

Local Bylaws

Golden Gate APA Pool League

The National Office of
The American Poolplayers Association, Inc.
approves these Bylaws. (1/27/10)

THE RULES AND PROCEDURES OF THE OFFICIAL TEAM MANUAL
ARE IN EFFECT UNLESS SPECIFICALLY MENTIONED IN THESE
BYLAWS.



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The League Office:

The league office hours are 10:00 A.M. to 6:00 P.M., Monday through Friday. The office phone number is (831) 703-4177. If nobody is in the office to take your call, you need to leave a message, and your call will be returned as soon as possible.

Age Requirement:

While the minimum age requirement to participate in the APA is 18, the minimum age for participating in APA Leagues within San Francisco is 21. Please refer to the Official Team Manual regarding age requirements. The only exception to this rule is Junior Divisions that have no age requirement and in-house divisions within locations that allow people at or over the age of 18.

Teams advancing to higher-level tournaments from an under-21, in-house division must comply with the age requirements of the location that the higher-level tournament is held in. Such teams may still participate in said tournaments, however, the under-21 team members will be unable to attend.

Team Fees:

The weekly team fee is \$30.00, regardless of the number of matches played, including forfeits and the division playoffs. \$15 per Team fees are collected during the main Challenge of the Champions Tournaments or the main Citywide Tournament in June.

Teams are responsible for team fees until they physically arrive at the League Office. For this reason, the APA strongly discourages paying the weekly fees using cash and recommends writing a check. If you pay by check, please make it out to "Golden Gate APA".

Bad Check Policy:

There is a \$25.00 charge added to the amount of the check for any returned checks. Your team will also lose all of their bonus points until the check and fees are paid. Once a bad check has been received from an individual, the League Office reserves the right to refuse that individual's check in the future.

Late Fees:

Any team that falls more than two (2) weeks behind in paying their fees may be dropped from the league for non-payment. Dropped teams forfeit all benefits, trophies, awards, and prize money.

Bonus Points:

Two (2) bonus points are awarded to 8-Ball Leagues, and ten (10) bonus points are awarded to 9-Ball Leagues. Each team must fully complete the team's score sheet, and collect all fees due for the week. Return envelope must be postmarked the day following your match. At times, there may be information sent along with team score sheet that requires team captain or all team member attention or even signatures. This is including, but not limited to, surveys and member information requests. This is also part of the bonus point system. Bonus points are awarded on an all-or-nothing basis, as an example, if the scoresheet is missing innings total for a match there will not be any bonus points awarded. If you have a problem complying with any of the above on any given

week, and have good reason, please contact the League Office. In the majority, teams that keep the League Office “in the know” will not be penalized.

Score Sheet Mail System:

The Mail System is a method of distributing and receiving the score sheets, team fees, and team correspondence through the USPS (United States Postal Service). At the beginning of the session, each Team will receive SASE (Self Addressed Stamped Envelope) envelopes to return scoresheets to the APA office and blank score sheets.

Score sheets w/ roster and match information will be posted on the league website www.goldengatepool.com under League Stats section. The team captain is responsible printing the score sheets for that week’s match, and for sending back the completed score sheet, team fees (see the Team Fees section), and any correspondence that requires a response back to the League Office using the supplied return envelope. If the return envelope is lost, the team captain is responsible for mailing everything back using his or her own envelope and postage. All return envelopes must be postmarked with the day following their league match, barring postal holidays, to be eligible for bonus points.

Please keep in mind that the return envelopes come with postage that meets the USPS requirements for a regular First-Class letter. Any required paperwork that is to be sent back to the League Office meets this weight. If you are sending something to the league office, for whatever reason, that you suspect to be heavier than the typical First-Class letter, you are responsible for adding postage to the return envelope.

Teams are allowed fax or e-mail a copy of the scoresheet under below conditions

- 1) If A team is ahead on weekly payments or payed the session fully ahead of time.
- 2) If the team pays for the week’s dues and any back payment due through PayPal to goldengatepool@gmail.com or by calling the League office and paying by credit card over the phone.

Option (2) will require the team to pay %3 + \$.30 for service charges.

Start Time:

The start time for all divisions, unless otherwise specified, is 7:00 P.M. If at least one (1) player is present at 7:00 P.M., play begins. Forfeit #1 is at 7:16 P.M. if no player is present. Forfeit #2 is at 7:30 P.M. if no player is present. Forfeit #3 is at 7:45 P.M., and all 5 points are forfeited if there are still no players present at 8:00 P.M. Once league play has started, it is continuous. Remember, you joined to play pool and not to collect forfeits.

BYE Weeks:

Four (4) points are awarded for all BYES in 8-Ball Divisions. Sixty (60) points are awarded for all BYES in 9-Ball Divisions. Bonus Points are not applicable to BYE weeks. No score sheets or weekly team fees are due for BYE weeks. If a some teams had uneven bye’s in the session. If a team has an extra bye in their schedule and not happy about it, they are required to inform League Operator to not be placed in a second bye situation next session. The office will do their best not to place the team in a second bye situation.

New Players & Roster Changes:

New players may be added or dropped without League Operator approval within and including the 4th week of play. Add the player's name to the score sheet with the word, "ADD" near their name. An APA Membership Application and their \$25 annual membership fee are due on the first night of play or within the first 4 weeks of the session (whichever comes first). League Operator approval is necessary for any roster changes or additions after the 4th week.

Upon the conclusion of the 4th week of play, any team member that hasn't paid their membership fee will be removed from the roster. Further, if that player played in the 4th week, but did not pay, they will forfeit their match point.

No roster changes will be allowed for any reason during the last 4 weeks of session play. No exceptions!

League Operator Play:

The League Operator will only play on a team during the "building stage" (first 4 weeks of the session). The League Operator cannot participate in any higher-level play. This includes playoffs and tournaments.

New Teams:

New teams may be added to the schedule at any time during the first half of the session. The League Office will determine whether to issue the new team points equaling the last place team, BYE points, or to arrange make-up matches.

Score Sheet Abbreviations:

To better communicate match results to the League Office, please use the following abbreviations:

- Scratch on the 8 – "**S8**"
- Early 8 (or 8 made out of turn) – "**E8**"
- 8-Ball made, but in the wrong pocket – "**8WP**"
- Did not mark the pocket – "**DMP**"

Space Restrictions & Shooting:

Some host locations may have areas that are difficult to shoot from with a full-length cue. If the host location has a short stick, it may be used to complete the shot. In the event that no short stick is available, the shooter may ask his or her opponent's permission to break their stick down to complete the shot. The shooter's opponent reserves the right to say no.

Timeouts & Coaching:

The "Timeout Period" is one minute in length. A coach may get a team consensus on a timeout. The coach is the only person allowed to enter the playing area and speak to the player. During a team consensus, the coach goes back to the team while the player stays at the table. The coach will return to the player to complete the coach.

Only the coach or the player may call a timeout. A coach consistently calling too many timeouts is a sportsmanship violation. If it is a first offense, politely inform them that they have used up all their timeouts. No ball-in-hand foul will occur.

Marking the Pocket:

A pocket marker must be used when shooting the 8-ball to let your opponent know where you intend to pocket the ball. In the event that you cannot find a marker, you may use an object foreign to the pool table. You may not use table chalk, paper money, change, wallets, drink glasses, shot glasses, lit cigarettes, cell phones, or articles of clothing. Most bars have coasters. These make great pocket markers in a pinch.

Push Shots:

Push Shots are not allowed in APA.

Splitting Matches- Playing on more than one table:

As a rule, teams will play their matches on one table. However, if a night is running long, you may split matches and play on more than one table if the host location is willing to provide you with another table. Teams must compensate the host location for that second table if required.

NOTE: You should be in your 5th match 3 hours and 45 minutes after your start time. If you're not, the night is running long and you should figure out why (slow play, late start, timeouts running long, etc.) and correct it for the following week.

Players Playing Twice:

When a team has less than 5 players present, the team in trouble may play a player twice with their opponent's permission.

The opposing team will pick the player from the troubled team that gets to play twice. This choice cannot put the troubled team over the 23 rule. If all the remaining players to choose from would put the team over the 23 rule, then a forfeit must be taken.

Please be aware that this is not to be considered strategy. This rule is in place to help alleviate unforeseen issues that can come up with players. Any team that abuses this will be forced into a forfeit situation.

Local Singles Qualifier Tournaments:

Local Singles Qualifiers for 8-ball and 9-ball can be held at any time and as often as there is interest. Further, they can be held at any location. The location of play does not have to be a bar.

A Singles Qualifier Tournament can have anywhere from 4-8 people participating on one board. In order to participate on a Singles Board, you must be on an active team and have 10 matches in the format you are playing in.

Singles Qualifier Boards cost \$100.00 in cash, for a guaranteed singles qualifier bracket of four players. This money goes to the APA in order to help provide travel assistance to qualified National Singles Championship participants as well as tournament prize money and the event itself in Las Vegas.

There are 2 qualifying windows for the Regional Singles Championships. Window 1 is from December 1 through Jun 15 with the Regional Tournament to be held in October. Window 2 is from June 16 through November 30 with the Regional Tournament to be held in March. The Regional Tournaments are always held in California. The specific city is dependent on the League Area that turns in the most Singles Qualifier Boards. The National Singles Championship is held at the end of April in Las Vegas.

Playoffs & Finals Locations:

1st and 2nd place teams will have the home field advantage in the playoffs. Higher finishing teams will have the home field advantage in the finals.

Playoff Formats:

Each division playoff will be a 2-tier system. The 2 tiers are as follows:

Championship Tier:

This tier will consist of the 1st, 2nd, 3rd, and 4th place teams. Top Points

Winner (1st Place) will be given a Top Points Medal. The winner of the playoff finals will receive a Division Champions plaque and earn a spot in the Citywide Tournament to be held in June. Any team that wins their division playoffs more than once in a league year will receive a first priority for a BYE in the Citywide Tournament bracket.

Secondary Tier

This tier will consist of the 5th, 6th, 7th, and 8th place teams. The winner of the playoff finals will earn a spot in the Second Chance Tournament to be held before the Citywide Tournament and will be considered a higher-level tournament. The winner of this tournament will a spot in the Citywide Tournament. The second Chance Tournament will be held if there are 7 or more teams in the division. Any team already qualified for the Citywide is not eligible to play in the Second Chance Tournament.

Once the Team count reaches 50 teams in regular session for any format, the playoffs will only include the Championship tier w/ 4th place wildcard team. In addition, will include the playoff final matches to be on the weekend.

MVP Program:

The MVP Program is something that will be changing throughout the course of the next league year as we experiment with new ideas until we find something that the majority of the players feel happy with. One thing that will remain consistent is that all MVP Winner will be required to remain on an active APA team from the time they win MVP until the time of the tournament.

Trophies & Awards:

Individual team trophies and host location plaques will be given to below teams.

- Division Top Points Winner.

- Division Champs(winner of the playoffs, also advance to the Citywide tournament).

Individual player plaques/trophies will be awarded to MVP winner of each Division.

Cash Prizes: (Applicable only if there are 8 or more teams in given format)

- Division Top Points Winner will be given a cash prize depending on the funds added into the players fund.
- Winner of MVP tournament will be given a cash prize depending on the funds added into the players fun in a format w/ more than 8 teams.

The 1st place team (Division Champions) will advance to the Citywide Tournament in June. High-Finishing teams at those tournaments will advance to the Citywide Tournament.

Travel Assistance:

Each team advancing to the National Team Championship in Las Vegas, Nevada will receive a Travel Assistance Package. These funds are to assist with travel expenses. It is not prize money. If an eligible team, or any member of that team, should decide not to go to the National Team Championship, that team or member will forfeit the travel funds.

Drop Outs & Late 5-Point Forfeits:

Any team that is scheduled to play a team that has dropped out during the session will be awarded five (5) points for that week.

Any team forfeiting all 5 matches within the last 4 weeks of the session will be awarded five (5) points versus seven (7) points. In other words, you will receive 5 points, but no bonus points. The \$30 team fee is still due for both teams.

Banned (Barred) Players:

If a player has been banned/barred from an APA Host Location, that team must play without them. The APA does not have the right to insist that an APA player be admitted to that location.