

SOUTHSIDE DART LEAGUE

RATED 2 PERSON LEAGUE RULES

The rules of the Southside Dart League have been established to provide guidelines to govern weekly league play and help settle any conflicts or disagreements that may arise. Captains should attempt to settle any disputes immediately by referring to the following rules and utilizing common sense and GOOD SPORTSMANSHIP. In the event that the dispute cannot be amicably settled by the team captains, a letter of protest must be submitted to the league secretary prior to the next night of league play. Two elected team captains and the secretary will make the final decision.

1. There will be approximately 10–15 weeks of league play and 3 weeks of playoffs consisting of quarter-finals, semi-finals and finals.
2. League Fees:
 - Team sponsor fee (\$25) is due within the first 3 weeks. It is the team captain's responsibility to negotiate payment of this fee with the bar and ensure it is paid.
 - The team weekly fee (\$15) is due every week; except during playoffs. In the event of a scheduled bye, there will be no weekly fee. In the event of a forfeit, both teams are still responsible for their fee.
 - The team captain is responsible for collecting all fees and turning them in to the league secretary in the envelope provided and on time as scheduled.
 - Dart machine cost is not included.
 - A team that is short fees at the end of the session will receive only the balance of the prize money.
 - FAILURE TO PAY FEES IN A TIMELY MANNER MAY RESULT IN A FORFEIT OF STANDINGS POINTS OR PRIZE MONEY!!!!!!
3. Team / Player Guidelines:
 - There is a minimum of 2 players required per team; and a maximum of 6.
 - Subs may be used. A sub should be listed on the roster and is a player that plays no more than 4 weeks. Once a player plays the 5th week, they automatically become a regular player for that team.
 - Captains have 4 weeks to add players to their team.
 - Regular players will not be allowed to switch teams without consent of all team captains.
 - If a team loses a player after the first 4 weeks, they may be allowed to replace that player by a vote of the team Captains.
 - Players may be required to show photo ID upon request.
 - Players must be at least 18 years of age. If a team has a player under 21 years of age, they must indicate this on their team roster and obtain approval from the bar owner when going in to play.
 - A bar owner has the right to ban a player from his/her bar with due cause. The bar owner must call the league secretary as soon as the player is identified on the team roster, or when the ban is established.
4. If a team drops out, or is suspended from the league, they will forfeit all fees paid to that point.

5. Play starts at 7:30 PM with a 15 minute grace period. If a team is absent or unable to field an eligible team after the grace period expires they will forfeit one game. A second game will be forfeited at 8:00 PM. Another game will be forfeited for each additional ten minutes that play is delayed. This will continue until play can officially begin or until the entire match is forfeited (8 games minimum). See rule #7 below for forfeit results.

If a team only has one player present for a match they can be allowed to pick up a "bar sub" with the consent and approval of the opposing captain. A "bar sub" is a player not listed on the team roster and should play with a minimum rating of 22. That rating can be adjusted if necessary.

If a team only has one player present for a match and a "bar sub" can not be found or agreed upon, then the team may play using a blind for the second player. The second player should be listed on the score sheet as if he/she were present. The ratings will be entered for each game as usual. During team or doubles games the present player will be allowed to throw for two consecutive turns but must pass on each third turn. The present player can play two of the four singles games but must take a loss on the other two. If the second player shows up he/she will be allowed to join the match for the remaining games.

Any change in the schedule must be made mutually by the both Captains. Make-up matches must be requested prior to the day of scheduled play. If a time cannot be agreed upon, the match will result in a forfeit for the team requesting the make-up. The league secretary must be notified any time there is to be a make-up match. These matches should be made up within 2 weeks.

If the make-up match is not scheduled and the league notified within 2 weeks, a forfeit will be given to the team originally requesting the make-up match.

6. Captains may use 4 team members nightly; all 4 will play in team rounds, only 2 will play in each other round. All players to play each night must be listed on the score sheet at the beginning of the match. A minimum of 2 players is required to begin the match.

Captains will prevent their players from stalling or creating undue delays at all times.

7. If a match results in a forfeit, the forfeiting team will receive zero wins for the match. The team receiving the forfeit will be given the win for the match and their team average for games won (8 games minimum). At least 3 weeks of play are necessary to establish that average. Both teams are still responsible for their weekly fees.

8. The format of match play is as follows:

- The match will consist of 13 rounds
 - round 1 & 13 : TEAM Cricket, 1 game all players play
 - rounds 2 thru 5, 7 & 9 thru 12 : doubles Cricket & 501, 1 game with 2 players
 - round 6 & 8 : singles 301, 2 games per round, one player each game
- Captains will select 2 players for each round, except team games when all players play. Any two players can be selected each round, there is no limit or requirement on any player playing a certain number of rounds.
- Captains denote player selection and playing order by assigning players a number for each round. 1 through 2, 3 or 4 for the team rounds (depending on the number of players present) and 1 through 2 for all other rounds. If players are not assigned a number they will sit out that round.
- A player from each team will cork to see who begins the first game of the first round. After the first game, all doubles and team games will be started by the team that lost prior game.
- Single 301 games will start with a cork by both players in that game. The player from the team that lost the preceding game will have the option to “see or show” the first cork. The player that wins the cork will start that game.
- The match is over when all rounds have been completed.

9. Rules for team games – All players present and on the score sheet that night are required to play this game. The player assigned # 1 will throw first, # 2 will throw second, # 3 third and # 4 fourth. Teams are not required to have an equal number of players in these games

If a player has to leave early due to an emergency, the team captain must notify the opposing captain at that time. If it is a legitimate emergency, that player may be excused from the team games. If a player is absent at the time a team game is to be played and that player had not been previously excused, the team will be required to pass when that player is up. Once a player has been excused, he may not reenter the match that night.

10. The Captain will be responsible for recording his team and individual player wins and losses on the score sheet. This sheet is to be put in the envelope and turned in to the bar at the end of each match. Both scores sheets should be verified and signed by the team captains. If there is a discrepancy between the score sheets the league commissioner will attempt to resolve the discrepancy based on the evidence on the sheet (signatures, corrections, mistakes, etc.) In the event that a discrepancy cannot be solved, the home team score sheet will overrule the visiting team score sheet.
11. The team envelopes containing completed score sheets and the weekly fees must be accessible to the league commissioner no later than Saturday night. They may be left at the bar where the match was played or they may be delivered to Elmo's.
12. League standings will be determined by the TOTAL NUMBER OF WINS for each team. In the event of a tie for any position, the head-to-head results of matches played between the tied teams will be used to determine which team is awarded the higher finishing position. The top eight teams will go to the playoffs.

13. Tie breaker rules:

- If two teams played more than one match against each other then total games won for all head-to-head matches will be used to break the tie. If two teams evenly split their head-to-head games during the session then the team that won the most games in the first match between those two teams will win the tie breaker.
- If more than two teams tie for a position then the individual head-to-head tie breaker rules will be applied to each pair of teams. If one team can be declared the winner of all head-to-head tie breakers than that team will be awarded the highest position and the remaining teams will compete for the next highest position using the same tie breaker rules. If one team cannot be determined as the winner in this fashion then the total games won by each team in each of the first matches for all teams involved will be used to determine the tie breaker winner. This will continue until all ties are broken or a stalemate is reached.
- A stalemate is possible if more than two teams tie for a position and the head-to-head tie breaker rules can not determine a winner. In this event, a tie breaker game will have to be played as follows : A team game of 901 will be played by all teams to determine the winner of the tie breaker. Teams only need to have enough players to satisfy the minimum number required for match play by league rules. All team members are not required to play. One player from each team will cork to determine the order of play. The team that wins the 901 game will be awarded the highest position available and normal tie breaking rules will be applied to the remaining teams. Another 901 game may be played if another stalemate situation occurs.

Tie Breaker Examples

- 2 way tie: Team A beats Team B 9-6 in the only match played between those teams. Team A wins the tie breaker
- 2 way tie: Team A beats Team B 8-7 in the first match played and Team B beats Team A 9-6 in the second match. Team B wins because they won the most total games (16-14).
- 2 way tie: Team A beats Team B 9-6 in the first match played and Team B beats Team A 9-6 in the second match. Team A wins because they won the first match.
- 3 way tie: Team A beats Team B 9-6 (only match), Team A beats Team C 8-7 (only match) and Team B beats Team C 8-7 (only match). Team A wins the tie breaker because Team A wins the individual head-to-head results with both Team B and Team C. Team B would then win the tie breaker against Team C.
- 3 way tie: Team A beats Team B 9-6 (only match), Team B beats Team C 8-7 (only match) and Team C beats Team A 9-6 (only match). Team C would win the tie breaker because they won the most total games, 16, versus 15 for Team A and 14 for Team B.
- 3 way tie: Team A beats Team B 9-6 (only match), Team B beats Team C 9-6 (only match) and Team C beats Team A 9-6 (only match). STALEMATE. No team wins all of their individual tie breakers and each team won 15 total games. This would require a 901 game be played.

14. Playoff rounds will be played as follows, the higher ranked team is always the home team:
- Quarter-Finals: 1st thru 4th place teams will be home teams and they will play 8th thru 5th place teams, respectively.
 - Semi-Finals: The winners of the 4 quarter-finals matches will play. The highest remaining seed will play the lowest remaining seed in one match. The other match will be played by the 2nd and 3rd ranked remaining seeds.
 - Finals: Semi-Final winners play each other for 1st and 2nd place, Semi Final losers play each other for 3rd place.
14. To be eligible for the playoffs, players must have played a minimum of 1/3 of the number of games possible. For a 10 week session this is 43 for a 15 week session it is 65.
15. Playoff matches will follow the same format as regular league matches with one exception; the match will be over when one team reaches 13 wins. This will probably require the use of two score sheets. On the first sheet round 13 will not be played and on the second sheet rounds 1, 2, 11 & 12 will not be played. The same rules apply to all rounds as if it were a normal round in league play; that means all players that have played that night are required to play in the team game.
16. Player ratings will be used but will not change in the playoffs. A minimum rating of 19 for males and 17 for females will be enforced regardless of player skill category.

17. RATING SYSTEM

The rating system assigns each player a rating based on a combination of his or her win / loss percentage and total games played. It is a fairly complex formula based on the win / loss percentage deviance from 0.500 compounded by the total number of games played. A player winning half of his or her games will have no deviation from their starting rating.

Players are designated to be a specific skill level (D1, D2, C1, C2, C3, B1-3, A1-4,...). Each skill level will have a base, or starting, rating as follows:

A4..... 25	A2..... 23	B2..... 21	C2..... 19	D2**... 17
A3 24	A1 22	B1* 20	C1 18	D1*** 16

* New male players start here

** New female players start here

*** No player can fall below a D1 rating

Ratings for all players will be based on their skill level and win/loss percentage for all games played in the current session only.

Player skill levels will be evaluated at the end of each session. Each playoff eligible player's win/loss percentage will be evaluated to see if he/she should receive a rating adjustment. The league reserves the right to adjust or freeze player ratings based on other circumstances such as team member changes. Player ratings will be adjusted as follows:

"A" players with a win/loss percentage higher than .540 will move up one level, lower than .500 will move down one level.

"B" players who finish higher than .540 will move up or lower than .480 will move down.

"C" players who finish higher than .520 will move up or lower than .460 will move down.

"D" players who finish higher than .500 will move up or lower than .460 will move down.

The rating system does not allow any player to fall more than 3 points below their skill level's base rating.

See the win-loss rating chart for details of how player ratings are affected by wins and losses.

18. PRIZE MONEY DISTRIBUTION

- Prize Money collected will be distributed as follows:
- One fourth (25%) of money collected will be allocated for playoff awards.
- Each team will be awarded 50 cents per win accumulated during league play.
- The remaining money will be awarded for final positions at the end of league play.
- Teams that finishing the playoffs in 3rd and 4th place may receive some prize money
- Two thirds (2/3) of the remaining allocated playoff money will be awarded to the 1st Place Team.
- One third (1/3) of the remaining allocated playoff money will be awarded to the 2nd Place Team.

19. Final Position Prize Money Distribution Examples -

Six Teams

1st Place	28.57%
2nd Place	23.81%
3rd Place	19.05%
4th Place	14.29%
5th Place	9.52%
6th Place	4.76%

Eight Teams

1st Place	22.22%
2nd Place	19.44%
3rd Place	16.67%
4th Place	13.89%
5th Place	11.11%
6th Place	8.33%
7th Place	5.56%
8th Place	2.78%

Ten Teams

1st Place	18.18%
2nd Place	16.36%
3rd Place	14.55%
4th Place	12.73%
5th Place	10.91%
6th Place	9.09%
7th Place	7.27%
8th Place	5.45%
9th Place	3.64%
10th Place	1.82%

Twelve Teams

1st Place	15.38%
2nd Place	14.10%
3rd Place	12.82%
4th Place	11.54%
5th Place	10.26%
6th Place	8.97%
7th Place	7.69%
8th Place	6.41%
9th Place	5.13%
10th Place	3.85%
11th Place	2.56%
12th Place	1.28%

GAMES RULES

GENERAL RULES / SCORING

1. Players stand on a throw line that is a minimum of 90 in. horizontally from the face of the dart board. The front of the tape (line) must be 7 ft. 6 in. from the board with an allowance of + / - 1. It is legal to lean over the line. Players may step on, but not across the line.
2. Players accept the score given by the board and acknowledge that the DART BOARD RULES.
3. It is the responsibility of the home team to assure that the dart board is maintained in good working order and free of excessive broken tips.
4. SETTING UP DART BOARD FOR DOUBLES 501
 - The bull's eye light must be lit in order for the bull to count as 25 points. If not lit, the bulls will count as 50. It is the responsibility of both team captains to assure that the board is set up correctly for each game.
 - TEAM NDA should be selected for the OPTIONS menu. Player averages should be entered in the order in which they will throw. The starting player for team 1 will be player 1, the starting player for team 2 will be player 2, the second player for team 1 will be player 3 and the second player for team 2 will be player 4. Player averages are entered by pressing the corresponding number on the dart board during board setup for that player. The Bullseye is used for "0".
 - Handicap points will be awarded by the board.
 - Each team may protest the board set up prior to or during the first round. After the completion of the first round (both teams have thrown), the game is considered valid and the "dart board rules". That means that the game will be played out with the current board settings.
 - Teammates will be partners and share the same score; they will alternate rounds.
 - Game ends when one team reaches 0 points exactly.
5. SETTING UP THE BOARD FOR DOUBLES CRICKET
 - The bull's eye light must be lit.
 - TEAM ADA should be selected for the OPTIONS menu. Player averages should be entered in the order in which they will throw. The starting player for team 1 will be player 1, the starting player for team 2 will be player 2, the second player for team 1 will be player 3 and the second player for team 2 will be player 4. Player averages are entered by pressing the corresponding number on the dart board during board setup for that player. The Bullseye is used for "0".
 - The number of "Marks" granted will be determined by the board. No more than two marks can be taken on any one number. Two marks can be taken on the bull's eye only when a team receives more than three marks.
 - Each team attempts to throw at least 3 each of numbers 15 through 20 and the bull's eye. When a number has been hit 3 times the number is considered "closed". Scoring occurs when hitting a number after "closing" it and the opposing team still has that number "open".
 - Teammates will be partners and share the same score; they will alternate rounds.
 - Game ends when one team has all 6 numbers and the bull's eye "closed"; and has points higher than or equal to the opposing team.

6. Each player is responsible for making sure that the board is on his / her player number before throwing any darts. If a dart is thrown before the machine indicates it is that player's turn, the dart is considered a dart thrown and may not be thrown again.
7. If a player throws out of turn and it is an opposing player's turn:
 - All marks or points earned stand for the opposing team
 - The board should be advanced one full round back to the correct position and the opposing player is allowed to play his turn as normal.
 - If a player ends the game while throwing out of turn or eliminates any chance the opposing team had to win, the game is over and the opposing team wins the game.
8. If a player throws out of turn and it is his partner's turn :
 - If he has thrown less than three darts, his partner completes the turn by throwing only the remaining darts. When the player who threw out of turn is up next, he may only throw the number of darts remaining from when he threw out of turn.
 - If a player throws all three darts on his partner's number, that turn is completed and the game proceeds from there. The player that threw out of turn loses his next turn; he receives zero and the board is advanced to the next player.
 - If a player ends the game while shooting on his partner's turn, that team loses that game.
9. Good sportsmanship and fair play must be practiced at all times.

Misconduct of any kind WILL NOT BE TOLERATED. Excessive use of profanity or insulting language, verbal and/or physical assault, or harassment of any player while he/she is throwing, or abuse of the dart machine, may result in suspension from the league. First time offenders will be put on probation for a period of time during the session. A second offense within that session will result in suspension from the league. Multiple occurrences in concurrent sessions will also result in suspension from the league. Reinstatement will occur only by majority vote of the team captains.

General guidelines

- No one is allowed to stand within 4 feet of the player throwing.
 - Opponents must stand behind the throw line.
 - Silence when your opponent is throwing is common courtesy and is expected.
 - Kicking, shaking, or otherwise abusing the dart board is not acceptable behavior.
 - A handshake of congratulations after each game is considered the norm.
11. REMEMBER THE FIRST RULE

ALWAYS USE COMMON SENSE AND GOOD SPORTSMANSHIP