

# NAPA ST RULES

v13.10

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## SECTION 1: TEAM RULES

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### 1.1 TEAMS

All teams must have three players on their roster. No more and no less.

### 1.2 TEAM SKILL LEVEL

Prior to the start of each session, NAPA will assign a skill level to each team. The skill level for each team is determined by the combined sum of all three player's skill levels in the same game format, divided by three (3). The formula is as follows  $(SL+SL+SL)/3$ . So, if one player has a skill level of 85 and the second teammate has a skill level of a 43 and the third teammate has a skill level of 37, the team skill level will be a 55. The equation is  $(85+43+37)/3$ . If at any time a team's skill level does not equate to a whole number, NAPA will round the team's skill level to the nearest whole number, up or down. After a team's skill level has been set, the team skill level will change after each week of play during the session, based on their performance.

League Operators are permitted to use previously established Scotch Triples team skill level for teams entering a new session with NAPA HQ approval.

### 1.3 TEAM RACES

Races for each match are determined by each team's skill level and how they match up on the NAPA race matrix.

### 1.4 MAX TEAM SKILL LEVEL LIMIT

Your NAPA local league operator is allowed to set a Max Team Skill Level limit before the start of each session. If a Max Team Skill Level limit is set all teams entering the session must fall under the limit.

Since all team skill levels will fluctuate during the session based on each team's performance, it may be possible for a team's skill level to go over the Max Team Skill Level limit **during** the session. This is not illegal. As long as they entered the beginning of the session under the set limit, they are allowed to continue playing throughout the session.

### 1.5 SUBSTITUTIONS

If a team is short a player on league night, a replacement player will be allowed as long as the replacement player is an already established NAPA player with a NAPA skill level of equal or LOWER skill level than the player they are replacing. If the substituting player does not have a skill level in the game format being played, their highest NAPA skill level from any other format must be used.

Only one substitution can be used per Scotch Triples match. You can not substitute more than one player on your team. If two players on a team are a no show then it is an automatic forfeit unless the two missing players have gotten approval from the local league operator by using the Advance Notice rule.

If the present team members can not find a NAPA substitute of equal or lower skill level for the missing player, the present team members will be granted a make up match if it does not violate the local league operator's advanced notice rules for their local leagues. The make up match must be played within two weeks. The local league operator is allowed to set their own advanced notice rules for their local leagues. See the rule regarding **Advanced Notice** in the main rules for the game format you are playing.

**NOTE:** The local league operator must be informed of the newly assigned player before any matches begin with the newly assigned player. No adjustments need to be made in NAPA Play. The team skill level will not change with the newly added player on league night. If the team chooses to make the substitute player a permanent player on the team the local league operator should contact NAPA HQ to make any skill level adjustments necessary. Your local league operator has the right to set a limit on the number of times teams can substitute a player during a session.

## 1.6 FORFEITS

In the event both team members are unable to play a scheduled match, the league will allow a match to be made up as long as the match is played within a two week period. If a team is unable to play on a scheduled night AND a make-up match time can not be decided upon in the two week time frame, a forfeit will be granted.

Anytime all three members of a team are a complete no show without making proper communication with either the league operator or the opposing team, a forfeit will be declared.

A team forfeit is worth 20 points or 14 points depending on which forfeit point scale the local League Operator chooses to use.

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## SECTION 2: MATCH PLAY RULES

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### 2.1 LAG

Any player on a team can shoot for the lag. Winner of the lag **must** take the break. No coin flipping.

### 2.2 ALTERNATING SHOTS

During a match play, players on the same team must alternate turns after every shot, regardless if a ball is made or not. Rotation must be in order so that each player on the Scotch Triples team line up will shoot before another teammate shoots again.

**EXAMPLE:** Player A shoots, Player B shoots, and Player C shoots before Player A can shoot again. Shooting out of order is a ball in hand foul for the opposing team.

After the completion of each game in a match race, a team may change the rotation of their shooters, but **ONLY** after a game is completed and **NOT** in the middle of a game. Changing the rotation of their shooters in the middle of a game is a ball in hand foul for the opposing team.

**EXAMPLE:** In a 3 to 3 race between two Scotch Triples teams, Team #1 chooses to shoot in the following rotation:

Shot #1. Player A shoots

Shot #2: Player B shoots

Shot #3. Player C shoots

If after game #1 is over Team #1 is not happy with the "mojo" of their shooting order as a team, they can change their order before the start of game #2. The shooting order must be declared to the opposing team before the start of the next game after the shooting order is changed.

**NOTE:** When playing a push in either 9-ball or 10-ball, if the opposing player refuses the push, the player who played the push is still at turn.

## **2.3 ORDER OF THE BREAK**

After each game is concluded, the winning team of the concluded game must break in the next game unless you are playing Fast 8, then you would alternate. Any player on a team can perform the break even if it is not his/her turn to shoot. For example, if in the previous concluded game, player A on a team was the last player to shoot, normally it would be player B's turn to shoot, however, since it's the start of a new game, Player A, Player B or Player C can take the break and start their alternating shots over.

## **2.4 SHOOTING OUT OF TURN**

Shooting out of turn is a ball in hand foul.

The order of shooting should go back to the original rotation.

## **2.5 COACHING**

NAPA Scotch Triples is an open coaching and open communication format. This means that all three teammates on a Scotch Triples team are allowed to communicate at all times during their turn at the table, regardless of their team skill level. Discussing strategies during each others turn at the table is highly recommended for a successful performance in a team's match.

If a Scotch Triples team has a ball in hand situation at the table, only the player whose shot it is, is allowed to touch the cue ball.

**NOTE:** The NAPA Standard Time Allotment rule of 60 seconds per shot still applies. Exceeding the time allotment is **STILL** considered slow play. Communication between teammates when it is their turn at the table should be prompt and concise.

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## **SECTION 3: ALL OTHER RULES**

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### **3.1 NAPA OFFICIAL RULES**

Unless otherwise stated in this manual, all other NAPA Official Rules apply for the game format and league format being played.