



# Boomer's Page

## UNDERSTANDING DEFENSIVE SHOTS

Official Team Manual (Page 34-35) Section 23. ".....With the proper understanding and marking of Defensive Shots by the scorekeeper and his teammates during Weekly League Play, The Equalizer handicap system will work perfectly.

A Defensive Shot is a shot where the shooter deliberately misses so as to pass his turn at the table to his opponent. Simply stated, it is a shot where there is no intent on the part of the shooter to legally pocket a ball of his category. **Intent** determining factor. Think of it this way, **any time you are not playing offense, you are playing defense.**

Defensive shots fall into two basic categories. The first category is safeties. A safety is a defensive action taken when a player has no makeable or high percentage shot, or chooses to leave his opponent in a difficult situation. Safeties are perfectly ethical, yet intentional misses nonetheless and must be marked as Defensive Shots.... The shooter's intent is the determining factor in these situations. Sometimes intent can be a matter of opinion and judgment, but the scorekeeper's judgment must be accepted by the opposing player.

The second category is intentionally missed shots for the purpose of manipulating one's handicap, also referred to as sandbagging. Players of all levels of skill who learn to recognize this unethical conduct can make it much more difficult for player to unfairly manipulate his handicap.

Players with integrity call all safeties and intentionally missed shots. ..... It is not unusual for scoresheets to differ as to the number of Defensive Shots (editor's note: There should never be an argument as to what is or is not being marked as a defensive shot. It is up to each score keeper to mark defensive shots as they see them).

Note: If a player has a nearly impossible shot and does the best he can do to hit **and make** one of his object balls, but fails to make contact with his object ball, it does not fall into the category of defensive shots, as defined here."

There is an excellent video on our web site [pacificnw.apaleagues.com](http://pacificnw.apaleagues.com) showing what you should be looking for when marking defensive shots. We strongly recommend that everyone view that video.

## PLAYBACK RULE

The playback rule was specifically designed to help out teams that are short players due to sickness, work or vacation conflicts. **A recent Board of Governors meeting resulted in a major change to the playback rule which is lined out in the By-Laws that are included in your team folder. Please read that section.** A single playback will be allowed through the entire session, as long as it is not abused. Double playbacks will be allowed up through week 9 this session, at the opposing team's discretion, as long as it is not abused. **Note: one player cannot play 3 times in a match.** The team that is short players must keep everyone there until the playback is chosen. You are not allowed to manipulate who the other team has to choose from. The only people allowed to leave before the playback are the players that would put you over the 23 rule, 26 rule for the Super Division. If you have a player that needs to leave because of work, you may do the playback out of order, just make sure it is written and scored in the last space on the score sheet. Note: Double Jeopardy teams must strategize so that the same player is not needed on both tables at the same time. The opposing team does not have to wait until a player finishes the match on one table to do the playback on the other. Sportsmanship needs to prevail in all instances. Playbacks are not allowed during playoffs, tri-cup or regionals.

## BREAKING THE 23 RULE IS NOT ALLOWED

We are seeing a lot of teams breaking the 23 rule. Many of you are not adding correctly, but most of the violations are because teams are misusing the playback rule. Breaking the 23 rule is not allowed. Period!!! The five player's skill levels that play in a match must add up to 23 or less. When doing a playback, you must be able to prove that had all of your players been present, you could have still played the same line up. For example, a team has the following skill levels on their roster (9 ball) 6,5,9,3,4,2,6,5. On a particular night, they play 9,2,5,5 and then play their 2 a second time. That adds up to 23. However, since they do not have a 2nd skill level 2 on their roster, this is an illegal lineup. They could not have played this lineup if all of their players had been present. The same would have been true had the team chosen to forfeit the last race. This is a misuse of the playback rule and a 23 rule violation. The penalty for breaking the 23 rule: 1st time offense, a warning letter to the captain of the team. This is a one time, lifetime warning for the captain. The warning follows the captain to infinity and beyond. All subsequent violations will result in the team losing all points won for the match. It does not matter if the first offense was 10 years ago, the penalty is the same.

There is no good reason for breaking the 23 rule. The computer catches all violations so there is no way to slip one by us. Both teams should be watching to see that this does not happen. Good sportsmanship should prevail and teams should be looking out for each other to keep this from happening.

Note: The skill level cap is 26 for the Super divisions. Masters has no skill level cap.

## RESCHEDULE MATCHES

Halloween, Thursday October 31 If you cannot field a team, you will need to reschedule your match with your opponent. Do it now! Do not wait until the last minute.

Chinook Winds November 7-10 Best to pre-play this match. Deadline for makeups is November 16

Thanksgiving November 28th Thursday divisions have the day of the 28th off. All other divisions need to **pre-play** their match if there is a conflict.

**When rescheduling matches, first you need to contact your opponent for that week and come to an agreement that the match will be either pre-played or rescheduled. Next contact the host location for that week and let them know that your match has been rescheduled. Lastly, you need to contact the league office 503-243-6725 to let us know that you are rescheduling your match and what your plan are for completing the match.**



Entry Deadline for Most Events is  
October 25

You can download an entry packet off our local  
web site [pacificnw.apaleagues.com](http://pacificnw.apaleagues.com)  
Get your entries in today!!!