



Shreveport-Bossier

# Team Captains

Vegas Qualifier



GAMES MUST WIN				
COMBINED S/L	6 OR BELOW	7-9	10-12	13-15
6 OR BELOW	3/3	3/4	3/5	3/6
7-9	4/3	3/3	3/4	3/5
10-12	5/3	4/3	4/4	4/5
13-15	6/3	5/3	5/4	5/5

**TOP 2 TEAMS  
QUALIFY FOR  
LAS VEGAS**

# Game Rules

- MAXIMUM OF 5 PLAYERS ALLOWED ON ROSTER.
- A PLAYER'S SKILL LEVEL WILL BE THE HIGHEST OF EITHER THE PLAYER'S SKILL LEVEL IN 8-BALL OR 9-BALL, UNLESS THE PLAYER IS A SL8 OR A SL9 IN EITHER FORMAT IN WHICH CASE THEIR SKILL LEVEL WILL BE A SL7.
- TEAMS CHOOSE 3 OF THE 5 TEAM MEMBERS TO PARTICIPATE IN EACH MATCH. THE TOTAL OF THE SKILL LEVELS OF THE 3 PLAYERS FIELDIED CANNOT EXCEED 15. ONLY ONE PLAYER SNIOR SKILL LEVEL (6 OR HIGHER).
- FLIP A COIN TO DECIDE WHO MUST DECLARE THEIR THREE PLAYERS FOR THE MATCH FIRST. WINNER OF THE FLIP HAS THE CHOICE OF DECLARING FIRST OR HAVING THE OPPOSING TEAM CAPTAIN CHOOSE FIRST.
- THE PLAYERS ARE LISTED IN ASCENDING ORDER (LOWEST TO HIGHEST). THAT LIST DETERMINES THE PLAYER ROTATION, AND IS LOCKED FOR THE MATCH.
- PLAYERS OF SAME SKILL LEVEL MAY BE PLACED IN ORDER OF PREFERENCE.
- PLAYERS LAG TO SEE WHO WINS THE FIRST BREAK.
- ALTERNATE BETWEEN 8-BALL & 9-BALL RACKS, STARTING WITH 8-BALL.
- EACH INDIVIDUAL RACK IS WORTH ONE TEAM POINT.
- ONCE THE FIRST TWO PLAYERS HAVE COMPLETED THEIR RACK OF 8-BALL, THE SECOND TWO PLAYERS WILL PLAY A RACK OF 9-BALL. UPON THAT RACK'S COMPLETION, THE NEXT TWO PLAYERS WILL PLAY A RACK OF 8-BALL. THE PLAYER ROTATION CONTINUES UNTIL A TEAM REACHES THE REQUIRED POINTS NECESSARY TO WIN THE MATCH.
- FOR A 9-BALL GAME, THE INDIVIDUAL RACK IS OVER WHEN THE 9-BALL IS LEGALLY POCKETED.
- THE WINNING TEAM BREAKS WITH THE NEXT PLAYER IN THE ROTATION AFTER EACH RACK.
- EACH TEAM IS LIMITED TO ONE COACHING TIME-OUT PER GAME.
- IT IS A LOSS OF GAME TO SHOOT OUT OF ROTATION. IT IS SPORTSMANLIKE FOR THE OPPOSING TEAM TO REMIND THE OTHER TEAM THEY ARE ABOUT TO PLAY A PLAYER OUT OF ROTATION, THEY ARE NOT REQUIRED TO DO SO.