

MODIFIED MINGLES SINGLES RULES FOR 16 FRAME CENTRAL DISTRICT EVENTS

Day 1 Rules and Procedures

1. The first day of the tournament will consist of 6 games of 16 frames each.
 - a. 8 frames on each color
 - b. Color board will be changed after the 8th frame and Black will lead out in the 9th frame.
2. Each person who enters the tournament must commit to playing all 6 games on the first day.
3. You will draw for a partner before each game.
4. Although you will be playing with a partner, all scores will count individually.
5. You may draw the same partner and/or the same court more than once.
6. Practice is 2 speed shots and 4 practice shots at the beginning of each game and 4 practice shots only on the color change.
7. First and second calls will be by players on adjacent courts. Third call will be by the tournament director or his/her designee.
8. Maximum score for any game is 100 points.
9. Ties at the end of 16 frames will be broken by a 2-block lag from the head of the court with the last block counting to break the tie.
10. Byes may be utilized if there are an odd number of players or insufficient courts to handle all players.
11. Unless otherwise notified by the tournament director, a player may draw only one bye for the tournament.
12. A bye is worth 70 points.
13. All scores will be reported on the supplied scorecards and each player must sign the scorecard verifying their score.
14. Scorecards must be submitted to the tournament director before drawing for the next round.
15. The total number of games won determines the order of finish for the first day with total score being used to break any ties in games won.
16. The top 16 players will be invited to return on the second day. Players must commit to returning the second day before leaving. Any player who cannot commit to returning will be replaced by the next eligible player.

Day 2 Rules and Procedure

1. The 16 returning players will draw for a partner and keep that partner for the rest of the tournament.
2. The format will be a normal 8-team elimination tournament.
 - a. Round 1 will be quarter finals with winners advancing in the Main and losers advancing into Consolation for the semi-finals and finals in rounds 2 and 3, respectively.

2. Order of play will be the best two-out-of-three games of 16-frames or 75 points, whichever occurs first for games 1 and 2.
 - a. For District Amateur only tournaments, the format will be 12-Frames or 75 points, whichever comes first.
3. The third game, if required, will be 16-frames. There will be no lag for color. The low line number will start on yellow and change colors after 8 frames, also changing the color bar so Black plays first in the 9th frame.
4. All normal F.S.A. tournament rules will apply.

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