



# Boomer's Page

## SCORES ARE IN

The scores from the 8 ball qualifier that we ran last Saturday have been averaged in each participant's permanent record. You may find that a player's skill level has changed even though they did not play last week.

## PLAYOFFS AND TRI-CUPS

We are closing in on the end of the session very rapidly. Those of you that are in the top position , in divisions of 7 teams or more (except for Super & Masters divisions), will have the option to either buy-in to the tri-cup or to go through playoffs. If you want to buy-in, you must declare that fact on the play off option slip(s), that are attached to your score sheet(s) this week (**electronic divisions just need to email their option to apaboomer@aol.com**) and the \$100 will be deducted from your payback money at the wild card draw and you will not be eligible for trophies, but will receive high point team pins. If the first place team chooses to buy-in, then the 2nd, 3rd and 4th place teams will go through playoffs along with one wild card team. In divisions of 15 or 16 teams, both the first and second place teams get the buy in option. There will be two sets of playoffs with a division champion in each set. Two wild card teams will be chosen to participate in playoffs. A total of 8 teams in the divisions of this size will participate in playoffs and there will be two division champions. In order to be eligible for the wild card, your team must have all fees paid, must have completed all make-up matches and must have a representative present at the wild card draw (except electronic divisions and as noted in next week's Boomer's Page). The representative must be a member of your team. All Super, Masters and divisions of 6 teams or less will go through playoffs as described in the team manual. In order, to participate in the playoffs a player must have played at least 4 times with your team this session and cannot owe the league any money. Teams in open 8-ball or 9-ball divisions, the top 2 teams will have home table advantage. Double jeopardy divisions, playoffs will be held in a location that has enough tables for all teams in the playoffs. If a team qualifies for both 8-ball and 9-ball and happens to be playing two different teams, they cannot be in two places at once, therefore there is no guaranteed home table advantage for double jeopardy divisions. For more information about the tri-cup and playoffs, please refer to page 4 of your by-laws or talk to your division representative. **WILD CARD DRAW INFORMATION WILL BE IN NEXT WEEK'S BOOMER'S PAGE. Team fees are to be paid for playoffs. Please fill in and return your playoff options forms this week. Double Jeopardy divisions, we need an option slip for 8-ball and an option slip for 9-ball. Please turn in both.**

Please use the following abbreviations on your score sheet to notate special circumstances

8WP-8 Ball, Wrong Pocket

8OB-8 on the break

9OB-9 on the break

E8-Early 8

BR-Break and Run

TR-Table Run

S8-Scratch 8

8OBS-8 on the break,scratch

# During Regular League Play

## A forfeit in 9 ball is scored 15-0

## A forfeit in 8 ball is scored 2-0

### Everything you need to know about playoffs

Playoffs are played the same as in regular league with a few minor exceptions. In 8-ball, the match is over when it becomes mathematically impossible for one team to win. If the teams are tied after 5 races have been played the match will go to the team that won 3 races. If it comes to the point that one team cannot mathematically win in the middle of a race, stop the match and write "DNF" (for Did Not Finish) in the race. In 8 Ball playoffs, a forfeit is scored 3-0. **In 9-ball, the match is over when one team has earned 51 match points or it becomes mathematically impossible for one team to win. In 9-ball, if the match ends up 50/50 then the team that wins 3 races will advance. In 9-ball, if the magical 51 points is achieved in the middle of a race, the match is over. Stop play! Write "DNF" (for Did Not Finish) on the score sheet In 9-ball, for playoffs, a forfeit is scored 20-0.**

As in regular league play, you must be able to prove had all 5 races been played that you could have met the 23 rule with the line up you use. For example, a team with skill levels 7, 6, 5, 5, 4, 4, 2 cannot play 7, 6, 5 hoping to win in the first 3 races, because they cannot meet the 23 rule had all 5 races been played. In this case the only combinations where the 7 could play is 7, 5, 4, 4, 2 or 7, 5, 5, 4, 2 or 7, 6, 4, 4, 2. Any other combination would break the 23 rule.

If a team is short players, the team must play a combination that may include the skill level of a player who is not present and forfeit the 5th race. In the above example, the skill level 2 is not present. The team could play 4 players up to 21 and forfeit the 5th race and still make the 23 rule. There are no playbacks. Horizon Super Division, skill level cap is 26.

**Players that do not have a minimum of 4 scores played with a team are not eligible for playoffs and may not participate.** They may keep score, but they may not coach. You may use their skill level, however, towards the 23 rule, 26 for Super division. The number of times that a person has played is listed under "MP" (matches played) on your score sheet.

\$\$\$\$ next to a player's name means that player owes the league office money. These players are not eligible to play in playoffs and will not advance to tri-cups, regionals or nationals until that money is paid. In some cases, the money is paid after the score sheets are printed or the player has made arrangements with us to pay off the balance. If a player has made a payment arrangement with us and stuck to the agreement, they will be allowed to play. Please check with the league office before playing one of these players or you may forfeit that race.

**In Triple Play Masters, the match is over when it becomes mathematically impossible for one team to win. If one team reaches that magical number in the middle of a race, the match is over. No need to finish the race. A forfeit is scored 7-0.**

Team fees need to be collected and the money and score sheets need to be turned in as you normally do. Drop off divisions need to drop at their drop location by 11:30 pm Monday night. Mail in divisions need to get their score sheets postmarked by the day after play. If you have a credit on your team that covers the team fee, you may fax in your score sheet at 503-243-6725 or 503-378-1555 or scan and email to apaboomer@aol.com the next day. The entire team fee must be paid even if all the races are not played.

Double Jeopardy divisions will have their playoffs in a location that has enough tables to host all of the teams. Playoffs team will have the opportunity to vote on that location at the wild card draw for the first week. The office will pick the playoff location for the 2nd week. If your team makes it in both 8-ball and 9-ball and you are playing two different teams, you cannot be in two locations at once. So there is no guarantee of home table advantage. Sunday Divisions will be doing a double header on April 27.

**Team fees for week 1 are as follows:**

8-Ball and 9-Ball teams \$30. Super division teams \$35 Triple Play Masters \$30

**Team fees for week 2 are as follows: (Only the teams that win their match on week 1 advance to week 2)**

8-Ball and 9-Ball teams \$25 Super division teams \$35 Triple Play Masters \$30

Good Sportsmanship is the key to having a good time!