

**LOCAL BY-LAWS FOR FIRST COAST A.P.A. 8-BALL
DIVISIONS**

JACKSONVILLE, FL

THESE BY-LAWS IN EFFECT AS OF MAY 17th, 2009

LOCAL OFFICE PHONE # (904) 291-6860

**BUSINESS HOURS: MONDAY, TUESDAY, THURSDAY & FRIDAY 10:00 AM
TIL 3:00 PM- CLOSED WEDNESDAY**

**AFTER HOURS CALLS WILL BE ACCEPTED UNTIL 8:30 PM DURING
LEAGUE PLAY ONLY**

THE LOCAL BY-LAWS ARE A SECONDARY SOURCE OF INFORMATION CREATED IN ACCORDANCE WITH AND IN ADDITION TO THE OFFICIAL TEAM MANUAL. YOUR TEAM MANUAL IS YOUR PRIMARY SOURCE OF INFORMATION AND ALL RULES IN THE TEAM MANUAL WILL BE FOLLOWED, WITH THE EXCEPTION OF THE REVISIONS BELOW. LOCAL BY-LAWS TO NOT APPLY TO HIGHER LEVEL TOURNAMENT PLAY.

1. **SCORE SHEETS**-ARE TO BE LEFT AT THE HOST LOCATION ON THE NIGHT OF PLAY. ALL ROSTER CHANGES, MEMBERSHIP APPLICATIONS, AND WEEKLY FEES ARE TO BE INCLUDED IN THE WEEKLY ENVELOPE. A BONUS POINT IS AWARDED TO EACH TEAM EACH WEEK IF ALL PAPERWORK IS COMPLETED AND TURNED IN AT THE LOCATION OF MATCH PLAY, AND ALL WEEKLY FEES ARE INCLUDED. BONUS POINTS WILL NOT BE AWARDED TO "BYES".
2. **CAPTAIN'S MEETINGS**-WILL BE SCHEDULED AT LEAST 1 WEEK IN ADVANCE. TEAMS REPRESENTED WILL BE ELIGIBLE FOR WILD CARD DRAW. FOR THE WILD CARD DRAW, YOUR TEAM MUST HAVE AT LEAST 1 PLAYER PRESENT.
3. **MASSE & JUMP SHOTS**-THE BAR RULES CONCERNING THESE SHOTS WILL APPLY. IT IS PLAYER'S RESPONSIBILITY TO KNOW WHAT THOSE RULES ARE. IF A LOWER SKILL LEVEL PLAYER SUCCESSFULLY EXECUTES THESE SHOTS, SKILL LEVEL WILL BE REVIEWED. MASSE AND JUMP SHOTS ARE ONLY ALLOWED AT THE DISCRETION OF THE BAR. IF THE BAR ALLOWS IT, THEN IT'S OK. SO BE SURE TO CHECK WITH THE BAR YOU PLAY IN TO SEE IF MASSE AND JUMP SHOTS ARE

ALLOWED. JUMP SHOTS CANNOT BE MADE WITH A SPECIALTY CUE, YOU MUST USE YOUR PLAYING CUE AND NO BREAKING DOWN YOUR CUE TO JUMP.

4. **END-OF-SESSION TOURNAMENTS**-DIVISIONS WITH 6 TEAMS OR LESS WILL SEND FIRST PLACE TEAMS, AND A WILD CARD TEAM, TO THE “TRI-ANNUAL” TOURNAMENT. DIVISIONS WITH 7 TEAMS OR MORE WILL SEND FIRST AND SECOND PLACE TEAMS, AND A WILD CARD TEAM. THE 1ST PLACE TEAM IN EACH DIVISION WILL QUALIFY FOR LTC TOURNAMENT. THE TOP 4 TEAMS IN THE TRI-ANNUAL TOURNAMENT WILL ALSO QUALIFY FOR THE LTC.

5. **LTC QUALIFIED TEAMS**-ANY TEAM QUALIFYING FOR THE LTC (LOCAL TEAM CHAMPIONSHIP) MUST FINISH IN THE TOP HALF OF THEIR DIVISION IN EVERY SESSION AFTER QUALIFICATION. TEAMS THAT DO NOT WILL BE REVIEWED.

6. **FORFEITS**-A MINIMUM OF THREE TEAM MATCHES MUST BE PLAYED TO MAKE A LEGAL LINE-UP. PLAY MAY BEGIN WITH 1 PLAYER PRESENT, AND MUST BE CONTINUOUS; THERE IS NO “GRACE PERIOD” BETWEEN MATCHES. A TEAM WILL RECEIVE 3 POINTS FOR A MATCH WHEN THE OTHER TEAM DOES NOT HAVE ENOUGH PLAYERS TO PLAY, AND A “BONUS POINT” IF ALL PAPERWORK & FEES ARE CORRECT & TURNED IN ON TIME. ANY TEAM THAT FORFEITS AN ENTIRE NIGHT’S PLAY (5 MATCHES) DURING THE LAST TWO WEEKS OF A SESSION WILL NOT BE ELIGIBLE FOR END-OF-SESSION TOURNAMENTS.

7. **AVOIDING FORFEITS**-A PLAYER AT SKILL LEVEL 4 OR LOWER WILL BE ALLOWED TO PLAY TWICE IN A REGULAR SESSION MATCH. **THIS RULE IS MEANT TO HELP TEAMS STRUGGLING TO MAINTAIN A FULL ROSTER, NOT FOR THE PURPOSES OF POINTS PROBLEMS.** TEAMS THAT ARE DISCOVERED ABUSING THIS PRIVILEGE MAY BE EXEMPTED FROM USING THIS RULE.

A TEAM THAT HAS LESS THAN 5 PLAYERS PRESENT WILL BE ALLOWED TO PLAY A PLAYER TWICE, NO MORE THAN ONE PLAYER WILL BE REQUIRED TO PLAY. IF ANY QUALIFIED PLAYER (SKILL LEVEL 4 OR LOWER) LEAVES, THE OPPOSING TEAM, MAY DECLARE REMAINING PLAYERS INELIGIBLE TO PLAY TWICE.

- THE OPPOSING TEAM WILL CHOOSE WHICH PLAYER WILL PLAY TWICE. (FOR CONTINUOUS PLAY PURPOSES, CHOOSING TEAM MAY NOT CHOOSE PLAYER PLAYING IN OTHER FORMAT, FOR DOUBLE JEOPARDY DIVISIONS ONLY)
 - TEAMS MUST COMPLY WITH THE “23 RULE”. THE OPPOSING TEAM CANNOT CHOOSE A PLAYER THAT WOULD VIOLATE THIS RULE.
 - ONCE DETERMINED A TEAM MUST PLAY A PLAYER TWICE AND THEN OTHER TEAM MEMBERS ARRIVE, THE OPPOSING TEAM MAY DECLARE LATE ARRIVALS INELIGIBLE TO PLAY.
 - TEAMS ARE ONLY ALLOWED TO PLAY EACH QUALIFIED (SKILL LEVEL 4 OR LOWER) PLAYER TWICE 4 TIMES DURING A SESSION.
8. **RESCHEDULED PLAY**-IF BOTH TEAM CAPTAINS AGREE, A TEAM MATCH MAY BE RESCHEDULED FOR A DIFFERENT NIGHT. THE LEAGUE OFFICE AND THE OPPOSING TEAM SHOULD BE GIVEN 24 HOURS NOTICE. THE LEAGUE OFFICE IS NOT RESPONSIBLE FOR NOTIFICATION OF A REQUEST TO RESCHEDULE. THE RESCHEDULED MATCH SHOULD BE PLAYED WITHIN 2 WEEKS. THERE WILL BE NO RESCHEDULED MATCHES PLAYED DURING THE LAST 4 WEEKS OF A SESSION, UNLESS PRIOR APPROVAL FROM THE OFFICE IN AN EMERGENCY SITUATION ONLY.
9. **BREAKING DOWN YOUR STICK**-A PLAYER THAT BREAKS DOWN THEIR STICK IN PLAIN VIEW OF THEIR OPPONENT, DURING THEIR OPPONENTS TIME AT THE TABLE, IS NOT A SPORTSMANSHIP FOUL. CHANGING SHAFTS DUE TO DAMAGE (TIP BROKEN, FERRELL CRACKED, ETC.) DOES NOT APPLY. OPPOSING TEAM MUST BE NOTIFIED OF SITUATION PRIOR TO CHANGE.
10. **FEES**-WEEKLY FEES ARE \$35.00 PER TEAM PER NIGHT, AND DOUBLE JEOPARDY DIVISIONS ARE \$30.00 PER TEAM PER NIGHT PER FORMAT. **INDIVIDUAL FORFEITS ARE NOT EXCLUDED FROM THIS FEE.** RETURNED CHECK FEES ARE \$25.00 PER REFUSAL FROM BANK. ANY TEAM THAT OWES FEES, OR FEES FOR RETURNED CHECKS, WILL NOT BE ALLOWED TO PARTICIPATE IN END-OF-SESSION TOURNAMENTS, OR ANY HIGHER LEVEL TOURNAMENT EVENT, UNTIL ALL FEES ARE PAID IN FULL. ALL FEES MUST BE PAID PRIOR TO LAST TWO WEEKS OF PLAY, UNLESS PRIOR ARRANGEMENTS HAVE BEEN MADE WITH THE LEAGUE

OFFICE. NO BONUS POINTS WILL BE AWARDED IF THE TEAM HAS A PAST DUE BALANCE.

11. **TIME-OUTS**-THE PLAYER (TEAM) CALLING THE TIME-OUT STILL CONTROLS THE TABLE. THE OPPOSING COACH, OR PLAYER, (BUT NOT BOTH) MAY APPROACH THE TABLE, BUT MAY NOT INTERFERE WITH PLAYER TAKING THE TIME-OUT. TIME OUTS SHOULD BE NO LONGER THAN 90 SECONDS.
12. **SPLITTING MATCHES**-IF YOU ARE NOT IN YOUR FOURTH MATCH BY MATCH TIME PLUS THREE HOURS, THE 4TH & 5TH MATCHES MUST BE SPLIT & PLAYED ON TWO TABLES, IF AN ADDITIONAL TABLE IS AVAILABLE.
13. **CHANGING PLAYERS**-NEITHER TEAM MAY CHANGE THEIR PLAYER, ONCE BOTH PLAYERS HAVE BEEN CHOSEN TO PLAY A MATCH.
14. **INADVERTENT CONTACT**-IF A SHOOTER IS BUMPED, CAUSING CONTACT WITH THE CUE BALL, THE CUE BALL WILL BE PLACED, BY MUTUAL AGREEMENT, IN ORIGINAL LOCATION, AND THE SHOOTER WILL CONTINUE THE SHOT. THIS IS NOT A FOUL.
15. **23 RULE VIOLATION** IF A TEAM BREAKS THE 23 POINT RULE, THE OPPOSING TEAM WILL RECEIVE ALL POINTS **EARNED** PRIOR TO 23 RULE VIOLATION, AND FORFEIT POINTS AWARDED FOR REMAINING MATCHES. THE TEAM THAT VIOLATES THE RULE WILL RECEIVE ZERO POINTS FOR THE MATCH, BUT WILL BE REQUIRED TO PAY ALL FEES.
16. **CITY QUALIFIED TEAMS (REVISION)**: ANY QUALIFIED TEAM MUST PLAY IN THR TRI-ANNUALS THAT THEY QUALIFY FOR (FINISHING 1ST OR 2ND IN THEIR DIVISION) OR MAY LOSE THEIR ELIGIBILITY FOR THE LTC'S. WILD CARDS ARE EXCLUDED.

THESE BY-LAWS HAVE BEEN APPROVED BY THE APA NATIONAL OFFICE, AND MAY REPLACE RULES COVERED IN RULE BOOK FOR LOCAL LEAGUE PLAY ONLY.

ALL BY-LAWS ARE SUBJECT TO REVIEW BY THE BOARD OF GOVERNORS & THE LEAGUE OPERATOR, IN CASE OF DISPUTES, ON A PER CASE BASIS.

ANY MEMBER OF THE BOARD OF GOVERNORS WILL NOT BE ALLOWED TO
RULE IN A DISPUTE INVOLVING THEIR DIVISION.