the total points earned by each player.

Playoffs & Post-Season – In addition to the regular-session schedule for each Session, there are three (3) tiers of post-season play which teams must advance through in order to qualify for the APA World Pool Championships in Las Vegas. These are, in order:

1. **DIVISIONAL PLAYOFFS** (at the conclusion of each regular-season Session)
2. **TRI-CUP TOURNAMENT** (2 – 3 weeks following each Session)
3. **BROOKLYN QUEENS WORLD QUALIFIERS** (at the end of the League Year – **EVERY JUNE**)

The Playoff Procedures for each division will be determined by the division's team count at the Make- Up Match Deadline, which typically occurs at the end of Week #12.

SEE “APPENDIX A – PLAYOFF PROCEDURES” AT THE END OF THIS DOCUMENT FOR DETAILED INFORMATION ABOUT PLAYOFF FORMATS AND PROCEDURES.

Playoff Eligibility – Each Playoff tier has separate eligibility requirements based on the number of League matches that members must have accumulated in order to participate:

1. **DIVISIONAL PLAYOFFS:** In order to be eligible to play on a playoff team, all members must have played a minimum of four (4) matches with their team prior to Playoffs (during the regular Session), in the format (8-Ball or 9-Ball) in which the playoff team has qualified for the playoffs.
2. **TRI-CUP TOURNAMENT:** In order to be eligible to play on a Tri-Cup team, all members must have played a minimum of four (4) matches with the team as explained in #1 **AND** must have a skill level based on a minimum of seven (7) APA matches played in the last 12 months in the corresponding format and session.
3. **BROOKLYN QUEENS WORLD QUALIFIERS (WQ):** In order to be eligible to play on a WQ team, all members must have played a minimum of four (4) matches with the team during the Spring Session in the format in which the team has qualified for the WQ **AND** must have a skill level based on a minimum of ten (10) APA matches played by the end of the Spring Session in the corresponding format.

QUICK-REFERENCE POST-SEASON ELIGIBILITY CHART

Tier	# of Matches Needed to Play During Last Scheduled Session	# of Total League Matches Needed to Play by End of Last Scheduled Session *
Divisional Playoffs	4	N/A
Tri-Cup Tournament	4	7 (last 12 months)
BQWQ Tournament	4	10

IMPORTANT: Byes and forfeits do not count towards your total number of League matches played.

**Divisional Playoff matches count toward the Tri-Cup and WQ “total match” requirements; Tri-Cup matches also count toward the WQ “total match” requirement.*

Trophies & Plaques – Each Division Winning team (for divisions with 6 or more teams, the team that finishes with the highest point total at the end of the Session; for divisions with 4 or 5 teams, the team that wins the Playoffs) is entitled to 8 individual trophies, 1 large Team trophy, and the Host Location plaque. We cannot order any additional plaques or trophies or further customization of plaques or trophies upon request.

Qualified Teams – All players on teams that qualify for the APA World Pool Championships through the Brooklyn

Queens World Qualifiers in the Spring Session must stay active on a Summer Session team.

Home-Field Advantage – For In-House divisions, the home team gets the choice of which table to play on.

Past-Due Playoff Eligibility – Teams that are past due in fees on the last week of the session will **NOT** be eligible for the playoffs or for the Wild Card drawing for the divisional playoffs.

Wild Card Drawing – Any teams that are not automatically eligible for the Divisional Playoffs will be entered in the session's Wild Card draw, held during **Super Saturday** (the Saturday immediately following the end of the regular session), so long as they are up-to-date with their team fees.

The number of Wild Card teams that will be selected for the Playoffs will vary from division to division and is based on the number of teams in each division (please see **APPENDIX A – PLAYOFF PROCEDURES** at the end of these Bylaws for more info).

The Wild Card draw is a weighted drawing, meaning that each team gets more entries in the draw based on the place they finish in their division.

Tri-Cup Event – This is the event that qualifies teams for the **Brooklyn-Queens World Qualifiers (WQ)**. It is typically held 2 to 3 weeks following the end of each session. Each division winning team (plus, in some cases, an additional team from the division—see **APPENDIX A – PLAYOFF PROCEDURES** at the end of these Bylaws for more info) will advance to this event to play in the annual Brooklyn Queens World Qualifiers. **Players must have a skill level based on a minimum of 7 matches played (in the corresponding format) by the end of the session in which their team qualified to be eligible for the Tri-Cup.**

Brooklyn-Queens World Qualifiers (WQ) – The second, third or fourth weekend in June is host to WQ. This is event will qualify teams for the APA's biggest stage, the APA World Pool Championships held each August in Las Vegas, NV. Tri-Cup winners will compete for the number of APA World Pool Championship slots granted to us by the APA National Office's Tournament Department.

Winning the WQ entitles you to PLAY in the World Championship event for which we will provide you with Travel Assistance of UP TO \$500 per player towards your airfare and a place to stay free of charge. There is no "cash value" for players who cannot attend. Teams are entitled to one (1) room for every (3) players that attend the event. If a member of your team cannot make the trip, you cannot give your award to another person. Hotel rooms will be issued to players for the dates that they will play in the tournament.

The Tri-Cup Tournaments and Brooklyn Queens World Qualifier are considered Higher Level Tournaments. For further information on Higher Level Tournament rules, please review *Tournament Information And Rules (Section 7)* of the APA Official Team Manual.

Patches – Players can earn nine (9) different types of patches via weekly League Play. During a Session, players can receive one (1) free patch of each type earned. For each patch earned thereafter, players may choose to pay \$1 to receive the additional patches. Patches are available for pickup at all of our tournaments. Anyone on your team can come pick up patches for players on your team's roster.

Team Name Changes – Teams are allowed to change their names during the first 4 weeks of the Session, and only once during that period. However, no team that has won their division or has qualified for the Tri-Cup event during the current League Year (Summer Session through Spring Session) is allowed to change their team name.

Appeals About Scoring – All questions, appeals and concerns about scoring or points discrepancies must be addressed in an email to mchoi@apaleagues.com and brooklynqueens@apaleagues.com within one (1) week of the match in question. Once 1 week from the date of the match has passed, points cannot be changed.

Questions and Concerns – All questions and concerns regarding sportsmanship or any other situation must be submitted via **EMAIL ONLY** to: brooklynqueens@apaleagues.com

There are no exceptions to this rule. These will be shared with the Board of Governors for feedback and a decision regarding further action.

Skill Level Questions - Refer to your APA Official Team Manual regarding how players' skill levels are determined—additional information can be found on our website. Any further questions regarding the skill levels of players on your team or opposing teams **must be submitted via email (no exceptions):** brooklynqueens@apaleagues.com

Smoking Policy - “Smoke breaks” are not allowed between players during a match. Once play between two individual players begins, they may not smoke between games even if both players agree. This is to ensure that matches do not go into the wee hours of the morning. If teams abuse this rule, both teams are subject to sportsmanship penalties, including the assessment of penalty point(s). The League Office will have final say in this matter. Please be respectful of one another's time, and be ready to play your match to completion.

Start Time – 6 PM will be the official start time **unless otherwise noted on your scoresheet or schedule**. Play must begin even if only one player from the team is present. Once any match has started for the evening, **play must be continuous for the rest of the evening**; forfeits will be awarded to the team with players present if they refuse to begin play.

If an entire team is late to a match, the following forfeits may apply before play starts:

- **If a team has failed to show by 6:20 PM** (or 20 minutes after the scheduled start time), their opponent may take a forfeit for the first match and play the remaining matches.
- **If a team has failed to show by 6:40 PM** (or 40 minutes after the scheduled start time for the division), their opponent may take a forfeit for the first 2 matches and play the remaining matches.
- **If a team fails to show by 7 PM** (or 1 hour after the scheduled start time for the division), their opponent may take a forfeit for the first 3 matches and play the last 2.
- **A full team forfeit may be taken if a team has failed to show by 7:20 PM** (or 1 hour and 20 minutes after the scheduled start time for the division).

In the event that you choose to take a forfeit due to your opponent's lateness, you must inform your opponent of this decision prior to putting up players for the first match of the night. Failure to inform them in a timely manner will result in neither team earning forfeit points.

Replay Rule – Teams can play one player twice during league night four (4) times in a session. Teams can use this rule even if all their players are present. Teams can use this for any reason; to get players their required matches near the end of a session or just to deal with attendance issues. We will denote the number of times a team has used this with a **R1, R2, R3, R4** at the end of a team's name. Teams that play a player twice with a R4 at the end of their team name will forfeit that individual match. Teams must stay within the Team Skill Level Limit rule as always and cannot play more than two (2) senior skill levels in any one lineup. **The Replay Rule can never be used in Playoffs, Tri-Cup, or World Qualifier events.** Teams using this rule choose who they want to play twice. Teams can play their replay player back to back if they want.

Full Team Forfeits – If no players from a team show for a match by the **1-hour-and-20-minute mark**, the opposing team (providing at least 3 players on the roster are present) will receive 8 points and up to 2 bonus points if eligible (60 points in 9-Ball and 15 bonus points in 9-Ball).

Teams that do not show up for two consecutive weeks will be considered dropped from the League and a new

schedule will be issued. Dropped teams and players forfeit all benefits, trophies, awards and prize money. If a team drops out before the session is over, and the matches played will stand.

Team Skill Level Limit Rule (23-Rule)— Per the APA Official Team Manual, teams that violate the 23-Rule receive zero points for the week; they will also not receive bonus points for that week.

Use of headphones— The use of headphones, headsets of any kind, Bluetooth devices and/or earplugs, while playing a match, is prohibited.

Byes - In 8-Ball, byes will be worth 8 points and 2 bonus points, if eligible; in 9-Ball, byes are worth 60 points plus 15 bonus points, if eligible.

During bye weeks, scoresheets do not need to be submitted and no fees are due. Byes will not be awarded during the first several weeks of any session while new teams are still being added. If a team is added to fill the bye, make-up matches may be required for the weeks that were missed.

Make-up Matches and Partial Matches— A Make-Up Match is defined as any match in which both teams agree not to play “any matches” on the date specified on the scoresheet. All Make-Up Matches must be played within 2 weeks of the scheduled date of the original match, unless preapproved by the League Office. If it is not played within this timeframe, no points will be awarded to either team and weekly fees will still be due. Forfeit points are not awarded at all for Make-Up Matches—points are only awarded during a Make-Up Match for actual matches played.

Teams should coordinate with each other to ensure that the maximum number of matches can be made up. The League Office must be notified of any rescheduled matches. A minimum of 24 hours’ notice must be given to your opponent to cancel and then reschedule a match. There will be no exceptions. There is a Make-Up Match Deadline date for each Session, after which no make-up matches are allowed. Look on the website in the “Make-Up Matches” section for the deadline date each Session.

Matches that are scheduled after the Make-Up-Match Deadline CAN be made up IN ADVANCE of the Make-Up-Match Deadline. Look at the entire schedule early in the session and check with your teammates about availability in late August and late December. These dates each year typically fall after the Make-Up-Match Deadline but can often be made up PRIOR to the deadline with some foresight. Contact the office to have the scoresheets released early so you can play these matches well in advance of the deadline.

A Partial Match is defined as a match that is begun on the date specified on the scoresheet and then, by mutual agreement, both teams decide to play any number of remaining matches at a later date. Teams cannot be forced to agree to play a Partial Match. If one team does not have enough players present on League Night, the opponent may choose to take a forfeit(s) for the remaining matches. Partial Matches are only allowed in In-House divisions—not Bar or Travel divisions.

Each team can only have an outstanding partial match from one week at any given time. If a team wishes to grant another Partial or Make-Up Match, they must first complete/turn in the first unfinished match, or else the second match will be scored as-is, even if 0 matches were played. Teams must leave their team envelopes at the Pool Hall as normal for Partial Matches or else they will not be eligible to receive bonus points for that week.

IMPORTANT: Partial Matches must be pre-paid in full; in other words, both teams must submit the entire weekly dues on the night the partial matches are initially played with a note that the match will be finished the following week. Partial Matches must be completed the following week or the match will be scored as is.

Protests— All protests must be submitted in email only and include a \$100 protest fee. Protests will be submitted to the League Office and then reviewed by the Board of Governors when applicable. The League Operator will oversee the protest and inform all parties of the outcome of the protest. Protest fees are nonrefundable.

Host Location Banned and/or Suspended Players – If a player on your team has been banned from a tavern or location, then the team must play without him/her in that location. The APA League has no right to insist a Host Location admit this player.

Dropped or suspended players forfeit all benefits, trophies, awards and prize money.

Board of Governors (BOG) – The BOG will settle all official protests and major sportsmanship complaints. The BOG will act very much like a jury. The League Operator will merely act like a judge and offer guidance and potential solutions. The League Operator will also give guidance on the rules that pertain to the situation, but the BOG will have the final call based on a vote with a majority rule. The Division Rep whose division is involved in the dispute will be forced to abstain from the vote. The League Operator will only cast a vote to break a tie.

Inclement weather policy – Only the League Operator can determine if a match will be cancelled due to weather. The League Operator will resolve any disagreements.

Continuous Play Except Under One Condition – **PLAY MUST BE CONTINUOUS ONCE BEGUN.**

The only exception applies **IN DIVISIONS THAT PLAY DOUBLE JEOPARDY (8- BALL AND 9-BALL ON THE SAME NIGHT)**. The following exception to the above rule applies:

If **TEAM A** has no available players present, and its only remaining player is actively playing a match in one format (for this example 8-Ball) and **TEAM B** is waiting to play in the other format (for this example 9-Ball) with an available player, then **TEAM A** will be allowed a **10 minute grace period only** for **TEAM A's** player to complete his/her match (8-Ball) and then play the other format (9-Ball). Team Captains should note the time together and start the countdown starting when **TEAM B** is ready to play. This rule can only be used if **TEAM A** has no other players present to play. **TEAM A IS NOT ALLOWED 10 MINUTES TO HAVE ANOTHER PLAYER SHOW UP UNDER ANY CIRCUMSTANCES.** If **TEAM A** has another player present and available to play, then **TEAM A** can **NOT** use the 10 minutes and must play the available player unless that player will break the 23-Rule for **TEAM A**.

IMPORTANT: All teams should make every effort to avoid the above situation by having full rosters and making sure all team members show up regularly and on time to their weekly League matches.

Refusal to Do Business With – At any time, at the sole discretion of the League Operator, Brooklyn Queens APA can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

APPENDIX A - PLAYOFF PROCEDURES - Please refer to the chart on the following page. Playoff procedures vary depending on division size, so it is important for you and your team to refer to Appendix A for a full understanding of the playoff structure.

IMPORTANT: For all divisions with 6+ teams, the team that finishes with the highest point total will be considered the Division Champion and will receive the trophies. For divisions with 4 or 5 teams, the Playoff Winner will be considered the Division Champion and will receive the trophies.

APPENDIX A – PLAYOFF PROCEDURES

If your division has “ — ” teams...	# of teams that will qualify for the Tri-Cup	Playoff Procedures	Playoff Bracket Example (WC = Wild Card)
4	1	Two teams will make the playoffs. *There will be no Semifinal round in a 4-team Division.	<p align="center">*Semifinal Round: N/A</p> <p align="center">Final Round: 1st vs. WC <i>Winner qualifies for Tri-Cup</i></p>
5	1	Four (4) teams will make the division playoffs.	<p align="center">Semifinal Round: 1st vs. WC (Match A) and 2nd vs. 3rd (Match B)</p> <p align="center">Final Round: Winner of Semifinal Match A vs. Winner of Semifinal Match B <i>Winner qualifies for Tri-Cup</i></p>
6 - 11	2	High Point Team will be Division Champion and automatically qualify for the Tri-Cup. Playoffs will proceed with the same format as in a 5-team division, with the Playoff Winner also qualifying for the Tri-Cup.	<p align="center"><i>*1 team automatically qualifies for the Tri-Cup*</i></p> <p align="center">Semifinal Round: 2nd vs. WC (Match A) and 3rd vs. 4th (Match B)</p> <p align="center">Final Round: Winner of Semifinal Match A vs. Winner of Semifinal Match B <i>Winner qualifies for Tri-Cup</i></p>
12 - 16	3	High Point Team will be Division Champion and automatically qualify for the Tri-Cup. Playoffs will then proceed in a two-tiered format. Six (6) teams will compete along with two (2) Wild Card teams; two (2) Playoff Winners will qualify for the Tri-Cup.	<p align="center"><i>*1 team automatically qualifies for the Tri-Cup*</i></p> <p align="center">Semifinal Round: 2nd vs. WC1 (Match A) and 4th vs. 7th (Match B) 3rd vs. WC2 (Match C) and 5th vs. 6th (Match D)</p> <p align="center">Final Round: Winner of Semifinal Match A vs. Winner of Semifinal Match B Winner of Semifinal Match C vs. Winner of Semifinal Match D <i>The two (2) Winners qualify for Tri-Cup</i></p>

Regular Session - Playoffs - Tri-Cups - Brooklyn Queens World Qualifier - APA World Pool Championships