

**APPROVED**

*By Dante Guagliardo at 2:40 pm, Feb 06, 2025*



## **LOCAL BYLAWS**

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### **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](http://poolplayers.com). These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.®**

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void.

## Section 1: Local League Information

### **Age Requirements**

You must be 21 years of age or older to compete in APA of Long Beach. At the local level, we will allow people under the age of 21 (18 or over) as long as the facility that they are playing in allows it. If it is a travel division that does not allow under 21 (18 or over), then the team will proceed without that player.

### **Office Hours**

League Office hours are Monday through Friday, noon to 8 PM and Sunday from noon to 8pm. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible. You may also text to receive a faster response. You may also email: [abrutz@apaleagues.com](mailto:abrutz@apaleagues.com)

### **Website**

Our website address is [longbeach.apaleagues.com](http://longbeach.apaleagues.com).

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other APA of Long Beach events
- b) Set up your Member Services Account 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.

In addition, we also have a Facebook page at your Long Beach APA where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

**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.

### **Team Fees**

Team Fees are \$50 per week (\$100 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and forfeit. If you are paying by check, please make your check payable to APA/APA of Long Beach. There will be a \$35 charge for any returned checks, plus a loss of bonus points.

Payment may be made online via the APA of Long Beach Member Services app. The League Office will apply the payment to the week that is paid for in the app. Teams will not be able to pay for a week, after

it the scores have been processed, via the APA of Long Beach Member Services app (league.poolplayers.com). Instead an invoice will be emailed to the captain to be paid electronically.

Teams that are past due at the end of the session will not be eligible for bonus points, playoffs, wild card draws for playoffs or any Higher-Level Tournaments. Team Captains and team members on a team that are past due at the end of a session will not be eligible to play on any team in the League until the past due fees are paid in full. If the past due is not cleared with the League Office by the last week of the session, all past dues will be equally distributed to all team members that played a match during the session and each team member will be suspended. Once a player clears their past due balance with the League Office, the temporary suspension will be released allowing them to participate in any League match.

If a team is past due \$100 or more, that team may be, at League Office discretion, suspended and turned into a BYE until all fees are paid in full. Once the balance is paid in full, the team can return at the discretion of the League Office. All points will remain as is. If a team does not bring their balance current and they are dropped from the schedule, then they will be charged the remaining dues for the remainder of the session including the first week of playoffs.

### **Bonus Points**

Your team will receive bonus points 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 is signed by both teams
- All fees are up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- **8-Ball: 2 Possible Bonus Points**
  - 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees owed.
  - 1 point will be awarded for accurate and complete scoresheets.
- **9-Ball: 12 Possible Bonus Points**
  - 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.
  - 6 points will be awarded for accurate and complete scoresheets.

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.

### **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.

### **Patches**

Patches are available for the following accomplishments:

- 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.
- 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.
- 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.
- I Won My 1<sup>st</sup> Match: You win your 1<sup>st</sup> APA match.

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.

Patches are awarded the week after they are earned and will be included in your team envelope.

## Section 2: Local League Play

### 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.

### Preventing Forfeits

#### **(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, the APA of Long Beach 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 4<sup>th</sup> 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 will be 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. All players who have already played must be available as a choice for the “replay” match.

- The replay must be used during the last individual match (i.e. – 5th match). The replay may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match is the 4th & 5th individual matches are forfeited. Once a replay is used, the remaining matches must be forfeited, even if another player shows up.
- 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 5<sup>th</sup> 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.**

### **Inclement Weather/Natural Occurrences**

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.

### **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.

## **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 of Long Beach will honor any suspensions from all APA areas.

## **Section 4: Local League Playoffs and Tournaments**

### **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.

During each session, the 1<sup>st</sup> round of Playoffs will be scheduled on the same day of the week as your regular League play. The 2<sup>nd</sup> round of Playoffs will be scheduled on the Saturday/Sunday following the 1<sup>st</sup> round of Playoffs. Contact the League office if you need to make other arrangements.

**The next session will begin the week following the 2<sup>nd</sup> round of Playoffs.**

In accordance with Official Team Manual, the **Session Playoff Site** will be chosen at or prior to the Team Captains' Meeting at the beginning of the session 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 6 times with the team during the session to be eligible to play in the Session Playoffs.

In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

### Session Playoffs – Two Weeks of Playoffs Required For 6-16 Team Divisions

<b>Number of Teams in The Division (last week of regular play)</b>	<b>World Qualifier (WQ) Qualification Playoff Structure</b>	<b>Session Award Structure</b>
<p><b><u>4-5</u></b></p> <p>One Team Qualifies for the WQ</p>	<p>1<sup>st</sup> Place vs Wildcard</p> <p>Winner Advances To</p> <p>WQ</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1<sup>st</sup> Place Session trophies</p>
<p><b><u>6-11</u></b></p> <p>One Team Qualifies for the WQ</p>	<p>1<sup>st</sup> Place vs Wildcard</p> <p>2<sup>nd</sup> Place vs 3<sup>rd</sup> Place</p> <p>Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1<sup>st</sup> Place Session trophies</p>
<p><b><u>12-16</u></b></p> <p>Two Teams Qualify for the WQ</p>	<p>1<sup>st</sup> Place vs Wildcard</p> <p>2<sup>nd</sup> Place vs 7<sup>th</sup> Place</p> <p>3<sup>rd</sup> Place vs 6<sup>th</sup> Place</p> <p>4<sup>th</sup> Place vs 5<sup>th</sup> Place</p> <p>Winner of 1<sup>st</sup> vs WC will play Winner of 4<sup>th</sup> vs 5<sup>th</sup></p> <p>Winner Of 2<sup>nd</sup> vs 7<sup>th</sup> will play Winner of 3<sup>rd</sup> vs 6<sup>th</sup> in the Playoff Finals</p> <p>Winner of each Playoff Final match advances to the WQ</p>	<p>Awards:</p> <p>The highest seeded winner of the two (2) Playoff Finals matches will receive the 1<sup>st</sup> Place Session trophies</p>

### **Trophies**

End of session awards will be given within 2-3 weeks of the end of the session. Each member of the first-place team will receive an award. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!



**World Qualifier**

The World Qualifier is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent APA of Long Beach in the World Pool Championships.

**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.