

## LEAGUE FORMAT

19 Games per match, all games played. 3 rounds with 6 games each and one game in the 4th round. Play your opponent twice each round with each player breaking once. 1 point awarded per game won. Every game matters!

All players will be assigned a handicap of A+, A or B. Teams can only play one A+ player in a 3-Man lineup. Handicaps will remain in place until a mid-season review and will then be locked for the duration of the season.

A+ is roughly 650+ Fargo, a Master level player. This player will achieve 40-60% stats per season. A is roughly 560-650 Fargo. 7 handicap in TAP. Intermediate level player. 20-40% stats per season. B is roughly 560 Fargo and below. 5/6 handicap in TAP. 10-20% stats. Known ability, Fargo, VNEA, CCS and TAP will all be used to determine skill levels.

Each rank (A+, A, B) has been given a value that represents a players strength. The total combined value of the 3 players will be used as a teams handicaps for that round.

**A+ = 4   A = 3   B = 2**

At the start of each match, teams will compare handicaps and any spread between will affect the games needed to win the round. At an even handicap, both teams race to 10. With a one point spread, race will be 11-9, at a two point spread the race will be 12-8 and at 3 points the race will be 13-7.

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## LEAGUE FORMAT CONTINUED

If a lower handicap team wins their designated number of games to win the round, they will be also be awarded 2 bonus points for each point of spread between their opponents. This is to ensure that a lower handicap team who wins the round will also gain more points than their opponents during the match. Bonus points will not be awarded to teams with higher handicaps than their opponents or during matches where both team have the same handicap.

For example, if a team wins a round with a handicap 2 lower than their opponents they will be awarded 4 bonus points. That team would have needed 8 points to win the round. If they won hill-hill with a score of 8-11, they would be awarded 4 bonus points and win overall with a score of 12-11.

Dues will be \$20 per match or \$40 if a player play both matches. Of that \$40; \$9 is taken out for Green Fees, \$4 for admin/awards and the remainder is prize pool awarded back to the players. Funds for tournament entries will be removed first from the prize pool. The remainder will will be split 45% to the session standings, 45% to the tournament and 10% for stats payouts. VNEA and CCS Sanction fees are \$25 per player per sanction.

Session ending tournament will be double elimination and played using the same 19 game format as weekly play. Entry to any VNEA or CCS team event will be awarded to the winner of the session ending tournament.

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