



TEAM MEMO

Welcome to the **8-Ball Doubles Las Vegas Qualifier**. The Tournament Structure is Modified Single Elimination which gives two chances to play and not necessarily two chances to lose. If you require a referee to watch a shot, please let someone at the control table know.

- Players alternate shots, not turns. The first break of the team match starts the rotation.
- If a player makes the 8-ball, their teammate breaks the next rack. The lag will not count as part of the rotation. If unsure about who won the lag, please re-lag. Rack for your partner.
- **It's a race to your combined skill level. 1 Game less on the B side (2 Games Minimum).** See Race Chart ☐
- Game forfeits will be declared after 15 minutes has lapsed since a match has been called.
- **ALWAYS MARK YOUR POCKET WHEN ON THE 8-BALL!**
- **One coaching time-out per team, per game**, is allowed. If team members talk in between shots it will be deemed a coaching time out. However, team members may converse freely when neither is at the table shooting without being charged with a coaching time-out. Time-outs must be less than 1 minute. Each shot must be 20-30 seconds or less.
- It is a foul to shoot out of rotation. Although it is sportsmanlike for the sitting team to remind the shooter that they are about to foul by shooting out of rotation, they are not required to do so. Once the shooter has shot out of rotation, the foul has occurred, and the sitting team will receive ball-in-hand if the sitting team calls the foul before another shot is taken. If the sitting team does not call the foul before the next shot is taken, the sitting team will not receive ball-in-hand, and the team that shot out of rotation will assume the new rotation for the remainder of the match. However, before any foul has occurred, the shooting team may avoid penalty by asking the sitting team which player's turn it is in the rotation. In that circumstance, the sitting team must tell them the truth. If the 8-ball is pocketed during an out of rotation shot, the foul results in loss of game.
- If the sitting team concedes a rack before the last ball is pocketed, the winning player's teammate will break the next rack.
- The winning team must make sure the **winner is circled on the scoresheet, and bring it to the control table.**
- **Practicing is not allowed due to limited tables.**

8-Ball Games Must Win Chart

SKILL LEVEL	6 or less	7	8	9	10
6 or less	2/2	2/3	2/3	2/4	2/4
7	3/2	3/3	3/3	3/4	3/4
8	3/2	3/3	3/3	3/4	3/4
9	4/2	4/3	4/3	4/4	4/4
10	4/2	4/3	4/3	4/4	4/4

If you have any questions, please text/call the League Operator, Julie Rambali, at 416-409-9783. Win or lose, **please practice good sportsmanship**, have fun, and best of luck to everyone!

No loud, abusive or profane language will be tolerated. Unsportsmanlike conduct directed toward an opposing player, team, referee or League Operator will not be tolerated. Anyone involved in an incident that involves either physical abuse, violence or throwing/breaking an item, extremely disruptive behaviour will be disqualified immediately and get banned from the tournament site. Excessive slow play will not be tolerated. If it continues after you are warned, you may be penalized. Rulings based on video footage is not allowed in the CPA/APA.

Cell phone and smartwatch use is prohibited while a player is taking their turn at the table and during coaching time-outs. No earphones of any type and this includes earbuds, headphones, headsets, Bluetooth devices etc. Hearing aids and non-electronic earplugs are allowed. Drinking alcohol in the parking lot of Host Locations during weekend Tournaments and weekly league play or bringing it into the venue is prohibited. Jump shots are not allowed. No masse with the cue above the shoulder. No equipment to be rested or left on top of the pool tables.