



OCTOBER 8, 2014



# BOOMER'S PAGE

*OPAL: Putting The Fun Back Into Playing League*

## NON-RATED PLAYERS MUST PLAY BY WEEK 7

All non-rated players, those without a skill level, must play by week 7 or they will be dropped from your roster. Non-rated players are those who have not played an APA match, they show up with 0 under skill level on your score sheet. Double jeopardy teams, your non-rated players must play in both 8-ball and 9-ball to get a skill level in each. If they only play in one or the other, they will be dropped from the roster in which they have not played. Please see page 31 of the official team manual.

### PLAYBACK RULE

The playback rule was specifically designed to help out teams that are short players due to sickness, work or vacation conflicts. 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 10 this session, 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, 13 rule for the Ladies 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. There may be rare instances where a player, because of work or illness becomes unavailable. As long as the other team notifies you of this fact prior to the player leaving, that player is no longer eligible to be called back. Common sense must prevail in these instances. 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. In order to do a playback, you must have at least 5 players on your roster whose combined skill levels add up to 23 or less for the Open divisions, 26 for the Super Division, 13 for the Ladies Division. The playback rule is not a way to get around the 23, 26, 13 rule.

### Using PayPal

Using Paypal is the fastest and easiest way to get money to us. Do not send as an E-check. Please send all payments to apaboomer@aol.com. Also put a note in the comments section telling us what the money is for, such as "team fees for 2506", so we can keep our records straight and get the money applied correctly. You can use PayPal for any monies that you wish to send to us. If you are interested in using PayPal, please give us a call before you make your first transaction so it comes through correctly.

### Chinook Winds

Entry Deadline for Chinook Winds is fast approaching!  
Early Deadline is October 15 for a cash drawing  
Final Deadline is postmarked by October 25  
You can download and entry packet off our web site  
[www.pacificnw.apaleagues.com](http://www.pacificnw.apaleagues.com)



## It's Not Whether You Win or Lose....

...it's how you play the game. In every race there is a winner and a loser. Does that mean that either player played over their head or that neither player played up to their potential? No. How many races are decided by one ball? How many races are decided by one player perfectly executing a defensive shot giving them the edge and ultimately resulting in a win? From the score sheets we see every week, I can tell you that over half of the races are decided this way. Does that mean that the 6 that lost did not play like a 6 or the 3 that won played well above their skill level? No. It is the nature of the game. Two pros play each other. There is always a winner and a loser. Does that mean that the pro that lost the match is any less a pro? Of course not. You can play extremely well and still lose a race. You can play really bad and still win the race. Sometimes, these types of races can raise or lower a player's skill level. Remember, skill levels are based on the best 10 of the last 20 scores. In most cases the best 10 are winning scores, but that is not always the case. We see it happen all of the time where a player loses a match and will still go up in skill level because they recorded a very good score that was just enough to bump them to the next level. Skill levels factor in many facets of the game. The strength of your opponent, the number of innings, the number of defensive shots, ball count (in 9-ball) and the overall win percentage. These facets do not all carry equal weight and any one or combination of two or more facets can raise or lower a player's skill level based on where they sit within their skill level. Every player record is unique. You cannot compare your record against someone else's and be able to predict or even question why they have not gone up and you have. Or visa versa. There are too many variables to do so. The system is designed that way on purpose to try to prevent players from manipulating the system in order to keep their skill level at a false level. Quit worrying about your skill level and play to the best of your ability each and every week. Your best one week may be the skill level of a 3. Your best the following week may be a 6. The system is based on averages and you will drive yourself crazy trying to figure it out. Concentrate on your game, keep score properly, and stop worrying about your skill level. The system does work .

## 23 Rule Violations

We are seeing an increase in 23 rule violations. Most of these are coming from teams misusing the playback rule. In order to do a playback, you must be able to prove that had all of your players been present and all 5 races been played with 5 different players, that you could have stayed at 23 or less with the line up that you put up. For example if a team has the following skill levels on their roster 7,5,5,4,3,3. On this particular night one of the skill level 3's and the skill level 4 are not present. This team would be able to play 7,5,5,3 and then the 3 would be able to play a 2nd time so that the team does not have to forfeit a match. They can do this because they have another 3 on their roster that would have kept them at 23 or less. Example 2: The team has the following skill levels on their roster 7,7,5,5,2. The lowest 5 players on the team adds up to more than 23. They can play 4 players up to 19 and have to forfeit the 5th race. They cannot play 7,5,5,2 and then have the 2 play a 2nd time thinking they are staying under the 23 rule because they do not have another player on their roster that will keep them under the 23 rule had everyone been present. You must have the players and skill levels on your roster to support your line up. Both teams should be keeping an eye on this and try to keep the 23 rule violations from occurring. 26 rule for Super Division, 13 rule for the Ladies Division. Breaking the 23, 26 or 13 rule will cost your team points.

