

**PLAY-MOR POOL LEAGUE**  
**Open 8 Ball Team**  
**4 Player Rotating Format**  
**PLAYERS RULES AND ADDENDUM GUIDE**

*Updated 09/6/07 (New Sanction Fees)*

**PLAYER ETHICS**

- 1) GOOD SPORTSMANSHIP AND GOOD ETHICAL CONDUCT WILL BE THE MAJOR DETERMINING FACTORS IN ALL ISSUES. THESE TWO FACTORS WILL BE CONSIDERED BY THE CHARTER HOLDER AND LEAGUE OFFICE, FIRST AND FOREMOST, OVER AND ABOVE ALL OTHER FACTORS WHEN MAKING A RULING ON ANY ISSUES THAT MAY ARISE.
- 2) UNSPORTSMAN LIKE CONDUCT WILL NOT BE TOLERATED. THE LEAGUE OFFICE RETAINS THE RIGHT TO EXPEL ANY PLAYER OR TEAM DUE TO UNETHICAL CONDUCT OR UNSPORTSMAN LIKE CONDUCT AT THEIR DISCRETION, FOR A TERM TO BE DECIDED AT THAT TIME.

**GAME FORMAT**

- 1) ALL OPEN LEAGUE TEAMS WILL CONSIST OF 4 PLAYERS (21 OR OLDER) WITH A TOTAL TEAM AVERAGE OF 36. NO MORE THAN 2 SUBS WILL BE ALLOWED TO PLAY EACH WEEK PER TEAM. ALL PLAYERS (INCLUDING SUBS) ARE REQUIRED TO COMPLETE THEIR PLAYER REGISTRATION FORM AT THE BEGINNING OF EACH SESSION (Even if you believe we have all your info already)
- 2) 16 GAME FORMAT, ROUND ROBIN-LINE-UPS, PLAYERS MUST BE PLACED IN ORDER DETERMINED BY THE WEEKLY STATS SHEET (THIS HELPS ELIMINATE SANDBAGGING OR CUSHIONING A PLAYERS AVERAGE). HOME TEAM CAPTAIN PLACES LINE-UP FIRST. VISITING TEAM CAPTAIN WILL MATCH LINE-UP WITH HIGH AVERAGE AGAINST HIGH AVERAGE. 2ND HIGH AVERAGE AGAINST 2ND HIGH AVERAGE, 3RD HIGH AGAINST 3RD HIGH, ETC. PLAYER(S) WITH NO AVERAGE SHOOT AS HIGHEST AVERAGE, BUT NO HANDICAP WILL BE GIVEN. THE ONLY TIME LINE-UPS CAN BE MODIFIED IS IF A PLAYER IS GOING TO BE LATE AND BOTH TEAMS AGREE THAT A HIGHER PLAYER MAY BE PLAYED LATER IN A ROUND TO ALLOW TIME FOR THEM TO SHOW UP. THIS WILL HOWEVER BE MONITORED AND IF IT BECOMES EVIDENT THAT A PLAYER IS ALWAYS PLACED OUT OF ORDER EVERY WEEK BY A TEAM AND IT LOOKS LIKE IT COULD RESULT IN SANDBAGGING THEN THAT TEAM MAY LOOSE EACH ROUND. HOME TEAM AVERAGE AGAINST VISITING TEAM AVERAGE WILL DETERMINE THE HANDICAP FOR ALL ROUNDS. BEFORE THE MATCH BEGINS IT IS BOTH CAPTAINS DUTY TO CHECK THE CURRENT STANDINGS SHEET AND MAKE SURE THE AVERAGES OF THE PLAYERS ARE CORRECT ON THE SCORE SHEET. REGARDLESS IF THE LINE-UP IS WRONG, GAMES PLAYED WILL STAND AS PLAYED. ALL LEAGUE PLAY IS TO BE PLAYED GENTLEMAN'S CALL AS PER VNEA RULEBOOK, pg. 11/d ON ONE TABLE. THE EXCEPTIONS TO THIS RULE WILL BE THE FOLLOWING REASONS: BAD SNOW CONDITIONS, LONG DISTANCE TRAVELING TEAMS, LATE PLAY OR ANY OTHER CONDITIONS APPROVED OF BY THE LEAGUE OFFICE AND BAR OWNER IF PRESENT. AFTER THE MATCH IS COMPLETED BOTH CAPTAINS ARE RESPONSIBLE FOR VERIFYING THE SCORE SHEETS AND OBTAINING THE NECESSARY SIGNATURES. HOME TEAM CAPTAIN IS RESPONSIBLE FOR PLACING THE SCORE SHEET IN THE ENVELOPES AND GETTING THEM TO THE PLAY-MOR LEAGUE OFFICE BY THE FOLLOWING DAY OF LEAGUE PLAY. DEPENDING ON YOUR LEAGUES LOCATION, WE MAY DESIGNATE A DEDICATED LOCATION TO DROP OFF THE STATS SO THEY CAN BE FAXED TO US THE NIGHT OF PLAY. STATS SHOULD BE RECEIVED BY OUR OFFICE NO LATER THAN 1:00 PM THE FOLLOWING DAY. TO MAKE SURE ALL BARS RECEIVE THE UPDATED STATS FOR THE FOLLOWING WEEK, THE STATS WILL BE COMPUTED AND MAILED THE DAY AFTER LEAGUE, SO ANY MISSING STATS WILL NOT BE REFLECTED UNTIL THEY ARE RECEIVED IN OUR OFFICE AND THE NEXT MAILING CYCLE DISTRIBUTED.
- 3) LEAGUE PLAY WILL BEGIN AT 7:00 P.M. IF A TEAM IS AWARE THEY WILL BE LATE, THEY MUST NOTIFY THE LEAGUE OFFICE, THE OPPOSING TEAM CAPTAIN OR NIGHT OF PLAY LOCATION PRIOR TO START TIME. IF A TEAM IS OVER 30 MINUTES LATE ,THE CAPTAIN OF THE TEAM THAT IS PRESENT WILL HAVE THE FOLLOWING OPTIONS (A, TRY TO RESCHEDULE THE MATCH) OR ( B, CONTINUE TO WAIT FOR THE OPPOSING TEAM ) IF A IS CHOSEN THE CAPTAIN MUST NOTIFY THE LEAGUE OFFICE.  
**A \$20.00 FINE WILL BE CHARGED TO A NO-CALL NO-SHOW TEAM AND WILL BE REQUIRED TO RESCHEDULE THE MATCH AT THE NON-OFFENDING TEAM'S LOCATION. THE \$20 WILL BE PLACED IN THE OVERALL POINTS MONEY FOR THE END OF THE SEASON.**
- 4) **FORFEITS WILL NOT BE ALLOWED. ALL MATCHES WILL BE MADE UP ON OR PRIOR TO MID OR END OF SESSION FREEZE NIGHT OR AT LEAGUE DISCRETION.**

- 5) A HISTORY OF ALL PLAYERS AVERAGES WILL BE SUPPLIED IN TEAM PACKETS AT THE BEGINNING OF EACH SESSION. THOSE AVERAGES WILL BE USED AT THE START OF THE SESSION, AND THROUGHOUT THE SESSION FOR ALL NEW SUBS.
- 6) IN CASE OF EXTENUATING CIRCUMSTANCES ( WEATHER OR EMERGENCY) OR FOR ANY OTHER REASON, MATCH PLAY CAN BE MADE UP PROVIDED BOTH TEAMS ARE IN AGREEMENT. **IF A MATCH IS TO BE RESCHEDULED BOTH TEAM CAPTAINS MUST CONTACT LEAGUE OFFICE WITHIN 24 HOURS OF SCHEDULED MATCH. IF ANY RESCHEDULED MATCHES STILL EXIST COME MID SESSION OR END OF SESSION FREEZE NIGHT, THEY MUST BE PLAYED ON THAT FREEZE/MAKEUP NIGHT.**
- 7) ANY TEAM WITH ONLY THREE PLAYERS AVAILABLE FOR THE MATCH HAS THE OPTION TO RESCHEDULE OR PLAY WITH ONLY THREE PLAYERS AND WILL RECEIVE ZERO POINTS FOR THE ABSENT PLAYERS FOR EACH ROUND THE PLAYER IS ABSENT. THE OPPOSING TEAM PLAYER WILL RECEIVE 10 POINTS AND CREDIT FOR THE GAMES. THE TEAM WITH THE MISSING PLAYER WILL NOT RECEIVE HANDICAPS FOR THAT PLAYER, AND THE OPPOSING TEAM WILL REMOVE THEIR HIGHEST AVERAGE PLAYER'S HANDICAP. IF THE FOURTH PLAYER ARRIVES LATE DURING THE MATCH AND HIS/HER MATCH HAS BEEN BY-PASSED, HE/SHE MAY SHOOT ONLY THE FOLLOWING ROUNDS WHERE HIS/HER POSITION HAS NOT BEEN BY-PASSED. **A TEAM MUST HAVE AT LEAST 3 PLAYERS OR MORE PRESENT TO BEGIN PLAY.**
- 8) SAFETY SHOTS WILL BE ALLOWED IN THIS LEAGUE AS PER VNEA RULEBOOK-P.12.

## **SUB RULES**

- **LIMIT TO 2 SUBS PER WEEK**
- **NO NEW SUBS WILL BE ALLOWED IF 5 OR LESS WEEKS REMAIN IN THE LEAGUE UNLESS APPROVED BY LEAGUE OFFICE TO DUE TO EXTENUATING CIRCUMSTANCES.**
- **A SUB'S AVERAGE WILL BE DETERMINED IN THE FOLLOWING MANNER.**
  - **IF THE SUB HAS ALREADY PLAYED IN THIS LEAGUE, THEY WILL BE ENTERED ON THE SCORE SHEET AS THEIR AVERAGE DETERMINED ON THE CURRENT STATS PAGE.**
  - **IF THE SUB DOESN'T HAVE A CURRENT AVERAGE IN THE LEAGUE, THEY WILL BE PLACED ON THE SCORE SHEET WITH A HISTORY DETERMINED FROM A PREVIOUS LEAGUE SESSION.**
  - **IF THE SUB DOESN'T HAVE A HISTORY, BUT THEY ARE CURRENTLY PLAYING IN ANOTHER VNEA LEAGUE, THE AVERAGE LISTED ON THAT LEAGUES SCORE SHEET WILL BE USED.**
  - **IF THE SUB HAS NO OTHER WAY OF DETERMINING AN AVERAGE, THEN THAT PLAYER WILL BE LISTED AS THE 1<sup>ST</sup> PLAYER ON THE SCORE SHEET AGAINST THE OPPOSING TEAM'S HIGHEST PLAYER AND WILL HAVE BOTH PLAYER'S HANDICAP LISTED AS 0**
- **SUBS WILL ONLY BE ALLOWED TO PLAY IN A POSITION OR PLAY-OFF MATCH IF THEY HAVE PLAYED FOR THAT TEAM AT LEAST 4 WEEKS OR MORE DURING THE SESSION THAT THE MATCH PERTAINS TO.**
- **TEAM IS RESPONSIBLE FOR PAYING THE SUB'S LEAGUE FEE'S EITHER BY COLLECTING THE FEE'S FROM THE PLAYER, OR THE REMAINING PLAYERS ON THE TEAM PLAYING FOR IT.**
- **TEAMS MAY USE AN APPROVED SUB ANYTIME NECESSARY AND SUBS MAY PLAY FOR ANY TEAM PLAYING AT THE BAR THEY ORIGINALLY SUBBED AT, BUT CAN ONLY TRAVEL WITH THE TEAM THEY ORIGINALLY SUBBED FOR.**
- **A TEAM MAY SUB ANY PLAYER AT THE BEGINNING OF THE NIGHT ONLY AND THAT SUB WILL BE USED THROUGHOUT THE WHOLE NIGHT.**

EXAMPLE OF A SUB WITH NO ESTABLISHED AVERAGE THAT WILL SHOOT AGAINST THE HIGHEST AVERAGE PLAYER OF THE OPPOSING TEAM, WITH NEITHER PLAYERS AVERAGE COUNTED TOWARDS TOTAL TEAM HANDICAP.

PLAYER'S EXPECTED TO PLAY:

**HOME**  
PLAYER # 1 – 8 AVG  
PLAYER # 2 – 7 AVG  
PLAYER # 3 – 7 AVG  
PLAYER # 4 – 6 AVG

**VISITOR**  
PLAYER # 1 - NO AVG. SUB  
PLAYER # 2 – 8 AVG  
PLAYER # 3 – 7 AVG  
PLAYER # 4 – 7 AVG

BECOMES:

**HOME**  
PLAYER # 1 – 0 AVG (not counted)  
PLAYER # 2 – 7 AVG  
PLAYER # 3 – 7 AVG  
PLAYER # 4 – 6 AVG

**VISITOR**  
PLAYER # 1 - NO AVG. SUB  
PLAYER # 2 – 8 AVG  
PLAYER # 3 – 7 AVG  
PLAYER # 4 – 7 AVG

TOTAL 20

TOTAL 22

22  
-20  
2

THIS MEANS THE HOME TEAM WOULD HAVE A HANDICAP OF 2 PER ROUND

## **COACHING**

- 1 COACHING IS NOT ALLOWED IN THE VNEA LEAGUE. ONCE A MATCH IS STARTED, THERE SHOULD BE NO CONVERSATION WITH THE PLAYERS INVOLVED IN A MATCH THAT PERTAINS TO THAT MATCH. COACHING IS CONSIDERED A FOUL AND WILL ONLY BE ALLOWED ONE WARNING PER NIGHT BEFORE THE OFFENDING TEAM WILL BE REQUIRED TO FORFEIT THERE NEXT SHOT AS A FOUL TO THE OPPOSING TEAM.

## **TABLES AND EQUIPMENT**

- 1 TABLES TO BE PLAYED ON WILL NOT INCLUDE ANY TABLES WHERE OBJECTS MIGHT RESTRICT A PLAYER'S ABILITY TO SHOOT A MATCH IF ANOTHER TABLE IS AVAILABLE. THESE INCLUDE...
  - WALLS / POLES / TABLES OR OTHER OBJECTS THAT COULD RESTRICT A PLAYERS' ABILITY TO SHOOT COMFORTABLY AND ACCURATELY
  - EQUIPMENT DEFECTS, SUCH AS A TABLE BEING UNLEVELED, TORN CLOTH, DEAD RAILS, ETC
  - MUST BE PLAY-MOR COIN-OP OWNED AND OPERATED TABLES.
- 2 HOME TEAM CAPTAINS HAVE THE CHOICE OF TABLES TO USE AT THE BEGINNING OF THE NIGHT (FIRST COME FIRST SERVE BASIS) BUT WILL NOT CHOOSE A TABLE THAT WILL GIVE THEM AN ADVANTAGE OVER THE OPPOSING TEAM (PERTAINING TO RULE 1). IF THIS HAPPENS, THE OPPOSING TEAM CAPTAIN MAY REFUSE THE CHOICE OF TABLES AND CHOOSE ANOTHER BUT **MUST** INFORM THE LEAGUE OFFICE THE NIGHT OF PLAY OF A LEGITIMATE REASON WHY THEY CHOOSE TO REJECT THE TABLE (SUCH AS A POLE OR BADLY RIPPED TABLE WHEN THERE WAS OTHER TABLES AVAILABLE). THE OPPOSING TEAM CAN NOT REJECT A TABLE JUST BECAUSE THEY WANT TO PLAY ON ANOTHER TABLE.

# LEAGUE FEE'S

- 1) LEAGUE FEE'S ARE \$7.00 PER NIGHT, PER PLAYER. \$5.00 WILL GO TOWARDS PRIZE FUND AND \$2.00 TO ADMINISTRATIVE COST. IF A TEAM IS DISBANDED, EITHER FROM PLAYERS DROPPING OUT OF THE LEAGUE, OR FROM THE LEAGUE OFFICE REMOVING A TEAM FROM THE LEAGUE, THAT TEAM WILL AUTOMATICALLY FORFEIT ALL MONEY AND AWARDS.
  - a. PRIZE FUND COMPRISES OF THE FOLLOWING:
    - i. POSITIONAL PRIZE BONUS
    - ii. POINT PRIZE MONEY
    - iii. END OF SEASON TROPHIES
    - iv. V.N.E.A. SANCTION FEE OF \$7.00 PER PLAYER PER YEAR IF PLAYER IS SANCTIONED PRIOR TO DECEMBER 15<sup>TH</sup>.
    - v. V.N.E.A. SANCTION FEE OF \$8.00 PER PLAYER PER YEAR IF PLAYER IS SANCTIONED AFTER DECEMBER 15<sup>TH</sup>.
  - b. ADMINISTRATIVE FEE'S COMPRISE OF THE FOLLOWING
    - i. SUPPLIES, SUCH AS SCORE SHEETS, MONEY ENVELOPES, STAMPS, PAPER, ETC
    - ii. VNEA AWARDS SUCH AS PINS AND PATCHES, ETC
    - iii. EQUIPMENT AND SERVICE COSTS SUCH AS PHONE BILLS, FAX MACHINES, COPIERS, PRINTERS, COMPUTERS, WEB SITE, ETC.
    - iv. LABOR FOR MAINTAINING LEAGUE STATS, THE MULTIPLE VISITS TO LOCATIONS TO SET UP LEAGUES, ANSWERING LEAGUE QUESTIONS, ETC.
    - v. YEARLY V.N.E.A. CHARTER HOLDER MEMBERSHIP FEES (\$400 YEARLY)
- 2) HOME TEAM CAPTAIN IS RESPONSIBLE FOR COLLECTING THE MONEY AND MAKING SURE THE CORRECT AMOUNT IS IN THE ENVELOPE. IF THE ENVELOPE IS SHORT THE HOME TEAM CAPTAIN IS RESPONSIBLE FOR NOTING ON THE ENVELOPE WHICH TEAM IS SHORT AND HAVE BOTH TEAMS CAPTAINS INITIAL THE SHORT AMOUNT, OTHERWISE THE HOME TEAM WILL HAVE THE MONEY DEDUCTED FROM THEIR PAYBACK AT THE END OF THE SEASON. IT IS VERY IMPORTANT THAT THE HOME TEAM CAPTAIN CHECKS THE AMOUNT IN THE ENVELOPE! REMEMBER IF NO NOTE IS INCLUDED THE HOME TEAM WILL BE AUTOMATICALLY RESPONSIBLE FOR THE SHORTAGE. BOTH CAPTAINS MUST SIGN THE MATCH'S MONEY ENVELOPE AFTER COUNTING. THERE WILL BE A \$25.00 CHARGE ON ANY RETURNED CHECKS.
- 3) CAPTAINS ARE RESPONSIBLE FOR COLLECTING ALL PLAYER'S INFORMATION ON THE SUPPLIED PLAYER INFORMATION SHEETS (REGULAR AND SUBS) ON THE NIGHT OF, OR PRIOR TO THE NIGHT OF PLAY. **WITHOUT THIS FORM COMPLETED, THE TEAMS SCORES WILL NOT BE ENTERED.** A PLAYER WITHOUT THIS FORM WILL ALSO NOT BE ALLOWED TO COMPETE IN ANY PLAY-MOR TOURNAMENTS. **ALL PLAYERS MUST BE SANCTIONED TO PLAY NO EXCEPTIONS.**
- 4) CHECKS: PLEASE DO NOT WRITE CHECKS TO THE PLAY-MORE POOL LEAGUE. WHEN WE RECEIVE THE ENVELOPES EACH WEEK, WE REMOVE THE STATS AND THEN PLACE THE MONEY ENVELOPES INTO A SAFE TILL THE END OF THE SEASON. THIS WAY IF THERE IS ANY QUESTIONS ABOUT PAYMENT, THE ENVELOPES ARE EXACTLY HOW THERE WERE. THIS CREATES A PROBLEM WHEN PLAYERS WRITE CHECKS BECAUSE THEY WILL NOT BE DEPOSITED UNTIL THE END OF THE LEAGUE WHICH WILL RESULT IN CHECKING ACCOUNTS TO BE INCORRECT AND ALSO INCREASES THE LIKELIHOOD OF BOUNCED CHECKS.

# PROTESTS

- 1 ANY PROTEST DUE TO RULE DISCREPANCIES MUST BE MADE TO LEAGUE OFFICE WITHIN 12 HOURS AFTER THE MATCH. THE PROTEST MUST BE IN WRITING WITH A \$20.00 DEPOSIT IF THE PROTEST IS RULED IN YOUR FAVOR YOU WILL GET YOUR \$ 20.00 RETURNED. IF YOU LOSE THE PROTEST YOUR \$20.00 WILL BE PLACED IN THE PRIZE FUND FOR THAT SESSION.
- 2 PROTEST WILL BE RESOLVED BY LEAGUE OFFICE & 3 CAPTAINS CALLED AT RANDOM (The captains may not be from your league to help eliminate favoritism). MATCH PLAY CANNOT BE INTERRUPTED DUE TO A PROTEST. CAPTAINS OF THE TWO TEAMS SHOULD MAKE A DECISION AND CONTINUE THE MATCH WITHOUT FURTHER INTERFERENCE. REMEMBER THE SPORTSMANSHIP RULE, DO NOT ARGUE AND THREATEN THE OTHER TEAM, JUST MAKE A DECISION FOR THE NIGHT AND CONTINUE PLAY AND THE ISSUE CAN AND WILL BE RESOLVED LATER DURING THE PROTEST HEARING.

# PLAY OFF MATCHES AND AWARDS CEREMONY

- 1) IN ALL DIVISIONS EACH TEAM WILL PLAY ALL OTHER TEAMS TWICE, WITH A MID AND END OF SESSION FREEZE/MAKE UP NIGHT AFTER EACH HALF AND PLAY-OFFS IF NEEDED AT THE END OF THE SESSION, WHERE THE FIRST HALF WINNER WILL PLAY 2ND HALF WINNER TO DETERMINE OVERALL DIVISION POSITIONS.
  - A) TEAM POSITIONS ARE DETERMINED BY ROUND WINS.
    - i) POINTS ARE ONLY USED AT THE END OF THE SESSION TO PAY BACK ON A \$ PER POINT BASES. THIS IS A BETTER WAY OF PAYING BACK WINNINGS BECAUSE OF THE PRICE PER POINT, COMPARED TO PRICE PER ROUND WIN. IT ALLOWS ALL TEAMS A CHANCE TO EARN MONEY BACK FOR EVERY BALL THEY MAKE, NO MATTER IF THEY WON A ROUND OR NOT.
    - ii) POINTS ARE NOT USED TO DETERMINE A SESSION'S HALF WINNING POSITION BECAUSE THIS DOES NOT TAKE INTO CONSIDERATION OF HANDICAPS. POINTS AND HANDICAPS ADDED TOGETHER ALLOW FOR A TEAM'S ROUND WINS, WHICH IN TURN ALLOWS FOR POSITION SPOTS. IF POINTS WERE USED TO DETERMINE POSITION WINS, THERE WOULD BE NO REASON FOR ROUND WINS, WHICH WOULD ELIMINATE THE REASON FOR HANDICAPS. (HOPE THAT HELPS EXPLAINS THE PTS VERSUS ROUND WINS).

## 2) FORMAT FOR PLAY-OFF NIGHT:

- END OF SESSION PLAY-OFF MATCH LOCATIONS WILL BE DETERMINED BY THE TEAM WITH THE HIGHEST OVERALL SEASON ROUND WINS.
- FORMAT WILL BE COMPLETE ROUND ROBIN. TEAMS WILL PLAY THE REGULAR 16 GAME FORMAT.
- WINNER WILL BE DETERMINED BY TEAM WITH MOST ROUND WINS OF THE MATCH.
- THE MATCH WILL BE PLAYED USING HANDICAPS JUST AS A NORMAL MATCH. HANDICAPS WILL BE USED TO DETERMINE ALL ROUNDS INCLUDING 5TH ROUND.
- HANDICAPS FOR EACH TEAM WILL BE TAKEN FROM THE FREEZE NIGHT OF THE HALF THE TEAM WON THEIR PLAY-OFF POSITION. (This helps to eliminate sandbagging between halves)
- THERE WILL BE TEAM (BAR) TROPHIES FOR 1ST, 2ND AND 3RD PLACE AND INDIVIDUAL TROPHIES FOR THE 1ST PLACE TEAM (for the 4 regular players) FOR END OF SESSION AWARD PRESENTATION.
- **LEAGUE FEES ARE NOT REQUIRED TO BE PAID ON PLAY OFF NIGHT.**

THE EXAMPLE BELOW IS CONSIDERED IF THERE IS A DIFFERENT 1<sup>ST</sup> 2<sup>ND</sup> AND 3<sup>RD</sup> PLACE TEAM AT EACH HALF

- MID SESSION 1<sup>ST</sup> PLACE VERSES END OF SESSION 1<sup>ST</sup> PLACE TO DETERMINE 1<sup>ST</sup> AND 2<sup>ND</sup> PLACE
- MID SESSION 2<sup>ND</sup> PLACE VERSES END OF SESSION 2<sup>ND</sup> PLACE TO DETERMINE 3<sup>RD</sup> PLACE

## 3) IF THERE IS A TIE FOR A POSITION SPOT AT A FREEZE NIGHT, THE TIE BREAKER WILL BE DETERMINED BY THE FOLLOWING....

- MID SEASON FREEZE NIGHT – TIE BREAKER WILL BE DECIDED BY THE WINNER OF THE FIRST MATCH PLAYED AGAINST EACH OF THE TIED TEAMS.
- END OF SEASON FREEZE NIGHT – TIE BREAKER WILL BE DECIDED BY THE WINNER OF THE LAST MATCH PLAYED AGAINST EACH OF THE TIED TEAMS.

## 4) ALL SANCTIONED PLAYERS IN GOOD STANDING ARE ELIGIBLE TO ATTEND ALL VNEA AND PLAY-MOR COIN-OP REGIONAL, NATIONAL AND INTERNATIONAL TOURNAMENTS. (SEE TOURNAMENT RULES FOR ADDITIONAL INFORMATION)

**ROLLA LEAGUE 7 Team @ 21 Weeks**

**2006 Payout Structure**

WEEKLY FEES THAT SHOULD HAVE BEEN COLLECTED		\$ 3,528.00	# of Teams Total	7	# of Teams per wk	6	\$ per Team	\$ 28.00	# of Weeks	21					
												\$ 3,528.00			
TOURN. / Sanction FUND		\$(1,008.00)													
LEAGUE ADMIN CHARGE		\$(1,008.00)													
TROPHIES/PINS/AWARDS		\$( 200.00)													
1ST PLACE BONUS		\$( 100.00)													
2ND PLACE BONUS		\$( 50.00)													
3RD PLACE BONUS		\$( 25.00)													
POINT PAYOUT		\$ 1,137.00													
			POINTS	POINT MONEY	POSITION BONUS	UNPAID FEES	PAID OUT								
1ST	BAD BOYS		2355	\$ 179.41	\$ 100.00		\$ 279.41								
2ND	OLD SCHOOL		2253	\$ 171.64	\$ 50.00		\$ 221.64								
	BIG TATERS		2163	\$ 164.78	\$ 25.00		\$ 189.78								
	BRUNOS		2114	\$ 161.05			\$ 161.05								
	TATER SKINS		2041	\$ 155.49			\$ 155.49								
	TEAM SLEDGEHAMMER		1994	\$ 151.90			\$ 151.90								
	CLUB ROLLA		2005	\$ 152.74			\$ 152.74								
TOTAL POINTS			14925												
PRICE PER POINT (rounded)		\$ 0.08													

**New 2007 Estimated Payout Structure**

WEEKLY FEES THAT SHOULD HAVE BEEN COLLECTED		\$ 3,528.00	# of Teams Total	7	# of Teams per wk	6	\$ per Team	\$ 28.00	# of Weeks	21					
												\$ 3,528.00			
Tournament Fund		\$ -													
LEAGUE ADMIN CHARGE		\$( 1,008.00)													
TROPHIES/PINS/AWARDS		\$( 200.00)													
1ST PLACE BONUS		\$( 100.00)													
2ND PLACE BONUS		\$( 50.00)													
3RD PLACE BONUS		\$( 25.00)													
Sanction Fees		\$( 102.00)													
POINT PAYOUT		\$ 2,043.00													
			POINTS	POINT MONEY	POSITION BONUS	UNPAID FEES	PAID OUT								
1ST	BAD BOYS		2355	\$ 322.36	\$ 100.00		\$ 422.36								
2ND	OLD SCHOOL		2253	\$ 308.40	\$ 50.00		\$ 358.40								
	BIG TATERS		2163	\$ 296.08	\$ 25.00		\$ 321.08								
	BRUNOS		2114	\$ 289.37			\$ 289.37								
	TATER SKINS		2041	\$ 279.38			\$ 279.38								
	TEAM SLEDGEHAMMER		1994	\$ 272.95			\$ 272.95								
	CLUB ROLLA		2005	\$ 274.45			\$ 274.45								
TOTAL POINTS			14925												
PRICE PER POINT (rounded)		\$ 0.14													

**FRANKLIN COUNTY LEAGUE 9 Teams @ 18 Weeks**

**2006 Payout Structure**

WEEKLY FEES THAT SHOULD HAVE BEEN COLLECTED		\$ 4,536.00	9 Teams X 28\$ a week X 18 Weeks = \$4536 (Bye Weeks Paid)									
TOURN. / Sanction FUND		\$( 1,296.00)										
LEAGUE ADMIN CHARGE		\$( 1,296.00)										
TROPHIES/PINS/AWARDS		\$( 200.00)										
1ST PLACE BONUS		\$( 200.00)										
2ND PLACE BONUS		\$( 100.00)										
3RD PLACE BONUS		\$( 50.00)										
POINT PAYOUT		\$ 1,394.00										
			POINTS	POINT MONEY	POSITION BONUS	UNPAID FEES	PAID OUT					
1ST	THE GUNMEN		2064	\$ 165.56	\$ 200.00		\$ 365.56					
2ND	RED NECK RIVER RATS		2095	\$ 168.04	\$ 100.00		\$ 268.04					
3RD	SHIT HAPPENS		1992	\$ 159.78	\$ 50.00		\$ 209.78					
	THE SCORPIONS		2056	\$ 164.92			\$ 164.92					
	KICK'N CHICKENS		1976	\$ 158.50			\$ 158.50					
	SANDBAGGERS UNLEASHED		1972	\$ 158.18			\$ 158.18					
	THE VOO DOOS		1917	\$ 153.77			\$ 153.77					
	POK'N FUN		1744	\$ 139.89			\$ 139.89					
	NICE RACK		1563	\$ 125.37			\$ 125.37					
TOTAL POINTS			17379									
PRICE PER POINT		\$ 0.08										

**New 2007 Estimated Payout Structure**

WEEKLY FEES THAT SHOULD HAVE BEEN COLLECTED		\$ 4,536.00	9 Teams X 28\$ a week X 18 Weeks = \$4536 (Bye Weeks Paid)									
Tournament Fund		\$ -										
LEAGUE ADMIN CHARGE		\$( 1,296.00)										
TROPHIES/PINS/AWARDS		\$( 200.00)										
1ST PLACE BONUS		\$( 200.00)										
2ND PLACE BONUS		\$( 100.00)										
3RD PLACE BONUS		\$( 50.00)										
Sanction		\$( 195.00)										
POINT PAYOUT		\$ 2,495.00										
			POINTS	POINT MONEY	POSITION BONUS	UNPAID FEES	PAID OUT					
1ST	THE GUNMEN		2064	\$ 296.32	\$ 200.00		\$ 496.32					
2ND	RED NECK RIVER RATS		2095	\$ 300.77	\$ 100.00		\$ 400.77					
3RD	SHIT HAPPENS		1992	\$ 285.98	\$ 50.00		\$ 335.98					
	THE SCORPIONS		2056	\$ 295.17			\$ 295.17					
	KICK'N CHICKENS		1976	\$ 283.68			\$ 283.68					
	SANDBAGGERS UNLEASHED		1972	\$ 283.11			\$ 283.11					
	THE VOO DOOS		1917	\$ 275.21			\$ 275.21					
	POK'N FUN		1744	\$ 250.38			\$ 250.38					
	NICE RACK		1563	\$ 224.39			\$ 224.39					
TOTAL POINTS			17379									
PRICE PER POINT		\$ 0.14										

## END OF SESSION PRIZE PAYOUTS

<b><u>10 + Team League</u></b>	<b><u>8-9 Team League</u></b>	<b><u>6-7 Team League</u></b>
1 <sup>st</sup> Place  \$300.00 Position Bonus* + Point Prize Money** Bar Team Trophy Individual Player Trophies	1 <sup>st</sup> Place  \$200.00 Position Bonus* + Point Prize Money** Bar Team Trophy Individual Player Trophies	1 <sup>st</sup> Place  \$100.00 Position Bonus* + Point Prize Money** Bar Team Trophy Individual Player Trophies
2 <sup>nd</sup> Place  \$100.00 Position Bonus* + Position Point Money** Bar Team Trophy	2 <sup>nd</sup> Place  \$100.00 Position Bonus* + Position Point Money** Bar Team Trophy	2 <sup>nd</sup> Place  \$50.00 Position Bonus* + Position Point Money** Bar Team Trophy
3 <sup>rd</sup> Place  \$50.00 Position Bonus* + Position Point Money** Bar Team Trophy	3 <sup>rd</sup> Place  \$50.00 Position Bonus* + Position Point Money** Bar Team Trophy	3 <sup>rd</sup> Place  \$25.00 Position Bonus* + Position Point Money** Bar Team Trophy
4 <sup>th</sup> – last place  Point Prize Money**	4 <sup>th</sup> – last place  Point Prize Money**	4 <sup>th</sup> – last place  Point Prize Money**

\*Position Bonus based upon a minimum number of teams per division.

\*\*Point Prize Money is calculated at end of season based upon total number of points earned per team per division.

SEE OFFICIAL VNEA RULE BOOK FOR DETAILED RULINGS ON THE GAME.  
SEE PLAY-MOR VEGAS AND TOURNAMENT RULES FOR MORE INFORMATION.