



ATLANTIC CHALLENGE CUP

SCHEDULE OF PLAY AND RULES

SCHEDULE

THURSDAY, NOVEMBER 29 @ 10AM

- Match 1 Team Match (all 6 to play)
- Match 2 ACC Las Vegas Triples
- Match 3 ACC Las Vegas Triples

THURSDAY, NOVEMBER 29 @ 3PM

- Match 4 Scotch Doubles (boys' pair)
- Match 5 Scotch Doubles (girls' pair)
- Match 6 Singles (boys)

FRIDAY, NOVEMBER 30 @ 10AM

- Match 7 Singles (boys)
- Match 8 Singles (girls)
- Match 9 Mixed Scotch Doubles
- Match 10 Mixed Scotch Doubles

FRIDAY, NOVEMBER 30 @ 4PM

- Match 11 Singles (boys)
- Match 12 Singles (boys)
- Match 13 Mixed Scotch Doubles

SATURDAY, DECEMBER 1 @ 9AM

- Match 14 Mixed Scotch Doubles
- Match 15 Scotch Doubles (boys)

SATURDAY, DECEMBER 1 @ 12PM

- Match 16 Singles (girls)
- Match 17 Singles (boys)
- Match 18 Singles (boys)
- Match 19 Singles (girls)
- Match 20 Singles (boys)
- Match 21 Singles (boys)

SATURDAY, DECEMBER 1 @ 7:30PM

Banquet & Celebrations

RULES

21 Matches, Race to Six, Alternate Breaks, First Team to 11 Points Wins.

The Team Captains may not use the same pairing twice. There are seven doubles matches and a possible 12 different pairings.

REFEREES

The 2018 Atlantic Challenge Cup will be officiated by Dwayne Payne of Oklahoma City, Oklahoma and Genaro Vasquez of Minneapolis, Minnesota.

SHOT CLOCK

There is a 25 + 10 seconds shot clock on all shots. Only exception to this after the break shot where 60 seconds are given with a warning after 50 seconds. In team and doubles play, only the shooter at the table may ask for an extension.

Each player/pair can ask for an extension of 25 seconds once per frame but only the player at the table may call an extension during the match.

A referee will always confirm the extension, if the player does not hear confirmation they must state clearly again to the referee and receive confirmation.

The referee has the power to stop the clock. This is in the event of any extraordinary occurrence, for example, a player playing out of turn in the doubles or team matches.

The match will then recommence with the referee stating "start the clock." The clock will not be reset, it will continue from when it was stopped.

TIME OUTS

Each player is allowed one 5-minute time out, regardless of length of match race. The Team Captain may suggest a time out be taken, but it must be requested by the player(s).

