9-Ball Tri-Annual Handout

- 1. 9-Ball World Qualifier June 4th June 8th
- 2. All teams that lose on Saturday at 7:00PM qualify for Best of the Rest. May 25th
- 3. This is a single elimination format.
- 4. 2-3's still are allowed 2 timeouts per game.
- 5. When your match is complete it is to be turned into the league office member.
- 6. Ineligible players **may not** participate in any fashion. (ex. Playing, coaching, put-ups, etc.)
- 7. Time guidelines:
- -20 seconds for an average shot
- -45 seconds for a difficult shot
- -Time Outs: 1 minute
- -Declaring Players: 1 minute
- 8. Keep your own score. There is no need to confirm innings or defense with the opposing team. However, points must be confirmed after each rack and at the end of every individual match.
- 9. Defensive shots are a priority. Please mark a "0" in the column if no defense shots were played.
- 10. No coaching from the sidelines. Keep your player away from your team unless a timeout has been called or you are in between racks.
- 11. If anyone on the team calls a timeout, it <u>must</u> be taken. If the player calls/asks for a timeout, it may be refused. If your team does not have a timeout, it is a sportsmanship violation. If it is done again in the same match, it can be determined by the tournament director a ball in hand foul/loss of game. Persistent violations may result in a loss of the overall match.
- 12. If a referee is called to watch a hit, the player at the table **must** stop and wait on the referee before shooting. Failure to do so will be ball in hand.
- 13. Sudden Death: This format is implemented 3 hours into a 9-Ball match. The rack must be struck in the fifth individual match by the 3-hour mark, or all individual matches will be played by sudden death.

In Sudden Death 9-Ball **everything** is double. This includes points, deadballs, innings & defensive shots.

-Each object ball pocketed will count as two points and the 9-ball will count as four points.

Rosters & Bracket Link \rightarrow



Contact Info (903)-424-1484

