

Friday Night Frenzy

DETAILS & RULES

1. The Friday Night Frenzy is open to any player who has established stats with Game Time or known stats from another vendor. If a player has Game Time stats, those stats will be used to determine a player's rating.
2. To be eligible for Finale on December 30, 2022, you must have played in 3 Frenzy's between November 18, 2022, and December 23, 2022. You qualify individually, not as a team. You are not required to play with the same partner(s) in the finale. You can play with any other qualified individual and will be placed in the appropriate level for the Finale.
3. Registration must be emailed to Danielpeterson30@yahoo.com. This is the only way to register for the event. Registration closes at 4:00pm the Thursday prior to each Frenzy and needs to include the following:
 - a. \$30 team entry fee at time of registration. Entry can be sent via PayPal to @dpete30. Registration is not complete without payment. No refunds will be given after registration closes. Entry Fee's are broken down as follows:
 - i. \$5 toe line
 - ii. \$2 arachnid fee
 - iii. \$3 administration fee
 - iv. \$20 player payouts
 - b. Player names and contact information. Contact information to include phone number and email address.
 - c. Player Bull Shooter ID's.
4. Schedule of events:
 - a. November 18, December 2, December 16 all 01 games.
 - b. November 25, December 9, December 23 all cricket games.
5. Event levels:
 - a. Level 1- Teams are limited to 1 AA ranked player.
 - b. Level 2- Teams can be any player combination of BB,B,CC,C and novice players.
 - c. Level 3- Teams can be any player combination of CC,C and novice players.
 - d. Ladies- Teams must consist of two ladies. Any BB,B and CC ladies must play with a novice lady
6. Event Formats:
 - a. Level 1 01- Winners and losers will play a race to 3 wins. Each game will be 501 freeze Double in, Double out, split bull.
 - b. Level 2 01- Winners and losers will play a race to 3 wins. Each game will be 501 freeze double in, double out full bull. No Bull in or Bull out. If you Bull in or out you will automatically forfeit the game.
 - c. Level 3 01- Winners and losers will play a race to 3 wins. Each game will be 301 freeze open in open out full bull.
 - d. Ladies 01- Winners and losers will play a race to 2 wins. Each game will be 301 freeze open in open out full bull.
 - e. Level 1 cricket- Winners and losers will play a race to 3 wins. All games will be 1 score cricket.

- f. Level 2 cricket- Winners and losers will play a race to 3 wins. All games will be 1 score cricket.
 - g. Level 3 cricket- Winners and losers will play a race to 2 wins. All games will be 1 score cricket.
 - h. Ladies- Winners and losers will play a race to 2 wins. All games will be 1 score cricket.
- 7. Piddle for the start of game 1 and tiebreaker will be 1 round of count-up on the 13" board.
- 8. If a player throws out of turn it will result in an automatic forfeit of the game.
- 9. For assistance during the tournament TEXT 317-902-0502 with any questions or board issues.
- 10. Game Time reserves the right to disqualify and or suspend any players who shows poor etiquette, poor sportsmanship, and ethics. This means if you have a problem, contact the administrator and they will deal with it. Do not speak/write negatively about any player, Game Time or its representatives on social media.
- 11. The start time is 7pm eastern. Forfeiting starts at 7:15pm. After the first match, all other matches should be started within 10 minutes of the match post time. If your opponent is not ready to start on time, immediately text 317-902-0502 to make the administrators aware.
- 12. Prior to the event starting, a captains list with contact information will be provided. The team captains should be contacting each other prior to every match played throughout the tournament. Do not start your match without contacting your opponent.
- 13. Boards are limited to 1 team per board and are first come first served at the time of registering for the event. Players are expected to arrive 30 minutes prior to the start of the event to check board connectivity and cameras. If an issue is discovered prior to the start of the match, the team can switch locations if time permits or be issued a refund. Everything possible will be done to prevent this from happening.
- 14. Weekly payouts:
 - a. With less than 12 teams first place will be paid 60% and second place will be paid 40% of the entries applied to payouts.
 - b. With 12-15 teams first place will be paid 50%, second place 30% and third place 20% of the entries applied to the payouts.
 - c. With 16 or more teams first place 40%, second place 30%, third place 20% and fourth place 10% of the entries applied to the payouts.
- 15. Participating locations will be required to pay a \$10 per team sponsorship fee. \$5 will be added to the weekly payouts and \$5 towards the Finale add.