

# Weekly Newsletter

Summer Session – Week 1– June 2010

## TEAM CAPTAIN RESPONSIBILITIES:

Captains are required to:

1. Verify that all team members are valid APA members of a legal age and that they are playing at the skill level that reflects their true ability.
2. Collect membership fees and league dues from each player and send it in to the office the day after play.
3. Distribute the weekly newsletter and any other important league information informing players of any rule changes, tournaments, etc.
4. Be responsible for having teammates at the scheduled match site on time.
5. Make sure proper score keeping procedures are followed and that the mailing is on time.
6. The team captain, not the players, should communicate with league management.
7. Captains are responsible for the over-all behavior of the team, and notify league management of any member who is not following good sportsmanship. The captains only, should represent the team.

THERE ARE NO FULL NIGHT FORFEITS FOR THE FIRST TWO WEEKS OF PLAY. THERE ARE MANY NEW TEAMS THAT ARE NOT FAMILIAR WITH THE LEAGUE AND WE ASK THE VETERAN TEAMS TO ASSIST THEM WITH RULES AND SUCH. THANK YOU!

## Early Bird Winners

Congratulations!



- 8-Ball – Mike Angus out of Corner Pocket
- 9-Ball – Sarah Gonzalez out of Driftwood

If you have a player returning to the APA they must play at the skill level that they last played as! If you are not sure call the office before they play!! If they play at a lower skill level you will forfeit that match

W  
W  
W  
-  
C  
t  
a  
p  
a  
-  
c  
o  
m

## IMPORTANT – WEEKLY DUES & MEMBERSHIP FEES

Your yearly membership fee to the APA is \$25.00. If you did not play in the spring session then your yearly membership is due. WEEKLY DUES HAVE ALSO INCREASE \$5 THIS SESSION. \$40 for non-money leagues; \$50 for money leagues. Masters & Double Jeopardy leagues are not affected by the weekly dues increase

**NEW TEAMS**  
We can/will be adding teams for the first few weeks of the session. If you have a Bye in your division and know of a new bar or tavern that would like to join please notify the office asap.

## PLEASE REMEMBER!

ALL NEW PLAYERS MUST PAY THEIR \$25.00 MEMBERSHIP FEE, Team captains will be held responsible for any membership fee's not paid by players. DO NOT ALLOW A NEW PLAYER TO PLAY until they give you their membership fee. Unfortunately, we have to pay the \$25 membership to St. Louis for every new player even if a team drops him or her from their roster after 1 match. If you collect the money before the match then you will not have to worry about paying for it out of your own pocket

Please be sure to fill out addresses and other information on the membership application completely, otherwise players will not receive their new membership packets and other valuable information pertaining to the league. Thanks

During the first few weeks of play, we often have Schedule changes!  
We appreciate your patience with these changes, and please be assured that we are doing the best we can. We have no control over the schedule changes that occur, yet they are necessary. Our first priority is to make sure that teams have an equal amount of home and away matches. This often means that a team will have to play an away game with the same team twice.

**Some suggestions for Team Captains:  
In order to avoid getting behind on dues, or  
having to pay for forfeits out of your own  
pocket, we suggest:**

- 1) At the beginning of the Session, figure out how much the whole session will cost your team, (example: 14 wk session x \$40 = \$560) and divide that by the number of players on your team. If you have 8 players, each player should pay \$70.00 each. Collect this amount from each player during the first few weeks of play and send it in with your paperwork. You can pre-pay the entire session. If by chance your team or your opposing team forfeits, the match will already be paid for and you will not have to pay out of your own pocket.
- 2) Pay double dues for the first ½ of the session. When the session is ½ over you will already be paid for the remainder of the session.

**GHOST RULE – Clarifications**

There may be times when a team cannot provide five players to play in a match. On these occasions, a team can have the opposing team choose one of their players to play again as the last player. This player is called the "ghost player." The intent of the Ghost Rule is to provide an opportunity for the opposing player to play their match rather than have to receive a forfeit. The ghost rule is subject to the following conditions:

- 1 - Each team will be allowed **2 ghost rules per session**. Each team will be responsible for keeping track of how many times they have used the ghost rule. Each time a team uses the ghost rule after the second time in one session, they will lose their weekly bonus point(s) in addition to any match points earned in the match that the ghost player played. The points will be deducted when the paperwork is processed at the office.
- 2 - The ghost rule can only be used during weekly play and will not apply to playoffs or any higher-level events
- 3 – Teams must notify their opponent **before the 2<sup>nd</sup> match**, that they will be using the ghost rule for the final match. The opposing team must allow the ghost rule. If a team asks for the ghost rule after the 2<sup>nd</sup> match, then the opposing team may accept or refuse the request.
- 4 – Teams must have at least 3 players in order to use the ghost rule. If a team has 3 players, the fourth match will be the ghost match, and fifth match will be forfeited. If a team has 4 players, then the fifth match will be the ghost match. In other words, the ghost match will always be the final match.
- 5 – At the beginning of the final match, the opposing team must choose one of the players from the team calling the ghost rule to play again as the ghost player. They cannot choose a player that will force the original team to break the 23 rule.
- 6 – All players (who have played) must be available for the final match. If the opposing team chooses a player that has left, then the final match will be a forfeit.

**PLEASE REMEMBER!** After you add a new player to your roster and BEFORE you start the first match of the night, your team must let the opposing team know of all and any changes to your roster, otherwise, the opposing team has the right to refuse to let your new player(s) play in any matches for the night. Also, all new players who are not paid and who play during the team match MUST send in their membership dues or the team captain will be held responsible.

**Bonus Points will be awarded to teams that have their return envelopes postmarked the day after play.**

If you play on Monday, you must have a Tuesday postmark. If there are two postmarks, one in red and one in black; we will use the black postmark, which is usually from the post office. This will be strictly enforced. The only way to get your bonus point back is with a letter from the post office clearly admitting the error to be caused by them. If you fax the score sheet you will receive one extra day to mail your paperwork. Any checks returned due to insufficient funds will also result in no bonus point being awarded. This bonus point will be granted upon a letter from the bank accepting responsibility for the error. If your team becomes a Rule 8 at any time during the session, your bonus points will be taken away for each week you are behind on dues.

**Important Contact Numbers**

**NANCY TEDFORD**--Tolland, Coventry, Putnam  
(413) 530-1529 or (860) 742-6484

**ITALO CENTORE** – New Haven (203) 215-7507

**JEREMY DEPREY** – Bristol, New Britain, Middletown (860) 620-2692

**GILBERT OLSEN**--New London, Groton, Norwich  
(860) 334-2302

**Area Managers can reach Bruce or Kim on League nights for questions/problems.**

**APA OFFICE**--(413) 536-3838 Toll Free:  
888-APA-POOL Office fax: (413) 538-9697  
Mailing address – P.O. Box 1290, Enfield, CT 06083