

Team Captains Championship—Vegas Rules

- A maximum of 5 players allowed on roster.
 - Teams may choose any 3 of the 5 team members to participate in each match.
 - The total of the skill levels of the 3 players fielded in any team match cannot exceed 15.
 - A player's highest skill level (SL) in this tournament will be the highest of either the player's skill level in 8-Ball or 9-Ball, unless the player is a SL8 or a SL9 in either format in which case their skill level in this tournament will be a SL7.
 - Only one player of skill level 6 or higher, sometimes referred to as a senior skill level player, may play in any given match.
 - If a qualifying tournament is held by the Local League Office, a team must enter with a skill level of 15 or less. If the team improves to where it can no longer comply with the 15-Rule during the tournament and/or after qualifying, the team **will** be allowed to play up to 17 by using a modified race chart. If their skill level increases to 18, a replacement of players will have to be made to reduce the team skill level back to 15 before entering the Championship. The qualifying bracket and roster must be submitted with the entry. The roster of the qualified team is locked, unless approved by the League Operator. Players may not be added to, or dropped from, a qualified roster unless it reduces the team skill level back to 15. Teams will be held to a maximum skill level of 15 for all entries received without the qualifying tournament bracket(s)/roster(s).
 - Teams may not play up to 17 due to team member participation in other events.
 - If a team's combined skill levels increase to 18 during the Championship, the team forfeits out of the event.
 - If a team only has two players eligible to play in a match, the player with the highest skill level must be in the third spot. The remaining player may choose the first or second spot, and the team will forfeit the spot in the rotation left vacant.
 - Each team is limited to one coaching time-out per game.
 - Alternate between 8-Ball & 9-Ball racks, starting with 8-Ball.
- Each individual rack is worth one team point.

National Rules for Team Captains Championship Continued...

- Team Captains flip a coin to decide who must declare their three players for the match first. Winner of the flip has the choice of declaring first or having the opposing Team Captain choose first.
- The players are listed in ascending order (lowest to highest). That list determines the player rotation, and is locked for the match. Once both teams in a match have declared their players, the players cannot be changed unless the combined skill levels of the three players declared by a team exceed the maximum permitted combined skill level in which case the team will be allowed to declare three different players prior to first rack being struck.
- Players of same skill level may be placed in order of preference.
- Players lag to see who wins the first break.
- Once the first two players have completed their rack of 8-Ball, the second two players in the rotation will play a rack of 9-Ball. Upon that rack's completion, the next two players in the rotation will play a rack of 8-Ball. Once set, the player rotation continues until a team reaches the required points necessary to win the match.

The winning team breaks with the next player in the rotation after each rack.