



LOCAL BYLAWS APA-West LA

OFFICE/STAFF HOURS:

MONDAY - THURSDAY 12:00 - 10:00 p.m.
FRIDAY 12:00 - 5:00 p.m.
SATURDAY & SUNDAY CLOSED

League Operators

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Facebook: [APA West LA](#); Facebook Group: [APA West LA Poolplayers Group](#)

Instagram: [West LA APA](#)

Introduction We would like to welcome you and your team to the American Poolplayers Association!

This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. Rule Books and Bylaws... Please read and share them with your team members. Become familiar with the rules. READ THE BYLAWS. They are part of your rules. By-laws overrule or change some rules in your rulebook. Pay close attention to the section on score keeping. This area is very important so as not to let another team cheat you by keeping their handicap down. Read and pay attention to the section in the rulebook dealing with conduct.

Section 1: Local League Information

Age Requirements

The age requirement to participate in APA pool leagues is 18 years old. However, the host location/bar has the absolute voice on the age minimum to participate in APA in their establishment. The host location/bar has the option to only allow players 21 years of age or older to participate in league in their establishment.

Website & Social Platforms

Use our website, Facebook, APA Poolplayer App and our IG to stay informed during league.

- a) Get the latest up to date information on Playoffs, tournaments or any other APA West LA events
- b) Set up your Member Services Account. If you have not already done so, please join our online community by signing up for a Member Services Account
- c) Download the APA Players app to:
 - View schedules, team rosters, standings and individual records for your division; and
 - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.
- d. Facebook page ([APA West LA](#)) where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.
- e. Instagram: Follow us to stay informed and share local league night photos @westLAapa

Even if you don't sign up for your Member Services Account, please make sure we have your email address on file. All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming Playoff match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

Scoresheets & Membership

Team Captains should collect all league fees, dues, and membership applications from the players on their teams. Membership dues and membership applications should be placed in a sealed envelope with the "APA Membership Fees" form. Procedures for turning in your team's weekly fees/scoresheets, green fees, and membership envelopes vary and is dependent upon the host location. Please see your league operator for details of handling weekly scoresheets, team fees, etc for your host location.

Team Fees

Team Fees are \$60 per week (\$120 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and forfeit. Our league uses Venmo, CashApp or cash collection on league night. All matches are to be paid in full on the original night of play. Full team fees are due regardless of how many players actually play (i.e. - there is a forfeit in a match). Should a team wish to pre-pay, there are two options: 1) Pay for the entire session IN FULL at the beginning of the session or 2) Pay for half of the session at the beginning of the session and the other half in the middle of the session. ANY additional funds will not be credited.

Past Due Procedures

1. **First Week Past Due:** "PAST DUE" will be stamped on both scoresheets.
2. **Second Week Past Due:** "FINAL NOTICE" will be stamped over the top of the roster names/member numbers on both scoresheets for the past due team.
3. **Third Week Past Due:** The TEAM CAPTAIN will be made **INACTIVE** on scoresheet
4. **Fourth and Final Week Past Due:** Team name will be changed to "**Team Dropped Due to Non-Pay**" on the scoresheet.

Late Penalties

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points will be taken away. Additionally, the Team Captain (and other players) may be marked ineligible to play by being made INACTIVE on the team. If payment is not received at this time the team will be given notification that they will be dropped from the League for non-payment. If the fees are not brought current by third week or arrangements made to pay the past due balance, the team will be dropped. All players on the team will become equally responsible for the fees that are due, including fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

Bonus Points

Bonus points are awarded at the sole discretion of the League Office. Keeping current with your weekly fees are important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the playoffs and/or the opportunity to compete in tournaments.

Bonus points are given at if all of the following occur:

- Innings are filled in for every game
- The winner and loser of every game is marked with the number of racks won
- Final match score is filled in
- Scoresheet submitted
- All fees are up to date
- DEFENSIVE SHOTS ARE MARKED

The bonus points awarded will be as follows:

- **8-Ball: 2 Possible Bonus Points**
 - o Team fee submitted on league night
 - o Defensive shots are marked
 - o Accurate and complete scoresheets.
- **9-Ball: 12 Possible Bonus Points**
 - o 6 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees owed.
 - o 6 points will be awarded for accurate and complete scoresheets AND defensive shots are marked

Remember these are bonus points that are awarded at the sole discretion of the Local League Office.

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the Playoffs and/or the opportunity to compete in tournaments.

Bonus Points for Bye Weeks

Whenever a division has an odd number of teams one team each week will not have a match. In this instance, the team with the bye shall be given the following points for the week (including the bonus points a team would have received if all the paperwork was correct):

- 8-Ball: 8 Bye Points
- 9-Ball: 60 Bye Points

Note: Teams do not need to submit paperwork or fees for bye weeks.

Patches

Patches are available for the following accomplishments:

- Won my First Match
- Back from the Dead
- Team Captain / Co-Captain
- I beat the League Operator
- 8-on-the-Break: You make the 8-ball on the break.
- 8-Break-and-Run: You make at least one ball on the break and then run the rack.
- 8 Ball: I beat a 6/7
- MVP: 8 and 9-Ball
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make at least one ball on the break and then run the rack for ten points.
- 20-0 9 Shutout – 9-Ball
- 9-Ball: I beat a 7/8/9
- Rackless: Your opponent didn't break during your match.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Shutout: You win 20-0 in 9-Ball.
- Mini Slam: 8-on-the-Break and 8-Break-and-Run **or** 9-on-the-Snap and 9-Break-and-Run on the same League night. Not available during tournament play.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*
- Sportsmanship: You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet and the Local League Office will determine if the patch will be awarded.

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet and fill out the Patch Request form. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Patch Request form is completed and sent in to the Local League Office.

Section 2: Local League Play

1. Rescheduling Matches

On occasion, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified League obligations, or other reasons. You are required to reschedule a match if your match conflicts with your opponent's other pre-qualified League obligations and the opponent requests rescheduling. If you plan to reschedule a match, due to inclement weather, or for other reasons, **you must notify the Local League Office**.

Please use the following procedure:

1. Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
2. Work with your opponent's Team Captain to select a date and time to play the rescheduled match. Rescheduled matches must be played within two weeks of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session, unless the Local League Office grants an exception, which will only occur as a result of special circumstances.
3. Teams must pay for the rescheduled match by the original scheduled match date or the non-paying team will not be awarded bonus points.

2. HOLIDAYS

All matches schedule on holidays can be rescheduled and played prior to the original match date. PLEASE NOTIFY THE LEAGUE OFFICE IF YOU ARE RESCHEDULING YOUR MATCH.

3. Preventing Forfeits

A team may begin play with one player present. Once the first match is over, the team putting up next has two (2) minutes to name a player, and then the opposing team has two (2) minutes to name a player. The match must start immediately once both players are named for the match. If the team does not have a player available, that entire match will be forfeited.

(Player May Play Twice on One Night)

Refer to **Team Match Play** in the General Rules section of the Official Team Manual, which states “**YOU MAY ONLY PLAY ONCE** in a team match.” However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, your APA West LA has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows one player (the “Replay Player”) from a team (the “Replay Team”) to play twice on the same night in the following circumstances:

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.
- The Replay Team’s need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Replay Rule **prior to the start of the 4th individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- The opposing team gets to pick which player from the other team they prefer as the Replay player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level rule. Use good judgment and sportsmanship during this process. You cannot force a selected player to play twice. If no players want to replay, then they forfeit that match;
- The “replay” must be played as the last match of the night. If a “replay” is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player. The team scheduled to put up a player in the 5th match designates their Replay Player first.

- Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the “replay” match, the “replay” match is cancelled and the new player must play.
- There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in affect during **the last week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

4. CELL PHONE

If a player answers a cell phone during a game, whether it is their turn at the table or not, it is considered a time out. If the player has already had their maximum timeouts, this will be considered a sportsmanship violation and repeated offenses can lead to a “loss of game” situation.

5. TABLE CHOICE

Home team will have table choice, unless tables are assigned by the host location.

LAGGING The cue ball IS NOT to be used for lagging. All other balls can be used, even the 8 and 9 balls.

6. SIMULTANEOUS HIT

A simultaneous hit is considered a good hit.

7. CHANGING STICKS

A player can change sticks during a game. It is not a loss of game. Please refer to the OTM and stay within the time guidelines

8. JUMP SHOTS

Jump Shots are legal in APA if executed correctly and with your regular shooting cue (player must strike the cue ball above the equator of the ball in a downward motion). Scooping the cue ball to jump it is NOT legal. When attempting to execute a jump shot. You cannot break the cue stick down or add anything to the cue for the purpose of the shot. Short cues designed for jump shots are not allowed during regular league play (except in Masters Division). All cues used must be standard length.

9. COACHING

Players with a skill level of two (2) or below receive two time-outs per game. All other players (skill levels 3 and above) receive one time-out per game. Time-outs should not exceed one minute. Any member of the team can be the coach. The coach does not have to be designated until a time-out is called, and a different coach can be designated for each time-out. (please refer to page 25-26 in the APA Official Team Manual). Any member of the shooting team may call for a time-out, but only the designated coach for that time-out can approach the player and the table during the time-out. Therefore, the coach for a time-out should be designated before any member of the team approaches the table. More than one member of the team approaching the table when a time-out is called is considered illegal coaching and will result in a ball in hand foul to the player’s opponent. The coach must completely leave the table and/or playing area before a player attempts their shot following a time-out. In addition, during a time-out, the coach is not allowed to mark the playing surface in any way as a means of helping a player aim their shot. During this time-out, the opponent and his/her coach may also approach the table. However, they should do so briefly and then return to an area away from the table, as not to interfere with the

shooting player's time-out. While it is permissible to talk strategy when it is not a player's turn at the table according to the national APA rules, comments relating to the game, strategy, shot selection, past shots, etc. that are made to a player participating in a match are highly discouraged at the local level, even if it is not the player's turn at the table. There is a fine line between when it is your turn at the table versus the opponent's turn at the table, thus, to avoid instances of illegal coaching and sportsmanship penalties, it is best practice not to talk when away from the table. All of these comments should be reserved for time-outs and between racks. Encouraging comments (i.e. – “you can do it”, “good try”, “good leave”) and reminders (i.e. “mark your pocket”, “chalk up”) are acceptable and not considered coaching.

10. ALTERING THE COURSE OF BALLS

When shooting on the 8-ball, in a game losing situation, if a player alters the course of the 8- ball or cue ball or stops the cue ball before it stops rolling, it is a loss of game. However, the 8-ball or the cue ball hitting the pocket marker is not a loss of game or a foul. After pocketing the 9-ball, if a player alters the course or stops the cue ball when there is the potential to scratch, the 9-ball will be spotted and their opponent will receive ball in hand. When breaking, if there is a miscue, the player should not try to stop the ball. The player should instead let the cue ball stop rolling as the miscue could lead to an illegal break. If the shooter scratches on an illegal break, the break alternates to the opponent.

11. INCLEMENT WEATHER

The Local League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled due to inclement weather. If you feel that weather conditions may result in League play being cancelled or postponed, check our Local League Website for the most up-to-date information. Contact the Local League Office if you have additional questions or concerns, but only after you have checked the website. Most important, *please be safe* and do not risk injury if you feel the travel conditions are unsafe.

12. TEAMS IN DEFAULT

Any team that does not show up for its match for 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 two consecutive weeks can be dropped from the Division. Teams who have failed to pay their League 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.

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. The defaulting team's players will be suspended from the League until their portion of the fees is paid. The Local League Office has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for any week they play while their fees are past due.

13. NO SHOWS

The scheduled opponent of a team that fails to appear must notify the Local League Office immediately. Failure to contact the Local League Office may result in loss of some or all of the points awarded for the no-show forfeit. The Local League Office has sole authority to declare a match forfeited due to a “no-show”.

Any team failing to appear two times in a Session, will be considered dropped, unless immediate notification of their intent to continue in the League is made to the Local League Office. Refer to the Official Team Manual for the consequences of dropping out after the fourth week of play.

14. ROSTER CHANGES

Roster Changes Teams have until the end of the 6th week of play to make changes to their roster (i.e. – adding/dropping players). To add or drop a player on your roster, please do so through the app. No changes will be allowed following week six of the session without your local APA office approval. In the situation where a team is given approval from the APA League Office to add a player following week 6, the added player will only be eligible for playoffs and higher-level tournament play if they are able to get required matches played.

QUALIFIED TEAMS: Teams that have gained eligibility to a World Qualifier have until the 4th week of the Spring Session to make changes to their roster (i.e. – adding/dropping players). Players added to a qualified team’s roster following the 4th week of play in the Spring Session will lose their eligibility/qualification for Higher Level Tournament play at the National Level.

Section 3: Sportsmanship and Conduct

Comments on Scoresheets

All concerns should be written on the scoresheet in a courteous and professional manner. This will guarantee that your concern is considered, documented and addressed. Abusive language directed at the League or the League Operator will not be tolerated on the scoresheets. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

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.

Suspended Players

APA West LA will honor any suspensions from all APA areas.

Section 4: Local League Playoffs and Tournaments

SUMMER, FALL & SPRING SESSION PLAYOFFS

During the last two weeks of a session’s regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

Playoffs will be scheduled on the same night of league play. Please pay attention to notifications and updates on our site and social media.

In accordance with Official Team Manual, the **Session Playoff Site** will be chosen at or prior to the Team Captains’ Meeting week 5 and will be indicated on the schedule. It is possible a Playoff match will be held at a neutral location or at the home location of one or both of the teams involved.

Player Eligibility: Players must have played at least 5 times with the team during the session to be eligible to play in the Session Playoffs.

| Number Of Teams In The Division (at the end of the session) | World Qualifier (WQ) Qualification Playoff Structure | Session Award Structure |
|--|--|--|
| <u>4-5</u> One Team Qualifies For The WQ | 1 st Place vs Wildcard Winner Advances To WQ In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs | Awards: Top Point finisher will receive the 1 st Place Session trophies. Playoff Winner will receive Championship trophy. |
| <u>6-11</u> One Team Qualifies For The WQ | 1 st Place vs Wildcard 2 nd Place vs 3 rd Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ | Awards: Top Point finisher will receive the 1 st Place Session trophies. Playoff Winner will receive Championship trophy. |
| <u>12-16</u> Two Teams Qualify For The WQ | Division Point Leader advances directly to the WQ 2 nd Place vs Wildcard 3 rd Place vs 4 th Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ | Awards: Top Point finisher will receive the 1 st Place Session trophies. Playoff Winner will receive 2 nd place trophy. |

Trophies

End of session awards will be given 3-4 weeks after the end of the session. Each member of the first-place team will receive an award.

World Qualifier **Subject to change based on team count

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent your WEST LA APA in the APA World Pool Championships.

*A maximum of 12 teams will participate in the 8-Ball World Qualifier.

*Summer – 4 teams

*Fall – 4 teams

*Spring – 4 teams

*A maximum of 6 teams will participate in the 9-Ball World Qualifier: 2 teams from Summer, Fall, Spring

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier boards.
- Teams that qualify for World Qualifier and World Pool Championships must remain active in West LA to retain their qualified status.
- All players on Qualified teams must remain active in the West LA and format they are qualified in, in order to participate in the World Qualifier and World Pool Championships.
- All players must have at least 6 matches played in the session they qualified, and all subsequent sessions, on the Qualified team in WEST LA APA to participate in the World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the eligible members of those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board.