

BY-LAWS
OF THE
AMATEUR POOL LEAGUE (APL)

ARTICLE I NAME

The name of this organization is the Amateur Pool League, Inc.

ARTICLE II PURPOSE

The purpose of this organization is to promote the Amateur Pool League, the BCAPL (BCA Pool League) and to monitor the Amateur Pool League in the Greater Philadelphia Region.

ARTICLE III MEMBERSHIP

Members shall be anyone with current membership in the APL, in good standing, and who are currently participating on an active team in the Greater Philadelphia Region. If a team adds a player who owes membership renewal that player will have (2) weeks to pay or they will be dropped from the team roster. Once the team learns that their player owes dues they should not play that player until the player pays. If the team plays that player knowing that the player owes renewal then the team will be held responsible for the fee.

ARTICLE IV ADDING PLAYERS

Teams can add or drop players for the first four- (4) weeks of the regular league session. Exceptions may be made due to illness or service issues regarding National Security.

ARTICLE V TEAMS THAT DROP

Teams that drop before the end of the session after the first week will be responsible for all league dues for the whole session. These players that were on the team that dropped will have to pay dues for the entire session or they will not be allowed to play on any other team in the APL or receive trophies or play in any qualified tournament sponsored by the APL.

ARTICLE VI ADDING TEAMS

Teams can be added to a division up to (2) weeks after the start of the session. New teams will have the opportunity to make up matches within a reasonable amount of time or the point(s) will be forfeited and weekly league dues paid. In the first 2 weeks of the session there will be no forfeits if a team does not show to play. The teams are given the opportunity to reschedule the match. If the team that did not show up for league play drops out before the session ends and does not make up the match the opposing team will be awarded a 5-0 forfeit.

ARTICLE VII TEAM CAPTAINS RESPONSIBILITIES

- A) The Captain is responsible for the conduct of team members and associates during league play. Any member not representing the interest of the APL will be notified, and may be dropped from the league.
- B) As team Captain you have taken on the responsibility of collecting team fees and membership dues and making sure they are turned in on time.
- C) In order to process the paperwork, enter matches, player's stats, and have current material back to the teams in a timely manner, it is requested that the envelopes be dropped off or mailed immediately after play, but no later than noon the following day.
- D) The team Captain is responsible for knowing the rules and making sure that their teammates know the rules follow the rules and are kept informed of upcoming events and rule changes.

ARTICLE VIII SUSPENSION FROM THE LEAGUE

- 1) PHYSICAL CONTACT IS STRICKLY PROHIBITED. Any player who initiates physical violence will be banned from the league for life. Other penalties regarding law enforcement agencies may be applied.
- 2) If team's standings (wins/losses) fall below 50% the next session they will be subject for strong review and may lose their qualification for any higher level tournament they qualified for or be suspended from the league.
- 3) Teams, Captains or players who are intentionally supplying wrong information on the score sheets or changing stats on the score sheet will be suspended from the league and all monies paid by that team will be forfeited to the league. The league office also reserves the right to modify the above if the need is necessary.
- 4) Any actions that would be considered detrimental or harmful in anyway shape or form to the APL will result in ejection from the league.

ARTICLE IX COACHING

- 1) Coach cannot use the players cue or his own cue to show the player how to line up or shoot a shot during a time out. If this occurs it is ball in hand foul to the opponent.
- 2) A coach cannot turn down a time-out from a player. A player cannot turn down a time-out from a coach. Coaches cannot ask things like: "Are you okay"? or "do you want a time-out"? These will be considered a time-out. If a coach asks a player if they want a time out, when there are no time outs left, will result in a ball-in-hand foul to the opponent. If a coach is not sure if his player has any time outs left should ask the opposing coach quietly if in fact his player has any time outs left. A player may ask the coach if they have a time out left without it being a foul.

ARTICLE X GENERAL RULES

- 1) Stopping the cue ball after shooting the 8-ball:
This is a foul and loss of game since a player interfered with the cue ball before it came to a stop. It does not matter if the 8-ball was made or not it is still loss of game. If your opponent picks up the rack and you stop the cue ball before it stops on its own it is still loss of game. Make sure you do not touch the cue ball until it stops moving.

- 2) Re: typo page 24 APL rule book; the paragraph should have read “all balls” knocked of the table, not just the opponent’s balls.
- 3) “Bill Oakes” rule; you may only use the tip to strike the cue ball. Striking the cue ball with the butt end of your stick is a foul and ball-in-hand to the opponent.
- 5) If a make up match is scheduled for a certain day and time the match falls under the same rules and regulations of a regular weekly scheduled match. If a make up match is scheduled before the last two weeks of the session and one of the teams forfeit in the last two weeks of session the team that forfeits loses 0-5 and the team that shows up to play wins 5-0.
- 6) “Scott O’Donnell” rule; Legal Jump Shot, In order to perform a legal jump shot the butt of the cue must be raised at least 45 degrees and strike the cue ball with a downward stroke to rebound off the bed of the table in order to jump the cue ball over another ball. If the cue ball is struck on the bottom and intentionally scooped to jump the ball is a ball-in-hand foul to the opponent.

All players are governed by the rules and regulations of the APL, (Amateur Pool League), the official team manual, and these By-Laws during regular session play and any playoffs held by the APL. If your league is a BCAPL sanctioned league the BCAPL Player Handbook of rules will take precedence at any BCAPL Regional or National sanctioned events.

- A) Cheaters: Players who are cheating by intentionally missing shots, losing games, or coaching teammates to not play to their ability needs to be eliminated. The following procedure will be used when dealing with them. When the League Office receives (2) valid complaints about an individual or teams a Board meeting will be called. The League will ask the Captains, of the Division in question, to fill out a ballot asking them to expel the player/Captain/team. It is mandatory that each Captain Votes. The majority will rule!

ARTICLE X1 Weekly play, balances, forfeits, Best of the Rest playoffs, Vegas Qualifiers

- 1) The team captains that are playing are to collect all league fees, dues and membership applications from their players on league night. Both captains must verify monies collected, write in the amount and sign the bottom of the score sheet.
- 2) The visiting team is in charge of turning in the paper work. EXCEPTION: The winning team drops off paper work during the “Best of the Rest” playoffs. If the paper work is not turned in the visiting team will lose a team point from their total wins. (No exceptions; even if home team volunteers to drop off paper work).
- 3) APL teams that carry a balance to the next week and do not pay balance will have a point taken away from their total wins. EXCEPTION: If team has a bye the next week of play they have an additional week to pay balance the next time they are scheduled to play.
- 4) If a team does not show up and or forfeits their matches the last two weeks of the session will not be permitted to play in the “Best of the Rest”

- playoffs. The team that shows up in the last two weeks of the session and gets a forfeit win will receive a 5-0 win
- 5) If a player shoots a wrong category ball and his not stopped by the opposing player after the first ball is pocketed is not a foul and the category balls then becomes the shooters category. You cannot let a shooter shoot the wrong category balls and then stop him just before he shoots the 8-ball and then inform him he as fouled.
 - 6) Teams that finish near the bottom of their division at the end of the session will be reviewed by the Board of Governors and their decision will be final as whether to let the team play in the “Best of the Rest” playoffs or be eliminated from play.
 - 7) If a team has a balance at the end of the session and their team is not represented at the end of session captains meeting to pay the balance will not be permitted to play in the “Best of the Rest” playoffs.
 - 8) If a team qualifies for the “Vegas Qualifier” they have the option of splitting their team and having both teams qualify with the following conditions: The original team must keep (4) - four original players and the new team must keep the other (4) - four original players, and any new players added to both teams must have at least 8 matches played in the APL.
 - 9) If a qualified team branches off to start 2 or more teams only (2) - two players have to remain on the qualifying team to keep the team qualification. The new teams are not qualified to play in the “Vegas Qualifier” since the new teams do not have (4) – four original players.
 - 10) If a qualified team forfeits more then 8 matches in a session they will be dropped from any Vegas qualifier they qualified for.
 - 11) If there are 4 or more common players on each team playing each other in a Vegas Qualifier the two teams can pick players from each team to field a team of 5.
 - 12) 9-Ball; If the 9-ball is intentionally moved or pocketed with any other ball then the cue ball is a loss of game.

ARTICLE X11 Changes/Amendments

The Amateur Pool League may change without notice and at any time these rules and guidelines. These rules and guidelines are for the Amateur Pool League only and may not apply in other territories or events.

99% of the circumstances, which may lead to a disput, are covered in the Rulebook or these By-Laws. Do not become involved in an argument. Refer to the Rulebook, these By-Laws, contact your Division Rep or contact you LO. In the other 1%, USE GOOD SPORTSMANSHIP AND COMMON SENSE to resolve a situation. Pool Matches were designed to be on at the pool table. GOOD LUCK AND GOOD SHOOTING!