## LION'S PAW <br> 

- \$25/player for the full 8 week league - $100 \%$ payout
- Walk ins are welcome every week! \$5/player for the night.
- $1^{\text {st }}$ round matches are the best of 3 rounds. The winner advances in the winner's bracket and the losers will move down to the loser's bracket. The winners bracket will continue to play the best of 3 and the losers bracket will play 1 game to advance
- Double elimination random draw bracket every week
- 2 divisions - Competitive and Social
- Week \#1 will have 1 bracket. Starting week 2, there will be 2 brackets run every week.
- There will be an $80 / 20 \%$ split of the prize money between divisions.
- Each round is first to 21 with no resets
- Each week we will draw the bracket from a bucket
- Once your team arrives, there will be a table and bucket near the entrance with all the team names. Make sure your team name gets put in the bucket. If you forget, your team will not be added to the bracket for that week.
- Need to be registered by 6pm. Bags fly at 6:10. Once the bracket is started, no teams will be accepted. If you're going to be late, call ahead.
- Once a match is over, both teams must report results
- Subs are allowed from week to week, but players CAN NOT be switched once they've played a match. The 2 players that start the night must finish or they will be DQ'd.
- Teams can bring and use their own bags. Please read and follow ACL bag parameters.
- GA has a limited number of bags to use. You must turn in an I.D. to rent for the night.
- Championship game only....if the team from the loser's bracket wins the first game, they will need to play another game to determine the winner. If the team from the winner's bracket wins the first game, bracket is complete and they win!
- Every week, we will have a random drawing for a 6 pack of beer from Fernson Brewing.
- No outside beverages or coolers
- Anyone caught with outside drinks will be disqualified from the nights bracket. If caught a $2^{\text {nd }}$ time, they will be removed from the league


## SCORING \& POINTS!

## MATCH

Bag on the Board = 1 Point

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\begin{aligned}
& \text { Bag in the Hole = } 3 \text { Points } \\
& \text { Rounds are played to 21! } \\
& \text { No Resets, First one to } 21 \text { wins! } \\
& \text { WEEKLY POINTS FORMAT } \\
& { }^{\text {ST }} \text { PLACE }=20 \text { POINTS } \\
& 2^{\text {ND }} \text { PLACE - } 18 \text { POINTS } \\
& 3 \text { RD PLACE - } 17 \text { POINTS } \\
& 4^{\text {TH }} \text { PLACE - } 16 \text { POINTS } \\
& 5^{\text {TH }} \text { PLACE - } 15 \text { POINTS } \\
& \text { 6 }{ }^{\text {TH }} \text { PLACE - } 14 \text { POINTS } \\
& 7^{\text {TH }} \text { PLACE - } 13 \text { POINTS } \\
& 8^{\text {TH }} \text { PLACE - } 12 \text { POINTS } \\
& 9^{\text {TH }} \text { PLACE - } 11 \text { POINTS } \\
& \text { 10 }{ }^{\text {TH }} \text { PLACE - } 10 \text { POINTS } \\
& \text { 11 }{ }^{\text {TH }} \text { PALCE - } 9 \text { POINTS } \\
& 12^{\text {TH }} \text { PLACE - } 8 \text { POINTS } \\
& \text { 13 }{ }^{\text {TH }} \text { PLACE - } 7 \text { POINTS } \\
& 14^{\text {TH }} \text { PLACE - } 6 \text { POINTS } \\
& 15^{\text {TH }} \text { PLACE - } 5 \text { POINTS } \\
& 16^{\text {TH }} \text { PLACE - } 4 \text { POINTS } \\
& 17^{\text {TH }} \text { PLACE }-3 \text { POINTS } \\
& \text { 18 }{ }^{\text {TH }} \text { PLACE }-2 \text { POINTS } \\
& \text { JUST FOR SHOWING UP - } 1 \text { POINT! } \\
& \text { *POINTS ARE REWARDED PER PLACING ON BRACKET. PLACING IS DETERMINED BY GAMES WON } \\
& \text { AND LOST, AS WELL AS PATTERN OF GAMES WON \& LOST! }
\end{aligned}
$$

