



Position	Name	Phone Number	Email
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WILLAMETTE VALLEY USAPL LOCAL LEAGUE BYLAWS

Disclosure: All decisions and processes outlined below are subject to change at any time by discretion of the League Manager. Dates and formats are subject to change.

The explicit policies in the following local by-laws supplant duplicate policies or in absence thereof, default to the policies and rules in the [USAPL Official Player’s Handbook](#) and [CSI BCA Official Rules](#).

LEAGUE POLICIES

REGISTRATION & SIGNUPS

New teams and individuals can inquire about signing up by emailing wwusapl@gmail.com

Existing teams have priority to re-register until two (2) weeks before the end of a session. Teams on the waiting list will replace any available team slots.

SESSIONS & SCHEDULES

There will be three (3) sessions per calendar year. Spring - Summer – Fall

Schedules will be posted on Willamette Valley USA Pool League Facebook page and are subject to change.

TEAMS & DIVISIONS

All Double-play divisions may have rosters of up to eight (8) players and require five (5) sets per scheduled match. Players may play on more than one team as long as he or she plays in a separate division.

Teams are allowed to add or drop players during the first five (5) weeks of each session. After week four (4), changes can only be made with the approval of the league operator and only for survival. No additions are allowed within the last 4 weeks of the session or during post-season play.

Email rosters at the beginning of session and any roster changes to wwusapl@gmail.com.

All divisions will use USAPL's Gold Tier limit of 2375. Teams will incur one (1) penalty point per point over the limit.

All game formats will be played in the Short-Race format using USAPL’s Race-To-Calculator.

Subject to League Manager discretion, the minimum division size is four (4) teams for new divisions and six (6) teams for existing divisions. The maximum size is 14 teams.

Upon request, players must be able to prove their identity prior to the start of a set.

PLAYERS ON MULTIPLE TEAMS

Players are allowed to play on multiple teams at Playoffs and Regionals. However, matches will not be delayed because a common player is competing in another match. Teams with common players must have additional players

on the roster to account for scheduling conflicts. If a team does not have a player ready for the start of the next set, that set is forfeit.

Teams competing against each other that have common players on both teams must declare which team they will play for during that one match only, after that match they may play for either team again.

TEAM FEES & PAYMENTS

There are NO annual membership fees.

Weekly team fees for double-play teams are \$90 per match. Please send all payments to Michelle:

Venmo: @wvusapl

CashApp: \$WVUSAPOOL

The full amount of \$90 is due every week regardless of forfeits. Make-up matches must be paid when completed.

SCORING

All USAPL League matches are scored using the USAPL app, unless it is unavailable due to technical or internet issues in which case paper scoring will be implemented and the scores will be entered by the League Manager as soon as practicable after connectivity is restored.

Teams are ranked by the average points per set. This accumulates the total number of points earned by the team and divides it by the total number of matches played. If there is a tie, total points earned will be used. If there is still a tie, a team's win loss ratio will be considered. The use of points per set reduces the need for manual adjustment of data when there are an uneven number of byes or weeks unplayed.

BONUS POINTS

Team payments of \$90 are due upon completion of every regularly scheduled match.

100 bonus points will be awarded for payments made within 24 hours. Late payments will result in no bonus points.

If a team fails to pay before their next scheduled match, they will be suspended from all play until all payments are current. This includes pre-payment for the suspended matches. If payments are caught up within 14 days of the original date of the unpaid matches, they will be given an opportunity to reschedule any suspended matches per the Makeup Matches rule.

FORFEITS

All team members are expected to be present and ready at the scheduled time. However, play may begin if a team has only one player present.

Teams will forfeit a set every 15 minutes if they have no players available to play at the start of a match. The following stipulations apply:

1. The receiving team must have a player present that has not already played a set in that match.
2. The forfeited set must be scored as the last set of the match that has not yet been scored. For example, a team is not allowed to forfeit the 4th set and play the 5th set to avoid playing a specific player. Sets actually played, must be listed before forfeits.

Forfeits will be scored in the following manner:

Regular League Play:

Individual set forfeits: Equal to the average points per set earned by the team. Any forfeits within the first 4 weeks of

play will be adjusted after 4 full weeks of play have been recorded to ensure the most accurate results.

Average points per set for a forfeited match will be calculated using the total number of points earned over the last 4 weeks of regular league play, including the 100 point win bonuses divided by the number of matches played and does not include payment bonus points.

Full match forfeits: Equal to the average points per set earned by the team, calculated at the time of forfeiture, multiplied by 5. The team that forfeits a full match will be responsible for the league dues for both teams. Any forfeits within the first 4 weeks of play will be adjusted after 4 full weeks of play have been recorded to ensure the most accurate results.

Average points per set for a forfeited match will be calculated using the total number of points earned over the last 4 weeks of regular league play, including the 100 point win bonuses divided by the number of matches played and does not include payment bonus points.

It is possible to go over the Fargo cap even with a forfeit. Although the app will not allow you to select a specific player as the "forfeited player" and the app automatically calculates this Fargo, the League will adjust this calculation and will recalculate penalties using players who are present and available to play, starting with the lowest Fargo-rated player. It is the duty of both teams to notify the Division Rep which players are present and available to play for the purpose of this calculation.

Both teams will still be eligible for the bonus points for submitting fees within 24 hours.

For playoffs and regional events, all forfeits will be scored as 200-0.

CALL BACKS

To avoid forfeits in EMERGENCY situations, one team member may play twice (2 sets) in a team match. In this event, the opposing team must be notified prior to the start of a match and have the choice of selecting which player is called back, although, they shall avoid selecting a player which forces the double-play team over the 2375 team limit. A call-back player receives only one credit towards USAPL Nationals eligibility. A call-back player receives only one (1) set worth of MVP points. The call-back can be played before the final set, but can only be called for a set that the opposing team throws first.

No callbacks are allowed during playoffs and regionals.

MAKE-UP MATCHES

In the event that you need to reschedule a match or need to do a make-up match, it is imperative that you notify the opposing team AND the host bar for both missing the match and also to reschedule to ensure they have tables available. Make up matches or sets can be played before or after a missed league match but must be completed before the end of regular league play.

The team requesting the reschedule or make-up is responsible for getting it done. We urge the opposing team to make every reasonable effort to accommodate the needs of the other team to the best of their ability. If no agreement can be made, the league operator and/or division representative can mediate and try to come up with a solution. If every reasonable effort is made and results in no agreement, the original team will forfeit the matches and points will be awarded per the forfeit guidelines. Each team will pay its own fees within 24 hours of the forfeit. No "fee-payment" bonus points to be awarded to either team.

SPORTSMANSHIP & ETIQUETTE

WVUSAPL strives to make our league fair and fun for everyone. This includes promoting and fostering an environment in which sportsmanship and sport etiquette are of top priority. The guidelines for unsportsmanlike

conduct are outlined in the USAPL Player's Handbook. The League Manager will handle discipline for violations using, but not limited to, these guidelines. Penalties may range from a warning to suspension or disqualification from league or tournament play. Suspensions and/or disqualifications will result in the player forfeiting any prizes or prize money won/earned. The following etiquette is highlighted as a reminder but is not an exclusive list of expected behavior.

Unsportsmanlike Conduct - Defined by CSI

1. You must not commit any act that is unsportsmanlike in nature. This includes but is not limited to actions that are embarrassing, disruptive, or detrimental to other players, spectators, referees, event officials, or the sport in general, or any act that makes a travesty of the game.
2. Offering to gamble with opponents or spectators during your match is specifically defined as unsportsmanlike conduct.
3. You are responsible for your actions at all times while you are present at the event, venue, and league play whether playing or not.
4. You may be penalized for unsportsmanlike conduct with or without warning. Penalties for unsportsmanlike conduct are at the discretion of the referee, League Manager, or other designated event officials, and may vary based upon the referee's, League Manager's, or event official's judgement of the severity and nature of the unsportsmanlike act. A player's pattern of behavior from prior events or league play may also be considered.
5. A foul with a specified progression of penalties may have a more serious penalty applied early in the progression if it is committed willfully or in an unsportsmanlike manner, or if it is committed intentionally in consecutive matches.
6. Unsportsmanlike conduct warnings and penalties carry forward and are cumulative during the entire event and league play.
7. Disqualification from any CSI event or WVUSAPL for unsportsmanlike conduct will result in forfeiture of any prize money, trophy, or award won by that player or team. In addition, any championship recognition will not be entered in the official records of the event.

Unsportsmanlike Conduct - Line of sight and loud discussions: Please refrain from making any type of movements while your opponent is down on his/her shot. Please do not discuss anything loud enough for your opponent to hear while it is their turn. First violation of this will be a warning, second violation will result in loss of game, and third violation will result in forfeiture of match.

NEW PLAYER STARTER RATINGS

For players new to the USAPL without any information in FargoRate, a Starter Rating will be assigned by the League Manager. If the League Manager has knowledge to base a Starter Rating for a player, they have the right to do so. For players that are active in APA, the BU Rating Comparison chart will be used. Unrated players will be assigned a starter rating between 300-349, depending on their experience. The League Operator will periodically evaluate and adjust a player's rating up until the player reaches a robustness of 200 games. The League Operator will consider all factors when determining a new player rating adjustment, such as ratings in other leagues, other players in the WVUSAPL, watching the new player play, and the player's FargoRate Performance rating. All players' ratings will be recalculated by FargoRate multiple times a week, even when players are not playing. We will do everything we can to set up a starter rating for each new player that is fair. We will also do periodic audits to adjust as necessary.

USAPL NATIONALS

The USAPL Nationals is an annual event held in late February to early March at the RIO Casino Resort in Las Vegas, NV. This event includes both Team and Single player tournaments in 8 ball, 9 ball, and 10 ball formats.

USAPL NATIONALS: TEAM AND INDIVIDUAL ELIGIBILITY

Our league follows the National Tournament eligibility requirements as set in the [USAPL Official Player's Handbook/](#) and as updated from time to time for the specific tournament.

USAPL NATIONALS: SELF-FUNDED ENTRY FOR TEAMS AND SINGLES

Any Team or Player who is eligible, may fund their own travel and tournament entry to compete at the National Event. When registering, keep in mind there are specific rules about playing for conflicting teams and conflicting event schedules which may limit participation in multiple events. Please contact your Division Rep or League Operator for more information

USAPL NATIONALS: WVUSAPL SPONSORED TEAMS & PLAYERS

League Player Prize Funds will be used to sponsor teams for Nationals in Las Vegas, and for rep fees, trophies, merit awards, etc. League sponsored teams must meet Team/Player eligibility requirements for Nationals listed above AND local league eligibility requirements listed below.

USAPL NATIONALS: WVUSAPL SPONSOR QUALIFICATION

Teams will compete in Regionals to earn the right to be a sponsored team.

Qualifications for Regionals for each format:

1. Teams that get 1st place in their division (minimum eight (8) team division) or win playoffs each session.
2. Qualified teams must maintain active status for each following session to retain qualification for Regionals.
3. Fall team roster is the roster that will participate in Regionals.
4. Players must have four (4) matches played in the Fall session, and at least eight (8) matches played in a single session that year on the qualified team.
5. Players must play two (2) matches in Spring the following year to maintain qualification.

USAPL NATIONALS: WVUSAPL SINGLES QUALIFIERS

Singles qualifiers will be held in the Fall to maximize the number of eligible participants. Game and location will be announced based on eligible player pools and division sizes.

Eligibility requirements:

1. Eight (8) plays in a single session of game format in Spring or Summer session on a single team.
2. On active team in Fall session.
3. At least two (2) matches in same game format in Spring session of following year.
4. Qualifiers will be divided into regions of Beaverton, Oregon City, Salem. Players are only eligible to compete in the region in which they are active.

USAPL NATIONALS: WVUSAPL SESSION PLAYOFFS

Playoffs will be held at the end of each session to determine the 2nd team that qualifies for Regionals. Each player participating in playoffs must have a minimum of 4 plays in the session. The team that has placed first in their division will be automatically qualified for regionals.

Playoff format:

1. Single elimination
 - Seeding: 2 v Wildcard, 3 v 4.
2. Same night of play
3. Top three (3) teams plus a wildcard. Wildcard will be random draw from teams who did not otherwise qualify.
4. Teams will receive # of entries based on total teams in division minus one (1) for each rank below 1st place
5. Played over the course of two (2) weeks
6. The Home Team will always be the team that seeded higher entering playoffs.

USAPL NATIONALS: WVUSAPL REGIONALS

Regionals will be played after the completion of the Fall Session.

Regionals Format:

1. Random Draw for seeding
2. Round Robin format.

LOCAL PLAY RULE EXCEPTIONS

MATCH START TIMES

Matches start at 6:30 pm. For the benefit of everyone, please follow the basic guidelines:

Start the match on time. A match is deemed to be a forfeit if one team has no players present 30 minutes after the match start time. Time must be commonly accepted time and not "bar time"

1. The first team to throw must do so within two (2) minutes, the responding team has 2 minutes to throw their player. Failure to throw within 2 minutes may result in a sportsmanship penalty.
2. And most important of all, make sure your players are ready to play when other matches are coming to an end!

NUMBER OF TABLES ON WHICH THE MATCH IS PLAYED:

This is determined by the League Manager and the owner/manager of the host venue. Each match must have at least one table, and, if additional tables are made available by the host venue, two tables MAY be used. If a match is running behind and another table designated for league use is open and the host venue approves, you may start your next match on that table but use of two tables is not required and cannot be mandated by either team.

STARTING A MATCH

At the start of the match, the home team captain will flip a coin and the opposing team captain will call it. The winner of the toss will decide which team throws first. Once that is determined, each team has two (2) minutes to put up a player or risk forfeiting. There should be no more than five (5) minutes maximum between matches. The throw alternates between teams after each set.

Team captains, please make sure your players are ready before each match starts to ensure timeliness and prevent late nights. Exceptions can be made if both teams agree. Otherwise, be ready to throw immediately.

TIMEOUTS / COACHING & COMMUNICATION

Generally, follow the guidelines set forth on pages 28-29 of the Player Handbook which is available at www.playcsipool.com

The rule for timeouts states “a coach cannot simultaneously play a match on one table and coach on another.” In our league, a coach CAN be called away from play on another table as long as the game format is different. For example, coach is on table 1 is playing 8 ball and a player on table 2 playing 9 ball requests a coaching timeout. These are considered different teams and divisions. The call for a coaching timeout will be permitted, but the request for timeout and subsequent coaching must be done in a manner that is minimally disruptive to the active match. For example, if the opposing player of table 1 is on his final shot and the other team needs coaching at a different table, the coach cannot require the player to suspend his play while the coach attends to his other team. Use good judgment.

SLOW PLAY

We encourage people to have fun and play at a reasonable pace while enjoying league play. There is normally no time limit for you to take a shot. However, there may be occasions when the referee (League Manager or Division Rep) may need to rule on slow play. The Division Rep may implement a shot clock if they judge that you are delaying a match unnecessarily or in an unsportsmanlike manner, or if event officials require that a match proceed at a faster pace. Either player or both players may be put on a shot clock at the referee’s discretion.

Any team or player may call a referee if you believe your opponent is deliberately or consistently playing at an abnormally slow pace. If, after a reasonable period of observation, the referee judges that slow play is occurring, they will warn the offending player(s). If, after the warning, the referee judges that the pace of play remains abnormally slow, they may place the player(s) on a 45-second shot clock.

RACKING

Since it is rack-your-own, there is no agreement needed for template/magic racks. Use whichever method you are most comfortable with when it is your turn to rack. The only rule is to make sure the rack is as tight as possible. Your opponent is allowed to check and require a rerack.

CLOSE HITS

If the shot will be a close hit, the shooter should proactively get a third party to watch the shot. If a third party is not present, the decision goes to the shooter. As the opponent, it is OK to insist on getting a third party. Individuals repeatedly taking shots that are considered close hits without asking for a third party can be potentially penalized for sportsmanship violations.

PRACTICE

There will be no practice once the event has started during playoffs, regionals, or qualifier tournaments. During the regular session, practice is allowed subject to the rules and availability of your location.

BYE WEEKS

Division standings are based on average points per set, there are no added points for a bye week, regardless of the number of teams or byes.

RIGHT OF APPEAL

Any player or team has the right to request review of a Division Rep decision by submitting a request to the League Manager by email at willamettevalley@playusapool.com

A League Manager's decision may be appealed to the USAPL National Office. The USAPL National Office decision is final.