

## Playoff Captain's Log

Congratulations on making playoffs! Make sure you read this thoroughly, as some things are different during playoffs.

**Weekly fees are only \$40 per team during playoffs.** \$40 is due no matter how many matches are played. Any shortages on fees will be applied to your team for the start of the next Session.

Only players on the current roster with a minimum of 4 matches played with that team during this past session are eligible to participate in playoffs with that team. Players with less than 4 are not eligible to play. If a team puts up an ineligible player, inform them they must choose another player. Players with less than 4 matches played are listed in italics on the score sheet.

In 8 Ball there is a maximum of 15 points possible, so any team that reaches 8 points has won the match. Teams can win with less than 8 points, but only after the losing team is mathematically eliminated. For example, if a team is ahead 7 to 3 after 4 matches, there is no need to continue. In the event of a tie, the team that won 3 of the 5 matches will be the tiebreaker. For example, if Team A won 2-0, 2-0, 2-0 and Team B won 3-0, 3-0, the tie score of 6-6 goes to Team A. It is possible for a match to end without actually completing an individual match. If a player gets to the hill and earns a point for the team and that one point eliminates the other team from being able to win the match, there is no need to continue. The same thing can happen when one person wins a game, which prevents the other player from getting a 3-0 win.

In 9 Ball, the team that reaches 51 points or more will advance to the next round of playoffs. In the event a match ends up as a 50-50 tie, the team that won 3 of the 5 matches will advance to the next round of playoffs. Once a team reaches 51 points, there is no need to continue. The same can be said for a team that reaches 50 points, and has won a minimum of 3 matches.

There are times when an individual match does not need to be finished in 9 Ball. I will use an example, as I know this gets confusing sometimes. Let's say your team has 47 points after 4 matches. You put up a skill level 4 in the 5th match. Your team has won 3 of the first 4 matches, so you own the 50/50 tiebreaker. To determine how many points your skill level 4 needs to win the match, pretend he/she were to lose the match. Check the point chart on the front side of the score sheet, and see how many points that player needed to get 3 points for your team. Looking at the chart, I see that a skill level 4 would need 12 points to earn 3 points for the team. Once the skill level 4 made it to 12 points, they have earned 3 points for the team and it is no longer necessary to continue the match. The key is to pretend that your player were to lose the match, as you always use the losing player's score and skill level to determine how many points each team earned for a match. If you're still confused about how this works, just play it through so you don't risk not completing the match.

In 8 or 9 Ball any unfinished individual match should be marked "DID NOT FINISH" or "DNF" across the empty game boxes.

Individual forfeits in 9 Ball during playoffs are 20-0 instead of 15-0. Trying to overcome a 20-0 is extremely difficult, so make sure you get all your players to the match site. Individual forfeits in 8 Ball during playoffs are 3-0 instead of 2-0.

[The team manual](#) and [local bylaws](#) are still in effect for playoff matches. The 23 rule is still in effect for playoffs. You cannot play a roster at anytime, playoffs or otherwise, if the total sum of the 5 players in your match exceeds 23. Exceeding the 23 rule is a full 5-match forfeit in 8 Ball and 9 Ball. If your roster allows you to meet the 23 rule, you must meet the 23 rule. No exceptions. The two senior skill level rule is still in effect for 9 Ball during playoffs, also.

If the 5 lowest skilled eligible players on your roster do not add up to 23 or less, you may forego the 23 rule and play 4 players to 19. The 5th match will be a forfeit. If you cannot meet the 23 rule with the 5 lowest skilled players on your printed roster, and you also cannot meet the 19 rule with the 4 lowest skilled eligible players on your roster, then you can play 3 players to 15. However, you will forfeit the last 2 matches. If you cannot meet the 23 rule, the 19 rule or the 15 rule, I would suggest disassembling your team and starting over. Ineligible players' skill levels may not be used to meet the 23 rule.

Coaching during the playoffs is the same as the regular session, 2 for SL 1-3's and 1 for SL 4's and above.

As is always the case, timely return of your score sheets during playoffs is a must. Office hours are extended during the playoffs. If you have a dispute during your match, please contact the league office at the time of the dispute.

This will be the only Captain's Log you receive during playoffs, so hang onto it for the second week if your team wins this week.

Check the schedule on the web site for your 2nd week match up. Contact the league office if you don't have internet service.

There is a \$40 payment option to pay playoff fees for playoffs on our e-store at [mysdapa.ecwid.com](http://mysdapa.ecwid.com).

Good Luck in the playoffs and Shoot Pool Good!!!!

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