



SAN BERNARDINO COUNTY APA LOCAL BYLAWS

Effective 2025 Summer Session

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Introduction

Welcome to the American Poolplayers Association of San Bernardino County!

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. These Local Bylaws have been created for the smooth and efficient operation of the League, and have been read and approved by the American Poolplayers Association.

Please read these Local Bylaws carefully. Local Bylaws govern Local League Play and World Qualifier play only. They have no bearing on rulings in other events and tournaments. All Local Bylaws with dates prior to the revision date of this document are null and void.

Section 1: Local League Information

Age Requirements

Members under the age of twenty-one will be prohibited from participating in any division that includes at least one location not allowing patrons under the age of twenty-one.

Office Hours

League Office hours are daily from 10 AM to 10 PM- 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.

Website

The League Website is SanBerdo.apaleagues.com. It allows you to get the latest up to date information on Playoffs, tournaments or any other San Bernardino County APA event.

Member Services Account

Please make sure we have your email address on file and 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.
- Access the Scorekeeper app

Facebook

The League Facebook group, APA of San Bernardino County, is where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members. Additionally, we have established a Captains group page, Captains SBC APA.

We encourage you and your teammates to like and follow our pages, in order to stay informed. We reserve the right to block and delete members who are deemed to be detrimental to our pool playing community.

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.

Section 2: Local League Play

Team Fees

Team Fees are \$40 per week regardless of the number of matches played.

Weekly Scoresheets and Fees

San Bernardino County APA uses the Scorekeeper App for all match scoring and fee payments. All teams are encouraged to keep blank scoresheets readily available, should there be an unforeseen problem accessing the Scorekeeper App.

Teams that fall behind on their fees more than one week will have their Team Captain marked “ineligible” until such time as the team is brought current on fees. Should the team remain past due more than one week, the co-captain may also become ineligible. Playing an ineligible player will result in the loss of all points earned the night an ineligible player is allowed to play.

Technology Outage

In the event the Scorekeeper App is not available at match time, teams are required to keep score on paper. Once the App is working again, it is good practice to uninstall and reinstall the app. Teams will then need to transfer the information onto the Scorekeeper App and submit within 24 hours.

It is the responsibility of each team to have blank scoresheets with them at all times. We suggest you print blank scoresheets, place them in an envelope and keep them in your car's glove box or in the side pouch of your cue case (should you have one). Keep at least 2 scoresheets, in case you need to give one to your opponent.

Bonus Points

The bonus points awarded will be as follows:

- 1 point will be awarded in 8-Ball for the team being current on all fees.
- 10 points will be awarded in 9-Ball for the team being current on all fees.

Teams scheduled with a Bye will receive bonus points, provided the team is current on all fees.

Rescheduling Matches

All rescheduled matches require League Office approval and should be requested 24 hours in advance. Make-ups requested less than 24 hours in advance will only be approved in extreme cases, such as a medical emergency. Upon notification, the League office will make sure you have updated scoresheets available on the Scorekeeper app

Matches that need to be rescheduled due to conflicts with other pre-qualified League obligations must be granted. All other requests for make-ups or pre-plays are at the discretion of the opponents, with the exception of inclement weather, natural disasters and medical emergencies.

All make-up matches must be completed within three weeks of the originally scheduled match date AND prior to the last two weeks of the session. No make-up matches will be allowed the last two weeks of the session.

The Local League office has sole authority to mandate a make-up match be scheduled and played. Refusal to arrange and play a make-up match mandated by the Local League Office will result in forfeiture of points by the team refusing to play and full weekly League fees will be assessed.

Replay Rule

This rule allows one player 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. 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 have already broken the Team Skill Level Limit rule. 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. However, if they played 6, 6, 4, 3 they could then replay EITHER the 3 or the 4 in place of the 4 who isn't present.

- 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 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 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 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, each team declares 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.
- A team can use the Replay Rule a maximum of two times during the regular session as long as the above criteria are met in each instance. The team name will be used to indicate how many times the team has used the Replay Rule so far that session.
- **The Replay Rule is not in effect during the last two week of regular League play of the session, Playoffs, Tri-Annual Tournaments, the World Qualifier or any other tournament.**

Inclement Weather and Natural Disasters

Your safety is our primary concern. The Local League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled. If you feel that conditions may result in League play being cancelled or postponed, check our Facebook page for the most up-to-date information. Contact the Local League Office if you have additional questions or concerns. Most importantly, do not risk injury if you feel the travel conditions are unsafe.

Section 3: Awards, Local League Playoffs and Tournaments

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 break and run the rack.
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make the break and run the rack.
- Rackless: Your opponent didn't break during your match. (one patch per session per player)
- 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 in the same League match. 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. Note the reason for the nomination when you submit your match 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, with the exception of Rackless.. The Scorekeeper app keeps track of 8-on-the-Break, 8 B&R, 9-on-the-Snap and 9 B&R, provided you score the match accurately; therefore, those patches will automatically be sent out. In order to receive any other patches, simply make a note on the Scorekeeper when you submit your match.

Currently, patches are being delivered to designated locations approximately once a month. Players who do not wish to receive patches should simply notify the League Office.

Trophies

End of session awards will be given at the Tri-Annual tournaments. Each member of the first-place team will receive an award. In addition, each team in the Tri-Annual will also receive a team plaque that can be put on display at their host location to show off their accomplishment!

Session Playoffs

Playoffs will be held the week following the last week of regular play. Whenever possible, playoff matches will be held at the host location of the higher-seeded team. They will be held as follows, based on division size.

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wild Card Winner Advances To Tri-Annual 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
<u>6-7</u> Two Teams Qualify For Tri-Annual	1 st Place vs Wild Card 2 nd Place vs 3 rd Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>8-11</u> Three Teams Qualify For Tri-Annual	1 st Place vs Wildcard 2 nd Place vs 5 th Place 3 rd Place vs 4 th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

<p><u>12-14</u></p> <p>Four Teams Qualify For Tri-Annual</p>	<p>1st Place vs Wild Card 2nd Place vs 7th Place 3rd Place vs 6th Place 4th Place vs 5th Place All winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>15-16</u></p> <p>Five Teams Qualify For Tri-Annual</p>	<p>1st Place vs Wild Card 2nd Place vs 9th Place 3rd Place vs 8th Place 4th Place vs 7th Place 5th Place vs 6th Place All winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>

Triannual Tournament

At the conclusion of each session of League Play, a Tri-Annual tournament will be held for each of the standard formats. Teams gain entry into the Tri-Annual Tournament through their performance in League Play and session playoffs. There will be a cash purse in the Tri-Annual Tournament, determined by the number of teams participating in weekly play that session. Each session, the number of teams advancing to the World Qualifier can change, but will always be at least four. Each Tri-Annual tournament will be played down to the number of teams that advance to the World Qualifier or the number of teams that win a portion of the purse, whichever is smaller.

World Qualifier

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 League name here in the APA World Pool Championships.

*A maximum of 24 teams will participate in the 8-Ball World Qualifier:

***Summer** -8Teams from the Tri-Annual

***Fall** - 8 Teams from the Tri-Annual

***Spring** -8 Teams from the Tri-Annual

*A maximum of 18 teams will participate in the 9-Ball World Qualifier:

***Summer** -6 teams from the Tri-Annual

***Fall** - 6 Teams from the Tri-Annual

***Spring** – 6 Teams from the Tri-Annual

*subject to change based on team count

- 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.
- Any team that loses in the finals of a Tri-Annual Tournament to a team already qualified, except for teams from a 4-team division, from a previous Tri-Annual may also be qualified (unless already qualified from a previous Tri-Annual).
- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the APA of San Bernardino to retain their qualified status.

- 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.

The Travel Assistance Fund will be used to provide travel assistance to 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 team they last eliminated on their World Qualifier board.

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.

Section 4: Sportsmanship and Conduct

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

San Bernardino County APA will honor suspensions from all APA areas.