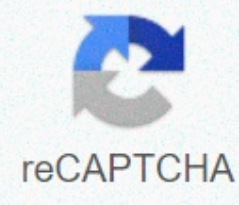




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## Napa pool league texas

ABOUT OUR Home League Opendable Sports Grill Pool League has in domestic tournaments that pay in cash. Play a more legitimate game with less of the luck factor involved. All the score is made from an APP on the mobile. Too simple either you won or you didn't win. Your scores are updated in real time. Let's say you want to know how the other team is doing if they both fight for the 1st place you can see in real time exactly how they're doing. Rewarding our players is a key focus on NAPA. NAPA provides an exclusive cash payment program and pays cash prizes to its players at the end of each session. Cash prizes are determined by the number of players in the local area and the size of the local division. PLAYER STATISTICS AND NAPA DATA keeps detailed statistics on each game played during the player's lifetime. Each NAPA player has a profile page on the NAPA website and can view their statistics online at any time. Player statistics are updated every 24 hours. Some examples of statistics that are stored are overall match record, winning percentage, success rate against women, success rate against men, average points per match, break and run, shutouts and more! For additional information please contact Eric Ust at (817) 897-3139 What is naPA Billiard League? The North American Poolshooters Association (NAPA) is a new pool-alloy system that originated in Arkansas. NAPA was designed to bring a new look to the competitive snooker league play at the amateur level. By implementing an exclusive handicapping system, no annual player-to-player loyalty fees, money back for players at the local level, and an excellent player qualification program for the NAPA National Championship, NAPA has seen rapid growth in the United States and Canada. We were the first napa franchise in Missouri and the 30th in the entire country. There was an 800% increase over last year. It is now in 38 states, Canada and Puerto Rico with more than 200 franchises. What are the league goals?1. Justice2. Transparency3. Fun competitionWe are committed to you and your pleasure in competitive pooling. We want the league to be fun and welcome your suggestions and feedback at any time. How much does it cost to participate? It's FREE to join NAPA! There are no individual member debts as in other billiard organizations that charge up to \$25 per year per player. What formats can I play? NAPA currently offers team play in the 8-ball, 9-ball, 10-ball, Scotch Doubles, Double Play, Singles and Lagger's Choice leagues. The divisions can consist of 3, 4 or 5 teams of players. There can be many divisions, however, you may not play in several in the same room. In central MO NAPA we currently throw 8 balls, 9 balls and no lagger's choice handicap with 4 teams of players (no more than 7 players on a team). Scotch Doubles has only two players per team and no replacements. What is napa game? Napa Napa is the app that allows the league to have score without paper! NAPA is the first and only national league that is paperless! Click here for more information on NAPA Play.Teams play for fun and money! Individuals, even in the last team, can also qualify for the Napa Nationals Championship, which is a series of singles tournaments. Our 4-man payouts are generally higher than the 5 teams from other teams in the league. We also pay 50% of teams where other leagues pay only the top three teams. What other league shows the payments to you before you play? I strongly support the 4-person format and the use of two tables to keep the nights shorter and more enjoyable. Who wants to play till midnight and get up at 5:00 and go to work? Is there a local tournament since I can't afford or have no interest in the napa national tournament? Yes!! \$1 from each player weekly throwing debts goes to the bottom of the tournament. After one year, a tournament will be held in June with no REGISTRATION FEE. In 2014, the total value of the fund was \$6,000!! In 2015 it was \$7,500. In 2016 it was \$9,000! Can I play in NAPA and other leagues at the same time? Yes, of course. There are no rules against playing in any league. Each league has its advantages. The reason the NAPA of the Mo Central is really in existence is to give you a choice. We just want you to have fun and have a better chance of making money! How much does it cost to play? The cost to play a league match can be as low as \$5 per person and up to \$8 per person or more, depending on what players want. In Columbia and Jefferson City, leagues pay \$8 per player with \$1 going to the bottom of the tournament. Therefore, payments are based on weekly debts of \$7 per week. In fact, players also have a say in what night and what format they would like. After all, it's the players who help the league grow. Note: Losses may affect the prize fund. Each team is responsible for paying off weekly debts to ALL four players on their team, even for a loss. Any unpaid loss decreases the premium fund. The prize is built on each scheduled match being a paid match. If you have a goodbye, you don't have to pay. How does the league work? As soon as the number of teams playing in a division is set a league schedule is created in the NAPA company. Schedules will be based on a round-robin format with half of your matches at home and half of your games at your opponent's house. The league follows a racing format, in which a player plays a player from the opponent's team in a race based on the difference in each player's skill levels. The disadvantages are different from the 2-7 common. Deficiencies range from 0 - no upper limit. The highest in NAPA currently is a 155! To someone who is a 5 in APA or TAP starts as a 60 in NAPA (add 1 and then multiply by 10). The race is determined by a one Array. The home team chooses whether to name a player first or let the opposing team choose first. After an opponent is chosen, the race is established at each player's skill levels and the match is played. A lag determines who will have the option to break first with the winner breaking in the next games. The usual duration of the season is 15 weeks, but may vary within the region, season or number of teams. RulesRules can be found by clicking on the main page and clicking Rules and then in the game format. However, here are some general rules just to give you an idea of the differences from other leagues. By the way, we allow you to train. If your disadvantage is 0-29 you have two timeouts per game. 30-69 you get one timeout per game. More than 69...no intervals! You can also go to www.naparules.com to check out the digital rules! Napa 8-ball is a league call your pocket. It is recommended that players call their photos vocally. Obvious shots don't have to be called EXCEPT for the 8-ball. ALWAYS call the pocket of the 8 ball. When calling your photo, it is never necessary to call any details (number of benches, cushions, combinations, kisses, etc.) about how the ball will be pocketed. You simply call the ball you want to pocket and the intended pocket. You must call the pocket for the 8 ball! Any shots that are not obvious should be called (benches, jumps, combinations, mass). Illegally pocketed balls (not the intended pocket) remain pocketed, but it is the opponent's turn to shoot unless a legally pocketed ball has been made. The opening is not a shot called. The table is always open after the break. Whether the 8 ball is pocketed or knocked off the table, and a scratch or foul is committed is loss of play. If the 8 ball is NOT pocketed, but a scratch or foul is committed is not a loss of play. The incoming player has ball in hand.9-Ball9-ball is slop until it reaches the 9 ball. Players are not required to call the pocket when shooting, with the exception of the 9 ball. The 9 ball should be called, whether the lowest numbered ball on the table or not. If a player pockets the 9 ball in any pocket that the designated pocket, the 9 ball is re-stained and the incoming player has the ball in hand. If the 9 ball is not called, the 9 ball is not the lowest numbered ball on the table and the 9 ball is pocketed prematurely, the 9 ball should be re-seen. The entry player must throw the table in the current position and have no ball cue in hand unless the cue ball is pocketed as well.10-BallPlayers are required to call their intended ball and pocket when shooting at each shot, except for the range. The balls must be pocketed in ascending numerical order, as well as on ball 9. The 10 ball should always be called, whether the lowest numbered ball on the table or not. If the 10 ball is not called and the ball prematurely, the 10 ball should be re-seen. The entry player has the option to shoot the table in the current position or hand it back to your opponent. Choice of Lagger In this format the winner of the lag chooses the format (8 ball, 9 ball or 10 ball) or chooses to break. All rules for individual formats apply. This is for every match and each match can be different. Scotch DoublesCan be 8 Ball or 9 Ball and can be It's a Jack (male) and Jill (female) or two non-male and female players with a maximum of 179 points combined for each team and you alternate shots. You must have at least 10 matches in NAPA to qualify. This format is currently on hold by NAPA (7/3/17). How do you make a match? No more tracking innings or even balls. No more trying to make someone score because it's so difficult and complex. The NAPA scoresheet is simple and easy to understand. See a napa score sheet. Now you're out of paper! The first league in the U.S. to be totally paperless. See NAPAPLAY. Earning 20 points for a perfect win. No loss in the player's match.14 points if a player wins the match, but with one or more games lost.20 points if a player wins the match by loss (named player).14 points per player (56 points) if the entire team loses (named players). Lose the player by 3 points if the player lost the match, but won at least one game.1 point if the player lost the match and did not win any games.0 points in a loss (no player named). Bonus points1 point for each break and race (winner or loser). B-R B-O (Break and Run for 8 ball and Break and Out for 9 and 10 Ball)1 point for each 8-ball on the break (winner or loser). 8B for 8 ball and 9B for 9 ball, and 10B for 10 ball.1 point for a match without rack (the player must win the lag and all games never touch the rack..... rackless!). RKHow do you determine the race in a match? You will use the comp sheet every week. It will give you information about the other team and each player. You will receive this comp sheet every week by emailing over a sheet of scratches. The stripe sheet gives last week's results, the schedule for this week and the schedule for next week. You can see the comp sheet and the sheet scratches. Now both are online in www.napaplay.com and nothing needs to be printed unless you want to. How does the handicapped system work? NAPA uses an adapted form of the ELO Rating System, a method for calculating players' relative skill levels in two-player games such as chess. The ELO Rating SYSTEM serves as the basis for many games, including computer-based multiplayer games such as Yahoo! Games, Scrabble, Gammon and Football.NAPA skill levels start at 0 and do not have a roof. the best player in NAPA is ranked 132nd. There are separate disadvantages for 8 balls, 9 balls and 10 balls. The maximum to count count the total disadvantage of the team is 110, even if you are a 132. Deficiencies may fluctuate in the first few weeks, but eventually level. Any player who has played 12 or fewer matches is in provisional status. During this interim time, a player's skill level can jump dramatically (3-5 points). Once a player has more than 12 matches, the player's skill level will adjust, albeit slightly (one point), after each match. Just like the U.S. Chess Federation or the U.S. Backgammon Federation, when you win, your skill level increases and when you lose your skill level drops. Although the NAPA formula is different, the concept is the same. The league operator has no control over the disadvantages beyond the initial disadvantage. As a player, you'll be able to see your disability statistics every week on your own personal page on the NAPA website. You will also be able to see any other player statistics as well. Great for planning your matches. There are many variables tracked, so it gives you plenty of information. See my stats and don't be afraid to look around to see what information is available. There is so much information available that you can spend hours going through all this! You can search for a team or individuals. Complete history under all circumstances. What will be my disadvantage if I join NAPA? For any new player who has NEVER played in NAPA or any organized pool league:Players start with a skill level of 40Male players start with a skill level of 50If a player has an APA, TAP or BCA skill level, then the player must start with a napa handicap that has been converted from their respective league. See the conversion table. NOTE: The league operator has the ability to change the initial skill levels above based on their knowledge of the player's ability or consensus of other league players. This is ONLY for the initial skill level. The league operator will NEVER have the ability to change a skill level again on their own. Who updates the disadvantage limit for a team? All skill levels are administered at NAPA head-to-head without any input from the league operator. Let the facts speak for themselves. Local operators transmit team scoresheets to NAPA head-to-head. NAPA inserts these scores into the system and deficiencies are generated and reported directly to the NAPA Pool Leagues website within 48 hours (www.napaleagues.com, click the league rating, click Missouri, and click the appropriate league). NOTE: A league operator is NEVER allowed to manipulate a player's skill level after playing his first NAPA match. (The operators of the assigning known players with a skill level by first submitting that player to NAPA). How is sandbagging approached? While there is some level of dump in all systems, NAPA has created a system that rewards players for playing their and decreases the level of sandbagging. The cornerstone of prevention

is to bring players to their known skill level.1. In the NAPA system, for a player to sand, the player must lose a match, which will have an immediate negative effect on their team's position in the standings. In addition, the best player on each team, the men's top point, the female main point and each first team player qualify for the NAPA Nationals. Losing a single match can take a player out of contention in these categories.2. Track innings and counting balls is a way to track a player's performance, however it leaves the opportunity for sandbagging. Running up innings intentionally is a good example of this and a constant problem in other leagues. NAPA has found an alternative to track a player's performance and found that it is extremely accurate.3. Before the start of the season it is desirable to have a captain's meeting to discuss the proposed disadvantages of the players. This is especially important if the league operator does not know the skills of potential players. If this is not done, players are more likely to be brought into the system at a low level.4. NAPA has conducted numerous studies and brought together a number of focus groups on sandbagging issues and skill level fluctuations. NAPA has found that sandpaper is more common at the end of a season, when a player is trying to quit their disability before attending a district or regional event. Therefore, NAPA eliminated these two events. Players do not participate in district or regional events in NAPA. They qualify for the Napa Nationals directly from their bar or pool hall. What is the disadvantage limit for a team? For a two-player team (Scotch Doubles with NO subs) it's 179 skill level points. For a team of three players (maximum 6 players) are 195 skill level points. For a team of four players (maximum 7 players) are 260 skill level points. For a team of five people (maximum of 8 players) are 325 skill level points. For Lagger's Choice there is no limit to the disadvantage. Leagues can choose their own team disadvantages to some extent. Columbia picked 280 instead of 260 for his team's 4-person 8-ball handicap. As a guideline compared to other leagues, the equivalent of two 5's and two 4's and a 6 or 7 is a good team. If you have a high-level player, you must have a low-level player to compensate for the skill level. We recommend having 6 players on the team to cover all skill level limit possibilities. Remember that if a player has a disadvantage above 110 ONLY 110 is counted against the disadvantage of the team. For example, in a team four people, the handicap limit is 260. If a player has a disadvantage of 153 only 110 is counted against the cap. However, the races will reflect your handicap of 153.What happens if a team exceeds the skill skill level Team just have to lose the individual game(s) that put them above the limit on the night of the league. Thus, you can play to the limit with less than the number of players required. For example, the limit for a four-player team is 260 unless changed by the league. If three players add up to 240, then you would only lose the last match that puts the team on points. What if a team doesn't get the required number of players? Team players who are there should play and accumulate as many points as possible. Remember that for each lost match opponents receive 20 points and you get 0. Play as many players as you can to maximize your points, even if you have to lose a match. Is there a National Championship? NAPA held a National Championship for six years. The last was in 2017. They started something unique being that now will be a regional tournament series to give everyone a chance to play. It's called the Napa National Tour. How can I qualify for the LOCAL tournament? Since this is a rewards tournament rewarding players for playing in napa in Central Missouri, you have to shoot five matches in each of the two seasons of the three seasons offered. That means you can take the summer off and still qualify for the local tournament. Shooting two leaugues in a season DOES NOT qualify him. Can I see my game level and skill statistics online? Yes! Just go to [www.napaleagues.com](http://www.napaleagues.com) and click on the League Ranking, then click on Missouri, then click on the correct league, then click on your team or the team you will play against. You can check not only your stats, but the stats of your team and any team in NAPA, as well as any player! What statistics are maintained by NAPA? Each league has its own handicap system. Most leagues are very vague in saying what they use for variables in determining their disability. Napa is no different. They also have many variables and listed below are some of them. The interrelation of the variables and the values that each is given are proprietary (as are some variables not mentioned). Total matches playedOverall match recordOverall win percentageAverage points per matchSuccess rate against menSuccess rate against womenMatch record against menMatch record against womenNumber of break-and-runsNumber of 8s/9s/10s on the breakNumber of shutoutsNumber of rackless matchesNumber of standard winsNumber ofSuccess rate after winning the lagSuccess rate after losing the lagSuccess rate after winning a matchSuccess rate after losing a matchSuccess rate (season fall, winter, summer, spring)Success rate by playing locationWinning streaksLosing streaksPlayer success rates against players with a 10 handicap range, 20 handicap range, 30 handicap range, 40 handicap 50 handicap range, 60 handicap range, 70 handicap range, 80 handicap range, and and disadvantage range. All of the above statistics, and most not shown, are taken into account when the system analyzes a player's weekly performance. Initially, the deficiency will fluctuate because of the lack of data. However, you will see that after a player has played their first 12 matches, their skill level will be very accurate.