

# South Florida Foosball DYP League #1

## 9PM on Friday Nights\* at Murphy's in Boca Raton

\*Except last Friday of the month and other pre-planned off nights (see calendar below)

### \$10 Entry Fee Per Week | Open to All Skill Levels

**Calendar:**

January 2008:	4 <sup>th</sup> & 18 <sup>th</sup>
February 2008:	1 <sup>st</sup> , 8 <sup>th</sup> , 15 <sup>th</sup> & 22 <sup>nd</sup>
March 2008:	7 <sup>th</sup> , 14 <sup>th</sup> & 21 <sup>st</sup>

**Points Info:** Points will be awarded based the team's finish and on the number of players who participate each week (see Points Format below). The players with the most points at the end of the league will win cash prizes (see Payouts below). NOTE: There will not be point spots during the actual matches.

**Playing Format:** Each week will be a double elimination random Draw Your Partner (DYP). Each partner on the team will receive the same number of points that week.

**Points Format:** The number of players participating each week determines how many points are available to win that week. The winning team's players will each receive the total number of players as their points. The second place team will receive the total number of player "minus 2" as their points. For example, if there are 8 teams (16 players), the team that wins will get 16 points, the second place team will receive 14 points and so on. For places that have ties (i.e. 5<sup>th</sup>/6<sup>th</sup>, 7<sup>th</sup>/8<sup>th</sup>, 9<sup>th</sup>-12<sup>th</sup>, etc.) the "minus 2" point scale will increment by down by these places. For example, a team that finishes tied for 5<sup>th</sup>/6<sup>th</sup> will receive 2 more points than the teams finishing 7<sup>th</sup>/8<sup>th</sup> and 4 more points than the teams finishing 9<sup>th</sup>-12<sup>th</sup>.

**Odd Man:** If there are an odd number of players, the random draw will determine which player plays as the "X-Man". If there are not enough players to effectively use the "X-Man", the odd player will play as a singles player until the first team is knocked out (unless the singles player is knocked out first). The first team knocked out will flip a coin to determine who plays on the odd player's team. The player winning the toss will play and will receive the higher of the points based on their two finishes.

**Weekly Payouts:** Half of each week's entry fees will go to payout that night in a 60% for 1<sup>st</sup> place, 30% for 2<sup>nd</sup> place and 10% for 3<sup>rd</sup> place ratio (or roughly something similar). Payout will be posted on the chart before the drawing of teams.

**Final Payouts:** The other half of the complete league's entry fees will go towards the end of the league payouts. The top 10 places will be paid out as follows: 1<sup>st</sup> (40%), 2<sup>nd</sup> (20%), 3<sup>rd</sup> (10%), 4<sup>th</sup> (8%), 5<sup>th</sup> (7%), 6<sup>th</sup> (5%), 7<sup>th</sup> (4%), 8<sup>th</sup> (3%), 9<sup>th</sup> (2%) and 10<sup>th</sup> (1%).

**Current Results:** Current standings, complete with current points rankings and prize money, will be posted on NetFoos.com.