
League Rules

Leagues

- Each league will consist of 8-12 teams. At 12 Teams, the League will be considered 'Closed'.
- Each League will play one night each week, with league-wide byes during Christmas-New Year's week. Monday night leagues will have a bye any time the Packers play Monday Night Football.

Sponsors

- Sponsors must be a tavern or pub/grill with an electronic dartboard capable of running 2-player 301, 2-player 501, and 2-player Cricket
- Sponsors may have as many teams entered to play each night as they have dartboards + 1 extra team.
- Sponsors will supply one round of complimentary drinks to each team. Hat tricks and White Horses will be rewarded by one complimentary shot, drink, or drink chip for the darter who shoots it.

Teams

Each Team must have a qualifying sponsor.

Each team will consist of at least 4 players at the time of signup, one of which will be designated the captain.

The captain's responsibilities will include:

- Enforcing these rules.
- Collecting and counting player dues.
- Counting opposing teams' dues, and submitting \$\$ and score sheets to the secretary or the coordinating sponsor.
- Contacting other teams/sponsors/the secretary to handle match rescheduling, forfeits, missing stats, etc.
- Supplying a phone # at which he/she can be reached by the secretary/sponsors/other captains
- Finding subs for players who cannot make a match
- Notifying his/her team of schedule changes, forfeits, etc

Subs may fill in for regular players

- Subs are subject to approval by opposing teams captain in the final 1/3rd of the season
- No sub or regular player may shoot for more than one team in the same league.
- Players for dropped teams may then switch to another team.

Match Play

- Play should begin at 7:00. A 30-minute grace period is allowed for team members to arrive. If four members are not present on a team, the opposing team's captain can opt to reschedule the match, take a forfeit, or make other arrangements as he/she sees fit.

League Rules

- Each match will consist of 13 rounds: 6 rounds of 301, 6 rounds of Cricket, and 1 round of 501. A round of 301 or 501 is a best-of-three series of games; a round of Cricket is one game.
- Four rounds of 301 and Cricket will be singles matches: the darters with the highest winning percentage will play each other, the second ranked will play each other, etc. For the first match of the season, use the darter's average from the previous year. New darters start with a temporary average of .450. Darters with identical averages may be played in any order.
- Two further rounds of each type will be doubles matches between the teams' #1 & #2 darters, and #3 & #4 darters. The 13th round will be best-of-3 team 501.
- The rounds may be played in any order.
- The player from the visiting team will shoot first in each round. In 301 and 501, the loser of the previous game starts any subsequent game.
- All games are played straight-in, straight-out (no double or master's out required)
- Any dart that falls out of the dartboard counts as a shot whether it registers or not. Any dart that jams the board counts as a shot.
- All scoring by the board is considered final, unless the opposing team's captain agrees to an adjustment.
- A team wins the match by winning at least 7 rounds. All rounds must be played, however.

Scoring

- Indicate the winner of each round by checking or Xing the appropriate box on the score sheet. The total # of rounds won for each team should then be entered at the bottom.

Dues

- Each team owes \$20 in dues for each match (\$5 per person). Dues are to be collected by the captain of each team. The captain of the visiting team will be responsible for indicating the money collected on the score sheets and turning the dues in along with the score sheets to the secretary or the coordinating sponsor. Missing funds will be the responsibility of the team that turns the dues in.

Rescheduled Matches

- Matches may be rescheduled with the approval of the captain of the team fielding a full squad. Dues and score sheets should be handled as normal on the night the match is actually played.
- **Any matches unplayed at the end of the season will count as a loss to BOTH teams.**
- The captain of the team that was able to field a full team on the scheduled night of play has the option of taking a forfeit at any time prior to the end of the season: however, if you have accepted rescheduling of the match, please make a good faith effort to play the game.
- Matches in the final 4 weeks of play may NOT be rescheduled.

Forfeits

- Any forfeit taken will be scored as follows: a match won will be credited to the team taking the forfeit. They will also be credited with rounds won equivalent to their winning average to that point. The forfeiting team will be credited with a match lost and no games won.
- No games won will be credited to any individual player: nor will the match count against the players' attendance (see Standings section).

League Rules

- The team taking the forfeit will pay their own dues, write the word 'FORFEIT' on the opposing team's side of the score sheet, and turn it in as normal. The forfeiting team will be responsible for paying their own dues. Any unpaid dues will be subtracted from the team's prize money at the end of the year.
- If a team fails to call to inform another team that they won't be showing up for the game, they will be placed on 'double-secret probation'. Two such violations will result in ejection from the league.

Standings

Standing will be posted on the Club Tap's web site (www.clubtap.com) every week, listing all teams by their win/loss record:

- Teams will be ranked first in descending order by the number of matches they have won, then in descending order by the number of rounds they have won.

Team	Matches Won	Matches Lost	Rounds Won
A	16	2	168
B	15	3	156
C	15	3	149
D	9	9	115

- During the season, individual players are ranked strictly by winning average (games won/games played). Eligibility for the two top darter positions at the end of the season will be limited to the players who have played 80% of their matches, discounting forfeited matches. To explain, if your team is scheduled to play 18 matches, 36 games per player is 100% attendance. If you shoot 30, or 83.3% of your scheduled games, you are eligible to qualify for the top darter position. If you shoot 28, or 77.8%, you are not eligible. If, however, your team took 1 forfeit during the season, you could only have played a maximum of 34 games. This is then used as the basis for your attendance: $28/34=82.3\%$, which makes you top-darter eligible.