

# Masters Log, Jan 11th, 2019

Welcome to the Spring Session. I would like to apologize for creating a bunch of confusion regarding the playoffs for the Fall Session. I posted at the beginning of the session that we would have playoffs and then I attempted to jam them in during the holidays with the intention of doing exactly what I said I was going to do with the playoffs, while still squeezing in all of the necessary weeks to play everyone once in the Spring again. But, with 16 teams, that is basically next to impossible. And the more I thought about it, with a playoff system in place, we don't need to play every team once. We just need to schedule some weekly matches and then let the playoffs sort out who qualifies for City Championships. And the more I thought about the playoff structure I originally came up with, the less I liked it and determined it wasn't necessary to play during the holiday break. I originally said I'd take the first place winner in the standings and put them straight into City Championships. Then I would play an 8 team playoff down to 2 teams, which only puts 3 teams max into the City Championships each session, and potentially less than that if the same teams were to qualify again. So over the holidays I came up with my master plan that I think everyone will be happy with. And since I originally typed this up, we have added a 17th team which throws a whole new wrench in my plans. So, after speaking with a few captains in the Masters division, here is what I'm going to do.

There will be a playoff week, and that playoff match will be on January 19th. First and second place standings winners from Fall will advance directly to City Championships. 3rd place hosts a wild card team in one playoff, 5th hosts 7th in another playoff, 4th hosts a wild card in another playoff and 6th hosts 8th in the last playoff. There is only one week of playoffs. The winner of each of these playoff brackets will advance to City Championships. That makes 6 teams advancing to City Championships for the Fall. Those numbers are based on what we will do for playoffs with 12 or more teams in a division. With 2 divisions potentially playing this coming session, we will take the standings winner of each division into City Championships (if they aren't already in from Fall) and then we will do 2nd vs. wild card and 3rd vs. 4th to qualify two more in each of the divisions.

Below is the actual playoff matchups. Playoff matches must be among the players that played 4 times with your team in the Fall. The only player not listed that is eligible is Samuel Durante on Nerve Racking. As usual, I can't list 5 players on the roster, but Sam is eligible to play. Score sheets for your playoff match can be downloaded from Spring division 065. The new session divisions will be 061 and 062. I'll talk more about the new division numbers further down in this newsletter.

3rd place Break Room Junkies vs. Wild Card #1 Nerve Racking  
4th place Double Pneumonia vs. Wild Card #2 Come-Get-Some  
5th place Tropical Storm vs. 7th place Tinkers 2 Evers 2 Chance  
6th place Asian Shooters vs. 8th place Sweet Beard of Zeus

The 1st place team Hurricanes and 2nd place teams Five Points #8 advance to City Championships. Playoff matches are based on points just like weekly league play. If two teams tie at the end of a match, the tie will be broken by whoever won 2 of the 3 matches. Good luck to the playoff teams!

We do have some new teams playing this session, and this new session is actually the first time we won't be scheduling every single team to play each other one time. We actually only have room to play a 10 week schedule and one playoff week before the City Championships. As of this writing, we have 17 teams. That's the magic number where we must run separate divisions. Some of you will be in 061 and the others will be in 062. The way I have drawn these teams into divisions is I separated the 3 teams furthest North with the 3 teams that are furthest East. All others were drawn equally onto each board, and in pairs if there are sister teams. The sister teams were drawn up in pairs in a blind draw if there is more than 2.

Team fees are \$30. It's membership renewal time. You can renew with a credit card through online member services or you can submit a check or money order payable to San Diego APA to PO Box 19848 San Diego CA 92159. Memberships will need to be paid up by the end of January.

Game rules: Masters matches are races to 7. A coin toss determines who puts up first and the winner of the lag in each match gives that player choice of breaking or what game gets played first. We play the exact same APA 8 Ball game rules. Slop counts and mark the pocket on the 8 Ball. Most everyone is okay with not marking the pocket, but it never hurts to double check first. Winner breaks. You are what you make. In 9 ball, it's NOT ball count. Whoever makes the 9 Ball wins. A push out after the break is allowed and only after the break. If you elect to push out, your opponent can elect to shoot the shot you leave them or pass the shot back to you. On a push out, you can do pretty much anything you want. No rail is required and you can shoot the cue ball into any ball. It is not coaching to remind your player that the push out is available. A lot of players in our league forget that rule since it's not allowed in our regular 9 ball leagues. There is no coaching allowed. There are 8 games of 9 Ball and 5 games of 8 Ball. Whichever format is chosen to start the match gets

played in its entirety before moving to the other format. The match ends between 2 players once a player has reached 7 game wins.

If you have someone playing on your Masters team that does not play in our Open division, they will need to have 10 matches played in the Masters format to be eligible for the APA Masters Championship in Las Vegas. We have 10 weeks of regular session play, one potential playoff match and however many City Championship matches you play in to get those 10 matches.

We award 5 bonus points for turning in score sheets and fees on time. If you are doing a makeup match, please notify the league office so that we don't mark your team past due and take away your bonus points.

So by Wednesday of this week, we should have all 3 Masters division showing up on our web site. 065 is the Fall division that will be finishing up on January 19th. 061 will be one of the Spring divisions and 062 will be the other one. We will give these divisions casino names like most of the other divisions.

If anyone has questions, please don't hesitate to ask. The reason for the changes is really because we have a lot of Masters teams playing and we anticipate more. We can't run 2 sessions where everyone plays everyone an equal number if we have 16, and with a playoff system in place, it doesn't really matter all that much that everyone plays everyone else an equal amount of times. And it really is time to have an actual City Championship qualifier for our spots since we are doing that with everything else. The City Championships for Masters will be June 15th. We have 2 guaranteed slots for the 2019 World Pool Championships for Masters, and we are on a waiting list to get more spots.

Again, I am really sorry about showing playoff weeks during the holidays. We try to never play during that time and the more I thought about how I wanted to do playoffs, the more I felt it was simply unnecessary to play that week, and because I didn't put that out there to everyone soon enough, people may had altered their holiday plans for that day and I'm very sorry about that. I'll try to be better with that. Truth is if I was going to do playoffs, I never should have done 15 weeks of Fall session since I can only squeeze in 9 weeks for the Spring.

This same newsletter will be attached to your score sheet for week 1 and will include the phone numbers of the captains in your division. But, I wanted to get this posted so everyone knows what's up with Masters. I really hope everyone likes these changes. A couple of teams dropped, but we picked up 3 teams to put us over 16. Schedules could still change if we get another added team or if one drops.

**Shoot Pool Good!**

**Brian, Jill and Lindsay**

[sandiego.apaleagues.com](http://sandiego.apaleagues.com) [league.poolplayers.com](http://league.poolplayers.com)

**619-303-0183**

[sandiegoapa@cox.net](mailto:sandiegoapa@cox.net) [sdapajill@cox.net](mailto:sdapajill@cox.net) [sdapalindsay@cox.net](mailto:sdapalindsay@cox.net)

**League Office Hours: 9am-7:30pm daily**

**Send payments electronically at [www.mysdapa.com](http://www.mysdapa.com)**