

- 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 captain** of any changes to your roster prior to the start of the match. Failure to comply will result in the opposing Team Captain having the option of whether or not that person will be allowed to play that night.
- C. **No team will be allowed to add or delete players** during the last 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 a Tri-Cup top eight a second time during the same League year will not eliminate a Regional slot but will merely win more money and re-establish originality. However, the team that they beat that 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, 3rd, & 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 3rd 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.*

XII. TEAM REGIONALS: (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, regionals 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 regionals is to place in the top eight of the Summer, the Fall, or the Spring Tri-Cup tournament. The exception would be losing to an already qualified regional team in the medal round of either the Fall or Spring session Tri-Cup.

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 Regionals: As of this Bylaw revision date, the OPAL-APA 8-Ball team count is sufficient enough to allow "**Seven**" 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 \$4000, 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 \$2750 to \$3750 (per team) will be used toward travel and lodging expenses. Should there be any money left over the team will receive the unused balance in cash **in Las Vegas** along with last place money and the \$250 prepaid tournament entry fee.

B) 9-Ball Regionals: As of this Bylaw revision date, the OPAL-APA 9-Ball team count is sufficient enough to allow "**Six**" 9-Ball open team slots to the World Pool Championship in Las Vegas. Since the 9-Ball competition covers 4 nights and 4 days each qualified team will receive from \$2500 to \$3500 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 \$2250 to 3250 (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, then 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 Playoff's, 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 \$35.00 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.