



VEGAS 8 BALL LEAGUE
CONDITIONS

OF ENTRY. 3 Man Team

**Cheques or money orders please send to
Pub Pool Promotions P.O Box 5203 Chullora NSW 2190**

- Hotel registration fee's for the 3 Man Team events, 1st team \$200, 2nd team \$150, 3rd team \$100, plus GST.
- **Failure to pay the Registration Fee eliminates the team from any play offs or shootouts.**
- **Registration fee covers entry into each 20 week tournaments.**
- Team registration fee to the players is \$300 per team and must be paid by week 4
- NO WEEKLY FEE'S to the player
- If a team wins a match by forfeit the team claiming the forfeit must **Phone result through.**
- **Teams that cause a forfeit incur a \$30 penalty fee.** A maximum of 4 forfeits is permitted throughout the season, and then disqualification of the team occurs.
- **Teams that are playing in the playoffs, must have paid all their team registration / forfeit fee's**
- **Teams that decide not to take the Las Vegas trip prizes are eligible for \$1,000 per person.**
- **At the end of each League match the Captain of the winning team must take a picture of the score sheet and send to the League co-ordinator, as well as ring the League score line with the score results. Zone Captains will still collect weekly score sheets. Failure to do the above will result in point penalties towards the ladder.**

FORMAT

- Teams will consist of 3 players plus a reserve (optional)
- The maximum bonus points to a team for Female players on the one night, in any combination is 20 Bonus points.
- No new players can be introduced into any team during the Play offs or Shoot Outs. *
- The usage of unqualified players will incur penalties which are to be designated by the League Co ordinator, 5 points unqualified, 5 points wrong grade. A player must have played 8 weekly matches to qualify for any shootouts.
- The league will be played under **International 8 Ball rules**
- Only ONE handicap player of 30 points is allowed per team / 70 **handicap points is the maximum for the formation of a team this limit cannot be exceeded**, refer to grading regulations.....the 20% weekly match adjustment is NOT included 70 point team formation.
- Hotels/Clubs can register more than one team, on Monday nights Leagues.
- If a zone collapses the remaining teams will be given the option of going to the nearest Zone or treat as a paid forfeit situation, thus still being eligible for shootouts.
- Teams that now qualify for the Shoot Outs are:
- **Minor Premiers in each zone automatically qualify for the Las Vegas Shoot outs**
- **The next four highest placed teams will then play a semi final series with the two winning teams also qualifying for the Las Vegas Shootouts. This will vary depending on the zone size**
- In the event of a draw in any position on the League Ladder, the team who won the last time the two drawn teams played will go to the highest position.
- **Shoot Outs:** in the event of a draw the 2 teams play the last 3 matches again from the last score in the 5th round...All shoot out finals are played SINGLE frame format ..60 seconds is the official time limit between shots....
- The league will be played on Monday or Thursday nights using the VNEA format and the VEGAS LEAGUE Grading System. All Shoot Outs will be played using these formats and systems.



Individual players may only represent 1 team at any shoot out. Captains must be aware of this and take precautions as having reserves as substitutes if needed.

Individuals may play on both Monday/Thursday and Tuesday nights in the same team or different teams.

- Commencement of play will be 7.30pm SHARP. (Arrive 7pm to commence paper work)
- **Forfeits:**
- If your opposing team does not arrive by 8 pm you have the choice of **a)** starting the match immediately (a minimum of 2 players constitutes a team) and the vacant players game becomes 0 points for that section...even if the player arrives after that section is finished it still remains 0 points. **b)** 8pm.... claim a forfeit... and ring the League score line, and you will receive the maximum points scored for that zone towards the Ladder
- **c)** The team that caused the forfeit (team that did not show) by paying the penalty fee (\$30) within the 2 week period you will receive 10 points towards the ladder.... non payment 0 points towards ladder.
- **d) A team that causes a forfeit in the Last 2 weeks of play will receive nil points to the ladder**
- **e)** If Captains can't agree on late arrivals or insufficient players a) b) or c) are to be implemented.
- **All forfeits must be paid to be eligible for play offs and shootouts.**
- **Winning team Captains** must ring the score through to the league score line at the completion of each nights play, as well as send photo of the score sheet to the League co-ordinator.
- Win Lose or Draw if the winning team Captain fails to ring the League Score line within 48 hours the home team will receive **minus 20%** towards the League Ladder
- **Team T-shirts must be worn at all times by all team member's involved weekly matches and in Shoot Outs, a 10 point penalty applies to teams that don't wear their team shirts. A grace period of 4 weeks at the beginning is given to the team to acquire their shirts**
- Vegas League T-shirts available through Bob 9723 1291
- All players must play a minimum of 8 matches or 48 games to qualify for the Shootouts...unless special permission has been granted by the League Co-ordinator.
- **All fees must be paid including forfeits to be eligible for Shoot Outs.**
- **Shoot Out Green Slips** (teams details) are to be filled out by captains for every shoot out. ****Disqualification applies for incorrect or false details.****
- **Shoot Out start times : matches are to START at your designated start time as per draw.**
- **Weekly Ladder Points:**
- **10 points each team**
- **0 – 24.. 2 bonus points**
- **25 – 49.. 3 bonus point**
- **50 plus 5 bonus points**
- **Draw = 11 points**
- **Vegas League handicap system starts from -10 to a maximum of 30 points and raises or decreases in 2.5 increments.**
- Monday/Thursday and Tuesday Night League..Las Vegas prizes plus cash*
- All Las Vegas Team prizes, if a team member decides to not take the prize a payout of \$1,000 is payable to the individual.
- End of season lucky door prize is airfares to Las Vegas or \$500 Cash.
- Singles Divisional Grade Championships League players only \$\$\$*
- Plus other tournament events. *
- * Vegas League Organisers have the right to amend conditions of entry.