

Southern States Pool League

USAPL Bylaws



Southern States Pool League

(229) 630-3438

Introduction

WELCOME to all new or returning players! This document explains the guidelines and bylaws for THE SOUTHERN STATES POOL LEAGUE in South GA. It is to be used in conjunction with the Official USA Pool League & CSI Players Manual listed on our league website. These local bylaws have been created for a smooth and more efficient experience in the league. Keeping in mind, the league is supposed to be structured but still a fun night out with friends so although these rules are in place to help teams navigate nightly play, we also ask that everyone use good sportsmanship when referring to them. Now let's begin!

1

Website

Southern States Pool League website address is: <https://www.southernstatespool.com/>

Get the latest up to date information on: Playoffs, tournaments & other events, League venues & nights of play, find new player info, score calculator, "how-to" paper score and more!

Online LMS Team Schedule & Rosters

Southern States Pool League FargoRate LMS Link: <https://tinyurl.com/SouthernStatesPool>

View schedules, team rosters, standings and individual records for your division

Facebook Page

Our Facebook Public Page: <https://www.facebook.com/SSBCAPL>

Our Facebook Private Group: <https://www.facebook.com/groups/SSPool>

Here you can view and share pictures of tournaments, get updates about the League and chat with fellow SOUTHERN STATES POOL LEAGUE members. If you have not already done so, please join our online community!

2

Team Fees

Team Fees are \$50 per week, per Format (\$100 total for Double Trouble) regardless of the number of matches played. Payments are due within 48 HOURS of play.

Yearly \$25 per person BCA dual sanction dues are paid by every player the first night of the January (Spring) session. For YEARLY DUES please add a memo w/payment: Day / Team / Division # / Player names. If this goes over the character limit, send to the Facebook Captains thread.

At the start of each session:

Elect **ONE PERSON** per team who will submit weekly payments

Determine your method of payment

In-House Leagues will have a packet to submit payment in each night of play. Cash only, no checks or digital payments.

Zelle email account: **“COMING SPRING 26”**

Ca\$hApp: \$SSBCAPL along with the team name & date to be listed in memo.

Full Team Fees must be paid for Playoff matches and for all forfeits on both teams. Teams that are not paid in full prior to any high level tournament may be placed on hold until dues are settled with the League Office. If you are unable to pay Team Fees, please notify & work with the League Operator for any payment arrangements that need to be made.

3

Team Fargo Skill Cap

2,375 is the combined team Fargo Cap. If a team exceeds the cap, it results in a loss of points in the overall score for the amount of points a team actually goes over.

Adding New Players

All new players without a Fargo must fill out a player form, then notify the league office to be added to a team roster. See the League Website above for the new player forms. The national average Fargo starter ratings are as follows: Men 450 / Women 350

Players who already have a Fargo from BCA or USAPL can simply be added on the scoring app by hitting the (+) next to the desired team name. Dual Sanction fee must be submitted immediately.

Team points for bye weeks

Whenever a division has an odd number of teams, one team each week will not have a match. The team with the bye shall be given the following points for the week:

500 POINTS (No need to turn anything in for bye weeks)

Past due procedures

Any team that does not show up for matches over two consecutive weeks will be deemed to be in default and will be dropped from the division.

Additionally, any team that has not paid their League fees for four consecutive weeks can be dropped from the Division. Teams who have failed to pay their Team fees for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

First Week Past Due: “PAST DUE” reminder notice will be sent to team captain / Co-Captain.

Second Week Past Due: “SECOND NOTICE” reminder will be posted to the online Captains thread.

Third Week Past Due: The TEAM CAPTAIN can be made INACTIVE

Fourth and Final Week Past Due: Team name may be changed to “Dropped” in scoring app.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying their share of the team fees owed and may not be allowed to return to another team until paid

Venues & Host Locations

Players entering venues for weekly League Play & Tournaments should be kind, courteous and respectful to the Venue/Host Location. This includes, but is not limited to:

Absolutely NO OUTSIDE FOOD OR DRINKS should be brought into ANY location, including alcohol, Treat staff appropriately, If there are any concerns/issues with the tables, balls, or other equipment, please direct them to the League Operator.

4

Inclement weather

The Local League Office will use state warnings to determine whether matches will be canceled/rescheduled due to inclement weather. If you feel that weather conditions may result in League play being canceled or postponed, check our Facebook Social Media updates for important information. Please be safe and do not risk injury if you feel the travel conditions are unsafe.

Rescheduling matches

On occasion, a match may need to be rescheduled due to other league tournaments, inclement weather, etc. You are required to reschedule a match if requested. If you plan to reschedule a match, PRIOR TO THE RESCHEDULING YOU MUST NOTIFY the League Office so we may alert the host location that they may release tables on hold for your teams.

For Rescheduling, please use the following procedures:

Contact the Team Captain of the team you are scheduled to play and notify them of your intent to reschedule at least 48 hours in advance. Work with your opponent's Team Captain to select a date and time to play the rescheduled match. Some venues will require you to pay full table fees for make-ups and those are the sole responsibility of the teams rescheduling, not the league office.

Rescheduled matches must:

Be played within TWO WEEKS of the original scheduled match date. No make-up matches will be allowed in the last 2 weeks of the session, unless the Local League Office grants an exception

**PLEASE NOTE that although the League Office tries to keep all score totals posted in a timely manner, NOT ALL scores may be entered until at least 48 hours prior to the following week of play. Make sure when you are checking scores that you toggle "weeks" played to be sure all teams have the same amount of weeks (some teams may still have weeks not entered yet).

5

Make-up matches

Partial make-up matches (less than five individual matches) are allowed. Matches may be split from one week to the next (ex: play match 1 and 2 one week, and play match 3, 4, and 5 the next week). We ask that you notify the League Office so we can verify if the venue has table availability. If matches are not made up within TWO WEEKS, zero points will be awarded to both teams. Weekly Team Fees will be due for these matches. There will be no postponing of matches during the last week of the League session or during the Playoffs. Teams may play regular session matches in advance. Playoffs are part of the regular session.

Teams who choose to forfeit playoffs will owe the full weekly team fee for those matches.

Doubling up players

Teams that are short players are allowed to double up a player ONCE in each format per night throughout the regular session.

The player chosen to double up is elected by the opposing team. This does not have to be done at the beginning of the night. Teams must choose a player that enables their opponents to stay under 2375. The same player CANNOT play both formats, unless ANY other player present will exceed the 2375 Fargo limit.

Teams MAY NOT double up players to avoid a penalty for exceeding 2375 if there are 5 or more players present. NO DOUBLING UP is allowed in Play-offs, Tri-cups or Cities events.

Splitting tables

During regular weekly League play, teams must split tables at official league time (for venues that this applies). Some teams will only get 2 tables due to host available space, but both 8 & 9-ball should be running simultaneously at 7pm start time. Teams with a 3rd table must use all 3 tables by 8pm.

Teams may split tables during the first two matches of Playoffs if the venue allows enough tables to do so. At least 2 tables should be going at all times.

6

Putting up a player

Once a team has put up a player, you cannot change that player for a different skill level for any reason. Once a player has been called, they must play that match. Each team has 2 minutes to put up a player each match. Play then starts IMMEDIATELY.

**There is no 15 minute grace period to produce your players.

The lag

Players will lag to see who will break first in the rotation. If a player (1) Crosses the long string (2) Pockets the ball (3) Contacts the side cushion (4) Jumps a ball off the table; result is loss of lag.

Racking

Players are encouraged to use the League provided Accu-Racks. If a player chooses to use an alternate rack, it must be offered to your opponent to use as well. Alternate style racks must be disclosed prior to the start of the match. Players do not have to use any specific style rack. It is an individual's choice.

When racking 8-ball: The 8-ball must be in the middle and the balls at each rear corner of the rack must be a different group from the other rear corner (one solid, one stripe).

When racking 9-ball: The 9-ball must be in the center of the rack, and the 1 ball must be at the apex on the foot spot. When the 9-ball is potted on the break, NO MATTER which pocket, it is a win and should be marked as Win On Break (14-0) in the scoring app.

Getting a watch

Players may call a watch aloud to their opponent prior to any shot that could possibly result in a foul. If a watch is not called up front, you cannot dispute fouls after the shot is taken and results go to the shooter. Players who are watching shots should not be a member of either team playing the match. If this cannot be avoided, it is recommended to record the shot with a phone and watch it together. If a watch is called, the result is determined by the watching player. This is final and cannot be disputed by the shooter or the opponent.

7

Time-outs

Players get 3 time-outs per match (only 1 per game). Time-outs are 90 seconds long and MUST BE marked on the score sheet/USAPL scoring app. There is a maximum of 10 timeouts that may be used per match for a team of 5 so use care when taking them all early.

Marking a time-out in the app:

8-ball: Time-out can be marked on the “Score Match” screen that displays prior to scoring the match.

9-ball: In order to mark a time out, the player scoring will need to press the “Back” button to return to the “Score Match” screen.

Any player on the team, including the shooter, can request a time-out.

Once a time-out has started, the coach:

1. Cannot touch/place ANY BALL even if it is ball in hand.
2. Cannot mark the shot with any type of aid (such as chalk)
3. Cannot stand at the table while the player is taking the shot
4. Can help the player line up & aim for a shot
5. Coach can use a stick to show the aiming line or path

*PLAYERS MUST ASK IF THEY HAVE A TIME-OUT PRIOR TO TAKING ONE. If a player has no time outs left but proceeds to take one without asking the scorekeepers, it will result in a ball in hand foul to the opponent.

*Once any player, coach or team member calls a time-out, it must be marked whether the player takes it or not. It will count as one of the 3 they are allowed.

Coaching fouls

Fouls may only be called by a player involved in a game or a referee/watcher. No team members can call a foul of any kind on another player’s table. ONLY the 2 persons playing the match are allowed to call fouls.

Players, however, may use a time-out to discuss the issues as a side bar.

Sportsmanship & Conduct

All comments and/or concerns should be directly sent to the League Operator or Division Rep in a courteous and professional manner. This will guarantee that your concern is heard, considered, documented and addressed. Abusive language directed at the League Operator or a Division Rep will not be tolerated. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

8

Banned players

If a Host Location has banned a player from entering their establishment, the team must play without them when playing at that location. The League does not have the right to require a host location to permit access to a banned person for a League match.

SOUTHERN STATES POOL LEAGUE refusal rights

The league has the right to refuse any player for any reason from joining the league.

Age requirements

The USA Pool League encourages players of all ages to play and have fun. Therefore, there are no age restrictions. However, host locations may have age restrictions. The League Operator should be consulted to see what venues are appropriate for minors

Awards

End of session awards will be given out approximately 6-8 weeks after the end of the previous session. Each member of the first-place team will receive an award, as well as 2nd place teams (when applicable) and all MVP winners.

Teams may choose from the following awards:

1. Plaque
2. SSPL T-Shirt
3. SSPL Tumbler
4. Free Singles Qualifier Entry

Award forms will be sent to all team captains to have their players fill out and return to the League Office. After forms are returned, please allow the proper amount of time (mentioned above) for requests to be honored.

Team changes

Teams are allowed to change nights / team name / players but for any and all high-level tournaments, they must keep at least 4 (FOUR) core members from the original team (Q1) to qualify. The League Office must approve your qualifications.

9

League Playoffs and Tournaments

Session ending playoffs

Player Eligibility: Players must have played at least 4 (FOUR) times with their team during the current session to be eligible to play in Playoffs.

Team captains & opposing teams are responsible for validating the eligibility of their players/opposing players. Teams dropping any upcoming session lose their spot to participate in playoffs no matter the placing. Teams that are past due on their Team Fees may be disqualified from Playoffs or a wild card draw unless arrangements have been made with the League Operator.

Determining playoff teams

The total number of teams in the division at the end of the session will determine if there will be a division winner and in what finishing position teams will play in the session-ending Playoffs. Division winners on nights with 6 or more teams are exempt from participating in the session-ending playoffs and will advance to Tri-Cup and/or Cities tournaments.

Playoff schedules will run as follows:

During each session, the 1st round of Playoffs will be scheduled on the same day of the week as your regular League play.

The 2nd round of Playoffs will be scheduled on the same day of the week as your regular League play.

Drawing for wild card playoff teams

Teams who do not finish in the top percentile of teams on their respective night will be eligible for a wild card pick to play in Playoffs. Drawings are done live via the League's Facebook Group, and results will be posted to Captains thread and Groups pages.

Wild card teams will always play either 1st or 2nd placing teams depending on how many teams are in the division for a chance to win a spot to Tri-cups, where those winners will go on to compete in Cities Regionals.

Teams pay dues for playoffs

Playoffs are part of the regular session. Teams who choose to forfeit playoffs will owe the full weekly team fee for those matches.

10

Tri-cups are only used in isolated geographic areas. See LO for details)

Tri-Cup tournaments are held tri-annually each year and determine what teams will advance to Regional Cities Qualifier where teams compete for a chance to play for free in the Vegas Nationals. Most areas will not use this

Player Eligibility: Players must have played at least 4 (FOUR) times with the team during the previous session and must be on your current roster to be eligible to play in Tri-cups.

Teams that are past due on their Team Fees may be disqualified from Tri-Cups unless prior arrangements have been made with the League Operator.

Tri-cup schedules will run as follows:

Held as a one day tournament per format, on the same weekend.

8-ball will be played on Saturday

9-ball will be played on Sunday

Dates and locations are posted to the website and Facebook

Cities

Cities tournaments are held once a year (In either September or October) over 2 weekends and will qualify teams to play in Vegas at the USA Pool League National Championships.

Teams who win Cities earn FREE entry for their qualified teams to play in the USAPL National Championships, 4 Double rooms at The Westgate Las Vegas Resort* and paid air assistance

Player Eligibility: Players must have played at least 8 (EIGHT) times with their team during the previous session and must be on your current roster to be eligible to play in Cities.

Teams that are past due on their Team Fees may be disqualified from Cities unless prior arrangements have been made with the League Operator.

Cities schedules will run as follows:

1-2 day event (per format).

8-ball is held over a single weekend (Saturday & Sunday if required)

9-ball is held over a single weekend (Saturday & Sunday if required)

See website for dates

11

Travel assistance to national championship

The Travel Assistance Fund will be used to help pay travel expenses incurred by the eligible members of those teams who win in Cities Regionals and advance to the USA Pool League National Championships in Las Vegas. If a team chooses not to go to this event, the slot and Travel Assistance will then be forfeited.

Player Eligibility: Player eligibility for the USA Pool League National Championships in Las Vegas is as follows:

Players must have played at least 8 (EIGHT) times with their qualifying team during one of the previous 3 quarterly sessions. Players must be on a current roster & must have played at least 2 times in the January (Spring) session the year they will be traveling to Las Vegas.

Travel Assistance for the USA Pool League National Championship will be as follows:

1. Paid entry into the USAPL National Championships for the format won in Cities Regionals. Teams/individuals who choose to play in other formats register at their own cost.
2. 4 double rooms at The Westgate Las Vegas Resort, for up to 2 players per room (8 total team players).
3. Air assistance up to \$350 per player per team. Winning teams are responsible for booking their own air, then emailing the league office with individual air receipts for reimbursement. It is solely up to the team to make sure every player has air booked and is sent in for reimbursement. Email air receipt to:

SSPL@playusapool.com. Teams that forego the air assistance may be eligible for optional travel assistance compensation. The league office will need notification in advance for this.

*ANY extra room, air or damage charges will be the sole responsibility of the players. The League waves any and all liability to fees incurred beyond the aforementioned prize details for any reason

12

Rules to know in 8-ball

If you accidentally roll or move another player's ball either before, during or after a shot, YOU ARE NOT ALLOWED to move the ball back until you have asked your opponent. If you roll it back before asking, you then give your opponent ball-in-hand.

Any early 8 in 8-ball is a loss of game and any wrong pocket on the 8 is a loss of game.

Breaking in 8-ball: You cannot win or lose on the break. If you make the 8-ball, you can choose to re-rack or spot the eight and continue your turn. If a player makes the 8 on the break and also scratches, then it is the opponent's choice to re-rack or play the rack as is with ball-in-hand. If a player fouls (meaning 4 balls do not touch a rail) the incoming player can either re-rack and break or allow their opponent to re-break.

If a player moves or touches more than one ball while shooting, it will result in a ball-in-hand foul.

Rules to know in 9-ball

There is a 3-foul rule in 9-ball (NO 3-foul rule in 8-ball) If you foul 3 times CONSECUTIVELY in 9-ball, it can result in a loss of game. Again, the 3 fouls must be made in order and not simply throughout the entirety of the game. Players must give a 2nd foul warning to their opponent in order to take the win on 3rd foul

Players may call a "PUSH" in 9 after the break: A push is taken immediately after a break regardless of which balls have been pocketed. You must clearly announce your intent to do so. After the push, your opponent has the right to give the shot back to you or play it. If a player dry breaks, their opponent can then take the push if they choose (ONLY directly after the break is a push allowed)

On the break if a player fouls (meaning 4 balls do not touch a rail) the incoming player MUST PLAY the rack as it sits (you CANNOT re-rack in 9-ball) but the shooter does get ball in hand and it counts as a 1st foul for the player that committed the foul.

If a player moves or touches more than one ball while shooting, it will result in a ball-in-hand foul.

13

Quick reference league information

USAPL Yearly League Schedule is 3 sessions: Q1 Fall, Q2 Spring, Q3 Summer

Practice starts at 6:30 PM / Play starts at 7:30 PM (RETURN balls to staff after play is done)

Table Fees apply at certain locations (Set by location)

League sessions run approx. 15 weeks (with 2 wks. of play-offs to follow)

USAPL Las Vegas Nationals are held Feb – March each year at The Westgate Las Vegas Resort

SOUTHERN STATES POOL LEAGUE Regional Cities Qualifiers are held Sept/October each year (locations may vary)

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