SUPERLEAGUE Season 5

New for Season 5: This year, we will be hosting the Round Robin/Single Knockout Tournament for each flight on different days. Players will now be eligible to participate on teams in each flight of SUPER LEAGUE.

The Season:

- Season begins as early as January 8, 2017
- All matches must be completed by April 23, 2017
- 4 Team divisions will play each other 5 times for a total of 15 weeks
- 6 team divisions will play each other 3 times for a total of 15 weeks
- 8 team divisions will play each other 2 times for a total of 14 weeks
- Global League will only be offered at a limited capacity. Please contact your local operator for more information.

SUPERLEAGUE Season 5 Flights

S2		S3		S4	
No Handicap	Team Cap	No Handicap	Team Cap	Handicapped	Team Cap
701 Freeze (4x4)	48	501 Freeze (4x4)	36	501 Freeze (4x4)	28
Cricket (Doubles)	24	Cricket (Doubles)	18	Cricket (Doubles)	14
Cricket (Trios)	36	Cricket (Trios)	27	Cricket (Trios)	21
501 Freeze (2x2)	24	501 Freeze (2x2)	18	501 Freeze (2x2)	14
701 (Trios)	36	701 (Trios)	27	701 (Trios)	21
Cricket (4 Players)	48	Cricket (4 Players)	36	Cricket (4 Players)	28
501 (Doubles)	24	501 (Doubles)	18	501 (Doubles)	14
Cricket (Trios)	36	Cricket (Trios)	27	Cricket (Trios)	21
901 (4 Player)	48	701 (4 Player)	36	701 (4 Player)	28
Cricket (Doubles)	24	Cricket (Doubles)	18	Cricket (Doubles)	14
Cricket (4 Players)	48	Cricket (4 Players)	36	Cricket (4 Players)	28
701 (Trios)	36	701 (Trios)	27	701 (Trios)	21
501 Freeze (2x2)	24	501 Freeze (2x2)	18	501 Freeze (2x2)	14
Cricket (Trios)	36	Cricket (Trios)	27	Cricket (Trios)	21
Medley (4 Players)	48	Medley (4 Players)	36	Medley (4 Players)	28

Winning the division:

- Winning your division this year advances your team DIRECTLY into the Single Elimination Tournament.
    - 4/6 – Team Divisions: Top team advances.
    - 8-team Divisions: Top (2) teams advance.
- In the event of a tie, the winner of the division will be determined by the following
    - Legs Won
    - Matches Won
    - Head-to-Head matchups in the order of the most recent
- In the scenario that a tie still remains after the head-to-head matchups, the number of team LOW TONs will determine the winner.
- This prize is non-transferable to another team.

FIESTA

Round Robin Play:

RR FORMAT

S2		S3		S4	
No Handicap	**Team Cap**	**No Handicap**	**Team Cap**	**Handicapped**	**Team Cap**
901 (4 Players)	48	701 (4 Players)	36	701 (4 Players)	28
Cricket (Trios)	36	Cricket (Trios)	27	Cricket (Trios)	21
501 (Doubles)	24	501 (Doubles)	18	501 (Doubles)	14
701 (Trios)	36	701 (Trios)	27	701 (Trios)	21
Cricket (4 Players)	48	Cricket (4 Players)	36	Cricket (4 Players)	28

RR Additional Information:

- Any team that has forfeited a match will not be eligible to participate in FIESTA
- All teams are eligible to participate in Round Robin play regardless of finish in league (*Winners of the League Season need not participate in the RR)
- Only 1 round of Round Robin play with a designated number of teams advancing to Finals
- No less than 16 teams, no more than 64 teams will advance to the Finals
- All Games will be played and games (legs) won could be a factor in determining advancing teams
- Teams who will advance to the Single Elimination Tournament will be determined by the following priority list:
  - o Matches Won
  - o Legs Won
  - o Most Recent Head-to-Head matchup
- If there is a tie on games (legs) won, then the heads up result will be the deciding factor
- In the event of a 3-way tie, with game (legs) won & no clear heads up winner, a single game of Team 901 (S-2) or Team 701 (S-3/S-4) will be played.
  - o S-4 Division: Team 701 game will be handicapped
- All teams will play on one score, with a "Cork" to see who goes first. Closest to the center bull will go 1st, 2nd closest will go second, and farthest cork will go 3rd.

FINAL

- Teams will play a Single Elimination Tournament to determine Flight Champion
- Top 16 teams of each Flight finish IN THE MONEY!!!
- Format will be the same as the Round Robin format.
- Race to 3 legs.

Player Eligibility:

- Player must be rostered on current team to be eligible for Fiesta.
- **Player must have played in 40 or more games with current team**
- Players that change teams will not be able to take played games with them for Fiesta consideration.

Substitution Rule:

- A team can add only 1 substitute during FIESTA
- If the sub can no longer play, another sub cannot be added
- The sub must be equal or lower in rating of player the sub is replacing
- **Once a player is replaced by a sub, that player can no longer participate on that team during FIESTA**
- **The sub must have played 40 or more games on an individual team to be considered eligible**
- Subs can be added to a team prior to the first match, once started no substitutions can be made
- If a team is short a player and either chooses not add a sub or cannot find a sub, that team may play their match shorthanded and choose to skip the missing player's turn
- Once the missing player arrives, that player may join the team at the beginning of the next leg
- **Once the Round Robin round has begun – there are no roster changes**
- **Teams advancing to the finals will only be allowed to use the rostered players from the round robin**
- If a player was rostered on the team, but did not participate in the round robin and was not replaced by a sub, that player is still eligible for the finals
- **Any player rostered on two teams must choose the team in which they will play for and will no longer be able to participate on the other team once the Round Robin begins.**
- A player can only play on (1) team at any given time, players will not be allowed to play on two teams simultaneously.
- A player can only play on (1) team per flight

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- No subs allowed in after the Round Robin starts.

Fees:

- **Team Entry Fee:** $80/team
- **League Fees (coin drop into the machines)**: $40 team/team per week