



# Saturday Night

## Hi-Lo Doubles

Effective Jan. 2004

**REVISED April 1, 2009**

Revised Game Format – January 8, 2008

Revised Game Format – April 1, 2009

### **On Saturday night at EVERY All Star Series weekend.**

Posting of rosters at 5:00 PM and all HI-LO Players are expected to be in the room by no later than 5:30 PM.

- 1) **How To Register...** Must sign in at the tournament between 12:00 pm and 3:00 pm (no advance sign-ups). Entry is limited to the first 256 players!

**Warning:** There is no role call for this Event. Do not sign up if there is any chance that you may not be in the room and ready to play at 5:30 pm. Failing to appear will result in banishment from future All Star Series events.

- 2) **Start Time...** Event Pre-Announcements begin at 5:45 PM. 6:00 PM is the National Anthem and start of the HI-LO Competition.
- 3) **Points...** All Rising Star Players will earn four (4) bonus points for participating in the Hi-Lo Doubles Event!! All Star players will receive four (4) bonus points for participating in the Hi-Lo Doubles Event!!
- 4) **Who Can Play...** Any current league player who is at least 18 years of age.
- 5) **Entry Fee...** \$10.00 per person.
- 6) **Payouts...** The prize payouts are 100% of entry fees plus \$500.00 added. Payout will be 100% of the entry fees PLUS \$500 AND back to approximately 25% of the field. Example: with 128 people that is 64 teams, we'll pay \$1,780.00 [128 x \$10 + \$500 = \$1,780.00] to 16 teams [25% OF 64 = 16] as follows.....

**EXAMPLE ONLY**...with 64 teams: 1<sup>st</sup> place \$600.00; 2<sup>nd</sup> \$300.00; 3<sup>rd</sup> \$200.00; 4<sup>th</sup> \$160.00; 5<sup>th</sup>-8<sup>th</sup> tied at \$80.00 each; & 9<sup>th</sup>-16<sup>th</sup> tied at \$50.00 each.

- 7) **How Partners Are Determined...** All participants are assigned a partner based on a high-and-low pairing of their history PPD. Example: the highest PPD player will be assigned the lowest PPD player, the second highest with the second lowest et cetera until all teams are set.
- 8) **Format...** Double elimination, race to two – 501\*/Cricket/501\*.
- \*Note: If we are not down to the final eight (8) teams by 10:00 pm we will change all games over to race to two – 301\* until we get to the final two (2), at which point we will then play race to two – 501\*/Cricket/501\* in the first match and if it goes to the double elimination round it will be race to two – 301\*.***
- 9) **Corking...** Teams must flip a coin, winner of coin toss chooses “to see or show” with Low (B) Player corking. Game #1....Winner of Cork starts; Game #2...loser of Game #1 will start the game. Game #3...If needed – loser of Game #2 chooses to see or show the cork...with the Low (B) Player corking and winner of cork starting.
- 10) **Shooting Order...** Any player can start as long as they stay in that order for the set.

**CRICKET REMINDER: all Cricket games shut off at 20 rounds!!!**

**\*ALL X01 games will be OI/OO\***

**WARNING:** Should any player fail to show we do not re-draw teams, we may replace a missing player with a lower substitute if one is available. Should a partner fail to show there are penalties assessed to the no-show partner and worse case scenario; if there are no subs available the team will be come a bye with the non-offending player to receive a \$10 refund. If an All Star is left unable to play due to a no-show partner and no sub scenario, the All Star will still receive the 4 bonus points.

All regular league rules apply. All-Star Players are expected to conduct themselves as leaders and to make an extra effort in this event to set an example for players at all other levels of the game. Should an All Star not exhibit leadership and conduct themselves with a high standard of sportsmanship, point penalties and other more severe actions may be taken by officials.