

## South Orange County APA Pool League 2010 Fall Session Players Meeting Notes

- **Fall Session Start Dates:**
  - Tues Aug 17<sup>th</sup>
  - Wed Aug 18<sup>th</sup>
  - Thurs Aug 19<sup>th</sup>
  - Sun Aug 29<sup>th</sup>
- **Captain/Team Host Location Relationships**
  - As players and regular customers of your home host locations, teams have more leverage in negotiating drink specials, table time, etc. and we encourage you to form stronger relationships with locations.
- **Free Captains**
  - Incentive no longer offered, effective 2010 Fall Session, due to confusion of the offer. We are looking into other ways to reward captains of new teams.
- **Online Patches**
  - Total patches earned for all players is currently being calculated back to the inception of the league (Fall 2006), and will be posted online
  - Patches earned by players on electronic teams will be converted to "South OC APA Balls" which can be redeemed for patches or used for league dues
  - E-store coming soon, mostly for redeeming "Balls"
- **Issues During League Nights**
  - Call the League Office ASAP during league night if any issues or potential issues arise.
- **9-Ball Southwest Challenge (SWC) Oct 7 – 10**
  - 3-Person Teams, with 9-ball skill cap of 15
  - Approximately \$450-500 team entry (includes 1 room, open table time, tournament entry fee)
  - Must be on active roster in 8- or 9-ball but do not need 9-ball APA match history to play (i.e. can be established in 8-ball and will play at 1 SL higher if 9-ball SL is not established)
  - Flier with Package Price, Details and Sign-up Form will be posted online and distributed in packets soon (after Nationals)
- **Fall Singles Regionals**
  - October 2-3
  - Qualified players will receive information approx. one month prior to event (incl. location, registration and start times, local hotels, list of qualified players)
  - Location is TBD, will not be in San Diego
- **Monday League**
  - Doubles League – in-house out of Coconuts, starts Sept 13<sup>th</sup>
    - Any 2 players, No team skill cap
    - Team will play one match each of 8-ball and 9-ball per night
    - \$6 weekly team fee

- 3- to 4-Person Teams - in-house out of Dave n Busters, starts Sept 13<sup>th</sup>
  - 3 matches played per night, 3 players to skill cap of 15
  - 7:30 start time
  - Earn LTC spot
  - Alternate 8- & 9-ball formats each week
- **Playoff Structure Changes**
  - Playoff structure changed effective Spring 2010 does not work (with 1<sup>st</sup> place team entered into playoffs and 3 rounds of playoffs)
  - Effective Summer 2010, we will go back to previous playoff structure:
    - 1<sup>st</sup> place during regular session bypasses playoffs and gets LTC spot, Trophies, \$\$, paid weeks for next session
    - 2<sup>nd</sup> – 4<sup>th</sup> place earn guaranteed playoff spot
    - Wildcard drawn for 5<sup>th</sup> Place and lower (except for teams that have past due fees or have forfeited more than 5 times)
    - Playoff winner gets LTC spot, \$\$, paid weeks for next session
    - 2<sup>nd</sup> place has choice of opponent in first round (either 4<sup>th</sup> place team or Wildcard)
- **Annual National Team Championships (Aug 19<sup>th</sup> – 28<sup>th</sup>)**
  - Mini tournaments for all active APA players
  - Team Shirts – South OC APA
  - Shout out to qualified teams:
    - 8-Ball Teams – Shrunkin Drooters, Hit -n- Hope
    - 9-Ball Team – Whatever...
    - 8-Ball Doubles Teams – Darin Reeves/Nicol Reeves, Steve Styck/Patrick McElligott, & Ben MacGregor/Matt
    - 9-Ball Doubles Team – Diana Nunn/Preston Strait
    - Masters Teams:
      - Isaac Wooten, Ryan Buist, Darin Reeves, Doug Masiero
      - Matt & Ginger Amalong, Brock Noteboom, Adam Fukushima
      - Cesar Brandes, Spencer Quevedo, Eric Moser, Keith Hollingshead
  - 2 Weeks of scoresheets online and in packets
- **Popular Rule Questions**
  - **Push Shot vs Double Hit:** push shot occurs when cue ball is frozen to object ball and this shot will not be considered a foul in the APA amateur league. Double hit occurs when cue ball is nearly frozen to object ball (within a chalk-width distance) and the cue tip hits the cue ball twice, seemingly instantaneous. To avoid a double hit, we will now use 30 degrees (for consistency with Official Team Manual pg. 97) rather than 45 degrees to judge whether a double hit occurs, i.e. if the shooter attempts to elevate cue or shoot object ball at least a 30-degree angle, then the hit will be considered a good hit.
  - **Cue Ball Fouls Only:**

- In general, a ball-in-hand foul only occurs if the **cue ball** is moved illegally (i.e. struck with something other than cue stick, not contacting object ball during shot, ball does not hit rail/pocket after contact, etc.).
  - Moving a ball other than the cue ball (with your hand, body or stick) is NOT a foul. In this case:
    - Your opponent MUST attempt to move the ball back to original location
    - Opponent does NOT have a choice to leave the ball in the new location
    - Players should agree on the original location of the ball(s)
    - If the ball comes into contact with the cue ball it's a foul
    - Wait until balls stop moving before moving back
- **Freezing matches:** This can only
- **Was It A Good Hit?** If the shot is not watched by a 3<sup>rd</sup> party, you can only ask the shooter if it is a good hit. If the shooter says yes, then discussion is over.
- **Using a Different Cue to Execute Jump Shots:** Jump cues or any other cue besides your regular shooting cue cannot be used to execute a jump shot.
- Using chalk on the rail to show a player where to hit is ok, as long as it is not on the playing surface. Playing surface cannot be marked.
- **South County Local Tournaments**
  - Check online for details (entry fees, format, etc.)
  - Boscoes, Lake Forest – Mondays and Fridays, 7:30pm
  - Knuckleheads, San Clemente – Wednesdays, 7:30pm
  - Mulligans, San Clemente – Saturdays, 3pm
- **Raffle After Meeting**
  - Cup Holder/Tip Shaper/Corn Nuts/Used Apa Bag/Clock
- **Tourney After Meeting**
  - \$5 Entry, double elimination, 9-Ball Race to 2 on winner's side, 8-Ball Race to 1 on one-loss side
  - Bounty is an Eliminator Cue – player drawn from tournament entrants, whoever eliminates player from tournament takes the bounty, otherwise player keeps bounty if he/she wins tournament