



## VEGAS 8 BALL LEAGUE CONDITIONS OF ENTRY

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

- Las Vegas Competition is \$350.00 plus GST Registration Fee for one team, \$250.00 Plus GST for a second team. Any additional teams \$150 Plus GST,
- **Failure to pay the Registration Fee eliminates the team from any play offs or shoot outs.**
- **Registration fee covers entry into the 20 week tournament.**
- On each night of competition teams will pay \$50.00 (\$10.00 per player) to play
- If a team wins a match by forfeit on an away match they must leave the weekly envelope together with the weekly fee at the away venue. **Phone result through if you don't play.**
- **If a team wins a match by forfeit on a home match they must leave the weekly envelope together with the weekly fee at the home venue. Phone result through.**
- **Teams not leaving full weekly payment will not receive any points towards the league ladder**
- **Teams that are playing in the playoffs, must have paid all their weekly fee's**
- Any team that does not pay weekly fees for all competition nights (including forfeits) will not be eligible for team play offs and shoot outs or individual trips.
- Failure to pay weekly payments for a total of three weeks could lead to expulsion from the league

### FORMAT

- Teams will consist of five players plus a reserve (Female player optional).
- Female Grades 9 & 10 will receive bonus points. Females on grade 9 will receive 5 bonus points and females on grade 10 will receive 10 bonus points.
- If you play two or more Females on the one night, Grade 9 or 10, in any combination your team will receive the maximum 20 Bonus points
- If your teams Female player is Graded 8 or above **NO Bonus points apply**
- 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 Organisers and Committee Chairman. 5 points unqualified, 5 points wrong grade.
- The league will be played under International 8 Ball rules
- Only ONE Grade 1 player per team / 115 grade points is the maximum for the formation of a team this limit cannot be exceeded , refer to grading regulations
- Hotels/Clubs can register more than one team, in both Monday or Tuesday 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 Las Vegas Shoot Outs are:**
- **Minor Premiers in each zone automatically qualify for the Las Vegas Shootouts**
- **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, 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 5 matches again from the last score in the 4<sup>th</sup> round, ...60 seconds is the official time limit between shots....
- The league will be played on Monday nights and Tuesday nights using the VNEA format and the VEGAS Grading System. All Shoot Outs will be played using these formats and systems.
- Teams and individual players that wish to improve their chances in winning prizes can play on BOTH Monday and Tuesday night, in the same teams or different teams.



- **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 and Tuesday nights in the same team or different teams.**
- Commencement of play will be 7pm for Hotels/Clubs with one table 7-30pm for venues with two or more tables
  - **Forfeits:**
  - If your opposing team does not arrive by 8 pm you have the choice of
    - a) starting the match immediately ( a minimum of 3 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, **At shoot outs** your start time is your start time. The match is to commence at that designated time using the above, 30 minutes after the start time and still the opposing team have not arrived a automatic forfeit is given.
    - b) 8pm....claim a forfeit.....by doing this your team must place \$50 in the envelope and ring the League score line, and you will receive the maximum points scored for that zone towards the Ladder. If your team decides not to pay for the forfeit you will only receive 10 points to the Ladder. All forfeits must be paid with in 2 weeks or nil points to ladder.
    - c) The team that caused the forfeit ( team that did not show ) by paying the weekly fee with in 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 there is a nil result in the zone 12 points will be awarded to the League Ladder
    - f) 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 shoot outs.**
  - **Home team** Captains must ring the score through to the league score line at the completion of each nights play (FREE CALL)
  - Win Lose or Draw if the home 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 by all team members involved in Shoot Outs, a 10 point penalty applies to teams that don't wear their team shirts.**
  - League T-shirts available through Pub Pool Promotions
  - All players must play a minimum of 8 matches or 40 games to qualify for the Las Vegas Shoot outs.....unless special permission has been granted by the Committee or Organisers.
  - **All weekly fee's must be paid including forfeits to be eligible for Shoot Outs.**
  - **Shoot Out Green Slips** ( teams details ) are to filled out by captains for every shoot out. **\*\*Disqualification applies for incorrect or false details.\*\***
  - **Weekly Ladder Points:**
  - **10 points each team**
  - **0 – 24 No bonus points**
  - **25 – 49 1 bonus point**
  - **50 plus 2 bonus points**
  - **Maximum possible points is 10 + 2 + 1 + 2 = 15 points**
  - **Draw = 11 points**
  - Tuesday Night League 2013 Las Vegas 5 Tickets to Las Vegas + \$5,000 Cash \*
  - Captains Cups \$1,500\*\$25 Entry / Lucky Door Prize 1 Ticket to Las Vegas \*
  - Singles Divisional Grade Championships League players only \$\$\$\*
  - \* All above Tournaments are subject to entries / Organiser or Committee approval

