



## **European Couples League 13"/15" Rulebook**

### **General rules:**

- Ignorance of the rules does not justify non-compliance.
- Teams registered in the official of Bullshooter Europe league accept all the rules automatically.
- The organization reserves the right to modify any of its rules without prior notice for a better performance of the league.
- The players of this competition are obliged to keep their composure in all the establishments whilst participating in the competition, as well as the bad treatment of the machines and lack of respect towards the rest of players or members of this organization is totally forbidden.
- The organization reserves the right to admit or expel a player or an entire team.
- In case of any conflict, or in front of situations that are not included in this regulation, the organization will take the measures it deems appropriate and will always have the last word.
- The player or players who cheat or break the rules will be expelled from the competition together with all members of their team.  
The team in question will not receive any prize or refund of registration.

### **Team rules:**

- Each team registered in the official league of Bullshooter Europe will be asked to pay the amount of € 50 for team registration.
- Each team will be represented by a captain. Said captain will be in charge of the manipulation of the machine in each league day and all its games.
- The captain of each team will be responsible for the communication between the teams and the organization through the application for mobile phones "Whatsapp"
- The teams will be formed with a minimum of two players and a maximum of three. Only in case the organization allows it, there may be more than three players per team.

- The league will consist of 3 categories. Each team will be assigned to the corresponding category according to the sum of the MPR averages of the two main members of the team divided by two.
- The average player or substitute players can not be higher than the average established by the two main players.
- The change of a team player by the substitute player can only be made at the beginning of each match. Once the match has started, it will not be possible to change any of the team members during the 5 games that each match contains.

**Hours, dates and location:**

- The deadline for registration is the 17/08/2020.
- The start of the league will take place on the 01/09/2020.
- The hour established for each match will be 20:15h.
- It is an Online League format, so players will have to attend the day and time set in their schedule to play their match.
- A maximum of 15 minutes delay will be tolerated. After 15 minutes delay the match will be considered lost and the victory will be awarded to the opposing team that has shown up to the match.
- In the event that a team can not play on the date and time set, does not show up to their match, and/or has not informed their opposing team and/or Bullshooter Europe organization, the match will automatically be considered a loss, granting the victory to the opposing team.
- If a team wishes to change location, they must inform the organization, their opposing team and their local operator with a minimum period of 48 hours in advance in order to correct said changes.
- If a team wishes to change the set playing time, they must inform the organization, their opposing team and their local operator with a minimum period of 48 hours in advance in order to correct said changes. Whenever possible, the organisation will try to find an alternative time.
- If there where any issue with the location, the team must inform the organization in advance so that you can make the appropriate changes to the machine and the calendar.
- A team can not refuse to postpone a match if it has been notified at least 48 hours in advance.
- If a team notifies with less than 48 hours in advance, the decision is at the expense of the opposing team or the organization.
- The teams can not have more than three league days postponed.
- The league days can only be postponed within the 7 days that correspond before the next league day begins.

- Whenever a league day is postponed, the captains of each team must agree to play that league day on a different date and time and inform the organization. If the teams do not reach an agreement, the organization will mark a date and time to play that league day.
- The organization reserves the right to ask for a rematch if there is any doubt about a game's validity and/or the way it was played. This rule also applies for non-presented players or a false match.

#### **Type of league and games:**

- In this official Bullshooter Europe league the game mode is combined so the games will be played on both 13 "and 15" targets.
- Round Robin League format (14 rounds)
- 5 games to be played each league day.
  - \* 1st game: Cricket (15 ")
  - \* 2nd game: Cricket (15 ")
  - \* 3rd heading: 501 (13 ")
  - \* 4th game: Cricket (13 ")
  - \* 5th game: Cricket (15 ")
- It will be compulsory to play all 5 games uninterruptedly each league day.
- All the teams registered in the league will be divided into groups of 8 teams for each category.
- In the official schedule we will specify which team is "home" and which team is "away".

#### **Prizes:**

- Cash prizes will be awarded to the winners.
- The prizes will vary according to the number of couples registered in the league since the total in inscriptions will be distributed in prizes, equally amongst the three categories.
- The percentages for the prizes for each category are:
  - \* 50% for the first
  - \* 30% for the second
  - \* 20% for the third

### **League scoring:**

- The official Bullshooter Europe league is scored by winning games.
- In each league day a team can get a maximum of 5 points and a minimum of 0.
- A team scores the points they have achieved per games won.  
Example: During a league day the local team wins 3-2 to the visiting team, the local team gets three points and the visiting team adds 2 points.
- In the case of a tied game, the point will not be added to any of the teams, since neither team has won the game.
- If at the end of the league there is a tie, the previous results between those two teams already played will prevail. If this system still does not provide a clear winner, the organisation will provide a date and time to play a tie-break match between both teams.
- (-1) points will be awarded to the team that does not show up for their match and has not warned the organization as well as their opposing team 48 hours in advance, or the abandonment of the game without finishing the day.  
5 points will be awarded to the opposing team.

### **Communication between the teams and the organization:**

- The organization will create a group on "WhatsApp" for each group in which the captains of each team will be present.
- One or several members of the Bullshooter organization will be in each group to moderate the conversations between the captains and follow the proper functioning of the league.
- The direct communication with the organization will be through these WhatsApp groups and, if it is for a particular case it will be necessary to open a private chat with the group administrator from the organization.
- On the match calendar, each team's captain will have the last 4 digits of their telephone number appearing at the end of their name. This will make it easier to locate the contact within the WhatsApp group.
- The pre-established language for communication within the group will be English.
- Bullshooter Europe must be notified of any type of incident that influences the proper functioning of the league.
- If during a league day a team or player is disrespectful towards another team both on the machine and/or in the WhatsApp group, or are violent towards the machine, players are to inform the organization and they will proceed if necessary to sanction the team, and could even consider the elimination of the team.

- If a team does not show up to play a league match, the opposing team must contact the organization at that time to take the appropriate measures, otherwise both teams may be considered absent and be awarded (-1) points.
- If a team does not appear for two league days it will be eliminated from the competition. The cost of registration will not be refunded in any case.
- If the organization suspects or detects any player or team that is committing any type of anomaly, it will take the necessary measures and the player or team may be sanctioned with either the cancellation of a game point, considering a league match as null, or eliminated from the competition entirely.
- If during the course of the competition, the organization considers that a team has registered with an average below its real average of game, causing the team to have entered a lower category than the one that corresponds to it, it will be eliminated of the competition without the registration being returned.

