

Ohio Pool Players Association (OPPA)

Singles Play

Rules and Instruction

Mission statement of the Ohio Pool Players Association:

To provide, advance and promote an entertaining format for amateur pool players that is fair and equitable to players of all skill levels.

A message from O.P.P.A.,

Our focus is on leveling the playing field for players of all skill levels. We have created a point and player average system that allows players of all skill levels the ability to compete for a combination of win points, player average points and head hunter points. O.P.P.A.'s format encourages players to bring their best game to the table every time they play. An important factor in the creation of this league was to play pool the way it should be played. To accomplish this, we modeled our rules by the World Standardized rules. These rules are what the pros follow in their competition. Since there are no pros in this league, the rules have been modified, yet stay true to the spirit of the game. The future of O.P.P.A. depends on its players, both present and future. This league was designed to eliminate the frustration and disappointment experienced with other leagues. It was created by pool players for pool players!

Objectives

Game Objective: There are a number of objectives in OPPA league format. All of which are based on our point system. The objective is for players to amass as many points as they can while preventing their opponents from amassing any points. Refer to the point system for details.

Point System

There is a Maximum of up to 3 points available per game:

Win point (W)

1 point is awarded to the player that wins the game (win point (W)).

Player Average Point (AP)

Player Average Point (AP) is always determined by the losing player. 1) If the losing player pockets the number of balls indicated by his player's average (handicap) he is awarded the AP point. 2) If the losing player does not meet this objective, the AP point is awarded to the winning player.

Head Hunter point (HH)

In addition to the (W) and (AP) points, The lower handy-caped player has the opportunity to earn bonus points. The Head Hunter (HH) point is a bonus point and will be awarded to a weaker player when the weaker player wins a game and has a Player Average(PA) of at least 1 point lower than his opponent. HH points are awarded as follows;

- 1) ½ (HH) point is awarded when the winning player's player average (PA) is 1 or 1.5 points lower than his opponents (PA).
- 2) 1 bonus point is awarded when the winning player's player average (PA) is 2 points or more lower than his opponents (PA).
- 3) New players do not earn head hunter points! (Players must have an established OPPA Players Average before they are eligible to accumulate HH points.)

Fees

OPPA is a 501©7 organization as defined by IRS regulations, as such players must be members in good standing to participate in any OPPA sponsored event. (All listed fees are subject to change at the discretion of the league president.)

Membership Fees: Membership fees are collected at the rate of \$10.00 per fiscal year. Our fiscal year is August 1 thru July 31. Membership dues will run from beginning of the summer session thru the end of the winter session (dates to be determined annually). If a player competes, and has not meet membership requirements, that player will have his/her games treated as forfeits. OPPA memberships are not transferable.

Weekly Fees: Weekly fees are a per night fee. If there is a forfeit, fees for the night are still due. Any member not current with their fees will forfeit the right to participate in tournament play and from receiving any prize monies and/or awards. OPPA reserves the right to deduct points from individuals for unpaid membership, weekly fees and unsportsmanlike conduct.

League start times

Official start time will be determined by the league in conjunction with the wishes of the facilities operator, where the event is being held. All members are required to abide by the rules as agreed to by the league and the facilities operator. If the facilities operator agrees to open the tables for agreed upon greens fees, OPPA members must pay for table time when using the tables prior to the agreed upon start time.

Player Average (PA/Handicap)

All new players will start with a players average of 4.5 for their first night of play. Player averages are recalculated automatically by the program on a weekly basis. OPPA reserves the right to assign a new player a higher starting players average when and if the

new member is known to be stronger player. Players that have previously played in OPPA will carry their prior OPPA handicap for their first week of play in the singles format.

League Format

Weekly play will be a round robin format. Each player will have a magnetic token with his name. As each player arrives their token is placed on a magnetic board. At the start of league play match ups are based on the players positions on the board. First player plays the second player etc... After the initial draw play will proceed as follows.

1. When in a match each player will take their token with them.
2. The winning player stays at the table to play the next available player, he has not already played.
3. After winning his first game the winning player must place his token on the first slot of the coin holder indicating he has won the game, with each win he will move his token to the next slot on the coin holder, to indicate the number of consecutive games he has won.
4. The losing player will place his token back on the magnetic board at the end of the line of players waiting to play.
5. The winning players token does not get placed on the coin slot until after the game has been won. (Therefore a token is never to be placed on the fourth coin slot.) Players must give up the table after their fourth consecutive win.
6. After a players fourth consecutive win the player must place his token back on the magnetic board at the end of line of players waiting to play. The winning players token will always be placed ahead of the player he has just beaten.
7. The next player up for an available table will be the player at the top of the board.
8. If the top player on the board has already played the player at the available table and the two players do not have a makeup game to play, the top player holds his position on the board and next available player on the list moves to the available table. (If for any reason the next available player is not available to play he maintains his position on the board and the next available player will go to the table.)
9. Makeup games will be played in the regular rotation as described above. Makeups are games that have not been played by the end of their regularly scheduled night.
10. When the winning player has no one to play, because the players he needs to play are not available, he must give up the table to the next available player. In this case the player giving up the table, because he has no one available to play, will place his token at the top of the waiting list.
11. Play will continue in this format until all regularly scheduled games and makeup games are played.
12. Although it is the winning players responsibility to move his token after every win as described in items 3 and 5 above, it is everyone's responsibility to make sure play proceeds as defined above. The losing player should always make sure the

winning player moves this token after each win and the Incoming players should always check to make sure the winner of the prior game has moved his token accordingly.

Score Keeping

To facilitate the flow of play, the losing player is responsible for posting the game stats. After placing their token back on the magnetic board, the losing player must go to the scoring pad and accurately post the results of the game accordingly.

Balls Made (BM) / Dead Ball (DB)

These two columns combined will contain the total number of balls, from each player's group of balls, that are off the table at the end of each game. The 8 ball is scored as a BM for the winning player, only if the 8 ball was legally pocketed to win the game.

The 8 ball is never scored as a BM if it has not been legally pocketed as the game winning shot.

Dead Ball (DB)

This column is only scored if the losing player's Point Ball was illegally pocketed as the end result of a shot executed by him.

Table Run (TR)

The number 1 will be scored in this column any time the game was won as the result of a Table Run. (To qualify as a Table Run all 15 balls must be on the table at the beginning of the player's inning.)

Scratch on 8 (S8)

The number 1 will be scored in this column any time the 8 ball is pocketed out of turn or the 8 ball is pocketed in the wrong pocket to end the game. Pocketing the cue ball when shooting on the 8 ball is not a loss of game if the 8 ball is not pocketed. The incoming player comes back to the table with ball in hand and play continues.

Futures

When a player knows in advance they will not be available to play on a specific scheduled date, they may play those games in advance. Future games will be scored on paper scoresheets, marked for a specific date. Players may come in early prior to the official start time to play futures with anyone available. Futures may also be played at the end of the evening when a table is open because there are no regular scheduled or makeup games that can be played at that time. Futures are not to be played during the regular nights rotation.

Un-played games

Players that drop out - All games played with a player that drops out prior to the end of the session will count as games played. All games not played with that player will have no impact on anyone's stats.

All games not played by the end of the last night of play will be treated as forfeits by the player primarily responsible for the game not being played. The league president reserves the right to make this judgement based who was responsible for the original game not being played and also taking into consideration if the opposing player made sufficient attempts to play the game by not repeatedly leaving to early.

Prize Money

To qualify for any prize money or awards a player must have membership fees and weekly fees paid current by the end of the session. Any player not current with fees due by the end of the session forfeits all rights to any prize money or awards they may have been entitled to.