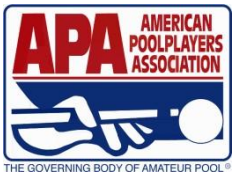




THE GOVERNING BODY OF AMATEUR POOL®

# The OPAL - APA BYLAWS

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<b>Saturday:</b>	<b>OFFICE CLOSED</b>
<b>Sunday:</b>	<b>OFFICE CLOSED</b>
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# The OPAL "BY-LAWS"



Original Pool Amateur League



**FEES:** The individual APA membership fee is \$30. Each player in the APA Pool League must be at least 21 years of age before they can join the American Poolplayers Association (APA) for most divisions. Those players 18-20 may join in certain divisions where there is a host location that allows under 21. Underage players may not be involved in matches at locations that are designated 21 and over. 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.

**THE WEEKLY TEAM FEE** is \$45. for "Open" division 5-person teams, \$33. for "Triple Play Masters," \$27. for "Ladies," and \$90 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. **A TEAM DEPOSIT OF \$45** is required to be paid by the fourth week of the session for all regular 5-person teams. Double Jeopardy teams pay \$90. (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 playoff.

**ELECTRONIC SCOREKEEPING (All divisions except Masters & Doubles):** All teams are to use the APA Scorekeeping app to keep and submit scores. If the app goes down during league play, continue keeping score on paper until the app comes back up and input the pertinent information. If the app does not come back up by the end of the match, take a picture of the paper scoresheet and email to [apaboomer123.opal@gmail.com](mailto:apaboomer123.opal@gmail.com) by no later than the deadline for your division. Masters and Doubles divisions need to download their own scoresheets each week and submit by email to [apaboomer123.opal@gmail.com](mailto:apaboomer123.opal@gmail.com).

**MONEY SUBMISSION:** All payments need to be made electronically using either Paypal ([apaboomer123.opal@gmail.com](mailto:apaboomer123.opal@gmail.com)), Venmo (look for Denise Humphreys, the APA logo is right next to my name) or Zelle ([apaboomer@aol.com](mailto:apaboomer@aol.com)) If it asks for a phone number, just skip past it. Other electronics services may be used, but you need to contact Boomer before sending in the payment to make sure it gets to us. All payments need to have the team name or a description of where the money is to be applied to in the comments section. If you are sending in money for multiple teams or items, a breakdown on how the money is to be split must be in the comments section.

**DEADLINES:** In order to receive all of your bonus points, scoresheets and money must be in Boomer's email by the following deadlines. Open divisions and Ladies will submit scoresheets through the scorekeeping app. Remember to mark the star rating before submitting the score sheet. Submission needs to be done immediately upon completion of the match. Masters and Doubles need to take a picture of the scoresheet (for 9 ball doubles we need both sides of the score sheet) and email to [apaboomer123.opal@gmail.com](mailto:apaboomer123.opal@gmail.com). Remember to circle the star rating before submitting the score sheet.

Monday divisions: 11 am Wednesday  
Tuesday divisions: 11 am Thursday  
Wednesday divisions: 11 am Friday  
Thursday divisions: 11 am Saturday  
Friday, Saturday & Sunday divisions: 11 am on Tuesday

**RETURNED CHECKS:** 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 \$25. The check fee for a check returned a second time will result in a \$50 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.

**PRACTICE AND STARTING TIMES:** During normal nightly League play---The Home team has exclusive rights to the match table from 6:00 PM to 6:15 PM and the Visiting team has exclusive rights to the match table from 6:15 PM to 6:30 PM. Before 6:00 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 6:30 PM. Saturday and Sunday divisions are to start at their official start time listed on the score sheet even if there is only one player from each team present.

**SCHEDULED MATCH PLAY:** If there is not at least one member of the opposing team present at 15 minutes past the official start time, 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.

**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 or the Senior Skill level Rule. The lag should be underway within seconds of the second team’s chosen player announcement!

**PLAYING ON TWO TABLES:** If after 2 hours past the match start time, 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. Two players have to split quarters- no argument- period! Furthermore, 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 subject to a penalty forfeit.

**BONUS POINTS:** Bonus points are awarded to teams for the timely submission of score correct team fees. These are “Team Points” and are added to the points that you earn in your weekly match.

- **8-Ball, Ladies, Doubles** -There is a total of 3 bonus points available each week. 1 bonus point is given for having the scoresheet submitted by the deadline for your day of play. The second bonus point is for having your money correct and submitted by the deadline for your day of play. The third bonus point is for CIRCLING or marking it in the scorekeeping app the 5 Star Sportsmanship.
- **Masters**- Bonus Points are all or nothing. If your money or scores sheet is late, no bonus points will be awarded for the week.
- **9-Ball** -10 bonus points are given for submitting your scoresheet by the deadline for your day of play., 10 points for having the money in by the deadline for your day of play., and 10 points for filling in the 5 Star Sportsmanship Rating. This is a total of 30 possible points each week.

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 late submission of score sheet, they cannot be returned. They are lost forever!

**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 World Qualifier and national play, 10 lifetime scores are required. For Masters, Ladies and Doubles: 20 scores in the last two years are required.

- For the first 4 weeks of the session, a team may add or delete players at will through the scorekeeping app prior to the start of the match. 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.
- 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 on poolplayers.com before they can be added to your roster. 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.
- 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.
- All Teams who qualify for World Qualifier in the Tri-Annual tournament and/or from the World Qualifier 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-Annual) The team roster that you have in Spring session is the only roster that can go on to the World Qualifier or Higher-Level Tournaments. During World Qualifier 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.

**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 playoffs to take place.

**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. Once you have qualified for World Qualifiers, you must remain active as a team with at least 2 original members in the Masters format through that league year. The league year starts Summer session and ends with Spring session.

**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. Once you have qualified for World Qualifiers, you must remain active as a team in the Ladies format with at least 2 original members through that league year. The league year starts with Summer session and ends with Spring session.

**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:

1. 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.

2. You must respond to the playoff option email sent to you towards the end of the session.

**THE TRI-ANNUAL TOURNAMENT:** (Does not apply to “Ladies, Doubles, 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-Annual tournaments in which they can participate. The Tri-Annual 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-Annual is a team money tournament that is designed to serve the following dual purpose:

1. First, the Tri-Annual will serve as a “World Qualifier” in order to reduce, to a manageable level, the number of 8 or 9-Ball teams that go on to play in the World Qualifier. Specifically, the top eight (8) finishing teams in each Tri- Annual 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-Annual for a second time during the same League year will not eliminate a World Qualifier 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 World Qualifiers which take place in June of each year. Teams winning at World Qualifiers 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.

2. Second, the Tri-Annual 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- Annual will win at least \$150.00 last place money. The higher a team places in the Tri-Annual the more money that team will have to divide equally amongst the team players to spend however they so choose. Tri-Annual Medallions (1st Platinum, 2nd Gold, 3rd/4th Silver, and 5th-8th Bronze) will also be awarded to all individuals whose teams qualify for World Qualifier play.

**HOW A TEAM MAY QUALIFY FOR TRI-ANNUAL 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:

Number of Teams In the Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p style="text-align: center;"><b><u>4-5</u></b></p> <p>One Team Qualifies For Tri-Annual</p>	<p style="text-align: center;">1<sup>st</sup> Place vs Wild Card Winner Advances to Tri-Annual</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p style="text-align: center;">Awards:</p> <p>Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p style="text-align: center;"><b><u>6-7</u></b></p> <p>Two Teams Qualify For Tri-Annual</p>	<p style="text-align: center;">Division Point Leader advances directly to Tri-Annual</p> <p style="text-align: center;">2<sup>nd</sup> Place vs Wild Card</p>	<p style="text-align: center;">Awards:</p> <p>Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>

	Winner advances to Tri-Annual	
<b><u>8-11</u></b> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual  2 <sup>nd</sup> Place vs Wild Card 3 <sup>rd</sup> Place vs 4 <sup>th</sup> Place  Both winners advance to Tri-Annual	Awards:  Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies
<b><u>12-14</u></b> Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual  2 <sup>nd</sup> Place advances directly to Tri-Annual  3 <sup>rd</sup> Place vs Wild Card 4 <sup>th</sup> Place vs 5 <sup>th</sup> Place  All winners advance to Tri-Annual	Awards:  Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies
<b><u>15-16</u></b> Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual  2 <sup>nd</sup> Place advances directly to Tri-Annual  3 <sup>rd</sup> Place vs Wild Card 4 <sup>th</sup> Place vs 7 <sup>th</sup> Place 5 <sup>th</sup> Place vs 6 <sup>th</sup> Place  All winners advance to Tri-Annual	Awards:  Top Point Finisher will receive the 1 <sup>st</sup> Place Session trophies

**WORLD QUALIFIERS:** (formally known as Tournament of Champions) In June, after the end of Spring session Tri-Annuals and the League year is when the OPAL-APA League Office hosts the team World Qualifier 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 World Qualifier 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.

\*A maximum of 25 teams will participate in the 8-Ball World Qualifier:

- \*Summer - 8 teams from the Tri-Annual
- \*Fall - 8 teams from the Tri-Annual
- \*Spring - 8 teams from the Tri-Annual

\*A maximum of 25 teams will participate in the 9-Ball World Qualifier:

- \*Summer - 8 teams from the Tri-Annual
- \*Fall - 8 teams from the Tri-Annual
- \*Spring – 8 teams from the Tri-Annual

\*subject to change based on team count

With the exception of the “Ladies”, Masters, the only way a team can qualify for World Qualifiers is to place in the top eight of the Summer, Fall, or Spring Tri-Annual tournament. The exception would be losing to an already qualified World Qualifier team in the medal round of either the Fall or Spring session Tri-Annual.

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

**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 \$4750, 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 \$4500 (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.

**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 \$4,750 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 \$4500 (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.

**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!

**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 6:45 PM or 15 minutes past your official start time, promptly call your division rep. If there is no answer, then call the League Office: 503-316-4322, 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:

- The inconvenienced team will confer and pick three (3) future dates and times that they can agree to conveniently reschedule the match. Then...
- The inconvenienced team must inform the League Office of the agreed upon dates and times chosen. Then...
- 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.
- 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.
- 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.
- 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.
- 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:**

- 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.
- 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!

**NORMAL MATCH RESCHEDULING:**

- First of all, it must be done in advance. And that doesn't mean 10 minutes to official start time 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.
- 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.
- 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.

**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 -Annuals, World Qualifiers, or World Pool Championship. Details are as follows:

- When an opposing team chooses a player to playback, then that player chosen must meet the requirements set forth by the "23-Rule". Moreover, the team who has players absent must prove that they have other 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.
- 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 \$45.00 team fee must be paid and turned in to receive any bonus points.
- Only one (1) single playback for each team is allowed per night, it must be the last match of the night.

- 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.
- THE PLAYBACK RULE IS NOT a tool to get around the 23-Rule! 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.
- 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 or the Senior skill level rule.
- If a team has 5 players present that that keeps them at 23 or less, those are the 5 players who must play even if they have players that are not present.

**TROPHIES & AWARDS:** Individual trophies will be awarded at the end of each session to each team who placed 1st in their division. Each division will also be awarded two (2) MVP (one male and one female), and one (1) 1st place HOST LOCATION trophy.

- **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.
- **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.
- **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:
  - **Patches:** "Mini Slam" Patches are awarded for either 8/9-ball breaks and 8/9-ball break and run. A mini slam will not show up in a player's stats unless both elements are achieved in the same match. The player will still get the patch. 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."
  - **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 sure the special performances are properly marked on the scorekeeping app. For Table Runs a note in the comments section will suffice. For a player to receive credit for a Rackless in 8 ball, they must be listed as having won the lag. If the scorekeeper accidentally puts the wrong player as winning the lag, either change it in the app before you submit or put a note in the comments section and we will change it before we score the match.

For Masters and Doubles, we must have a special performance filled out for all special performance 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!

**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.

**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.

**SPECIAL RULES:**

- 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 by email to [apaboomer123.opal@gmail.com](mailto:apaboomer123.opal@gmail.com). It is NOT a foul resulting in a Ball in Hand infraction.
- 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.
- 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. 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 scoresheet. 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.
  - 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.
- 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 its 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.
- THE 23-RULE: (excluding Masters and the Ladies “13”-Rule) There is no stronger rule in all of APA than 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.
- EQUIPMENT: 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.
  - 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.
  - 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 World Qualifier Higher- Level Tournaments will be using this type of ball.

**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...!

**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.

**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.

**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 2025-2027!

Respectfully Yours,

**Merle & Boomer Humphreys**  
**APA League Operators Portland / Vancouver**

**Cindy Saunders**  
**Office Assistant**

**John Blue**  
**Area Manager**

Original Pool Amateur League

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

