

Itemized Official Team Manual Edits for the 2010/2011 and 2011/2012 League Years

Foreword:

Page 2 – Changed (added CPA)

In the United States we do business as the American Poolplayers Association (APA) and in Canada we operate as the Canadian Poolplayers Association (CPA). This Manual applies to both APA and CPA League play. (For simplicity, references to “APA” in this Manual also means CPA.)

Section 1:

Page 8 – Changed (added CPA)

THE APA & CPA

The APA was founded by two touring professionals, Terry Bell and Larry Hubbart. Their goal was to organize the sport of pool on the amateur level and to encourage the growth of the game. Since its inception in 1979 the APA has become recognized as *The Governing Body of Amateur Pool*. In 1989, the APA expanded to Canada, where we operate as the CPA. Most importantly, thanks to you, the League is over a quarter million members strong and still growing.

Page 12 – Changed (added Canada)

FEES

Annual APA Membership Dues - You must be a current member of the APA in order to participate in any APA event. Some events take place over a period of many months and current membership must be maintained in order to continue and remain eligible. Until further notice, your annual APA dues are \$25 U.S. (in Canada \$25 Can. plus applicable taxes). Annual memberships expire December 31. If you join after August 15, the annual membership dues will be prorated as follows:

Page 15 – Changed to clarify

The Local Level - For the convenience of the general membership, the first few rounds of the Team Championships are conducted locally. This Local Level of the Team Championships (called a variety of names, such as: Local Team Championship, Tri- Counties Championship, “Your City” Metro Championship, etc.) is normally held in late May or early June of each year. Any team that wins a divisional title for any session during the current League year is eligible, provided eligibility requirements are met. Should a team repeat as division winner during the same League year, the second place team will be granted eligibility. If there are ten divisions playing three sessions a year and they all play year-round, then there would be 30 teams eligible. In large League areas there may be Tri-Cups, Qualifier Cups, etc. to determine who advances. If this applies to your area it will be explained in the Local Bylaws.

Section 2:

Page 26 – Changed to clarify

e. Coaches may place the cue ball for a player in a **ball-in-hand** situation during a time-out. Coaches may not mark the playing surface of the table (see MARKING THE TABLE in the 8-Ball Game Rules Section), or guide the shooter's cue during the execution of the shot. The coach must leave the playing area before the shooter attempts the shot.

Page 30-31 – Added

Over the years, there have been many questions and misinterpretations concerning Defensive Shots. The focus of this section is to help all APA members understand Defensive Shots so they can be identified consistently. With the proper understanding and marking of Defensive Shots by the scorekeeper and his teammates during Weekly League Play, *The Equalizer*® handicap system will work perfectly.

A Defensive Shot is a shot where the shooter deliberately misses so as to pass his turn at the table to his opponent. Simply stated, it is a shot where there is no intent on the part of the shooter to legally pocket a ball of his category. **Intent** is the determining factor. Think of it this way; **any time you are not playing offense, you are playing defense.**

Defensive shots fall into two basic categories. The first category is safeties. A safety is defensive action taken when a player has no makeable or high percentage shot, or chooses to leave his opponent in a difficult situation. Safeties are perfectly ethical, yet intentional misses nonetheless, and must be marked as a Defensive Shot by the scorekeepers. The shooter's "intent" is the determining factor in these situations. Sometimes intent can be a matter of opinion and judgment, but the scorekeeper's judgment must be accepted by the opposing player.

The second category is intentionally missed shots for the purpose of manipulating one's handicap, also referred to as sandbagging. Players of all levels of skill who learn to recognize this unethical conduct can make it much more difficult for a player to unfairly manipulate his handicap.

Players with integrity call all safeties and intentionally missed shots. Besides being good sportsmanship, there will be fewer discrepancies on the two scoresheets. It is not unusual for scoresheets to differ as to the number of Defensive Shots recorded. Both scoresheets must be signed, even if you disagree on the number of Defensive Shots.

Please report sandbagging to your League Operator or Division Representative, who in turn may contact other Team Captains to help determine the validity of the complaint. All sandbagging complaints must be made in writing for documentation purposes. This information will allow Local Management to make an accurate determination as to whether a player is trying to hold his skill level down. Teams or

individuals guilty of **conspiring to manipulate the system** by counting innings, coaching their players to miss shots or lose games, or attempting any other dishonest practice as determined by Local League Management, will be penalized. If a player does not wish to compete fairly in our handicap League, his membership is in jeopardy.

The determination of whether a player is playing at a skill level below his or her true ability or a team is conspiring to cheat the system is necessarily subjective; the League Operator may make such a determination and assess penalties in his/her sole judgment and absolute discretion. Marking Defensive Shots both consistently and correctly ensures the effectiveness of **The Equalizer®** scoring and handicap system. The failure to mark defensive shots allows players and teams to advance with inaccurate skill levels. Play honest! Do not pad innings!

Note: If a player has a nearly impossible shot and does the best he can to hit **and make** one of his object balls, but fails to make contact with his object ball, it does not fall into the category of defensive shots as defined here.

Page 33 – Changed

TEAM SKILL LIMIT RULE IN OPEN DIVISION PLAY -23-RULE

The total of the skill levels of the five players fielded in any team match cannot exceed 23. A team playing fewer than five matches must show that it would not have exceeded 23 if the five matches had been played. If the **23-Rule** is broken, the offending team would receive zero points for that League match. The non-offending team would receive all points they won plus 1 point for the match in which the **23-Rule** was broken and any subsequent matches.

Page 35 – Changed

A violation of the 23-Rule has officially occurred when the balls are broken in the individual match that causes the violation. If your opponent violates the **23-Rule**, notify the opposing Team Captain, and then note the violation on your scoresheet. If the notation (protest) is not on the scoresheet when received by the League Office, it is too late to protest. Get into the habit of checking.

TEAM SKILL LIMIT RULE IN LADIES DIVISION PLAY-19-RULE

The Ladies Division will follow all the rules of the *Open Division* with the following exception:

The total of the skill levels of the five players fielded in any team match cannot exceed 19. A team playing fewer than five matches must show that it would not have exceeded 19 if the five matches had been played. If the **19-Rule** is broken, the offending team would receive zero points for that League match. The non-offending team would receive all points they won plus 1 point for the match in which the **19-Rule** was broken and any subsequent matches.

Page 36 – Changed

A violation of the 19-Rule has officially occurred when the balls are broken in the individual match that causes the violation. If your opponent violates the **19-Rule**, notify the opposing Team Captain, and then note the violation on your scoresheet. If the notation (protest) is not on the scoresheet when received by the League Office, it is too late to protest. Get into the habit of checking.

Page 40 – Changed

In general, any piece of equipment designed specifically for pocket billiards, with the exception of laser devices, is acceptable in APA League play. Special equipment, such as bridges and cue extenders, are legal. Cues with moveable parts will generally NOT be allowed.

Massé and jump shots are legal, when executed properly (see **MASSÉ SHOTS** and **JUMP SHOTS** described in Definitions), but such shots must be attempted using your regular shooting cue (see **REGULAR SHOOTING CUE** described in Definitions). Players are not allowed to break down their cues or switch to specialty cues (such as cues designed for jumping and/or breaking) to attempt massé or jump shots.

Any piece of equipment not covered by this rule and in question will be ruled upon by APA.

Section 3:

Page 48 – Added

MARKING THE TABLE

Marking refers to a physical alteration in the appearance of the cloth on a pool table. No one is allowed to mark the cloth. For example, using chalk to draw a line, or wetting your finger to dampen the cloth, is not allowed. It is permissible to set a piece of chalk on the hard surface of the rail.

Section 5:

Page 58 – Changed

THE “DEFENSIVE SHOTS” BLOCK

This is where intentionally missed shots are indicated. A defensive shot must be marked for a player on any shot where there is no INTENT to legally pocket a ball of his category. At the end of the match, total and circle the number of defensive shots for each player. If there are no defensive shots in a match write “No DS” in the block

By conscientiously marking intentionally missed shots, you are not only keeping score properly, you are also helping to ensure the accuracy of the skill levels of the other players in your division. In the illustration, Jones had two defensive shots and Smith had five.

Note: The marking of a defensive shot does not affect the marking of the inning. In other words, the inning is marked and so is the defensive shot, if appropriate.

(See **UNDERSTANDING DEFENSIVE SHOTS** in the General Rules section)

Section 6:

Page 62 – Changed

Playoffs and championship matches are scored the same as weekly 9-Ball play, except a forfeited individual player match is worth 20 points. The first team to reach 51 match points is the winner.

Example: In the first match of the Session Playoffs, Bill (SL5) defeats Sue (SL3) by the score of 38 to 23. Bill's team earns 12 match points and Sue's team earns 8 match points. The first team to reach 51 match points is the winner of the Playoffs.

A situation that frequently occurs during a divisional playoff match (or any Higher Level Tournament) is that the match can end before either player reaches their assigned point count total.

Example: In the 5th match, Joe (SL5) is put up against Jim (SL6). The normal race would be 38 to 46; however, Joe's team is ahead 48-32 after 4 individual matches have been played. Therefore, in order for Joe to win the match for his team, he only needs to pocket 15 points, because, even if he lost the match 17-3, his 3 match points would give his team 51 total match points.

Note: When a Divisional Playoff Match (or any Higher Level Tournament Match) should end before either player reaches their assigned point count, simply **stop the match** and write INCOMPLETE MATCH on the scoresheet. The two teams cannot agree to continue the match just for fun because the scoresheet must show where the match actually stopped.

In case of a tie at the end of a team match (50 to 50 match points) the tie would be broken by the number of individual matches won by each team.

Page 69 – Changed

THE "INNINGS" SECTION

An inning of pool means a turn per player. The player who won the lag is listed first and is the top half of the inning throughout the match. The player who lost the lag is the bottom half of the inning throughout the match. **An inning is not over and, therefore, not marked until the player who lost the lag does not legally pocket a ball or fouls.** The innings for each game are separated by a perpendicular line drawn after each game ends, creating an innings box for each game. In this innings box mark 9-on-the-snaps (9S) or break and runs (BR) for the game in which it occurred. See illustration for examples.

Page 70 – Changed

"9-SNAP & 9 BREAK & RUN" BLOCKS

Use the appropriate block to mark the total 9-balls pocketed on the break (9-Snap) and the total of all break and runs (9-B & Run) for each player.

THE "DEFENSIVE SHOTS" BLOCK

This is where intentionally missed shots are indicated. A defensive shot must be marked for a player on any shot where there is no INTENT to legally pocket a ball of his category. At the end of the match, total and circle the number of defensive shots for each player. If there are no defensive shots in a match write “No DS” in the block.

By conscientiously marking intentionally missed shots, you are not only keeping score properly, you are also helping to ensure the accuracy of the skill levels of the other players in your division. In the illustration, Jones had five defensive shots and Smith had two.

Note: The marking of a defensive shot does not affect the marking of the inning. In other words, the inning is marked and so is the defensive shot, if appropriate. (See **UNDERSTANDING DEFENSIVE SHOTS** in the General Rules section)

Definitions:

Page 93 – Changed

DEFENSIVE SHOTS: A *defensive shot* is a shot where the shooter deliberately misses so as to pass his turn at the table on to his opponent. It is a shot where there is no **intent** on the part of the shooter to pocket a ball of his category. **Intent** is the key word. (See **UNDERSTANDING DEFENSIVE SHOTS** in the General Rules section, and also see **SAFETY** in the Definitions section.)

Page 95 – Changed

JUMP SHOT: A *jump shot* is when the cue ball is struck with the cue tip in a downward fashion for the purpose of elevating or jumping the cue ball over an impeding object ball to achieve a legal hit. It is a foul to jump the cue ball by “scooping” it over the impeding ball. See a local professional for more information concerning how to jump the cue ball legally. **Although League rules do allow jump shots, there may be Local Bylaws or individual “House Rules” in many locations limiting or prohibiting jump shots.**

Page 97 – Changed

PUSH SHOTS: A *push shot* involves a situation where the cue ball is frozen to the object ball. The problem faced by the shooter is to keep from **pushing** or keeping the tip of the cue on the cue ball. It looks bad and is generally thought of as illegal. Push shots are controversial. Push shots will not be called in this amateur League. Even the professional players cannot agree about what is and isn’t a push shot. **In general, you can lessen your chances of being accused of shooting a push shot by hitting the cue ball into the object ball at an angle, or by elevating the butt of your cue about 30 degrees.** This automatically cuts down the length of the follow through which is the principal cause of a push shot. Players who repeatedly guide the cue ball with force through object balls that are frozen to the cue ball, using a level cue and long follow through, may be subject to a sportsmanship penalty.

REGULAR SHOOTING CUE: Any standard pool cue used to shoot the majority of shots in a match.