

**XVIII. TROPHIES & AWARDS:** Individual trophies will be awarded at the end of each session to each team who placed either 1<sup>st</sup> or 2<sup>nd</sup> in a division with eight (8) or more teams. Each division will also be awarded one (1) **MVP**, one (1) **MIP**, and one 1<sup>st</sup> place **HOST LOCATION** trophy. Divisions having less than eight (8) teams will get framed certificates for 2<sup>nd</sup> 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: 1<sup>st</sup> time, Warning & Timer assigned; 2<sup>nd</sup> time, ball in hand to opponent; 3<sup>rd</sup> time, loss of game; 4<sup>th</sup> & 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. 6' tables are allowed only as a last resort.

## **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-L 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 to pursue simply because we want YOU to be keen integral part of "TEAM APA" in 2017-2018!

Respectfully Yours,

*Merle & Boomer*

**Merle & Boomer Humphreys**

APA League Operators  
Portland / Vancouver

**Cindy Saunders**  
Office Assistant

**John Blue**  
Area Manager

**Carolyn Burgduff**  
Office Assistant



### **Original Pool Amateur League**

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

