



SCOTCH DOUBLES—DOUBLE PLAY
1 TEAM—1 NIGHT—2 DIVISIONS—DOUBLE PAYOUT

SCOTCH DOUBLES/DOUBLE PLAY BASICS

- 2 players function as 1 team—Home team decides to play 8 ball or 9 ball match first
- Separate payouts for 8 ball and 9 ball divisions—**ALL TEAMS PAID, FIRST TO LAST!!!**
- Races determined by CSL (combined skill level) of team compared to opponents CSL and matched up on the NAPA Race Matrix
- CSL built by adding sum of highest skilled players, divide by 2 for team CSL level
- Skill levels subject to revision at any time during session
- Players alternate turns after every shot, either player can break to start a game
- This is a NO COACHING league—no player can receive coaching when it is their turn at the table

8 BALL RULE RECAP

- Table is always open after the break.
- Call ball, call pocket on all shots.
- Safeties allowed in NAPA 8 ball, automatic loss of turn if safety called
- If you scratch while shooting the 8 and do NOT make the 8, it is ball in hand for the opposing shooter and not automatic loss of game.
- If you scratch while shooting the 8 and make the 8, it is loss of game.
- Scratch on the break is ball in hand behind the headstring, scratch on all other balls is ball in hand anywhere on the table.

9 BALL RULE RECAP

- Shoot 1-9 in rotation, whomever makes 9 in called pocket wins.
- Slop is good except for the 9. 9 Ball is ALWAYS call pocket.
- Push shots allowed immediately after the break
- All scratches are ball in hand anywhere on the table
- No need to call safeties—make a ball, continue shooting, miss a ball, loss of turn

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