

# 23-Rule: IMPORTANT!

**On any given night, the 5 players that a team fields must have a combined skill level of 23 or lower.**

If the 23-rule is broken, teams will lose points for the ENTIRE NIGHT (not just the match that put them over). The non-offending team gets the points they earned on the felt, plus 2 points in 8-Ball for the match in which the 23-rule was broken or 15 points in 9 Ball for the match in which the 23-rule was broken (*see pages 37 and 63 of the Official Team Manual*).

If your team can't meet the 23-rule because someone on the roster isn't present that night, you forfeit that last match and use that non-present player to calculate into the 23-rule.

Example, in attendance at league night—you have the following skill levels:

SL6, SL5, SL5, SL4, SL4



But you also have a SL3 on your team... she just couldn't attend tonight.

So, playing 4 of your players above would be fine, and forfeit the last match.

$6+5+5+4+\text{non present } 3 = 23\text{.....}$  So you're still ok. You only forfeited that one game .



**Using that same roster above, let's say you went ahead and played the 5 people in attendance. NOT GOOD. AVOID THIS!! Your team would lose ALL POINTS for the night.**



Let's say your team gets to the point where it's mathematically impossible for you to EVER meet the 23-rule. First, this is bad planning... don't let it happen.... Make sure to have low-skilled players on your roster. But, if it does happen, then every night when your team plays, you'll have to just play 4 players.... And abide by the 19-rule. Again, this is all in the Official Team Manual.

The 19-rule ONLY comes into play when your team can mathematically NEVER meet 23. It's very rare and completely different than the first example above.