

Devon & Cornwall Whirlwind Mini Tour leading to the Whirlwind Masters Finals

Competition Rules (From 01/09/18)

- 1. All players competing in the Whirlwind Mini Tour Red (8U), Orange (9U) or Green (10U) will be awarded points towards an online 'leaderboard'. The leaderboards will be published on www.whirlwindminitour.net every week during the season (depending on results being received).
- 2. All 'Whirlwind Mini Tour' titled events within each County in the competition schedule each season will count towards the leaderboard.
- 3. Players will get 10 points for every match they play and receive an additional 40 points for every match won.
- 4. Only a maximum of 5 matches in red and orange events and 4 matches in green events will count for leaderboard points in a competition and where extra matches above this number are played, it is only the first 5 or 4 that will count towards the leaderboard.
- 5. Results from the player's top **six** competitions played will go towards their final total (not a cumulative total of all points received). At the end of the Whirlwind Mini Tour there will be a masters final for up to the top 8 players on Devon's leaderboard and up to the top 8 on Cornwall's leaderboard to find the overall champion. There will be prizes for the winners, runners up and leaderboard winners.
- 6. Players can enter as many Whirlwind Mini Tour leaderboard events across their County or neighbouring County as they wish. Players will only appear on their home County leaderboard but points earned can be from competitions in either County.

However in order to qualify for the Masters Finals, players must have competed in a minimum of 4 events at their chosen ball colour of which at least 2 must be events in their home County.

- 7. If the leaderboard is drawn in any position, selection will be made based on
 - i. the average number of points scored across all the events a player has played
 - ii. the number of wins achieved.

If all players remain equal, player's name will be drawn from a hat.





