

Southwest Challenge

Doubles Tournament

Rules of Play



Except as noted below, all APA rules regarding *regular session play* apply. Local Bylaws do not apply at the Southwest Challenge!

- 1) The tournament is a modified single-elimination tournament. Each team is guaranteed two rounds of play. However, each team is *not* guaranteed two losses.
- 2) Each team match will be an alternate-shot doubles match. The race will be determined by adding the skill levels of both players on the team and using the race chart on the scoresheet.
- 3) Either player may start the match for his/her team, but once that team has taken their first shot, the alternating order must be maintained, even across racks. When one player ends a rack by pocketing the 9-Ball (9-Ball Doubles) or the 8-Ball (8-Ball Doubles), the other player breaks the next game. Shooting out of order is a ball-in-hand foul.
- 4) Each team match will have a scheduled start time. Once your team has completed a round in the tournament, you are not required to be in the tournament room until 15 minutes prior to the scheduled time of your next match.
- 5) Your team may forfeit a team match if you are not at your assigned table within ten minutes of your match being called. All team forfeits will be at the discretion of the tournament directors.
- 6) Each team will be allowed one time out per rack.
- 7) Slow play will not be tolerated.
- 8) Skill levels will be reviewed between rounds and may be adjusted. A team may play at a combined skill level of 12 or 13, providing that they were within the limit of 11 at the entry deadline. No team will be allowed to play at a combined skill level higher than 13.
- 9) If the skill level of any player on a team goes up by two or more, the team may be disqualified from the tournament.
- 10) If a team goes up by two full skill levels, the team may be disqualified from the tournament.
- 11) The tournament staff has sole discretion with regards to disqualification.