

Masters Log, July 14th, 2018

Welcome to week 1 of the Summer/Fall Session! We have added 3 teams to the division and some team numbers got switched out to make the schedule work out better for locations with more than 1 team. There is a bye this session, for now. If the bye isn't filled by week 4, it will stay a bye. Because we are using a 16 team schedule (15 teams and a bye), I have scheduled 15 weeks of play so that everyone plays every other team once this session. I have also included 2 weeks of playoffs. Going forward, each session will be separate and there will be playoffs to qualify teams for a City Championship event in June. The City Championship qualifier will be set up based on the number of slots we receive.

Here is a quick rundown on how this format works for any of our new league members/teams. You can have as many as 5 players on your team, but only 4 will print on your score sheet as APA only allows 4 roster spots since only 4 can be on a roster at Nationals. We allow 5 because we play on Saturday and sometimes people like to do things other than shoot pool. But, you should know that if you carry 5 on your team, someone won't be able to play at Nationals if your team does make it that far. 3 players play in a match. The two captains flip a coin to see which team puts up first. Captains then alternate putting up the first player in the remaining two matches. The two players committed to a match will then lag for the choice of format or break. If you choose 8 ball or 9 Ball, the other person breaks. If you choose to break, the other player gets to choose 8 Ball or 9 Ball. Each player in the match will need to win 7 games to win their match. The chosen starting format will be played until completed or someone has won the match. There are up to 5 games of 8 Ball and 8 games of 9 Ball. If you start with 9 Ball, a match could end 7-0 or 7-1 where you don't play 8 Ball at all. If you start with 8 Ball, you will definitely be playing some 9 Ball, also. Each game you play is worth a point. Each point is a point for your team. If you win your match, your team will get 7 points for that match. If you lose 7-4, your team gets 4 points for that match. Every point is extremely important towards the standings. Forfeits (which rarely happen) are worth 5 points for each match. Byes are worth 15 points. We also award 5 bonus points if your team submits the score sheet and payment before the following Wednesday (10am) after your match. Your team will not receive bonus points if you are past due. If you are doing a makeup match, you will need to notify the league office so that we don't mark you past due. Team fees are \$30 per match. Membership fees are \$25 for anyone that isn't already a member. Membership fees need to be paid up by week 3 to stay on the roster. Players can still be added after week 3, but they must pay their membership before they play. Anyone added after week 3 that plays and we do not receive membership fees will have the fees paid by the league office and the team will be marked past due for those fees.

Playoffs will be the double playoff format we have been using in our Open divisions. 1st place in the standings goes directly to City Championships. In playoff #1, 2nd, 4th, 6th and a wild card will play down to 1 team. In playoff #2, 3rd, 5th, 7th and a wild card will play down to 1 team. Prize money will be paid out to each team based on order of finish in the standings.

Scheduling...Matches are scheduled for 5pm and we mostly play every other week. There are times we play back to back and we actually have 4 weeks in a row in October. Make ups do need to happen occasionally, so we are providing a team captain phone number list with the week 1 score sheets. Also, many of our captains like playing sooner than 5pm, so you should reach out to your opponent to see what needs to be arranged before you play. Be sure to plug the phone numbers into your phone.

Game rules. We play the exact same APA 8 Ball game rules. Slop counts, mark the pocket on the 8 ball. Winner breaks. You are what you make. You can combo any balls on an open table (except you cannot hit the 8 Ball first) to establish your object balls. Most everyone is okay with not marking the pocket, but it never hurts to double check before you start. In 9 Ball, it's not ball count. Each game, whoever makes the 9 ball wins that game. 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. You should remind your teammates that a push out rule is allowed since it is probably the easiest rule to forget because we don't allow it in our Open 9 Ball Divisions. There is absolutely no coaching allowed. If you have any other questions, please feel free to contact the league office. We are happy to help!

If you wish to play a scheduled match earlier than we would normally make that match available to be printed online, be sure to contact the league office. We can post them sooner for you.

Shoot Pool Good!

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