



The OPAL BY-LAWS



Original Pool Amateur League---Revised May 1, 2006



I. FEES: The individual APA membership fee is \$20.00. Each player in the APA Pool League must join the American Poolplayers Association (APA) before they play twice, or by no later than the 4th week of the session. Players not paid at this time will be removed from the team roster. Membership runs from January 1 through December 31. New players joining the team after the 4th week must pay their membership dues on the first night of play. Those players joining the APA after August 15th in any given year will receive a discount on their membership dues for the following year when membership becomes due again in January. The discount rate for players joining after Aug 15th the previous year is \$10.

NEW **A.** **THE WEEKLY TEAM FEE** is **\$30.** for “*ladies only*” and ***Triple Play Masters*** division teams. **\$35,** for all “*Open*” regular division 5 person teams, and **\$70.** for “*Double Jeopardy*” teams no matter if one or five teammates play that night. Any team that falls more than 2 weeks behind in their team fees may be permanently dropped from the division schedule.

B. **A TEAM DEPOSIT OF \$35.** is required to be paid by the fourth week of the session for all regular 5-person teams. Double Jeopardy teams pay **\$70.** (*Other formats such as 3-person or Ladies teams are required to prepay their last 2 weeks of regular team fees*) This deposit will be applied to the last week of regular session play -- **prior to playoffs.**

II. MAILINGS, MONEY, & DROP LOCATIONS: Depending on your night of play, you will be required to turn in your envelope to a drop location or you will be provided a postage-paid self addressed envelope and must mail your envelope in to the league office. **Most Sunday and Monday Divisions** have drop locations. **Most Tuesday, Wednesday, and Thursday Divisions** are on the mail-in system. There will be a note in your team folder indicating which system your division is on. **IF MAILING IN, DO NOT SEND CASH!** Please trade in coins or small bills for large bills at the bar if you use a drop location. A check or money order is encouraged for both good record keeping and your protection.

Special Note: *For the first time, If you write a check and it bounces, you will be responsible for both the amount of the check as well as the bank returned check fee of \$10.00. The check fee for a check returned a second time will result in a \$25 fine. (Bonus points will be taken away for bounced checks) If you bounce a check for the 3rd time, there will be a \$50 fine and no more checks will be accepted. Captains allowing teammates to write checks will be responsible for collecting the check amounts and assessed fees.* Failure to make a bounced check good will result in it being sent to Valley Credit Collections. **All checks should be made out to OPAL or APA.**

A. DROP LOCATIONS: If your division has a drop location, it is **required** that you take your envelope to it immediately after your team match is completed or **11:30 PM,** whichever

comes first. If for some reason you cannot make the 11:30 deadline, it is **MANDATORY** that you call the **OPAL CELL PHONE: (503) 381-6725** so we can make other arrangements. We want to avoid giving any penalties if at all possible. However, after 11:30 PM we will go to your drop location, pick-up the envelopes that are there, and leave. *(If your envelope is not there, it will be considered late and that will mean the loss of all bonus points for that night unless you've called, then there will be no penalty).* **Each captain is responsible for their own team envelope. DO NOT TAKE** your envelope to a different drop location without first notifying us! If getting to the drop location is a regular problem, you may want to consider prepaying a week in advance and faxing your scoresheet into the league office. If you fax in, your scoresheet must be received no later than the next day following league play.

B. MAIL-IN'S: In order to receive your bonus points, your envelope must be postmarked--no later than--the day following league play. For example, if you play on Tuesday night, your envelope must be postmarked on Wednesday. Putting your envelope in the company mail, your home mailbox or a blue collection box is not a guarantee that your envelope will be postmarked that day. It is recommended that you take your envelope directly to the post office prior to 5:00 PM and have the clerk postmark it on the spot. That way if the postal service does not get it to the office on time, you are still covered when it does arrive. We have heard every excuse in the book for not getting the envelope in on time. There is really no good excuse for not taking this responsibility seriously. You, as team captain have taken on this responsibility and your team is counting on you. **Get your envelope in on time!** *An envelope that is postmarked after the deadline will be considered late and your team will not get the bonus points for that week. Bonus points once lost cannot be made up.*

III. PRACTICE AND STARTING TIMES: The Home team has exclusive rights to the match table from 6:30 PM to 6:45 PM and the Visiting team has exclusive rights to the match table from 6:45 PM to 7:00 PM. **Before 6:30 PM** the match table is available to everyone who wants to play on it. Should either team show up late, past their scheduled practice times, they forfeit their right to practice on the match table. All league matches are asked to begin no later than 7:00 PM.

A. SCHEDULED MATCH PLAY: Begins precisely at 7:00 PM. **(Regular Time Not Bar Time)** Flip the coin and begin play, even if there is only one person from each team present! If there is not at least one member of the opposing team present by 7:15 PM, call the league office. We will make every attempt to locate the team and get them to the proper location as soon as possible. **The league office will determine whether a forfeit or rescheduling will be done on a case-by-case basis.**

B. PUTTING UP PLAYERS: Once the first team has put up a player and the second team has named whom they are putting up--the first team is committed. The first team cannot change to another player unless they would be violating the "23" rule. The second team putting up has until the lag to change their mind. The lag should be underway within two minutes of the first team's chosen player announcement!

C. PLAYING ON TWO TABLES, If after 2 hours past match start time if either team requests to begin playing on two tables (if a 2nd table is available) the other team **MUST COMPLY** even if the Host Location refuses to open up the 2nd table and the two players have to split quarters---no argument---period! **Moreover,** If you are playing on one table and the 4th race is not over by 3 ¼ hours past the official match start time then you must begin your 5th race on a 2nd table. *If you refuse, and your division rep has to be called in to arbitrate you may be subjected to a penalty forfeit.*

- IV. SCORESHEETS MUST BE FILLED IN COMPLETELY!** In your team folder, we have provided a step-by-step information packet on how to properly fill out your scoresheet. In order to provide the best service possible, it is imperative that your scorekeepers fill in all of the required information. **It is the team captain's responsibility** to see that the scoresheet is filled out properly and completely. Teams who continually turn in incomplete scoresheets may be penalized with loss of bonus points. It is a good idea to make a copy of your scoresheet for your own records in case of a question or discrepancy.
- V. BONUS POINTS:** Bonus points are awarded to teams for the timely submission of weekly envelopes with score sheets filled out correctly and that include correct team fees. These are "Team Points" and are added to the points that you earn in your weekly match.
- A. 8-Ball** --There are a total of 2 bonus points available each week. 1 bonus point is given for having your envelope with the score sheet inside filled out completely and correctly and at your drop location or postmarked on time, depending on your night of play. The second bonus point is for having your money correct in the envelope.
- B. 9-Ball** --10 bonus points are given for a timely postmark and 10 points for having the money and score sheet correct for a total of 20 possible points each week. Teams who continually turn in incomplete scoresheets are subject to losing bonus points. Many a playoff berth has been won or lost because of bonus points.
- C. The OPAL Board of Governors has ruled** that if you are short on the weekly team fees one week, your team will forfeit one bonus point. In addition, any team that is past due on their team fees will not be eligible to earn any bonus points until the past due amount is caught up. **Once you lose bonus points because of past due amounts or a late envelope, they cannot be returned. They are lost forever!**
- VI. ELIGIBILITY, SURVIVORSHIP, & ORIGINALITY:** Each player listed on a team roster must play a minimum of 4 times in that session PRIOR to the Wild Card Draw in order to be eligible to participate in the division playoffs. Double Jeopardy players cannot combine 8 and 9-Ball scores. They need 4 scores in each format to insure eligibility for division playoffs for both. For regional and national play, 10 scores are required.
- A. For the first 4 weeks of the session,** a team may add or delete players at will. If the player being added is a previous APA member, you must call the league office to get their membership number and most recent skill level prior to match time. Having a player play a race at the improper skill level may result in the loss of that point if the player should win. Although it is not required, it is common courtesy to notify the opposing team captain of any changes to your roster, prior to the start of the match.
- B. After the 4th week,** you must have the approval of the league office to add or delete players. This must be approved before that person plays and prior to the start of the match. If you are adding a new player, they must pay their membership dues and fill out a membership application before playing. **You must notify the opposing team captain** of any changes to your roster prior to the start of the match. Failure to comply, will result in the opposing team captain having the option of whether or not that person will be allowed to play that night.
- C. No team will be allowed to add or delete players** during the last 6 weeks of the session without having first gotten approval from the league office, and only then under the guidelines of the survivorship rule found in the official team manual.
- D. All Teams** who qualify for regionals in the Tri-Cup tournament and/or from the regional tournament to the National tournament must carry at least 4 original players

on their roster at all times. (Original players are those who were actually on the team roster when the team originally qualified at Tri-Cup) The team roster that you have in spring session is the only roster that can go on to the Regional or National Higher Level Tournaments. During regional or national play a team must have 4 active original players on its roster, but any player can be played in any position, or order that the team wants.

VII. DOUBLE JEOPARDY DIVISIONS: A Double Jeopardy division is actually two separate divisions in one. A Double Jeopardy team plays two separate formats *(usually 8 & 9-Ball)* during the same time period; and uses two separate tables simultaneously until both formats are completely and totally finished. Due to the uniqueness of the Double Jeopardy division format the OPAL-APA league office will select, and schedule in advance, a host location that has a minimum of 4 same-sized-tables for division playoff's to take place.

VIII. TRIPLE PLAY MASTERS DIVISIONS: *TPM's* divisions are a new non-handicapped, no coaching allowed, league format using 4 person teams *(only 3 of which can play in a scheduled league match)* that are designed to appeal to the more advanced skilled players. Team matches are made up of three (3) individual match races. Each match race winner must win a race to seven (7) games using just 9-Ball or a combination of both 8 and 9-Ball games. TPM's is the only format that APA allows the use of specially made jump cues.

NEW

IX. THE WILD CARD DRAW: At the end of the last week of regularly scheduled session play the league office will hold two separate Wild Card Draws to decide which teams officially will enter into the division playoffs. The first draw will generally take place on Friday night for all Monday and Tuesday divisions only. The second draw will generally be held on Sunday afternoon for all Wednesday, Thursday, and Sunday divisions. In order to participate in the Wild Card Draw there are two (2) **MUST** requirements:

A. Your team must be in APA good standing. By the time of the draw your team has to have all membership dues and league fees paid in full. Plus, your team must have played all scheduled team matches and have not been responsible for causing no more than 5 individual match race forfeits during the session.

B. By mandate from the OPAL-APA Board of Governors, there **MUST** be someone from your team physically present at the Wild Card Draw to represent your team. Absolutely no one else but an actual team member may stand in and represent your team. Furthermore, it is that team representative's responsibility to pay attention, and to make sure that they hear the announcement that your division has been called to come forth. If there is no one present in the drawing room to represent your team at the time of the draw your team most likely *will not* be included in the draw.

X. THE TRI-CUP TOURNAMENT: (Does not apply to "Ladies Only" divisions) was voted on by the general membership and made it's formal debut with the end of summer session 2000, and has taken its place as an integral part of the OPAL-APA league program ever since. As long as a team meets the qualification requirements during a session they will not be restricted as to the number of Tri-Cup tournaments in which they can participate. *The Tri-Cup will use the APA modified single elimination format and will be enforced by the National Team competition standard "Sudden Death" time restraint. In addition, Teams that meet one another that have "Eligible Common Players" will be required to have the common players leave the playing area. Common players cannot play nor can they participate in the match in any way. After the round is over the common players then can rejoin the team.* The Tri-Cup is a team money tournament that is designed to serve the following dual purpose:

A: First, the Tri-Cup will serve as a **“Regional Qualifier”** in order to reduce, to a manageable level, the number of 8 or 9-Ball teams that go on to play in the Regional Tournament of Champions. Specifically, the top eight (8) finishing teams in each Tri- Cup will win the right to continue on and compete at the OPAL-APA Tournament of Champions.

SPECIAL NOTE: A team placing in a Tri-Cup top eight a second time during the same league year will not eliminate a Regional slot but will merely win more money and re-establish originality. However, the team that they beat that allowed them to go into the medal rounds will automatically receive an entry invitation into the Regionals which take place in June of each year. Teams winning at regionals receive trophies, free entry into the National Team Championships held in Las Vegas during August. Plus there’s generally enough money left for round-trip airfare for each team member, and two rooms per team.

B: Second, the Tri-Cup is a team money tournament and will have a gross payout of several thousand dollars. **The number of 8 or 9-ball teams in formulation with the number of weeks played in the preceding session will be the formula for determining the exact amount of payout.** All 8 and/or 9-ball Teams that qualify to play in a Tri- Cup will win at least \$150.00 last place money. The higher a team places in the Tri-Cup the more money that team will win. The money each team wins is to be divided equally amongst the team players and is theirs to keep and spend however they so choose. **Tri-cup Medallions** (1st Platinum, 2nd Gold, 3/4th Silver, and 5/8th Bronze) will also be awarded to all individuals whose teams qualify for regional play.

HOW A TEAM MAY QUALIFY FOR TRI-CUP ENTRY: The following requirements were voted in by the general OPAL / APA membership through each division’s Board of Governor representative during the Spring Session of 2000. The specific result was: **The team who has the highest point total** (SHOULD THERE BE A TIE, THE TIE WILL BE BROKEN IN ACCORDANCE WITH THE TIE BREAKING PROCEDURES OUTLINED IN THE TEAM MANUAL) **at the end of the session but prior to playoffs at the Wild Card Draw will be given the option to either: (1) receive a meritorious High Point Pin for each team member and buy-in directly to the Tri-Cup tournament for a fee of \$100.00 or (2) forgo the pin and chance playing in the division playoffs to win trophies and/or the division championship title.**

NOTE-1: If, the high point team opts to buy-in they receive High Point Pins, but would give up any chance at winning a trophy or the division title. Playoffs would then take place using **the 2nd, 3^d, & 4th place teams plus a wildcard.** The team winning the two-week divisional playoffs will be designated with the title of **Division Champion** and be given **FREE entry into the Tri-Cup.** The team finishing 2nd in the playoff’s will win trophies but will not advance to the Tri-Cup unless the first place team decides not to enter Tri-Cup competition.

NOTE-2: Should the high point team opt not to buy into the Tri-Cup, they could instead enter into the division playoffs. However, in their quest to win a trophy or the title of division champion they would be chancing the fact that they could lose in the first round of playoffs and win nothing. In this scenario, the team who wins the division champion title will automatically go to the Tri Cup for free whereas the team who finishes 2nd after the playoffs will be given the opportunity to buy-in to the Tri-Cup. Should the 2nd place team choose not to buy-in then the option will be given to the team finishing 3^d and so on down the line.

NOTE-3: 16 team schedule divisions will be allowed dual playoffs. The teams finishing 1, 3, & 5, plus the 1st Wild Card will make up one playoff, and the teams finishing 2, 4, & 6, plus the 2nd Wild Card will make up the other playoff if the two high point teams decide not to buy in directly to the Tri-Cup. (If they buy-in then both playoff sets will shift down appropriately.)

NOTE-4: Divisions with a 6 team schedule or less will be required to go through normal division playoffs. There will be no buy-in option given to this size division and the division champion will get free entry into the Tri-Cup tournament.

XI. TEAM REGIONALS: (Tournament of Champions) Normally, during June, after the end of spring session Tri-Cups and the league year is when the OPAL-APA league office hosts the team regional double elimination competitions. Officially, regionals are Higher Level Tournaments and are a prelude to the APA National competitions in Las Vegas that occur in August. The regulations and requirements can be found in the Higher Level Tournament section of the official team manual. *The regional tournament will be enforced by the National Team competition standard “**Sudden Death**” time restraint. In addition, Teams that meet which have “**Eligible Common Players**” will be required to have the common players leave the playing area. Common players cannot play nor can they participate in the match in any way. After the round is over the common players then can rejoin the team.*

With the exception of the “Ladies” format, the only way a team can qualify for regionals is to place in the top eight of the summer, the fall, or the spring tri-cup tournament. The exception would be losing to an already qualified regional team in the medal round of either the fall or spring session tri-cup.

Since it is no longer possible for OPAL-APA to guarantee 2 rooms, tournament entry, and full airfare, due to the high fluctuation and instability of airfare prices the OPAL-APA Board of Governors carefully analyzed and evaluated all financial facets and have concluded the following awards for each regional:

A) 8-Ball Regionals: As of this By-Law revision date, the OPAL-APA 8-Ball team count is sufficient enough to allow “**Seven**” 8-Ball open team slots to the Nationals in Las Vegas. Since the National 8-Ball competition covers 5 nights and 5 days each national qualified team will receive the equivalent award of \$3000. \$250 will automatically be forwarded to APA to hold that team’s slot for the National Tournament. The remaining \$2750 (per team) will be used toward travel and lodging expenses. Should there be any money left over the team will receive the unused balance in cash **in Las Vegas** along with last place money and the \$250 prepaid tournament entry fee.

B) 9-Ball Regionals: As of this By-Law revision date, the OPAL-APA 9-Ball team count is sufficient enough to allow “**Five**” 9-Ball open team slots to the Nationals in Las Vegas. Since the National 9-Ball competition covers 4 nights and 4 days each national qualified team will receive the equivalent award of \$2500. \$250 will automatically be forwarded to APA to hold that team’s slot for the National Tournament. The remaining \$2250 (per team) will be used toward travel and lodging expenses. Should there be any money left over the team will receive the unused balance in cash **at Las Vegas** along with last place National Tournament money and the \$250 prepaid tournament entry fee.

C) Ladies Regionals: As of this By-Law revision date, the OPAL-APA Ladies 8-Ball team count is **NOT** sufficient enough to automatically secure “**One**” ladies 8-Ball team slot to the Nationals in Las Vegas. For OPAL-APA to automatically be given a slot to Nationals the ladies program must maintain a year long running total average of 12 teams. The same financial stipulations as stated above in 8-and 9-Ball apply in kind to the Ladies format. And, likewise, Should there be any excess money left over the team will receive the unspent balance in cash **at Las Vegas** along with their last place money and the \$250 prepaid tournament entry fee.

XII. DEFINITIONS: A **TEAM MATCH** is comprised of "5" team member **INDIVIDUAL RACES** that, in turn, are made up of several **GAMES**. **DEFENSIVE SHOTS:** are shots where the shooter's "**INTENT**" was to not make a ball. If one has virtually no shot and just shoots hard enough to just hit their ball it's defensive! On the other hand, if one aggressively **BLASTS AWAY** at their ball in an attempt to maybe hit it and perhaps “slop” it in somewhere it's not defensive. **ANYONE MAY CALL A DEFENSIVE SHOT!**

XIII. POINT MONEY: Teams finishing highest in point totals will receive money back in each division. The amount of money paid out will be directly correlated to the number of weeks played and the monetary amount actually received in the league office per individual divisions. The number of teams receiving payout will correlate with the size of the division and will be calculated individually. The larger the division the more places that get paid. All ties will split their allocated money equally. No team in the formulated payout will receive less than \$50. The only possible exception to this would be in the event ties occur.

PAYOUT FORMULA:

	<u>DIVISION SIZE</u>	<u>PLACES AWARDED</u>
1.	6 Teams or Less	1st & 2nd
2.	7 or 8 Teams	1st, 2nd, & 3rd
3.	9 or 10 Teams	1st, 2nd, 3rd, & 4th
4.	11 or 12 Teams	1st, 2nd, 3rd, 4th, & 5th
5.	13 or 14 Teams	1st, 2nd, 3rd, 4th, 5th, & 6th
6.	15 Teams	1st, 2nd, 3rd, 4th, 5th, 6th, & 7th
7.	16 Teams	1st, 2nd, 3rd, 4th, 5th, 6th, 7th, & 8th

XIV. NO SHOWS: APA does not allow a 5-0 team forfeit in 8-ball nor a 100 point team forfeit in 9-ball. The max a team can receive -- before adding bonus points -- from a no-show forfeit is 3 points in 8-Ball and 60 points in 9-Ball. If your scheduled opponent doesn't show up by 7:15 PM promptly call your division rep. If there is no answer, than call the league office: 503-243-6725, or OPAL Area Manager, John Blue--503-481-0323. The Board of Governors will deal with repeated "NO SHOW" infractions. Those, who have been inconvenienced, will have to cooperate by rescheduling the match. The procedure is as follows:

- A:** The inconvenienced team will confer and pick three (3) future dates and times that they can agree to conveniently reschedule the match. Then...
- B:** The inconvenienced team must inform the League Office of the agreed upon dates and times chosen. Then...
- C:** The League Office will contact the team who committed the "NO SHOW" and have them choose one of the three times. Their choice will be relayed back to the inconvenienced team by the league office making the match officially rescheduled.
- D:** Playbacks will not be allowed for the team who caused the "NO SHOW" unless the inconvenienced team happens to be missing a player(s) as well.
- E:** SHOULD it happen that a team drops out of the league before the scheduled match can be made-up then the match will be treated the same as a BYE and you receive 3 free points (60 for 9-ball). You are not charged a team fee for a bye.
- F:** *If a team does a "No Show" again after having been officially rescheduled that team will be required to pay both the inconvenienced opponents weekly Team Fee in addition to their own team fee.*
- G:** *All "No Shows" resulting in a forfeit during the last "4" weeks of division league play will be scored the same as a "BYE." Injured teams in 8-Ball will receive 3 points + 2 bonus points for a total of "5" points, and in 9-Ball injured teams will receive 60 points + 20 bonus points for a total of "80" points. **The infracting team will be responsible to pay both team fees.***

SPECIAL NOTE: Every attempt will be made to reschedule if enough time is left in the session to make it happen. If it is played, and all the fees paid then the NO SHOW team will be allowed to remain

eligible for session-end play. Otherwise the inflicting team will be penalized. Any team who INCONSIDERATELY commits a NO SHOW offense during the last two weeks of session play or twice within the time span of normal session play without making up the match(s) will be disqualified from participating in both the end of the session playoffs and/or the wild card draw.

EXCEPTIONS:

- A:** If proof can be presented to the League Office, for Board of Governor review, illustrating that a team absence was indeed due to an excusable emergency and showing that the missing player(s) could not have been reasonably contacted, then a reschedule will be arranged.
- B:** Brand new teams within their first couple of weeks of session play will be allowed the leniency of reschedule due to their probable unfamiliarity with the league system. But only once!

XV. NORMAL MATCH RESCHEDULING:

- A:** First of all it must be done in advance. And that doesn't mean 10 minutes to 7pm on the night of play. Advance means in at least enough time to notify everyone so as they're not inconvenienced by showing up when they did not have to. Notifying a day or two in advance would be very nice. **Also, the League Office must be notified prior to any re-schedule.**
- B:** If it is known that on the upcoming night of league play your team is going to missing a player(s) then you can schedule individual play in advance. **For your own protection,** notify the League Office first. The opposing team is required to comply (without any forfeit or penalty to you). Simply have the player(s) who is (are) going to be gone meet with the opposing team chosen opponent(s) play, pay, and score their individual race(s). Be sure to save and use the same scoresheets to document the rest of the races on the regularly scheduled night of play.
- C:** **If the deadline for make-up matches** is near at hand and the two teams cannot agree upon a time to play their make-up match then, as a last resort, the league office will intervene, and officially set a required time for the two teams to meet.

XVI. THE PLAYBACK RULE: In the event that a team shows up for a league match and at the point of forfeiture, finds that they cannot field 5 players and stay under the '23' rule—but have players on their roster that could have played had they been there---then the opposing team will choose a player from the encumbered team to play again. Details are as follows:

- A:** When an opposing team chooses a player to playback, then that player chosen should meet the requirements set forth by the "23 rule". Moreover, the team who has players absent must prove that they have another player(s) on their roster that could have legally played. If they do not, they must forfeit the last race. For example, a team has 6 people on their roster with listed skill levels of 6, 6, 5, 5, 4, & 3. On this particular night they have only 4 players show up and play...6, 5, 5, & 3, which equals 19. In this scenario only the SL-3 can be chosen to play back because any one of the other 3 players present (6, 5, or 5) if played would result in a 23 rule violation and they do have a 4 on their roster who could have played had he or she been present. **The opposing team cannot force the team over the "23" rule and then violate them.**
- B:** The team who is short player(s) will have absolutely no "say-so," or voice, regarding who is to be chosen from their team to play again. The decision of who plays will be totally up to the team who has all their players present. Regarding who pays and how much is up to the team whose player is playing twice. Usually, the cost is

spread amongst those present, but that's a team decision. The bottom line, is that the entire \$30.00 team fee must be paid and turned in to receive any bonus points.

- C:** Only one (1) single playback for each team is normally allowed. If one team only has 3 players and the other team only has 4 players, the team having 3 will be designated one playback and both teams will “blind-draw” the 5th race. However, there have been recorded instances where some team captains have allowed a team to have two players participate in a playback under the umbrella of sportsmanship. That is not how the Rule was intended, but good sportsmanship should always prevail so the league office will not intervene if two teams agree to bend the rule this way. **Anyone trying to slip in a triple playback by one player will be disallowed in every instance by the League Office because the computer will not allow a player to ever play more than twice in the same team match.**
- D:** Should both teams have a player missing—even during playoffs--then a "Blind Draw" will be made to match up the 5th race. This is normally the only case where both teams playback.
- E:** **THE PLAYBACK RULE IS NOT** a tool to get around the ‘23’ rule! In **ALL** cases, a team must play only the combination of players that proves that they could legally meet the “23” rule. If there is no such combination on their entire roster then they are allowed to play four players -- adding to nineteen or less -- and forfeit the last race.
- F:** **Approximately 75% of the way through the session**, it will be announced in the message box at the bottom of the score-sheet the final week that playbacks will be allowed. By mandate of the OPAL Board of Governors to the league office no further playbacks are to be allowed after that time except **(1)** under “D” above, or **(2)** the playback occurs in a make-up match from a week previous to the close of playbacks.
- G:** **No one** from the team who is missing players **is allowed to leave the site** before the playback person is chosen **without first notifying the opposing team captain** that they have a legitimate excuse to leave. **EXCEPTION:** A player may leave if they are ineligible to do the playback as their skill level would violate the "23" rule.
- H:** Draw a heavy circle around the player's name that gets chosen to playback.

LEAGUE OFFICE COMMENT: *Before the playback rule there was a lot of friction regarding the whole issue of “Paying without Playing.” It had been an issue of conflict for both the league office and the player. In past extremes teams from the far reaches of all divisions tried to avoid this conflict by rescheduling individual races. Unfortunately, this was a documenting nightmare to the league statisticians. Since the implementation of the playback system and its ratification into the league By-laws, rescheduling of individual races no longer occurs except in rare cases where a team needs to have a person play in advance of the main match.*

XVII. TROPHIES & AWARDS: Individual trophies will be awarded at the end of each session to each team who placed either 1st or 2nd in a division with eight (8) or more teams. Each division will also be awarded one (1) **MVP**, one (1) **MIP**, one (1) **SPORTSMANSHIP**, and one 1st place **HOST LOCATION** trophy. Divisions having less than eight (8) teams will get framed certificates for 2nd place unless they are involved in an inter-divisional cross-play.

A: **Sportsmanship** trophies are awarded to one individual player in each division via individual popular vote from the membership of that division. Nominations from your team members must be for individual members from another team.

B: **Most Valuable Player & Most Improved Player** trophies are awarded strictly on individual performance and takes into consideration the number of matches played, win percentage, and the degree of difficulty of each race played. Candidates for MVP awards must play in 70% of the matches. Candidates for MIP must have played at least one session prior and in at least 50% of the matches of the current session.

C: High Point Pin Award: This award is given in recognition for being a member of a team accumulating the highest total of match points at the time of the Wild Card Draw that opts to buy in directly to the tri-cup tournament instead of going through playoffs. High Point teams that opt for playoffs are ineligible..

D: Special Performance Awards: Outstanding play accomplishments are recognized by the Patch and Certificate programs. They are awarded based on exemplary achievement and performance in the following areas:

- 1- **Patches:** Patches are awarded for both 8/9-ball breaks and 8/9-ball break and runs. Each player who performs either or both feats will receive a patch for the very first one accomplished each session. In 9-Ball there is a very beautiful and prestigious **“Grand Slam”** patch (*Awarded one per session*) to any player who during the time span of any given session happens to record all of the following: **(1)** 8-Ball break, **(2)** 8-Ball break & run, **(3)** 9-Ball break, and **(4)** 9-Ball break & run. Also, new in 9-Ball, there is now a **“Skunk Patch”** awarded for shutting out your opponent...20 to zip.
- 2- **Certificates:** A special merit award certificate is printed up for the categories of: **(1)** table runs, and **(2)** shutouts. The player in each division who records the most in each of those categories plus the most 8 or 9-ball breaks as well as the most 8 or 9-ball Break ‘n’ Runs will receive a special framed certificate.

SPECIAL NOTE: *Captains are responsible for filling out the gold colored forms provided in each team folder and turning them in to the league office each time that a player qualifies for an award. Both captains must sign the form for it to be valid.*

XVIII. MARKING THE POCKET. Wherever the 8-Ball is pocketed—if—the marker is closest to that pocket in which the 8-Ball actually was pocketed and as long as it was a legal hit—then the person shooting wins the game. *Even if the 8 Ball happens to hit the marker knocking it off the table onto the floor it is still a win for the shooter. The game is not lost should the marker happen to be touching a diamond. Also, it is not important whether or not a shooter actually placed the marker, touched it, or even glanced at it prior to shooting in the 8 Ball. The only thing that really matters is that the 8-Ball has to go into the pocket--nearest the marker -- without the cue ball scratching!*

XIX. SLOW PLAY: Generally, nothing is said if occasionally a player goes into the "think tank" in a difficult situation. We all do it at one time or another. However, when it seems to occur practically every time, it becomes annoying. The NATIONAL tolerance falls at 30 seconds from the time the balls stop rolling. If you think someone is taking excessively longer than 30 seconds, then time the individual and see. Most of the time, you will discover that what seems excessive is really your own anxiety playing tricks with you. However, if you discover the individual is taking too much time then have your COACH approach the opposing teams COACH so they both can--SECRETLY--time the player together. If it is determined way too much time is being taken then IMMEDIATELY after the players next shot occurs a NON-COUNTING TIME OUT shall be called and BOTH COACHES will approach the player and issue a SLOW PLAY WARNING. After the warning is given assign someone on the sidelines to give *“10 seconds left”* warnings in order to keep play moving and to help the player avoid taking too much time.

LEAGUE OFFICE COMMENT: *SLOW PLAY is more a matter of pool etiquette than anything else. Use your judgement. Be fair and sportsmanlike. After a formal warning has been given the following are the penalties for slow play: 1st time, Warning & Timer assigned; 2nd time, ball in hand to opponent; 3rd time, loss of game; 4th & last time, loss of race. We hope that you will use every reasonable effort possible to avoid having to use these penalty situations, but they are there just in case you need them. They are the national standard.*

XX. TABLE SIZE: The official table size used for play at national Higher Level Tournaments is a seven-foot table. However, not all host locations have 7 foot tables. If that be the case then league play should take place on the closest size to a 7 foot table available in that location that is larger than 7 feet. If there is an 8 foot table the league match should be played on the 8 foot table. If 9 foot tables are all that is available at a presiding host location then league play will take place on a 9 foot table. 6' tables are allowed only as a last resort.

XXI. SPECIAL APA RULES:

A: COACHING:

- (1) IF ANY TEAM MEMBER asks a shooting player if they want a time out it will be regarded the same as if the shooter or coach officially called for a time out. During a "Time Out" it is permissible for a coach to place the marker by the pocket or to place the cue ball for the player to shoot. The shooter does not have to touch the marker or the cue ball before shooting.
- (2) CONFERENCES ALONG WITH THE COACHING must be over and done within the one minute allotted time out period. Only the Shooter and the Coach are allowed up at the table during a timeout! If a coach wants a team consensus he must leave the shooter at the table--out of earshot--and go to where the team is sitting to discuss strategy and/or seek further advice. After which only the coach may return to the table and talk to the shooter. Again, all within a one (1) minute time period.

B: PUSH SHOTS Vs DOUBLE HITS: Most people are under the mistaken opinion that a push shot and a double hit are the same thing. THEY ARE NOT. One is a ball-in-hand-foul and the other is not. The double hit is the foul. A double hit occurs when the tip of the cue stick hits the cue ball a second time in the same stroke. Some double hits are quite easily detectable such as shooting the cue ball into an object ball and then having the cue ball rebound back from a rail and hit the tip of the cue again.

The major controversy occurs however, when the cue ball is close to the object ball that you are shooting. In this scenario, if the cue ball and object ball are frozen together and you shoot straight through the two balls with a level stroke we will classify this as a push shot and will be deemed as a legal shot. All the ear will hear is a distinct "Thud" as the cue tip strikes the cue ball. If however, the cue ball and the object ball are not touching and you shoot straight through them you most likely will be called for a double hit which will result in ball-in-hand to your opponent. In this instance a clear and distinct "clack" is heard as the cue tip strikes the cue ball. What happens is that the tip of your cue strikes the cue ball. The cue ball bounces off your tip and strikes the object ball. The cue ball will stop dead. Then, in faster than the blink of an eye, the tip of your stick catches up to the cue ball in your follow through and strikes the cue ball again. Thus, a double hit.

Most of the time, this cannot be seen by the naked eye. What you will see is the cue ball and the object ball flying down the table at the same speed much like a train and it's caboose—one behind the other---or the cue ball actually catches up to the object ball. When you see that occur--it's a double-hit foul resulting in ball in hand! If, however, the shooter is able to shoot down on the back of the cue ball causing the cue ball to follow and stop, spin back, or not follow the object ball down table in unison speed, then it will be ruled a good hit.

To attempt to avoid a double hit from occurring the shooter must shoot at an angle great enough away from the directional center of the two balls so that the cue stick in it's path through the cue ball would not have touched the object ball had the cue ball not been there. In the spirit of sportsmanship, it is required that an opponent instruct the shooter what they must do to avoid the double hit before they shoot. – especially in the case of a novice player. **A team cannot call a double hit infraction if they have not first instructed the shooter on how to avoid the foul.**

C: THE '23' RULE: There is no stronger rule in all of APA then the "23 Rule." The rule specifically states (*excluding Masters team formats and the Ladies "19" Rule*) that the combined total of all the skill levels played during a team match cannot exceed "23". **APA's computer software is now designed to catch any and all "23" rule violations which may be adjusted, and enforced, at the league office.**

The OPAL-APA Board of Governors has voted into policy that any team who breaks the "23 Rule" regardless, whether or not, the opposing team catches it may be subject to disciplinary action. Teams that repeatedly violate the "23 Rule" may find themselves facing suspension.

NEW

→ **Beginning May 1, 2006 any team who violates the '23' Rule ('19' for Ladies) will receive "0" points for that night of play. More dramatically however, is that the team that's in compliance WILL NO LONGER receive all five (5) match points even though it is still written that way in the team manual. Instead the complying team will receive only those points they had legitimately won plus one point for each match race forfeited after the '23'-'19' rule violation occurs.** (In 9-Ball 15 points per match race)

In the spirit of good sportsmanship it is our OPAL-APA suggestion that the complying team inform the other team of the fact, and then allow them to put up a different, non-violating, player instead---rather than let them put up a player whose skill level would violate the '23'-'19' rule. **To receive points for a '23' or '19' Rule Violation the non-offending team must put a notification on the score sheet.**

D: EQUIPMENT:

- (1) Any piece of equipment designed specifically for pocket billiards—*with the exception of jump cues and laser devices*, is acceptable in open APA League Play.
- (2) Special equipment such as bridges, short cues for encumbered shots, and extenders are all quite legal. However, jump shots must be performed with your regular stick. Special designed jump cues MAY NOT be used in competition. (*Except in Triple Play Masters Format*) Furthermore, a player is not allowed to break down a cue in any way, shape, or form, in an attempt to execute a jump shot.
- (3) **The Official Cue Ball** for OPAL-APA is the **Red Circle Cue Ball**. It weighs the same as the object balls, is perfectly balanced, and rolls true. (*Red Triangle, or Blue Dot, are also perfectly acceptable*) **ALL League Matches** will be played with these types of composition cue balls if one is available and **THERE IS TO BE NO ARGUMENT!** Furthermore, it doesn't matter if the Host Location or a player provides the cue ball. The bottom line is that if a composition cue-ball is available all players will use it. All local APA league, social, & regional higher-level tournaments will be using this type of ball.

XXII. COMMUNICATION & SPORTSMANSHIP is a two way street in our league community. It is OPAL'S policy that whenever someone makes a reasonable request in advance that every effort will be made towards its compliance! The best practical and economical way we have of communicating with individual league members is via the Team Captain through the weekly Newsletter. Always check the newsletter each week and then share it with your teammates.

It is our goal in OPAL-APA to always keep you informed of where the "good times are rolling" so that you can experience at first hand the true meaning of putting "fun" back into pool! APA takes great pride in encouraging everyone to relax, enjoy themselves, and play within the spirit of the rules rather than just the written rule. Please remember that it is impossible to cover every situation 100% with rules. **"Common sense must take precedence."** Furthermore, don't just sit in the bushes waiting for an infraction to happen by

and then pounce on it. Be a sport; try your best to prevent the infraction from even happening by saying something in advance! If you do, most people will respect you in the morning---especially that person who you will see when you look into the mirror!

Un-sportsman-like Conduct is not welcome in any shape or form and will be not be tolerated. A player with a bad attitude takes away the fun for everyone. Any player who “cops an attitude” and walks out in the middle of a match race will result in his, or her, team forfeiting that one match race to the opposition. (1-0 in 8-Ball and 20-0 in 9-Ball.)

Teams that try to gain advantage by creating their own rules or custom interpretations are subject to sportsmanship violations. WIN AT THE TABLE AND NOT FROM THE CHAIR "IS" a generality that promotes--Harmony, Camaraderie and Good Times---which "is indeed" what this league is sincerely all about. Throughout the APA community you will meet many fine people some of whom may become your friends for life. Therefore, please try to make things pleasant and nice for those you meet in the places we go---hopefully those whom we meet will also do the same...!

XXIII. SPECIAL OPAL COMMENTARY: Everything previously illustrated is the complete up-to-date recorded and documented By Laws of our regional APA Pool League. The entire context has been designed and/or examined by our local Board of Governors and recognized by the American Poolplayers Association National Office Headquarters located in Lake St. Louis, Missouri.

OUR CREED IS: SPORTSMANSHIP PREVAILS ! PLEASE REMEMBER that your input is wanted and welcomed---in addition to---being sincerely appreciated! **If you have** any comments or suggestions to enhance the foundation and development of our league community please share them with our office. We put forth a lot of effort and energy in trying to accommodate any reasonable request from our OPAL membership. As APA League Operators we have the authority, and the power, to employ any judgment call, which we feel to be in the best interest either for the league office or our general membership. However, it is this league office's general policy that you decide the course of action right for you to pursue simply because we want YOU to become an integral part of "**TEAM APA**" for **FUN 'n' KICK'S** in **2000 'n' SIX!**

Respectfully Yours,

Merle & Boomer

Merle & Boomer Humphreys
APA League Operators
Portland / Vancouver

Donna Kingsbury Office Manager	Stacie Larson Office Assistant
John Blue Area Manager	Annette Simmons Office Assistant
Terry Pinto Webmaster	Nate Dixon Office Assistant
Bud DeWiener Security	



Original Pool Amateur League

OPAL: "A real 'GEM' in YOUR community"! -- Enjoying "Fun & Kick's" in 2000 'n' Six!