

THE GOVERNING BODY OF AMATEUR POOL®

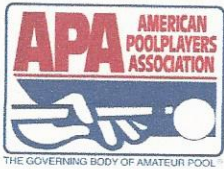
The OPAL - APA BYLAWS

SERVING YOU:	WEBSITE: www.pacificnw.apaleagues.com
MERLE HUMPHREYS EMAIL: apamerle@aol.com BOOMER HUMPHREYS EMAIL: apaboomer123.opal@gmail.com	League Operators
Office 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: 503-243-6725	Voice Mail
John Blue Cell: 503 481-0323 D Cindy Saunders Lori Shoup	Area Manager Office Assistant Office Assistant

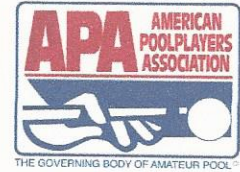
Revised: April 20, 2018

TABLE OF CONTENTS^{1.}

ITEM Number	Subject	Page number
I.	<i>FEES</i>	2
II.	<i>MAILINGS & DROP LOCATIONS</i>	2 & 3
III.	<i>PRACTICE & START TIMES</i>	3 & 4
IV.	<i>SCORESHEET PROTOCOL</i>	4
V.	<i>BONUS POINTS</i>	4
VI.	<i>ELIGIBILITY, SURVIVORSHIP & ORIGINALITY</i>	4 & 5
VII.	<i>DOUBLE JEOPARDY</i>	5
VIII.	<i>TRIPLE PLAY MASTERS</i>	5
IX.	<i>LADIES 8-BALL</i>	5
X.	<i>THE WILD CARD DRAW</i>	5 & 6
XI.	<i>THE TRI-CUP TOURNAMENT</i>	6 & 7
XII.	<i>TEAM REGIONALS</i>	7 & 8
XIII.	<i>DEFINITIONS</i>	8
XIV.	<i>DIVISION POINT MONEY</i>	8
XV.	<i>NO SHOWS</i>	8 & 9
XVI.	<i>MATCH RESCHEDULING</i>	9
XVII.	<i>THE PLAYBACK RULE</i>	9 & 10
XVIII.	<i>TROPHIES & AWARDS</i>	11
XIX.	<i>MARKING THE POCKET</i>	11
XX.	<i>SLOW PLAY</i>	12
XXI.	<i>TABLE SIZE</i>	12
XXII.	<i>SPECIAL RULES: Headsets, Smoking, Coaching PUSH SHOTS Vs DOUBLE HITS, "23 RULE," & EQUIPMENT.</i>	12 & 13 13
XXIII.	<i>COMMUNICATION & SPORTSMANSHIP</i>	13 & 14
XXIV.	<i>OPAL-APA LEAGUE OFFICE COMMENTARY</i>	14 15



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 score sheet into the League Office. If you fax or email, your score sheet 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.