

# Scotch Doubles

## Tournament Rules & Format

### General Format

1. **Modified Elimination Format:** Players will compete in a structured elimination format with modifications to ensure fair play.
2. **Handicapped Play:** Players will receive a handicap based on skill level, which may involve additional balls or, in some cases, adjusted game requirements.

### Game Play Rules

1. **Call Shot Requirement:**
  - In **8-ball**, players must call their intended shot.
  - In **9-ball**, players must call the **9-ball** and any designated **money balls**.
2. **All-Ball Fouls:** Any contact with the cue ball or other balls outside the rules results in a foul.
3. **Shot Clock:**
  - Players have **45 seconds** per shot.
  - **Unlimited coaching** is allowed, but both the coaching and the shot must be completed within **45 seconds**.
4. **Alternating Shots:**
  - Teammates must alternate shots.
  - Exception: **Push-outs after the break** do not follow alternating shots.
  - The alternating sequence **resets after each break**.
5. **Calling a Shot:**
  - Any member of the same team can call a shot, even if they are not at the table. This is **not** considered coaching.
6. **Break Rules:**
  - A **legal break** requires that the cue ball **strikes the apex ball first**.
  - Four balls must **hit the rail** and a ball must **travel to the kitchen area** after the break.
  - **Two consecutive fouls on the break** result in a **loss of the rack**.
  - Any player on a team may break, and the same player may break every round if desired.
7. **Racking Rules:**
  - In **8-ball**, the **apex ball** is placed on the **spot**.
  - In **9-ball**, the **9-ball** is placed on the **spot**.

## Handicap & Match Structure

1. **Handicap Limit:** A limit of **14** is recommended but can be exceeded.
2. **Race Format:**
  - Players with a **handicap of 14 or below** must race to **5**.
  - Players with a **handicap of 15 or higher** must race to **7**.
3. **Handicapped Balls:**
  - Any **handicapped balls pocketed on the break** must be **re-spotted immediately**.

## Match Progression & Special Conditions

1. **Round Robin Format:**
  - The first **three rounds** will follow a **round-robin structure**.
  - All round-robin matches are **timed**, and they end when:
    - A team reaches their required race count.
    - The allotted time expires.
2. **Red Zone Rule:**
  - **At the 75-minute mark**, the **Red Zone** goes into effect.
  - **Each rack won during this phase counts as two**.
  - If a rack is in progress when the **Red Zone** begins, it is **not affected**, the rule applies from the **next rack** onward.

## Equipment & Attire

- **Team shirts** are required.
- **Jump cues** are **not allowed**.

## Pre-Match Requirements

- **Lags & First Break:**
  - Players must **lag** for the **format of play** or **first break** in each round.

## Additional Rules

- Any required rule not listed will be applied directly for the Megabucks Rules Booklet. To view a copy visit [www.goplaymega.com/game-rules/](http://www.goplaymega.com/game-rules/)