

# **SCOTCH DOUBLES 8-BALL LEAGUE**

The Scotch Doubles 8-Ball League begins on September 6, 2008. The league will only play two rounds. This league will be played on Saturday nights at Farrington's Bar and starts at 5:00 p.m.

The entry fee is \$50 per player, and as in previous years, will be handicapped. This will even balance the teams and everyone involved will have a chance at the 'money'. Each team will pay \$20 per night of play. A team will be a man and a woman with alternates allowed.

We will play a race to five per night. Sometimes a team may have to play two matches, depending on the availability of the tables. Every team will play each other twice, and whichever team wins the most games will win the league. If there is a tie between two teams, the winning decision will first be based upon the total number of games won, and/or secondly if needed, we will play it off to break the tie.

We will play Vegas Rules, which means no coaching, and all teams are allowed a time out to discuss strategy. Re-schedules will be allowed to make sure that each round point is earned on the pool table.

This league will qualify players to participate with ACS tournaments.

## **RULES OF THE SCOTCH DOUBLES 8-BALL LEAGUE OF 2008**

This league suggests these guidelines for play. However, We welcome suggestions and constructive criticism. Please read them carefully.

Start time is at 5:00 for early -6:00PM for late schedule

1. Alternating team brakes. No "coaching" allowed. One time out allowed per game. Mark it on the score sheet to make sure there are no mistakes (T/O).
2. There is a \$50 Sponsorship money per player, and \$20 per team per match played a night. The sponsorship money will be due as soon as possible.
3. The roaster sheets handed out with the folder on the second week have to be turned in **by next week**. We need to sanction the league ASAP.
4. This will be a handicapped league. It has been stated since the early stages of the league. The first two weeks of league the new teams will play scratch (no handicap). For the third week an average of the team will be obtained by counting the number of games won - number of games lost divided by the total number of matches played by the team. **Team average =  $\frac{gW-gL}{T}$  matches**
5. All teams will start as a 1.0, until average is established by both players. If one player is and other one is not team will carry a 1.0.
6. Alternates are allowed to come in but they need to establish an average. **If a team is to receive handicap games and a new alternate comes into the league, this team will have to forfeit those games. If a team is to give handicap and a new alternate comes in that night, they will still have to give it up.**
7. The handicap will be obtained by subtracting the average of the lower team from the higher team. The number of games to be given will be read from the Handicap Chart.
8. One Round Point will be equivalent to a match won. (race to five) . The most handicap given will be two (2) games.
9. At the end of the season we will have a "Bonus Round Tourney". The top teams will have round robin tourney to win the allocated money, as well as the bottom teams within their own division. If we don't have enough teams of either group we will play a single tournament and handicap according to team's placement at end of session.
10. Any disputes or disagreements should be directed to Cony-Tina Mendoza. If there is disagreement on a call either someone will back down or simply the game will be re-racked. No need to waste time.

