

fun with friends gaming *killer queen rules*

SPORTSMANSHIP

- Everyone is here to have fun, meet new people, play Killer Queen and partake in events. Be respectful and conscious of your actions. As members of FwF Sports we expect fun and inviting games full of sportsmanship and good will. Anyone found to be harassing, threatening, or otherwise detrimental to the FwF standard, will be removed from the game immediately, and further discipline will be enacted post game to the extent of suspensions or league banishment
- Any player that is suspended or removed from the league will not receive compensations for games not played. Players may request a review of their status after season's end for the upcoming seasons. Harassing, threatening, or attitude detrimental to FwF includes, but is not limited to, unnecessary roughness, fighting, verbal confrontations, threatening harm, and excessive arguing causing play stoppage. League commissioners have the discretion to determine if any of the above or other situations might violate FwF standards.

GENERAL RULES

- Teams will play with a minimum of 5 players. There is no maximum but all players past 5 must rotate in and out. The same players who begin the first game must play until the end of league play for the evening. If they must leave for any reason, the team will play short.
- If these minimum player requirements aren't met, you may not have substitutes until they are.
- Games will begin on time. Make sure all of your players are present. Each team will get no more than 5 minutes between each game to use the bathroom, order food/drink, etc. So please take care of a lot of this before the games begin if possible.
- A game may start and end with a minimum of 3 players without being declared a forfeit. We will give a maximum grace period until the warm-ups are complete for all players to arrive so that you meet this minimum. If they do not arrive by this time, the game will be declared a forfeit.
Remember, you can get substitute players up until playoffs as long as you have 5 people registered.
- We do not use the computer for play. To ensure the computer doesn't, the commissioner will have the missing bees play but not move. If you are short players, see "substitutes" rule.
- Every game will change to the next level. Each night of play should see you playing the same level no more than 3 times (not including warm-up).

PICKING SIDES/WARM-UP

- We will play 3 warm-up rounds, 1 of each level.
- Warm-ups will begin on time unless the prior team's games ran over for any reason. Once warm-up is over, we will go immediately into regular play and all of your players must be present.
- Warm-ups are optional but will happen unless both teams agree to opt out and get immediately into league play.
- For the first week of play, blue/yellow will be chosen at random. After week 1, the higher seeded team gets to choose blue/yellow side.

ROTATING

- A team must come up with a rotation order at queen and keep it. Everyone will play queen.
- If a team goes out of rotation order, that 1 game will count as a loss for the offending team.

SUBSTITUTES

- As long as a team has 5 registered players, they may use substitute players up until playoffs.
- Subs can be anyone, you can even pull folks from other teams or hanging out at Token.
- If you use a sub and a player from your team shows, the sub must finish the league play for the night.
- No more than 2 subs per team per evening.

SCHEDULING

- The league schedule will be posted 5-7 days prior to the beginning of the season.
- Once finalized, the playoff schedule will be posted on the FwF Sports website as well as the social media page. The playoffs schedule will post 5-7 days prior to the playoffs. Teams are responsible for checking the website for updates with scores, standings, and stats.

SCOREKEEPING

- We play 9 regular level games an evening. We count all wins/losses.
BONUS ROUNDS will count towards the score but are not included in the 9 games. Bonus rounds will help in the case of tiebreakers..

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- Teams will be given a scoresheet at the beginning of their games. Please make sure you give this back to the league commissioner when games are over or send a picture of it directly to our messenger chat.
- Please write down how many regular games you won AND how many bonus rounds you won.

PLAYOFFS

- Playoffs will consist of a single elimination tournament for all teams. It will be best 5 out of 9 games and the first team to 5 wins advances and gameplay stops.
- All regular season rules are in effect and NO SUBS IN THE PLAYOFFS, no exceptions.

CANCELLATIONS

- Teams will be notified by the commissioner via captain's chat, email and notified via our social media page. These games will be made up prior to or at the end of the season, prior to playoffs. Makeup games could include playing in double headers if time permits. Any questions should be directed to: Dusty Foust or Ron Cornell.

CONDUCT

- Only captains or acting captains are permitted to stop the flow of the games to discuss a rule.
- There will be a ZERO tolerance for physical altercations.
- Friendly banter is allowed but any negative/rude/offensive banter will not be allowed and will be given a warning, If it continues the player could be ejected from the game.
- If at any time conflict "Aggressive in nature/ Physical altercation" happens you will be subject to games suspension up to dismissal from the league.

MISC

- Registration closes on week 2 of the regular season. After that, no players can be added to your team or considered valid for playoffs. We can't break this rule for any reason, we are very sorry. Please have all players registered by Week 2 at the latest AND meet the minimum requirement of players by the beginning of the season. Subs won't be allowed for your team if you don't at least meet the minimum amount of players/gender.
- The league will provide everything you need to play and all games are paid for.
- After league play is over, Killer Queen is still open play for our league. Hang out until after the games and get some practice in.

CONTACT INFORMATION:

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Fun with Friends

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