



Virtual Couples League 2021

Dates:

- Registration Deadline: 12/09/2021
- League start date: 27/09/2021

Inscription: 30€ per couple

General regulations:

- Ignorance of the rules does not justify non-compliance.
- Minimum of 5 games per day and player.
- Maximum of 25 games per round.
- The 5 best games of each player count towards the average of each day.
- Groups of 8 teams, according to cricket average VRS MPR of the player's HOT BUTTON.
- In the event of any conflict or occasional situations that are not included in these regulations, the organization will take the measures it deems appropriate and will always have the last word.
- Games must be played individually. Those games that we detect that have not been played individually will be invalidated.
- If we detect a player cheating, all his games of the day will be invalidated.
- Games played in the wrong level or group will not be validated and cannot be transferred to the correct group or level.
- The matches, results, scores, averages and other information can be consulted in the Bullshooter Live app or on the machine.
- If during the course of the league, a player has a VRS MPR average higher than 30% of the VRS MPR average presented in the registration, he may be eliminated from the competition.

Game Dates:

Week	Start date	End Date
1	27/09/21	03/10/21
2	04/10/21	10/10/21
3	11/10/21	17/10/21
4	18/10/21	24/10/21
5	25/10/21	31/10/21
6	01/11/21	07/11/21
7	08/11/21	14/11/21
Final chart	15/11/21	21/11/21
Final chart	22/11/21	28/11/21

Postponed games:

It is not allowed to postpone or advance any game.

Game format:

- Cricket 200 to 15 rounds.
- Players with average VRS MPR:
- 4 Levels / Groups of 8 teams
- 7 weeks of play

- **Level 1:** 4+ VRS MPR

- **Level 2:** 3.20 - 4 VRS MPR

- **Level 3:** 2.50 - 3.20 VRS MPR

- **Level 4:** 1 - 2.50 VRS MPR

The 4 teams that obtain the most points at the end of week 7 will face a virtual chart.

Schedule and Teams

For a VRS league, a schedule and team roster is used in the same way it is for traditional leagues. Each team has to play against each other throughout the season. The difference is how the matches are played.

Matches

Each week the players are competing against a different team, based on the schedule for that league (just as they do in a traditional league) . During that week, the players have the established timeframe to play the requisite number of games.

- *Each week is usually given a timeframe of one full calendar week (e.g., Monday Sunday)*
- *Players have both a minimum and a maximum number of games they are required/allowed to play (e.g., Minimum of 5 games / Maximum of 25 games)*

Players can play at any time (as long as it is during the established timeframe) and don't need to play at the same time as their team or opponent does. Players can play at any of the locations that are assigned to that league. Once the week has ended, results will be tallied up.

Results & Point Distribution

After each week, the teams will be distributed points based on their average and how the operator sets up the point distribution.

Example: *Week 1 – John’s Team vs Jake’s Team (2 players per team)*

	<u>Player</u>	<u>Team</u>	<u>Average</u>	<u>Points</u>
1	John	Team 1	3.67	4
2	Jake	Team 2	3.02	3
3	Tom	Team 1	2.79	2
4	Dave	Team 2	2.65	1

In this Week 1 matchup, John’s Team wins with a score of 6 to 4. Those points are tallied up over the different weeks to obtain their overall league total, which is how the league standings will be determined.

Prizes calculated for groups of 8. (Prizes may vary according to the participation of each group)

Position	Lvl 1	Lvl 2	Lvl 3	Lvl 4
1	240€	225€	220€	215€
2	144€	135€	132€	129€
3	96€	90€	88€	86€

