



THE GOVERNING BODY OF AMATEUR POOL®

The OPAL - APA BYLAWS

SERVING YOU:	WEBSITE: www.pacificnw.apaleagues.com
MERLE HUMPHREYS EMAIL: apamerle@aol.com BOOMER HUMPHREYS EMAIL: apaboomer@aol.com	League Operators
Office/Fax: 503-243-6725	Cell: 503-381-6725
OFFICE HOURS:	
Monday through Friday:	11:00 AM to 9:00 PM
Saturday:	11:00 AM to 5:00 PM
Sunday:	OFFICE CLOSED
AFTER HOURS: Fax, or leave a	Voice Message
John Blue Cell: 503 481-0323 D Cindy Saunders Lori Shoup	Area Manager Office Assistant Office Assistant

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The OPAL "BY-LAWS"



Original Pool Amateur League---Revised February 26, 2016



I. FEES: The individual APA membership fee is **\$25**. Each player in the APA Pool League must be at least 21 years of age before they can join the American Poolplayers Association (APA) in the State of Oregon. This fee must be paid on the first night of League play, or by no later than the 4th week of the session whichever comes first. 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 \$15 if renewed by March 1st of the coming year.

A. THE WEEKLY TEAM FEE is **\$40**. for "Open" division 5 person teams, **\$30**. for "Triple Play Masters," **\$24**. for "Ladies," and **\$80** for a "Double Jeopardy" format. no matter how many players 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 \$40. is required to be paid by the fourth week of the session for all regular 5-person teams. Double Jeopardy teams pay **\$80**. (*Other formats such as 3-person or Ladies teams are required to prepay their last week 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, Thursday, and Saturday 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. Team 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 or emailing your scoresheet into the League Office. If you fax or email, 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:** During normal nightly League play---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 to begin---(regardless of what the weather conditions may be)--no later than 7:00 PM. However, on Sunday Afternoon League play 1:30 to 1:45 PM will be the Home teams time and 1:45 to 2:00 PM will be the Visiting Teams time.

A. **SCHEDULED MATCH PLAY:** In all-weather begins precisely at 7:00 PM. (Saturday: Double Jeopardy 2 PM, Sunday: Ladies 11:30 AM, and Double Jeopardy at 2:00 PM) 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 on a case by case basis -- a reschedule, or a forfeit.** However, the office is closed on Sundays so if a problem occurs, or a team "no shows" call your Division Representative.

B. **PUTTING UP PLAYERS:** Once the first team has put up a player and the second team has named whom they are putting up---both teams are committed. Neither team can change to another player unless they would be violating the 23-Rule. The lag should be underway within seconds of the second 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 3 bonus points available each week. 1 bonus point is given for having the score sheet filled out completely and correctly, and depending on your night of play, taken to either your drop location, or postmarked, on time. The second bonus point is for having your money correct in the envelope. The third bonus point is for **CIRCLING** the 5 Star Sportsmanship rating and turning it in **ON TIME**.

B. **9-Ball** --10 bonus points are given for a timely postmark &/or being dropped off in time, 10 points for having the money and score sheet correctly filled out, and 10 points for filling in the 5 Star Sportsmanship Rating. This is a total of 30 possible points each week. Teams who continually turn in incomplete, untimely scoresheets without the "5 Star Sportsmanship rating" 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. You **MUST** notify the opposing Team Captain---prior to the start of the match--- if you're adding a new player to your roster.

- 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 C aptain** 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 4 weeks of the session without having first gotten approval from the League Office.
- D. **All Teams** who qualify for regionals in the Tri-Cup tournament and/or from the Regional tournament to the World Pool Championship 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 Higher Level Tournaments. During Regional or Championship 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 four 7' tables for division playoff's to take place.

VIII. TRIPLE PLAY MASTERS DIVISIONS: TPM divisions are a 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 players SL's '5' & Above. 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. Up to a maximum of 3 team "Bonus points" will be awarded per League match providing that the scoresheets are filled out correct, and submitted to the League Office in the allotted time.

IX. LADIES 8-BALL DIVISIONS: Up to a total of five (5) ladies per team roster (*only three of which can play in a scheduled League match*) with a "**13- Rule**" maximum Skill Level cap. As of this Bylaw Revision Date the Ladies 8-Ball team count is **NOT** sufficient enough to automatically secure a ladies 8-Ball team slot to the Showdown Series in Las Vegas. The ladies must maintain on the average of 14 teams throughout the League year in order to be granted an automatic slot.

X. THE WILD CARD DRAW: By vote of the members, all Wild Card Draws will be done in the office. In order to participate in the Wild Card Draw there are two (2) **MUST** requirements:

- A. Your team must be in good APA 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. You must return the playoff option slip that will be included in your team packet towards the end of the session stating which option your team wishes. For electronic divisions, you must respond to the playoff option email sent to you towards the end of the session.

XI. THE TRI-CUP TOURNAMENT: *(Does not apply to “Ladies, Super 26, or TPM” divisions)*

was voted on by the general membership and made its formal debut by vote of the general membership at 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 uses the APA modified single elimination format and will be enforced by the World Pool Championship 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 or 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 the top eight of a Tri-Cup for 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 allows 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 World Pool 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 have to divide equally amongst the team players to 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. 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 OFFICIAL 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 Wild Card. 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.

NOTE – 5: In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs. No more than two teams from the same 4-team division may advance to the Tri-Cup

XII. World Qualifiers: (Tournament of Champions) In 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, World Qualifiers are Higher Level Tournaments and are a prelude to the World Pool Championship 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 World Pool Championship 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”, Masters and Super team formats, the only way a team can qualify for World Qualifiers 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.

The OPAL-APA Board of Governors carefully analyzed and evaluated all financial facets and thereby concluded the following awards for each regional:

A) 8-Ball World Qualifier: As of this Bylaw revision date, the OPAL-APA 8-Ball team count is sufficient enough to allow “**Six**” 8-Ball open team slots to the World Pool Championship in Las Vegas. Since the 8-Ball competition covers up to 5 nights and 5 days each qualified team will receive from a 3 to \$4500, dollar allotment based on the League years team count average. \$250 will automatically be forwarded to APA to hold that team’s slot for the World Pool Championship. The remaining \$4250 (per team) will be used toward travel and lodging expenses. Should there be any money left over the team will receive the unused balance. **Las Vegas** last place money and the \$250 prepaid tournament entry fee will be paid to the captain in cash when they register the team.

B) 9-Ball World Qualifier: As of this Bylaw revision date, the OPAL-APA 9-Ball team count is sufficient enough to allow **“Five”** 9-Ball open team slots to the World Pool Championship in Las Vegas. Since the 9-Ball competition covers 5 nights and 5 days each qualified team will receive from \$4500 dollar allotment based on the League years team count average. \$250 will automatically be forwarded to APA to hold that team’s slot for the World Pool Championship. The remaining \$4250 (per team) will be used toward travel and lodging expenses. Should there be any money left over the team will receive that unused balance. In Las Vegas all teams receive last place World Pool Championship money along with the \$250 prepaid tournament entry fee.

XIII. DEFINITIONS: A **TEAM MATCH** is comprised of "5" individual team member **MATCH 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 is deemed 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!**

XIV. POINT MONEY: In each division, teams finishing highest in point totals will receive money back 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 fact might be if ties should occur.

PAYOUT FORMULA:

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

XV. NO SHOWS: APA does not allow a 15-0 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 8 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 scored the same as a BYE and you receive 8 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 8 points + 3 bonus points for a total of “11” points, and in 9-Ball injured teams will receive 60 points + 30 bonus points for a total of “90” 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!

XVI. 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 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 be 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.

XVII. 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 **is required** to choose a player from the encumbered team to play again if it is within the allowable playback time frame set by the League Office. **A Playback IS NOT allowed during Division Playoffs, Tri-Cups, Regionals, or World Pool Championship.** Details are as follows:

- A:** When an opposing team chooses a player to playback, then that player chosen must meet the requirements set forth by the "23-Rule". *(26 for Super)* 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 pick a player whose Skill Level will make them exceed the "23"-Rule.** *(26 for Super)*
- 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 \$40.00 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 "Double Playback" where two players from the same team participated 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 in this scenario. However, ***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---then a "Blind Draw" using only eligible skill level players will be made to match up the 5th race.
- E:** **THE PLAYBACK RULE IS NOT** a tool to get around the 23-Rule! *(26-Rule for Super)*
A team must be able to prove that they could have played 5 different players whose combined skill levels when added together would not exceed "23." If there is no such possible combination on their entire roster then they can only play four players -- adding to nineteen or less – and then forfeit the last race.
- F:** As mandated to the League Office by the **OPAL Board of Governors**, a little more than midway through the session, it will be announced in the message box at the bottom of the score-sheet just when **double playbacks** will **stop** being allowed for the session. The only exception would be if the playback happens to occur in a make-up match from one of the week's 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 because their skill level would violate the 23-Rule *(26 for super)*.
- H:** Draw a heavy circle around the player's name *in the scoring section* that gets chosen to playback.

XVIII. 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**, 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 Awards: An Individual team in each division---as determined via the National APA standardized “5 Star Rating System” which the opposing teams mark on the scoresheets from each League match played---will be recognized. No longer will sportsmanship trophies be awarded to individual players.

B: Most Valuable Player: (*One Male and one Female per division*) Trophies are awarded based on PA (Points Available). For example, If one plays 10 matches of 8- Ball there is potentially 30 points to be won. Winning 15 points would give you a PA rating of 50%. In case of a tie, the award will go to the player with the highest win percentage. If there is still a tie, then the person who earned the most performance points would win. Candidates for MVP awards must play in at least 70% of the total session matches available.

C: High Point Pin Award: (*Except for Ladies, Masters, & the Super Pool divisions*) 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: “Mini Slam” Patches are awarded for either 8/9-ball breaks and 8/9-ball break and run. Each player who performs this feat will receive a patch for the very first one accomplished each session. Also, 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: **(A)** 8-Ball break, **(B)** 8-Ball break & run, **(C)** 9-Ball break, and **(D)** 9-Ball break & run. Also, in 9-Ball, there is a “**Skunk Patch**” awarded for shutting out your opponent---“**20 to 0.**”

2- Certificates: A special merit award certificate is printed up for the categories of: **(1)** table runs, and **(2)** 8-Ball shutouts. Each player in a division who records the most in each of those categories-- plus the most 8 or 9-ball breaks; or the most 8 or 9-ball Break ‘n’ Runs, as well as “Skunks”, will receive a special framed certificate.

SPECIAL NOTE: Team 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.

XIX. 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!

XX. 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 20 seconds from the time the balls stop rolling. If you think someone is taking excessively longer than 20 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.*

XXI. 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.

XXII. SPECIAL RULES:

A: BLUE TOOTH or HEADSETS of any kind are officially banned from being worn by a shooting player during League play, special events, or Higher Level Tournaments. Technology has mutated to the point where these devices can enable a person to get illegal coaching. The perception is there whether you're receiving secret messages or not. Any person caught wearing one of these devices during match play is guilty of a sportsmanship violation, and therefore needs to be documented on the back of the score sheet. *It is **NOT** a foul resulting in a Ball In Hand infraction.*

B: SMOKING: Mandated January 2009—BY OREGON STATE LAW--- It is no longer permissible for individuals to smoke inside any public domain. Individuals who smoke will have to do so outside, or in a designated smoking area. **FURTHERMORE**, If you are a smoker, you will **NOT BE** allowed to take a smoke break in between starting and finishing a League Match Race. You can go smoke before, and after the match race is finished, but you cannot stop play from being continuous by going outside and taking a smoke break in between racks rudely, and discourteously, forcing all others to wait while you do so.

C: COACHING: 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.

(1) If a coach, or anyone on the team, suggests a time-out to the shooter, the time-out must be taken. However, if a player asks for a time-out, the coach can refuse to take it and no time-out will be charged. Mark all coaches (time-outs) with a "T" on your score-

sheet. Coaches are allowed to place the cue ball and can place the pocket marker during a coaching time-out in a ball-in hand situation. All rules regarding fouling the cue ball apply to the coach when placing the cue ball for a player. 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.

D: 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 your 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. Specifically, what happens is that the cue tip strikes the cue ball. The cue ball then 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 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 its 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 close "cue ball / object ball" double hit infraction if they have not first instructed the shooter on how to avoid the foul.**

E: THE 23-RULE: (excluding Masters & Super "26"-Rule, and the Ladies "13"-Rule) There is no stronger rule in all of APA then the team Skill Level Cap Rule." For example, the 23-Rule specifically states that the combined total of all the skill levels played during a team match cannot exceed "23". **APA's computer software is 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 Skill Level Cap Rule regardless, whether or not, the opposing team catches it may be subject to disciplinary action. Teams that repeatedly violate the "Skill Level Cap Rule" may find themselves facing suspension.

In the spirit of good sportsmanship it is our OPAL-APA suggestion that the complying team inform the other team of their inappropriate choice, and give them the opportunity to put up a player with the appropriately fitting skill level instead---rather than let them put up a player whose skill level would violate the appropriate Skill Level Cap rule. **To receive points for a '23' or '13' -Rule Violation the non-offending team must put a notification to the League Office on the score sheet.**

F: 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. (*Measle balls--- aka known as a TV Ball*) are also acceptable. **ALL League Matches** will be played with these types of composition cue balls if one is available. **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 "Red Circle" cue-ball is available all players will use it. All local APA League, social, and regional Higher-Level Tournaments will be using this type of ball.

XXIII. COMMUNICATION & SPORTSMANSHIP is a two way street in our League community. It is OPAL-APA'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, and APA has the right to make exceptions in special circumstances if it is deemed in the best interest. Meanwhile, "Common sense must take precedence." Please 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 an infraction from even happening by saying something in advance! Most people will respect that----especially that person who you see when you look into the mirror each morning!

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. (2-0 in 8-Ball and 15-0 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...!

XXIV.SPECIAL OPAL COMMENTARY: Everything previously illustrated is the complete up-to-date recorded and documented Bylaws of our OPAL-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.

REFUSAL TO DO BUSINESS

At any time, at the sole discretion of the League Operator, OPAL/APA can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

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 improvement of our League community then please share them with our office. We put forth a lot of effort and energy in conjunction with your Board of Governors to accommodate any reasonable request from our OPAL membership. As APA League Operators we have the authority, and the responsibility to employ any judgment call which we feel to be in the best interest either for the League Office or our general membership.

Moreover, it is the OPAL-APA office's general policy that you decide the course of action right for you. We want YOU to be an integral part of "**TEAM APA**" in **2019-2020!**

Respectfully Yours,

Merle & Boomer Humphreys

APA League Operators
Portland / Vancouver

Cindy Saunders
Office Assistant

John Blue
Area Manager

Lori Shoup
Office Assistant



Original Pool Amateur League

OPAL: "A real 'GEM' in YOUR community!"

