

BOOMER'S PAGE



Pre-Play Your Matches

Easter is on Sunday, March 31st and Chinook Winds is April 11-14. If you cannot field a team on your regularly scheduled day, you must **pre-play** those matches. Contact your opponent, set a date and then give us a call at the office so we can get the score sheets to you. You will not be allowed to make those matches up.

ALL MAKEUP MATCHES NEED TO BE COMPLETED BY MAR 30

All makeup matches need to be completed by March 30. If you have not made arrangements with your opponent, you need to do so now and contact the league office with the date, location and time. If you are having trouble agreeing on a date, contact us immediately and we will set the date for you which may not be convenient for either team. It is best if you can work it out yourselves. Remember, when completing a makeup match, you must use the most current skill levels. The ones that are on the make up sheets that we sent out on week 5 are not up-to-date. Failure to complete a make up match may make a team ineligible for playoffs, tri-cups and/or regionals no matter what position you hold in the standings and you may be responsible for both team fees. Get those matches completed as soon as possible.

KEEP THE MATCHES MOVING

The average match should take 3 1/2 to 4 1/2 hours, even when playing on one table. Even Double Jeopardy matches. If your team is consistently running over that time allotment, you need to take a look at where the time is being wasted. We have specific guidelines and suggestions on how you can keep the matches moving.

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Time Guidelines: Average Shot: 20 seconds, Time out: 1 minute, Super Hard Shot: 45 seconds (maximum), 2 minutes to get the next race started.

Let your players know, in advance, that they will be shooting next so they can go to the bathroom, grab a quick smoke, get their cues put together and be ready to lag as soon as the current race is completed. Turn your phone off while shooting in a race. You should not be answering phone calls or texting while playing in a match. Pay attention to your match and be ready to shoot when it is your turn. Your 20 seconds starts as soon as all of the balls stop moving on the previous shot, not when you finally decide to approach the table. Timeouts are to be limited to one minute. *You should not be giving pool lessons during this time. You are only advising the shooter on which shot to take next or where to hit the ball.*

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"...if the fourth match has not started by *official League start time plus two hours*, then it would begin on the second table. The fifth match would then be played on whichever table becomes available first. A team is subject to penalty if an *available* table is made *unavailable* for a splitting matches situation and it is later determined they, in any way caused it to be *unavailable* or resisted using the second table..."

