Individual Online Virtual League

Dates:

- Date REGISTRATION LIMIT **Monday, February 24**
- **Start** Date Monday, 16th March at 12:00h
- **Final** Date Sunday 17th, June 23:00h
- ROUND ROBIN Dates:

	START Date	END Date
Round 1	16/03/2019	18/03/2019
Round 2	18/03/2019	25/03/2019
Round 3	25/03/2019	01/04/2019
Round 4	01/04/2019	08/04/2019
Round 5	08/04/2019	15/04/2019
Round 6	15/04/2019	22/04/2019
Round 7	22/04/2019	29/04/2019
Round 8	29/04/2019	06/05/2019
Round 9	06/05/2019	13/05/2019
Round 10	13/05/2019	20/05/2019
Round 11	20/05/2019	27/05/2019
Round 12	27/05/2019	03/06/2019
Round 13	03/06/2019	10/06/2019
Round 14	10/06/2019	17/06/2019

General regulations:

- Ignorance of the rules does not justify non-compliance.
- Minimum of 5 games per round and player.
- The best 5 games of each player count for the average of each round.
- **Groups of 8 players**, according to average cricket VRS MPR of the player's HOT BUTTON.
- In order for a player to be able to register in the league, he must have a VRS MPR average with a minimum of 30 games in VRS cricket games. In case the player does not have them, he will have to play those games in the VRS TEST CRICKET or the cricket promotion.
- In the event of any conflict or that there may be occasional situations that are not included in this regulation, the organization will take the measures it deems appropriate
- The games must be played individually. Games that we detect that have not been played individually will be invalidated.
- If we detect a player cheating, all their games of the week will be invalidated.
- Games played at the wrong level or group will not be validated and can not be transferred to the correct group or level.

- Matches, results, scores, averages and other information will be published weekly on the website of Bullshooter.eu.

Format game:

- Cricket 200 to (15 rounds limit).

Delayed matches:

- - It is not allowed to postpone or advance any match.

League scoring:

- - On each week there are 2 points in play for the winner, 1 point for the loser and 0 points for the player not presented. The final result of each week will be valid when the league day is refereed.
- The player must play a minimum of 5 games per round, for the game to be valid, otherwise it will be considered as a confrontation NOT PRESENTED.
- The player may play up to a maximum of 30 games for each league rounds.
- In case of a tie between the players during a league round, the average of the 6th game prevails, if the tie continues the 7th game prevails and so on.
- In case of a tie at the end of the general classification, it will be ruled by the player with the highest average at the end of the league.
- The 4 best players of each league group are qualified to play the virtual finals.
- If a player is playing in a lower category than the corresponding one, in case this player is classified among the 4 best players in his group, he will directly play the final in the highest category and the player classified in the 5th position will go on to play in the final.

Virtual Final:

- The final chart will be in virtual format so players will have from Tuesday to Sunday to perform their best 5 averages to overcome the average of the opponent.
- Each phase of the chart will be played from week to week.

Prizes:

	Level 1	Level 2	Level 3	Level 4
First	200€	160€	120€	80€
Second	110€	90€	70€	50€
Third	70€	60€	50€	40€