

# NAPA GHOST 8-BALL v2.1

GSL = Ghost Skill Level

NAPA GSL	BALL TARGET
GSL LEVEL I 0 - 20	Pocket 2 balls of the same suit to win Scratch on the break ball in hand
GSL LEVEL II 21 - 35	Pocket 3 balls of the same suit to win Scratch on the break ball in hand
GSL LEVEL III 36 - 50	Pocket 4 balls of the same suit to win Scratch on the break ball in hand
GSL LEVEL IV 51 - 79	Pocket 5 balls of the same suit to win Scratch on the break = loss of game
GSL LEVEL V 80- 100	Pocket 6 balls of the same suit to win Scratch on the break = loss of game
GSL LEVEL VI 101 - 120	Pocket 7 balls of the same suit to win Scratch on the break = loss of game
GSL LEVEL VII 120+	Pocket 7 balls of the same suit + the 8-ball to win Scratch on the break = loss of game

**NOTE: IN THE CHART ABOVE, THE ONLY GROUP THAT IS REQUIRED TO RUN OUT TO THE 8-BALL US THE **GSL LEVEL VII**. ALL OTHER GROUPS SIMPLY NEED TO MAKE THEIR REQUIRED BALLS.**

## WHAT ARE GHOST LEAGUES?

1. A GHOST LEAGUE IS SIMPLY A SINGLES LEAGUE IN WHICH EACH HUMAN PLAYER, EACH WEEK (OR ROUND), PLAYS AGAINST A GHOST OR INVISIBLE PERSON.
2. AT NO TIME DURING THE SESSION WILL THE HUMAN PLAYERS PLAY AGAINST EACH OTHER.

3. GHOST PLAYERS ARE AUTOMATICALLY CREATED BY THE NAPA NETWORK AND ASSIGNED RANDOM SKILL LEVELS WHICH WILL REMAIN THE SAME EACH ROUND (OR WEEK)
4. IN GHOST LEAGUES YOU CAN PLAY MATCHES SCHEDULED FOR THE FUTURE AND YOU CAN PLAY MULTIPLE MATCHES ON ANY GIVEN DAY.

## **MATCH PLAY RULES**

1. BREAK THE RACK.
2. SCRATCHING ON THE BREAK OR CAUSING A FOUL ON THE BREAK FOR ANY PLAYER **GSL 51** OR HIGHER IS A LOSS OF GAME.
3. SCRATCHING ON THE BREAK FOR ANY PLAYER **GSL 50** AND BELOW IS NOT A LOSS OF GAME AND THE PLAYER CONTINUES WITH BALL IN HAND. CAUSING ANY OTHER FOUL ON THE BREAK FOR ANY PLAYER **GSL 50** AND BELOW IS A LOSS OF GAME.  
**FOR EXAMPLE:** 4 BALLS NOT HITTING A RAIL OR MISCUING ON THE BREAK.
4. IT IS BALL IN HAND AFTER THE BREAK IF A LEGAL BREAK IS EXECUTED AND THE HUMAN KEEPS SHOOTING.
5. **THE TABLE IS ALWAYS OPEN AFTER THE BREAK REGARDLESS OF WHAT YOU MAKE ON THE BREAK.**
6. ALL BALLS POCKETED ON THE BREAK COUNT TOWARDS YOUR **"BALL TARGET"** IF THEY ARE OF THE SAME SUIT THAT YOU CHOOSE AFTER THE BREAK.
7. LEGALLY POCKETING THE 8-BALL ON THE BREAK IS AN IMMEDIATE WIN.
8. ANY FOUL AT ANY TIME AFTER THE BREAK IS A LOSS OF GAME AND A WIN FOR THE GHOST.
9. MISSING A SHOT BEFORE YOUR **"BALL TARGET"** IS A LOSS OF GAME
10. IN ORDER TO WIN YOUR MATCH YOU MUST WIN YOUR NAPA GAME RACE. FOR EXAMPLE IF THE HUMAN IS A NAPA GSL OF 98 AND THE GHOST IS A NAPA GSL OF 44 THEN THE RACE WOULD BE 9 TO 3 RACE.
11. **NO DEFENSIVE SHOTS - NO SAFETY SHOTS - OFFENSIVE GAME ONLY.** DEFENSIVE SHOTS AND SAFETY SHOTS ARE A LOSS OF GAME.
12. ALL MATCHES MUST BE LIVE STREAMED ON FACEBOOK OR SOME PUBLICALLY VIEWABLE PLATFORM FOR OFFICIATING PURPOSES. DELETED STREAMS DO NOT COUNT AND WILL NOT BE SANCTIONED IF THEY HAVE NOT ALREADY BEEN APPROVED BY NAPA HQ OR THE LOCAL LEAGUE OPERATOR. BEWARE: PLAYING MUSIC IN THE BACKGROUND OF YOUR LIVE STREAM MAY CAUSE YOUR LIVE STREAM TO BE DELETED FROM CERTAIN SOCIAL MEDIA PLATFORMS. TURN OFF THE BACKGROUND MUSIC.
13. LAST 3 WEEKS MUST BE PAID UP FRONT, PLAYERS PAY WEEKLY DUES STARTING IN WEEK #1.
14. ANY PLAYER WHO DOES NOT DROP OUT OF THE LEAGUE AUTOMATICALLY GETS 5% DISCOUNT AT CUEGATOR.COM ON ANY ONE ORDER IN THE NEXT 90 DAYS AFTER THEIR SESSION ENDS. NO MORE THAN THREE FORFEITS ALLOWED TO BE ELIGIBLE FOR DISCOUNT.

## **SCORING**

1. ALL SCORING IS THE SAME AS REGULAR NAPA SCORING.
2. HILL-TO-HILL BONUS IS THE SAME. MAKE IT TO THE HILL TO GET THE BONUS.
3. SNAP = 1 BONUS POINT FOR EACH.
4. B&O = 1 BONUS POINT FOR EACH. IN ORDER TO GET A B&O BONUS POINT, YOU MUST.

- a. MAKE A SOLID OR STRIPE BALL ON THE BREAK AND THEN MEET YOUR BALL TARGET FOR THE SUIT THAT YOU MADE ON THE BREAK.
  - b. IF YOU MAKE A SOLID AND A STRIPE ON THE BREAK YOU CAN CHOOSE EITHER SUIT AND IF YOU MEET YOUR BALL TARGET YOU WILL GET THE B&O BONUS.
5. RACKLESS = 1 BONUS POINT.
  6. GHOST PLAYERS ALSO GET POINTS LIKE A REGULAR PLAYER AND CAN HAVE AN IMPACT ON THE STANDINGS, HOWEVER PRIZE MONEY SHOULD ONLY BE PAID OUT TO PLAYERS AND NOT GHOST PLAYERS.

## **STANDINGS**

YOUR STANDINGS CAN LOOK LIKE THIS AT THE END OF YOUR SESSION. OBVIOUSLY YOU ONLY PAY PRIZE MONEY TO HUMAN PLAYERS.

1. **PLAYER 1**
2. GHOST 4
3. **PLAYER 3**
4. GHOST 5
5. GHOST 3
6. **PLAYER 2**
7. GHOST 6
8. **PLAYER 4**

## **GHOST SL MATRIX EXAMPLE**

BELOW ARE EXAMPLES OF SKILL LEVELS THAT NAPA HQ WOULD ASSIGN TO YOUR GHOST PLAYERS. THE GOAL IS FOR ALL GHOST SKILL LEVELS TO COVER THE SPECTRUM OF NAPA CLASSES SO THAT EACH LEAGUE HAS SOME STRONG PLAYERS, SOME AVERAGE PLAYERS AND SOME NOVICE PLAYERS.

### **1. 4 HUMANS**

- a. GHOST 1 - 101
- b. GHOST 2 - 73
- c. GHOST 3 - 42
- d. GHOST 4 - 20

### **2. 6 HUMANS**

- a. GHOST 1 - 105
- b. GHOST 2 - 82
- c. GHOST 3 - 61
- d. GHOST 4 - 50
- e. GHOST 5 - 33
- f. GHOST 6 - 17

## **BEHIND THE SCENES**

1. AT THIS TIME GHOST LEAGUES ARE ONLY AVAILABLE FOR 8-BALL. OTHER FORMATS WILL BE COMING SOON.

2. ALL HUMAN PLAYERS WILL BE GIVEN A NEW SKILL LEVEL TITLED A “**GSL8**” WHICH STANDS FOR “**GHOST SKILL LEVEL 8-BALL**” AND THEIR OPENING **GSL8** WILL BE EQUIVALENT TO THEIR CURRENT NAPA 8-BALL **ON THE TABLE** SKILL LEVEL.
3. HQ WILL CREATE THE SAME NUMBER OF GHOST PLAYERS WITH VARYING SKILL LEVELS FOR THE DIVISION THAT IS EQUAL TO THE TOTAL NUMBER OF HUMAN PARTICIPANTS.
4. GHOST SKILL LEVELS WILL NEVER CHANGE DURING THE SESSION. ONLY HUMAN PLAYERS SKILL LEVELS CHANGE.
5. EACH ROUND/WEEK EACH HUMAN PARTICIPANT WILL BE MATCHED UP AGAINST A GHOST JUST LIKE A REGULAR NAPA SCHEDULE.
6. THE HUMANS WILL NEVER BE MATCHED UP AGAINST ONE ANOTHER. IT WILL ALWAYS HUMAN VS. GHOST.
7. PLAYER GHOST SKILL LEVELS WILL BE SEPARATE FROM AND NOT AFFECT THEIR STANDARD NAPA MATCH PLAY SKILL LEVELS.
8. MATCHES **DO** COUNT TOWARDS EACH PLAYERS NAPA NRP.
9. FLEX SCHEDULING APPLIES.
10. **SUGGESTION:** RUN CLASS LEAGUES...LIKE “UNDER 60 GHOST LEAGUE” OR “MASTERS GHOST LEAGUE”.
11. MATCHES CAN BE PLAYED AS FREQUENTLY AS THE PLAYERS WANTS TO.
12. ALL GHOST MATCHES MUST HAVE FEES. MINIMUM OF \$5.00 PER MATCH.
13. YOU CAN A MAXIMUM OF 9 HUMAN PLAYERS IN A DIVISION. IF YOU HAVE MORE THEN 9 PLAYERS THAT WANT TO PLAY THEN YOU CAN BREAK UP YOUR GROUP OF PLAYERS INTO MULTIPLE DIVISIONS AND THEN HAVE A PLAYOFF FORMAT AT THE END OF THE SESSION.
14. PRIZE MONEY OBVIOUSLY WILL BE LOWER SINCE HALF THE FIELD ARE GHOST PLAYERS.
15. TABLE SIZES AT THIS TIME DO NOT MATTER. WE UNDERSTAND THAT SOME PLAYERS MIGHT HAVE A 7 FOOT TABLE AT HOME AND OTHERS MIGHT HAVE AN 8 FOOT TABLE AT HOME. THE LO CAN CERTAINLY SET A REQUIREMENT IF THEY’D LIKE.
16. NAPA HQ WILL BE RUNNING NATIONAL GHOST TOURNAMENTS WHERE PLAYERS FROM ALL REGIONS CAN COMPETE AGAINST ONE ANOTHER.

## **IMPORTANT POLICIES**

1. **PLAYERS IN YOUR GHOST LEAGUES CAN LIVE ANYWHERE IN THE UNITED STATES OR CANADA. THEY DO NOT HAVE TO JUST LIVE IN THE COUNTY YOU HAVE LICENSED.**
2. **WHEN ADDING A VENUE FOR YOUR GHOST PLAYERS, INSTEAD OF ADDING A VENUE FOR EACH GHOST PLAYER, SIMPLY CREATE ONE VENUE AND TITLE IT “GHOST VENUE”. THEN IN THE ROSTER GENERATOR ASSIGN ALL OF YOUR GHOST PLAYERS TO THIS GHOST VENUE.**
3. **AS THE LEAGUE OPERATOR, IF YOU PLAN ON ALLOWING YOUR PLAYERS IN YOUR GHOST LEAGUES TO PLAY MORE THAN ONE MATCH AT A TIME, THEY **MUST** BE ENTERING SCORES INTO NAPA PLAY. IF YOUR PLAYERS ARE ONLY GOING TO BE PLAYING ONE MATCH PER SITTING OR PER DAY OR PER WEEK THEN THEY CAN CERTAINLY KEEP SCORE ON PAPER. PLAYERS KEEPING SCORE ON PAPER MUST TURN IN THEIR SCORES IMMEDIATELY AFTER THEIR MATCHES ARE COMPLETED AND THE LO MUST IMMEDIATELY ENTER THOSE SCORES INTO NAPA PLAY UPON RECEIPT SO THAT ALL PLAYERS SKILL LEVELS ARE UPDATED AS SOON AS POSSIBLE.**
4. **WHAT ARE THE CONSEQUENCES FOR LACK OF PAYMENT FROM A PLAYER? NAPA WILL NOT SANCTION THEIR MATCH.**
5. **THERE ARE NO CHANGES IN THE PERCENTAGE AMOUNTS THAT NAPA HQ AND YOUR PLAYER PRIZE FUNDS ARE TO RECEIVE.**

## **EXAMPLE SCHEDULE**

1. HUMAN PLAYERS ARE ALWAYS AT HOME AND ALWAYS TAKE THE BREAK.

<b>ROUND 1</b>	
<b>December 1, 2020</b>	
PLAYER 1 (95)	GHOST 1 (97)
PLAYER 2 (77)	GHOST 2 (43)
PLAYER 3 (41)	GHOST 3 (22)
PLAYER 4 (17)	GHOST 4 (88)
PLAYER 5 (53)	GHOST 5 (100)
PLAYER 6 (38)	GHOST 6 (55)
<b>ROUND 2</b>	
<b>December 8, 2020</b>	
PLAYER 1 (95)	GHOST 6 (55)
PLAYER 2 (77)	GHOST 1 (97)
PLAYER 3 (41)	GHOST 2 (43)
PLAYER 4 (17)	GHOST 3 (22)
PLAYER 5 (53)	GHOST 4 (88)
PLAYER 6 (38)	GHOST 5 (100)
<b>ROUND 3</b>	
<b>December 15, 2020</b>	
PLAYER 1 (95)	GHOST 5 (100)
PLAYER 2 (77)	GHOST 6 (55)
PLAYER 3 (41)	GHOST 1 (97)
PLAYER 4 (17)	GHOST 2 (43)
PLAYER 5 (53)	GHOST 3 (22)
PLAYER 6 (38)	GHOST 4 (88)
<b>ROUND 4</b>	
<b>December 22, 2020</b>	
PLAYER 1 (95)	GHOST 4 (88)

PLAYER 2 (77)	GHOST 5 (100)
PLAYER 3 (41)	GHOST 6 (55)
PLAYER 4 (17)	GHOST 1 (97)
PLAYER 5 (53)	GHOST 2 (43)
PLAYER 6 (38)	GHOST 3 (22)
<b>ROUND 5</b>	
<b>December 29, 2020</b>	
PLAYER 1 (95)	GHOST 3 (22)
PLAYER 2 (77)	GHOST 4 (88)
PLAYER 3 (41)	GHOST 5 (100)
PLAYER 4 (17)	GHOST 6 (55)
PLAYER 5 (53)	GHOST 1 (97)
PLAYER 6 (38)	GHOST 2 (43)
<b>ROUND 6</b>	
<b>January 5, 2021</b>	
PLAYER 1 (95)	GHOST 2 (43)
PLAYER 2 (77)	GHOST 3 (22)
PLAYER 3 (41)	GHOST 4 (88)
PLAYER 4 (17)	GHOST 5 (100)
PLAYER 5 (53)	GHOST 6 (55)
PLAYER 6 (38)	GHOST 1 (97)