



## **San Gabriel Valley APA, Southern California**

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Welcome to the American Pool Players Association and The San Gabriel Valley APA! In order to enhance your enjoyment and the service of the League, we must enforce these local bylaws, which are designed to allow for a smooth operation of the League. Read these bylaws carefully and keep them with your team manual. These bylaws have been read and approved by the American Poolplayers Association. The local bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual. Please be sure your team has a current copy of the team manual for review.

**CONTACT:** The office number and email contact above may be used at any time. If unanswered, leave your name, number, and a short message and your call will be returned as soon as possible. Direct numbers/extensions for your league operator and all league representatives are available in the contact section of the website. Please limit your calls to subjects not covered in the team manual or bylaws.

**WEB SITE:** The website is your best source of information as it happens. Current standings, announcements, stats, and up-to-date news will be posted on the website. Please use it and check it often. We also send out newsletters for all players with a registered email address. Please review all information carefully and thoroughly. For members on your team(s) without internet access, please share website based information with them.

**TEAM FEES:** \$30 (excluding alternate formats) per week per team for all scheduled matches regardless of number of games played including forfeits and division playoffs. Payment can be made by money order (preferred), cash, or check. Please make checks payable to the "On The Snap". There will be a \$25.00 charge for any returned checks charged to the team turning in the check, plus loss of the bonus point (see below), even if the check is from the host location. APA player annual membership dues of \$25 are due the first night a player plays or by the fourth week of the session, whichever occurs first. Any team that falls two weeks behind in paying their team fees or membership dues will be sent a warning notice. If the team does not become current upon receipt of the notice it will be dropped from the League for non-payment.

**DROP OFF LOCATION:** The designated drop off location and procedure for score sheet handling is outlined below.

- Score sheets will be available at the designated location on night of play.
- Completed and signed score sheet along with all fees due should be dropped off at **GOLDEN CUE BILLIARDS** – 1953 North Durfee Avenue, South El Monte, CA 91733. Phone Number is 626-575-4811. Hours are 12:00 pm to 2:00 am. Teams may also elect to return their envelope by US mail.
- Returning envelopes will be considered late if not at drop off or postmarked by midnight the day following your match.
- Grace period, if any, is judged solely by the League Office and handled on a case by case basis.
- Be sure that when returning the team envelopes, hand-deliver envelopes to APA or Golden Cue Staff ONLY
- If electing to return the team envelope by mail, please use check or money order. **DO NOT SEND CASH.**
- The team assumes ALL responsibilities for loss, shortages, or delay if cash payments are left at the host location or mailed.

**DIVISIONAL PLAYOFFS AND LOCAL TEAM CHAMPIONSHIPS (LTC):** The division team with the most earned points at the end of the regular session will automatically qualify for the annual Local Team Championships (LTC). This team will also compete in the Division Playoffs along with the teams with the second, third highest points, and a Wild Card team to be determined by random draw from the remaining teams in the division. The winner of the Division Playoffs will also qualify for the LTC. The Division Winner and their host location will receive trophies and/or plaques. If the Division Winner is the same team as the highest point winner, the runners up in Divisional Playoffs will qualify for the Local Team Championship. Teams already qualified for LTC cannot qualify again. Additional LTC spots will shift to next eligible team involved in playoffs.

Once a team has qualified for the LTC, it must remain active for the remainder of the League year. A team that qualifies from the summer session must continue to play during the fall and spring sessions; a team that qualifies from the fall session must continue to play during the spring session. In addition, once a team qualifies, it must remain in the top 50% of its division's standings until the LTC event or its participation will be subject to review.

The winning teams that advance from the LTC to the Nationals will be required to play in the next League year's summer session. They will receive Travel Assistance, paid entry, and accommodations. If a team elects not to go, Travel Assistance will be given to the team(s) and players that actually attend the National event.

**PATCHES:** Any patch award earned will be awarded the following week. Pins are awarded for 2 or more accomplishments in the same match i.e. 2 or more breaks or break and runs will be awarded a pin. Any and all patches earned will be forfeited if the team is past due in fees. Check awards section on the website for a breakdown of patches and awards available and how to earn them.

**PLAYOFF AND WILD CARD ELIGIBILITY:** Playoff and wild card drawing eligibility is based on the following. Team must not be past due in league fees or have any member(s) on the roster with individual past dues. Team must not use playback (recycle) in the last 4 weeks of the session. Team must not break the 23 cap in the last 4 weeks of the session. Team must not forfeit an entire match in the last 4 weeks of the session. Team losing 5-0 (or a 75 or greater loss in 9 ball) in the last 4 weeks of the session will be evaluated on a case by case basis by the league office and BOG.

**TIE BREAKERS:** If there are 3 or more teams tied at the conclusion of the session. Tie breaks are based on head-to-head best record method. The team with the best regular session record vs. all other tied teams will advance.

**START TIME:** 7:30 PM is the designated start time. *Play must begin even if only one player from the team is present. Play must be continuous once the match has commenced;* otherwise forfeits will be awarded to the team with players present. Grace period of 15 minutes is only valid if no members of a team are present. Please notify the league office with a call or a voicemail (will be time stamped) when taking a forfeit. Time of forfeit must be actual time and NOT bar time. Score sheet must be listed with names of present and available players in the case of a forfeit. \$30 team fee applies to a forfeit. You must collect the other team's score sheet and submit both.

**BONUS POINTS:** 1 bonus point (15 in 9 Ball) will be awarded each week for teams that have their envelopes returned by the end of the next day after their league match. Score sheets must also have the correct dues and fees and be completed properly. Fees and dues must be up to date. If your team owes any type of fees or dues, you will not receive any bonus points. There will be no exceptions. *Be careful that you do not lose your bonus point(s), they are invaluable through out the course of a session.*

**FORFEITS:** If a team fails to show for a match, the opposing team (providing 5 players are present and listed on the score sheet) will receive 4 points and 1 bonus point (60 and 15 in 9 Ball) if all paper work is completed and dues are up to date. Teams that do not show up for two consecutive weeks will be considered dropped from the League and a new schedule will be issued. Dropped teams or any suspended player will forfeit all benefits including trophies, awards, and prize money. If a team drops out before the session is over, matches played will stand. If a team forfeits one or more matches it is still responsible for the full amount of weekly dues. Teams that forfeit 3 or more matches in the last week of play will NOT be eligible for the wild card draw.

**RECYCLING PLAYERS:** In some situations, a team may be short 1 or more player(s) for a league match. If the opposing team permits it, 1 or more player can play twice or more that night. The decision on who to recycle is the decision of the opposing team. This agreement must be made prior to the start of the first match.

**BYES:** Byes are worth 3 points and 1 bonus point (45 and 15 in 9 Ball). No score sheets need to be returned and no fees are due. Byes will not be awarded during the first two weeks of any session while new teams are still being added. Make-up matches will be required for the two weeks that were missed if the Bye spot is filled.

**FILLING BYES:** In the 1<sup>st</sup> 4 weeks of any session. The league office may fill a BYE spot with a new team. This new team will receive starter points for the weeks missed. The starter points are awarded as follows - 2 if week 1 is missed, 5 for 2 weeks, 7 for 3 weeks, and 10 for 4 weeks. For 9 Ball, the progression is 40, 100, 140, 200.

**MAKE UP MATCHES:** All rescheduled matches must be made up within 2 weeks of the original match, unless pre-approved by the League office. If not, 0 points will be awarded to each team. No matches will be made up the last week of session play. The League Office must be notified of any rescheduled matches. No exceptions.

**PLAYER ID:** Players must be able to show a valid picture ID to the League Operator or any team member at any time. Teams that play a player under a false name will receive 0 points for the night and will be at risk of suspension from the League. Their opponents will receive all points won plus 1 point (15 in 9-Ball) for any match involving an illegal player. If in doubt, ask for ID's prior to play.

**PROTESTS:** All protests must be in writing and include a \$20.00 protest fee from both teams. The League Operator will inform both team captains of the outcome of the protest and return the \$20.00 to the team that wins the protest. The other \$20.00 will be added to the Players Fund.

**PLACING THE CUE BALL:** During a time out: ONLY the player or the coach may place the cue ball in a "Ball-In-Hand" situation. The player DOES NOT have to be the last one to touch the ball. The cue ball is always "Live", any accidental contact with another object ball with the cue ball or hand holding the cue ball results in foul. During a ball in hand placement, contact with the tip of the cue is allowed. Use common sense. If contact with the tip takes place during a non-shooting motion such as positioning the cue ball, it is NOT a foul.

**BANNED PLAYERS/SPORTSMANSHIP:** If a player on your team has been banned from a host location, the team must play without this player. The APA League will not insist a host location admit this player. Any player or team receiving more than two sportsmanship violations will be dropped from the League. Dropped teams or any suspended player will forfeit all benefits trophies and awards.

**DISPUTES:** Should be resolved by the two players, and not by the coaches or captains. If a dispute cannot be settled between the two players, then contact your League Operator. We strongly urge that the players solve disputes themselves in the spirit of "Good Sportsmanship".

**BREAKING DOWN YOUR CUE:** Breaking down your cue stick before match has finished could result in loss of match. If a player is shooting, and his opponent cracks his stick (starts to take it apart) within view of the shooting player, this action will be considered a concession of the game by the opponent. The shooting player should stop and ask the opponent if he has just conceded the game. Violation of this rule will be considered a sportsmanship violation. If the shooting player continues to play, he has forgiven his opponent. If he misses, the opponent will be permitted to take his turn. The intent is to eliminate a non-shooter attempting to intimidate or distract the shooting player. This rule does not apply when a player needs to change their cue stick for a short stick when there is a wall/post obstruction. It is however, proper etiquette to change cues when it is your turn at the table and not when your opponent is still shooting.

**EQUIPMENT:** Only equipment provided by the host locations will be used for League play. This includes, but not limited to, cue balls, racks, and racks of balls, unless otherwise approved by the League Office. In instances where there are obstructions such as a wall or furniture blocking a shot, breaking down your cue and or using a modified cue (shorter) is permitted.

**TABLE ASSIGNMENTS:** In instances where multiple tables are available for league play, table assignments will be determined by the following (in order). 1 Roster designated home team chooses. 2 If multiple home teams want the same table, priority goes to team or player from team playing or practicing on the claimed table. 3 If common players from multiple teams claim the table at the same time, a coin flip decides. 4 If all else fails, host location management decides.

**PUSH OR DOUBLE HIT:** The only time a push through is allowed is when the cue ball and the object ball are frozen or touching each other. If there is a gap between the cue ball and the object ball, the player must shoot away from the face of the object ball or elevate their cue to avoid a double hit. A double hit results in a ball in hand foul. It is up to the non-shooting player to have a neutral party observe a questionable shot.

**8 BALL SUNDA RULE:** AFTER initiating shot on the 8 ball (not before or on the final stroke), any accidental hand or cue contact to any object ball or cue ball will result in loss of game.

**INCIDENTAL CONTACT:** Any incidental contact with object ball(s) with the side of the cue, hand or clothing is NOT a foul and must be replaced to its original position after the shot. The only exception is if the ball(s) that are moved comes in contact with the cue ball. The later instance results in a ball in hand foul unless it is a shot on the 8 ball which results in a loss of game. Any ball(s) moved unintentionally must be returned to its original position(s). If there is a disagreement on exact original position(s), discretion rests with non-shooting player. Intentional abuse of the rule (such as moving the ball(s) to an advantageous position) will result in a sportsmanship violation subject to review by the League Office. Avoid disputes and arguments by moving ball(s) back to their **ORIGINAL POSITION(S)**.

**SCORING:** We recommend scorekeepers confirm scoring as the matches are played. This will result in much more accuracy (especially in 9-Ball). In situations where the innings do not accurately reflect the outcome of the game, score sheets need to be marked in greater detail. Use the following abbreviations for clarification:

- Refer to matches as M1, M2, M3, M4, etc.
- Refer to games as G1, G2, etc.
- 8-Ball out of turn as E8
- 8-Ball scratch as S8
- 8-Ball on the break as 8OB
- 8-Ball break and run as 8BR

So, for example in 8-Ball, your opponent makes an 8-Ball break in the first game of the night, a note would be made in the message center on the score sheet: M1, G1, 8OB.

**SCORE SHEET FALSIFICATION:** Any team caught sandbagging or sending in falsified score sheets will be subject to penalties handed down by the League Operator, which may include suspension from the League.

**BOG (Board of Governors):** Will consist of the League Operator and designated players from the League. Any current APA player with more than 2 years in the league is welcome to an interview.

**HANDICAP REVIEW COMMITTEE (HRC):** Will consist of the League Operator, league reps, and designated players from the league. The HRC will meet to discuss and evaluate skill level and handicap manipulation situations. Anyone with a skill level of 6 or higher is welcome to an interview.

**MEMBERS ONLY:** Only APA members are allowed to play in the League. Paid applications for each new member must be sent in the first night they play. We must receive this application the same week the new player plays. Unpaid players will receive zero (0) points. The team will also lose their bonus point for incorrect dues.

**INCLEMENTAL WEATHER:** (earthquakes, floods, etc.) If a match is to be cancelled due to weather, the League Operator and other team captains must be informed. The League Operator will resolve any disagreements.

***Good Luck and Shoot Good Pool!***