



OVERVIEW OF LEAGUE PLAY PROCEDURES

QUICK REFERENCE FOR 1ST TIME CAPTAINS, TEAM MEMBERS FILLING IN FOR CAPTAINS OR ANYONE WHO WANTS TO KNOW!

How to Begin:

1. Captains, introduce yourself; shake hands & flip a coin to decide who puts up 1st.
2. The winner of the coin toss may put up the 1st player or pass to the opposing team.
3. Teams alternate putting up the 1st player for each subsequent match.

After Selecting the players:

1. Players, introduce yourself; shake hands & lag to determine who breaks.
2. To win the lag, shoot the ball from behind the head-string to the foot-rail. Upon returning toward the head of the table, your ball must be the closest to the head-rail. If your ball makes contact with side rails, opponents ball or is pocketed you lose the lag.

The Score sheet:

1. The WINNER of the lag breaks & is written in the top player box. The loser of the lag must rack the 1st game & his information is written in the bottom player box.
2. Write both players' 8 Ball Express player #s. A new player with no number is marked as "NEW".
3. For 8-Ball: Use the lower left-hand corner of the score sheet to determine how many games each player must win. For 9-Ball: Use the lower left-hand corner of the score sheet to determine how many balls each player must make before shooting at the 9-Ball.

Once Play Begins:

1. An **inning is marked** each time the player in the bottom box (loser of the lag) misses. The inning may carry over into a 2nd game. Regardless of who is breaking, an inning always ends when the player listed on the bottom misses.
2. There are 2 small boxes between the games on the score sheet. Fill in the top box if the top player wins or fill in the bottom box, if the player on the bottom wins.
3. Players ranked 1-3 & new players get **2 time outs** per game. Players ranked 4-8 get **1 time out** per game. Color in the top square for each time out used by the top player or for the bottom player.
4. **MARK ALL DEFENSIVE/NON PERFORMANCE SHOTS** also referred to as safeties, non-intent or non-performance shots. (See rule book).
5. Mark any **8-Break & Run** or **8- or 9-on-the-Breaks** in the game/innings box.
6. 8-Ball: If 8-Ball is pocketed early, write **E-8** in the innings box. If shooter scratches on 8-ball, mark **S-8**.
7. At the End of Each Individual Game- 8 Ball: Mark total balls remaining at end of the game. 9-Ball: Mark total # of balls made by each player.

AFTER THE LAST MATCH:

1. Double-check your score sheet to be sure the information is correct.
2. Mark how many points each team won.
3. Each Captain should sign **both** teams' score sheet next to the final score for the match.
4. Fill in the names of the players paying their \$10 dues in the bottom right hand corner.
5. Write the total amount of money each team is paying. Be sure to count the visiting team's money to verify that it is accurate.
6. Include any membership applications forms.
7. Make sure your team knows where & when to meet next week!
8. **Home team:** Place the score sheets, membership applications and money into the provided envelope.
9. Drop the envelope at **your designated drop location** within 30 minutes of completing your match but no later than 12:30 a.m.

REMEMBER: Share fliers,
newsletters & other important
information in the Message Center of
your score sheet with your players!