



San Gabriel Valley APA, Southern California
Bylaws 2018-2019 League Year
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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 Official 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 Official 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 Official Team Manual or bylaws.

WEB SITE: Both the [APA Pool League App](#) and www.onthesnap.com are great resources for the players in League. They can view schedules, stats, calendars, and download pertinent forms as needed. We encourage everyone to register your profile at poolplayers.com site if you have not done so. It is very important for us to have your updated contact information.

TEAM FEES: \$40 (excluding alternate formats and promotional offers) per week per team for all scheduled matches regardless of number of games played including forfeits. Payment can be made by money order (preferred), cash, or check. Please make checks payable to the "On The Snap". Arrangements can be made with the league office for Electronic Funds Transfers through the Zelle or Venmo payment gateways. There will be a \$15.00 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 \$30 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 at the end of a session of play, every member on the roster will inherit a pro-rated share of the debt. Players owing past dues are not permitted to join a team or play unless cleared by the League Office.

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

- Scoresheets will be available at the designated location on night of play.
- Completed and signed scoresheet along with all fees due should be dropped off at **CUE TIME FAMILY BILLIARDS** – 19706 E Arrow Hwy. Covina, CA 91724. Hours are 3:00 pm to 12:00 am. Teams may also elect to return their envelope by US mail. Receipt is based on USPS post mark.
- Arrangements can be made with the league office if teams wish to submit .pdf scans of your scoresheet via email as long as document meets established criterias.
- Returning envelopes will be considered late if they are not at the 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, use the designated APA locked drop box ONLY.

- If electing to return the team envelope by mail, please use check, money order, or peer to peer bank transfer such as Venmo, Zelle, etc.. DO NOT SEND CASH.
- The team assumes ALL responsibilities for loss, shortages, or delays.
- Timely submission of scoresheets and fees is determined by when the league office receives them and not by when it is sent. Delays may occur with email as well as sender's banking institution so please make sure to give yourself some leeway when submitting electronically.

DIVISIONAL PLAYOFFS, TRI-ANNUALS (locally referred to as CITIES), AND WORLD QUALIFIERS (REGIONALS):

To Qualify for Divisional Playoffs, a team must finish in the top 4 places or be drawn as a wild card team. Wild card is selected by "luck of the draw" pull of a playing card at the conclusion of the session. All eligible teams in good standing with no past dues that did not qualify for Playoffs will have a chance to be selected as the wild card team.

Divisions with 8 or fewer teams - (1st plays Wild Card, 2nd plays 3rd). The semifinal match winners both advance to Cities.

EXCEPTION: a 4-5 team division playoffs will consist of one week, 1st place team vs. Wild Card and winner will advance.

Divisions with more than 8 teams - (High Point or 1st Place team advances to Cities automatically. 2nd plays Wild Card, 3rd plays 4th) The semifinal match winners both advance to Cities along with high point team (Division Champs).

Cities (Tri-Annals)

Shortly after Playoffs, there will be a weekend tournament held to qualify teams for World Qualifiers (locally referred to as Regionals) held in May of every calendar year. "Cities" is a single elimination team tournament played under modified HLT rules. (Exceptions would be only a 4-game history eligibility and 2 time outs for SL3's and lower.) Cities tournament will feature sudden death procedures to keep tournament on schedule.

World Qualifiers (Regionals)

World Qualifier is a modified single elimination team tournament taking place once a year in May. This is where teams can qualify for the APA World Pool Championships in Las Vegas. Entry to the World Qualifier is determined by selecting top finishing teams in the Cities tournaments from all 3 sessions. The top 4 teams advance from Summer and Fall, and the top 8 teams advance in the Spring, for a total of 16 spots in the World Qualifier. It is possible for a team to "re-qualify" for the World Qualifier, and in that situation, a BYE is created at the World Qualifier level. The re-qualified team creates a BYE but does NOT automatically receive one for the tournament. Once a team has qualified for the World Qualifier, 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 World Qualifier event or its participation will be subject to scrutiny. Qualified teams in the Summer or Fall Sessions must also maintain a minimum of 4 original players from qualifying team in the Spring Session to remain eligible.

TROPHIES AND PAYOUTS:

The high point team (High Point Champion) will receive a themed challenge coin for every eligible player on their roster as well as a team plaque for their Host Location. No monies are paid out in Divisional Playoffs. In Cities, the top 4 finishing teams will receive a trophy for every eligible player on their roster as well as cash payouts. World Qualifier winners will receive paid entry for the APA World Pool Championships as well as paid accommodations for the duration of the event in August in Las Vegas.

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 or player is past due in fees. Check awards section on the website for a breakdown of patches and awards available and how to earn them. Missing patch requests can only be made a maximum of 1 week after date earned. Playoff and tournament patches are awarded at venue of event or first week of subsequent session.

PLAYOFF AND WILD CARD ELIGIBILITY: Post session play, tournament eligibility, 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 forfeit an entire team match in the last 4 weeks of the session. Team losing all 5 matches in 8-Ball (or a 75 or greater loss in 9-Ball) in the last 4 weeks of the session will be heavily reviewed and scrutinized on a case-by-case basis by the League Office and BOG. Team(s) eligibility with members who have individual past dues will be reviewed on a case by case basis.

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.

MVP AWARDS:

MVP are awarded to players with the highest average points earned at the conclusion of a session of play. The criteria is a minimum of 7 session matches played. MVP winner(s) will receive a patch and qualify for a tiered, modified single elimination MVP Tournament. Top 2 finishers (a player from high tier and a player from low tier) will be our league MVPs for the session. They will each receive prize money, a prestigious jacket, and join the League staff for dinner.

START TIME: 7:30 PM is the designated start time unless otherwise noted for alternate formats. *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. Scoresheet must be listed with names of present and available players in the case of a forfeit. Full team fee applies to a forfeit. You must collect the other team's scoresheet and submit both.

BONUS POINTS: 3 bonus point in 8-Ball (15 in 9-Ball and 2 in Ladies) will be awarded each week for teams that have their scoresheets returned by the end of the next day after their League match. Scoresheets must also have the correct dues and fees and be completed properly (This includes accurate information and all fields completed). 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 throughout 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 scoresheet) will receive 8 points and 3 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 all subsequent matches considered a forfeit unless otherwise noted by League office. 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.

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(s) 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. We urge you to be careful NOT to recycle players in the last 4 weeks of play as it results in loss of post session eligibility.

OVER CAP: Please be careful with skill level movements on your roster every week. Going over cap equates to forfeiture of ALL match points for the offending team. Regardless of scoresheet notes or lack there-of, the League Office will score all over cap matches as complete forfeits for the offending team. Non offending team will retain all earned points up to the match of infraction. All subsequent matches will be scored as individual forfeits.

BYES: Byes are worth 8 points and 3 bonus point (60 and 15 in 9-Ball). No scoresheets 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 1st 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 if starting 2 weeks late or more (if schedule allows). Otherwise, a make-up match will be scheduled for week 1 (make-up match or starter points awarded is at the sole discretion of the League Office). The starter points are awarded as follows - 5 if week 1 is missed, 10 for 2 weeks, 15 for 3 weeks, and 20 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 unable to reschedule, 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. In situations where teams are shorthanded due to participation in other sanctioned APA events (i.e. Championships, Singles Regionals, SWC, etc.), the League Office will reschedule the match. Teams DO NOT have the option of refusing rescheduled (make up) matches to take a forfeit.

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 2 points (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.

TIME-OUTS: Time-outs are used for coaching, defined as giving advice to a teammate during his or her turn at the table. During regular League play, a player or coach can elect to call a time-out, If a time-out is called or suggested - it must be taken. It is not considered a time-out to remind a player which category ball to shoot or which rotation ball to shoot in 9-Ball. It is also not considered a time-out to remind a player to mark a pocket. Examples of less common time-outs may be in the form of a coach looking down opposite sight line to see if a ball passes when there are no obstructions. This is a form of telegraphing a pocket to shoot at and would be considered a time-out. Asking if a player needs a bridge if they are not struggling to reach a ball would also be considered telegraphing a suggested shot and also considered a time-out. If a player no longer has any time-outs available, we urge team members and coaches to remain seated as assessing the layout of the table does not have any game specific purpose other than satisfying your curiosity, but may lead to unnecessary conflict. Taking a time-out when none is available can be resolved by making the shooting team aware they do not have any before any information is disseminated. It is common that players lose track of taken time-outs so the first incident will result in a sportsmanship warning. Repeated abuse of illegal time outs will result escalating penalties such as fouls, game forfeits, and/or match forfeits at the League Office's discretion.

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 reviewed by the BOG and may be subject to disciplinary actions.

DISPUTES: Should be resolved by the two players, and not by the coaches or Team 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 Host Location management.

DOUBLE HIT: When the cue ball and the object ball are frozen (touching), the same techniques described for avoiding a double hit should be used by the shooter. This will help the shooter avoid what is known as a push shot. Unlike double hits, push shots are not recognized as a foul; however, the shooter should still make every effort to avoid a blatant push shot.

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, scoresheets 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-on-the-Break as 8OB
- 8-Ball Break-and-Run as 8BR

So, for example, in 8-Ball, if your opponent makes an 8-on-the-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. This includes not marking safeties or innings accurately. Repetitious padding of innings or a lack of Defensive Shots can result in suspension.

ETIQUETTE:

We cannot emphasize good etiquette enough. This is a competitive League, let's do our best to be respectful to other players and win our matches on the table fair a square. Pool etiquette is a learning process so please set a good example for new players in the League that may not know any better. Please refer to our website for examples of proper pool etiquette.

AGE LIMIT FOR MEMBERSHIP:

In our regular formats (Team 8-Ball, Team 9-Ball, and Doubles), the age limit for membership is 18 and older. However, most of our Host Locations are 21 and over so please be aware that players under 21 years of age will not be able to attend matches at Host Locations that are 21 and over. Waivers are available for players under 18 upon request—however, these players will not be allowed to compete in Playoffs or higher, and will be completely removed from the roster at the end of the regular session. Please inquire with League Office for more stipulations and more information.

BOG (BOARD OF GOVERNORS): Consists of League Reps, and selected players from the League. Any current APA player with more than 2 years in the League is welcome to an interview. BOG members periodically meet to discuss League issues and resolve disputes.

HANDICAP REVIEW COMMITTEE (HRC): Consists of League Reps, and selected 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. The Local HRC will periodically meet to review player handicaps to ensure a League environment that promotes fairness at all times.

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 player's match will be scored and membership fee for that player will be imposed on the team as a past due. Please inform the opposing team if you are adding players to your roster **PRIOR** to the start of the League match.

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. This is Southern California people, so a light sprinkle is not considered bad weather!

MULTIPLE AREA SUSPENSIONS: If a player is suspended in another APA area, they are dropped off from all local rosters automatically. Once this occurs, we reserve the right to leave the player off local rosters for the remainder of the session regardless of change in their suspension.

REFUSAL TO DO BUSINESS: At any time, at the sole discretion of the League Operator, San Gabriel Valley APA, Southern CA, can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are not welcomed in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

