

MVP Tournament Rules

1. **Thanks for coming today! Have fun! Excellent sportsmanship is #1!** 😊😊😊
2. The tournament will be run today, following the “modified single elimination” format that is used at most major APA Regional and National tournaments. This format ensures that every person gets to PLAY at least 2 times (but not necessarily lose twice). See tournament board for details.
3. Use the bracket board to see who, where and when you play next. **It is your responsibility to check the board when you arrive at tournament to make sure you appear on the board. Over 5 minutes late for any match = forfeit. WE WILL NOT COME FIND YOU OR CALL YOU TO REMIND YOU WHEN AND WHERE YOU ARE PLAYING; YOU MUST CHECK THE BOARD. Times are outlined on the board NOW, and table numbers will appear about 10 minutes before each scheduled start time. Note that round times are only 40 minutes, so play will go quickly – pay close attention to that tournament board.**
4. If you arrive to the tournament board near your posted start time and the match in front of you is running behind (so your table isn’t ready yet), stay RIGHT NEAR the tournament board. You are “on call” at that point and must be able to hear us call your name when your table is ready.
5. Be ready to play at your start time. Take smoke breaks/food-breaks/etc. BEFORE your match.
6. Once play starts, it must be continuous. No smoke-breaks/bathroom breaks in the middle of a match. ***Even if your opponent agrees, this is NOT allowed unless there is an emergency.***
7. Play starts with lag to see who gets to break. All league rules apply. Winner of lag gets to choose whether the first rack will be 8-Ball or 9-Ball. From there, change formats every-other-rack. Continue this until one of the players reaches his or her “Games Must Win.” See the tournament board for the “Games Must Win” race charts.
8. In 9-Ball, making the 9-Ball is a win (no ball counting necessary).
9. Making the 8-on-the-Break in 8-Ball or the 9-on-the-Snap in 9-Ball earns you a special HLT patch, but is NOT a win (due to the shortened races).
10. Use the score-sheets provided at the registration table. CIRCLE the winner.
11. No time outs. This is an individual event – not a team event.
12. PACE OF PLAY is important. Slow play not ok. If your opponent is shooting slow, please let us know. Average shot should take no more than 20 seconds.
13. Higher Level Tournament patches are awarded today. Categories are: 8 on the Break, 8 Break & Run, 9 on the Snap, and 9 Break and Run. **No other patches awarded.**
14. Players today are competing with their highest 8-Ball skill level in the past 20 matches. Players who do not have 8-Ball scores, or who haven’t played 8-Ball in over one full year will use their 9-Ball skill levels – again, highest in the past 20 matches. The League Office reserves the right to make decisions about which skill levels will be used in extenuating circumstances.
15. \$10 entry fee. 100% payback of that entry fee PLUS \$1,500.00 added to total purse.

THANKS TO COCONUT BOWL FOR AGREEING TO HOST OUR TOURNAMENT! WE GREATLY APPRECIATE THE EXCELLENT SERVICE PROVIDED BY THE STAFF!!!