

RIVER CITY DARTS
RULES AND REGULATIONS

River City Darts is committed to the promotion and administration of Darts by fostering an atmosphere of friendly competition. River City Darts = FUN!

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SECTION 1.0 INTRODUCTION

1.1 RIVER CITY DARTS

The league, RCD, is a private enterprise solely owned and operated by RCD. The enterprise intent, while business in nature, is to foster good fellowship and sportsmanship, promote the sport of darts in a professional manner and to provide a medium to accomplish these goals via league play, tournaments, and other activities as set forth by the Director.

- A. The Director shall resolve any uncertainties, interpret the rules as well as make decisions that are in the best interest of River City Darts, River City Dart players and participating pubs. **The Director's decisions are final.**

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1.2 THE MANAGEMENT

The management of RCD shall be vested solely in the League Director.

1.3 MEMBERSHIP

Membership in RCD is open to all persons 21 years of age and above regardless of skill level. Membership can be denied/revoked by the League Director if in their opinion said player displays unsportsmanlike conduct or acts in a manner detrimental to the overall goals as set forth in Section 1.1 Subsection A Titled "RIVER CITY DARTS".

1.4 SPONSORSHIP

Sponsorship shall be granted to any organized bar, pub, club or organization for which application has been made provided that said sponsorship is acceptable to the League Director.

1.5 LEAGUES, DIVISIONS, AND SCHEDULES

- A. Leagues will be established for separating play relative to geography, special interest, etc.
- B. Divisions will be established for separating League play relative to skill level. The **Director** is committed to establishing Divisions that are fair and assure good competition.

- C. The **Director** shall construct the schedule of play as soon as possible after Final Roster Turn-In.
- D. Copies of the schedule shall be published to Captains, Pubs, on the RCD website, and Facebook page prior to the beginning of seasonal play.
- E. All matches **MUST** be played at the designated pub on the night specified unless rescheduled and approved by the **Director**.

SECTION 2.0

FEES & DUES

2.1 SPONSOR DUES (Bar Fees)

- A. A sponsor fee of twenty dollars (\$20.00) per team per season nonrefundable shall be paid to RCD upon application. The sponsor is under no other financial obligation to RCD although the sponsor agrees to comply with section 5.0 titled Equipment.
- B. To make it possible for a pub to have a match each week, it must sponsor at least two teams for the current season.

2.2 MEMBER DUES

Any person wishing to become a member of RCD may do so by applying through any one of the sponsored teams, and paying a non-refundable fifteen-dollar (\$15.00) per season fee.

2.3 BOUNCED CHECKS

In the case of bounced checks, the member/pub shall be charged \$35.00 per occurrence. This fee must be paid within 7 days. Until paid, teams / players will be deemed illegal and handled accordingly. See Section 3.4 Subsection E.

SECTION 3.0

CAPTAINS RESPONSIBILITIES

3.1 CAPTAIN REGISTRATION

Each captain shall take possession of the "Rules" and have his/her copy in his/her possession on league night, making it available for the team to read at their request. Should a problem arise and the Captain is found to NOT have their copy of the rules available, 2 points will be deducted from the team's score. If a captain should lose his/her rulebook or it is misplaced, there will be a \$2.00 charge for replacement. If a replacement captain's packet is needed, a \$10.00 replacement fee will apply. It should be noted that the **Director** retains the right to deny or refuse to accept the assignment of a team captain from an individual who in the opinion of the Director has demonstrated a lack of responsibility.

3.2 TEAM ROSTER

A team roster shall be completed by all team captains and updated as necessary throughout the season.

- A. Completed team rosters for all Leagues must be submitted on or before the published date to be affected into a schedule. There must be at least three (3) players listed on the roster for the three (3) person format, six (6) for the 6 person format, and four (4) for the 4 person format.
- B. "*Completed Team Rosters*," means names, addresses, phone numbers, email addresses (if applicable) and RCD numbers. The RCD administration will work with the Captains to complete this needed information to build our database.
- C. The **Director** will make all decisions concerning a player's eligibility.
- D. Every effort will be made to accept late team rosters, depending on where the process is of scheduling play.
- E. Once the roster and monies have been submitted, teams will **not** be allowed to change pubs except under extreme circumstances, and then only with the prior approval of the **Director**.

3.3 ADD ONS

- A. A player may be added to a team upon submission of an Add-On Sheet to the Director who will review and determine eligibility prior to 6pm the night of the match without the opposing captain's approval.

- B. If a team is missing a player after 6pm the night of the match and needs to fill the vacancy to shoot that night's match and, if someone in the bar is available and if **both** captains agree to allow the player to shoot, the new player will be allowed to fill in and play that match. An Add-On Sheet with the bio-information and the appropriate fees must and be turned into league HQ. The "Add-On" can play that night only. The **Director** will make a decision if the new player will be allowed to finish out the season. If the decision is to not allow the new player to continue with the team, the new player will be allowed to join a different team, again subject to approval.
- C. If the Add-On sheet and appropriate fees are not received by time and date set forth below, the player will be deemed illegal and will result in **the loss of five (5) game points and said player shall incur no PFEs or Winning Dart credits.**
 - Tuesday Night Play – 12pm Friday
 - Wednesday Night Play – 12pm Monday
 - Thursday Night Play – 12pm Tuesday
- D. All Add-Ons must participate in at least 3 matches in order to qualify for Playoffs and Finals.

3.4 PRE-MATCH DUTIES

- A. Thirty minutes before match play, the home team should clear the boards of play so that all match participants can warm up.
- B. The **home** team is responsible for providing the scorecard.
- C. **DO NOT** list a player who has not shown up for the match. If a team is short, it lists the *present* players in their designated places and begins play. The appropriate manner for handling this situation is as follows: If it is known that a player will be late, leave his/her correct slot(s) open. The player can start when he/she arrives. If the correct slot is not left open, the player can *NOT* play when they arrive. See Section 3.4, subsection E. IE: Your highest Point player is going to be late on a 4 (four) person team. List the three present players in their correct slots leaving the top slot open for the late player. When the player arrives, place his/her name in their slot at that time. The late player(s) can begin play at that point in the match.
- D. Those listed on the scorecard will play the match. **Failure to list players in the defined sequence will result in the loss of five (5) game points.** Once the scorecard is listed, it cannot be changed

or rearranged unless there is an emergency where a listed player cannot finish the match and MUST leave the building. In this instance, circumstances must be noted on the scorecard.

- E. Any team that plays an ineligible player shall forfeit 5 game points and said player shall incur no PFEs or Winning Dart credit.
- F. Changes or substitutions after the scorecard has been filled out will be allowed only in case of an emergency where a listed player cannot finish the match and MUST leave the building. Circumstances must be noted on the scorecard.
- G. For the 3 (three) Person Format, it is necessary to “shoot the cork” to begin each game. The scorecard determines who plays the game but not the sequence of the shooters. Shooters are listed on the scorecard in a defined sequence. The three players selected to play the match are to be listed first, second and then third as determined by the Weekly Standings sheet. Please see Section 3.4, Subsection D.
- H. The total darts in singles '01 must be recorded on the scorecard so that PPDs can be established for determining future play. The maximum round of darts is 17. Once each player throws 17 rounds (51 darts), their total darts and score remaining will be recorded on the scorecard. Then each player, continuing in order, will throw 3 darts. The player with the highest score will receive the Winning Dart Credit.
- I. If a scorecard is signed and the amount of darts thrown and the darts remaining are **KNOWINGLY INCORRECT**, it is considered cheating and the offending players and captains will be handled accordingly. *Please see Section 4.1, Subsection D.* If scores cannot be recorded please note circumstances on the scorecard.
- J. **Points For Excellence** (PFE) must be recorded on the scorecard.
- K. Both captains, in the appropriate place, must sign the scorecard. Once both captains have signed the scorecard, it cannot be altered.

3.5 POST MATCH DUTIES

- A. Both captains, in the appropriate place, must sign the scorecard. **Once both captains have signed the scorecard, it cannot be altered.**

- B. By 9:00am the day following the match, the WINNING team (or in case of a tie - the home team) must call in the scores to the league's voice mail/answering machine service. The call must report the names of both teams and the score. **Failure to meet this requirement will result in the loss of two (2) points.** The faxing/emailing/messaging of the scoresheet or the delivery of the white copy of the scorecard to the HQ/Scorekeeper by 9:00am the day following the match is also considered in compliance. *NOTE: Originals must be turned in at the end of the season – no later than the finals.*
- C. The original or white copy of the scorecard must be faxed or delivered to the league's HQ/Scorekeeper no later than the time and date set forth below. Failure to meet this requirement will result in the loss of two (2) game points. **Make sure the white copy is forwarded to the scorekeeper.** *NOTE: Originals must be turned in at the end of the season – no later than the finals.*

Tuesday Night Play – 12pm Friday
Wednesday Night Play – 12pm Monday
Thursday Night Play – 12pm Tuesday

- D. All Add On sheets and dues are to be turned in no later than the date and time set forth above. **Failure to meet this requirement will deem the thrower illegal & result in the loss of five (5) game points.** Said player shall incur no PFEs or Winning Dart Credit.
- E. Weekly scores and other league information will be available as soon as possible after the match on the RCD Facebook Team Member page: <https://www.facebook.com/groups/169307707164250> or website: <http://www.rivercitydarts.com>

3.6 POSTPONEMENTS

- A. **No match may be postponed due to the lack of players.** No postponements will be allowed after Week 9 of the current season unless one open week of play remains.
- B. While ALL matches are available to play **prior** to their scheduled date, Playoffs and Finals are NOT eligible to be postponed.
- C. In the event of an **unforeseen emergency**, the opposing team captain must agree to postpone the match. Both captains should then decide the make-up date and ensure the **Director** has been notified prior to 6:00pm on the day of the scheduled match. The

Director shall approve/deny the reschedule and make-up date. In all cases, good sportsmanship should prevail.

- D. If rescheduled and approved, the match must be played within the next 7 days at the originally scheduled pub unless otherwise approved by the Director. Captains are responsible for the notification of their respective players.
- E. In the event of severe inclement weather, the **Director** may declare a league postponement. In this event, all RCD matches for that date will be postponed. All captains will be notified of the postponement and it will be posted on the League Website prior to 6pm on the date of postponement. In this case, the **Director** will set a make-up date.

SECTION 4.0 PLAYERS RESPONSIBILITIES

4.1 BEHAVIOR

- A. Good sportsmanship and common courtesy are expected at all times. Heckling or other harassment is forbidden. A team may make as much noise as it wants while it is throwing, but must remain quiet while the other team is throwing. All players and spectators must give each thrower plenty of room to throw, and refrain from undue movement or motion in or near the dartboard lane to eliminate distractions.
- B. Physical or sexual harassment/abuse will not be tolerated and can result in suspension or termination of both parties relative to the circumstances as well as possible criminal charges.
- C. Loud, disruptive and/or obnoxious behavior as well as foul language will not be tolerated. The **Director** will advise offenders. Repeat offenses will result in the player being barred from league play. This is a league for FUN.
- D. The **Director** reserves the right to suspend or terminate any player, team or pub whose actions and/or conduct is not in the best interest of River City Darts pursuant to Section 1.1, Subsection A.

- E. There will be no gambling between players during the match. Spectators will be asked to leave if it is discovered that gambling is going on during the match play.

4.2 PLAYER LINE UP

- A. The number of players on a team to shoot a match is determined by the format of play (3, 4 or 6 person). Substitutes will **not** be allowed to cycle in and out of the match. Substitutes can play but must play the entire match. Should an emergency arise where a listed player cannot finish the match and must leave the building, a Substitute can be inserted to finish the match. The **Director** must be notified and circumstances noted on the scorecard. All team members must play in at least two (2) matches as legal players to be eligible to play in the play-offs or Finals.
- B. For the 3 Person Format, it is necessary to "shoot the cork" to begin each game. The scorecard determines who plays the game but not the sequence of the shooters. Shooters are listed on the scorecard in a defined sequence. The three players selected to play the match are to be listed first, second and then third as determined by the Weekly Standings sheet. Please see Section 3.4, Subsection D.

4.3 PLAYER LOYALTY

Once a player has thrown for one team, he/she will **NOT** be allowed to throw for another team *during the same season*. The swapping of players between teams during a season will not be tolerated. Any substituted illegal player used and discovered will result in **the loss of five (5) game points and said player shall incur no PFEs or Winning Dart credits**. Further action will be considered by the **Director** should circumstances warrant.

4.4 PLAYER RESIGNATION

Should a player resign from a team, he or she will **not** be allowed to rejoin that or any other team later in the same season.

4.5 PLAYER TERMINATION

- A. A player who has been **terminated** by the **Director** may **not** join another team until the next season, if at all, depending on the circumstances of his/her termination.
- B. The team members, through written notice to the **Director** (who will review the circumstance) may terminate a player. The written notice must contain the signatures of all other remaining team members. That player may be allowed to play with another team, subject to approval.

SECTION 5.0 EQUIPMENT

Pub owners and the home team captains are mutually responsible for assuring adequate facilities, which must be deemed appropriate for play by the **Director**.

5.1 DARTS

Three (3) darts per player are required to play. They are limited to a maximum length of 12 inches and a maximum weight of 50 grams.

5.2 DART BOARDS

- A. The pub shall provide a standard 18" English Bristle dartboard (Red, Black, and Green colors only), of the type approved by RCD. It shall be of the standard 1-20 clock pattern, in new condition at the start of the season and be maintained the same throughout the season. The dartboard must be in top quality with no broken wires. (The standard by which all boards will be compared is the "Shot Saver".)
- B. The scoring wedge indicated by the 20 shall be the darker of the two wedge colors and must be the top center wedge.
- C. Dartboards shall be positioned five feet eight inches (5'8") from the floor to the center of the "bullseye" with a tolerance of plus or minus ¼ of an inch (+, - .25").
- D. The hockey or toe line must be no wider than thirty-six inches (36") or eighteen inches (18") from center to ends and be seven feet nine and ¼ inches (7'9. 25") from a plumb line point beneath the face of the board to the front of the line.
- E. The dart lane shall be free from obstructions. The dart lane is measured twenty-four inches (24") from each side of the bull back to the toe line.
- F. Where multiple boards are available, there must be a minimum of five (5) feet (preferably six feet) between bulls-eyes to minimize interference.

5.3 LIGHTING

Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts and not impede the flight of the dart.

5.4 SCOREBOARD

The pub shall provide scoreboards, marking devices and erasers. They shall be located in such a place as to be easily visible to the player. The scoreboard shall be of the type that allows the players, scorekeeper and spectators to see the prior scores obtained and score remaining.

5.5 TABLETS

For a tablet to be used to score a League match, BOTH players in a Singles game MUST agree to the use of the tablet. In a team game, the majority of players MUST agree to the use of the tablet. If so agreed upon, the tablet must be mounted or positioned in such a manner as to be clearly visible from in front of the throw line – in the traditional Scoreboard position – not on a table or chair behind the throw line. It is advisable that a backup scoreboard be provided in the event that the scoring tablet fails. In case of tablet failure, the game in which the tablet fails will start over from the beginning regardless of the progress of the game at the time of failure.

SECTION 6.0 THE MATCH

6.1 STARTING TIME

- A. Starting time of the match is 8:00pm (with the exception of designated nights/formats) with a grace time of fifteen (15) minutes. At that time, the match must begin. If a team is short a player and no one is available for an Add-On, the game must begin and that team play short, i.e. two on one, with the "short team" forfeiting a shooting turn in sequence. *Please see Section 3.4, Subsection C.*
- B. If a late player shows up, he/she can then be listed on the scorecard and play the rest of the game. *Please see Section 3.4, Subsection C.*
- C. It is expected that both teams shoot the match expeditiously and without stalling or delay. Instances should be reported to the **Director** who will address the matter.

6.2 MATCH

- A. All games will be played two at a time unless the format requires otherwise.
- B. The warm-up period after the players have been put up by the captains and prior to the start of match play shall be limited to nine (9) darts per player. No player currently participating in a game may practice on any board.
- C. For the 3 Person Format, each match will consist of 3 games of singles 501, 3 games of singles Cricket, 3 games of Doubles 501, 3 games of Doubles Cricket and 1 team game of 601. All games count one (1) point for a total of thirteen (13) match points. **Each player will play in seven (7) games.** All games begin by throwing the cork with the home team having the option of first or second throw at all times. The team of the player who throws closest to the cork shall throw first, starting the game. Only the players scheduled for that game are allowed to cork. The player throwing for the cork need not go first in the doubles or triples team games.
- D. A throw shall consist of three darts, thrown one at a time unless the leg/match is completed in less than three darts. A dart shall be considered thrown when it leaves the hand while in a forward motion. Dropped darts do not count and may be picked up and thrown.
- E. Once thrown, players must not cover their darts with their hands or remove their darts from the board until the score is recorded and acknowledged by the opponent. If the darts are pulled prior to the score being recorded, the player will forfeit his/her points for that turn.
- F. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. "Robin Hoods" or bounce outs do not score but count as thrown.
- G. The game is concluded when the final dart scores the game ending value. Any dart thrown after the fact will be disregarded. Once the player steps from the line, the darts are scored - no matter if the dart then falls out.
- H. A player who shoots out of turn will have that score removed and his/her next turn forfeited for that round.

- I. Infringements of the hockey or toe line will be brought to the attention of the captain and thrower the first time only as a courtesy. Subsequent violations will result in the darts thrown not counting. Be courteous.
- J. The player who throws the winning dart must have a "check mark" or "x" in his/her box in the game line to show the win.

6.3 SCORING

- A. A scorer (chalker) is allowed only if both parties agree. If a shooter has a problem with the scorekeeper, the scorekeeper is to be removed and the game scored individually.
- B. The scorer (chalker) will stand still in an area no further than three (3) feet from the scoreboard/tablet next to the board being used for the game. There will be no drinking or tobacco use (smoking, dipping, chewing, etc) by the scorer during the game unless agreed upon by **both** teams. The scorer will not make any unnecessary movements (head movement, leaning to check darts thrown, rocking, etc.) until all three darts of the turn are thrown. The scorer will face the board at all times.
- C. The scorer (chalker) will not call out a score on one dart or all three darts, unless asked to do so by the present shooter. The scorer may tell the amount scored or remaining if asked to do so by the present shooter. The scorer may **not** tell a shooter what to throw, what double to shoot, or the combinations available for an out shot.
- D. The scorer (chalker) will remain neutral at ALL times.
- E. Whether using a scorer (chalker) or not, each shooter is responsible for the accuracy of his/her score. Should there be a mistake in the scoring, it must be pointed out and corrected before the opposing team's turn. Discrepancies discovered after the opposing team has thrown will remain as scored unless **both** teams agree to the change in the interest of good sportsmanship and fair competition.

SECTION 7.0 FORFEITS

7.1 DETERMINING A FORFEIT

- A. A match forfeit is declared when a team fails to attend a match as scheduled.

- B. A match forfeit will be declared when one or the other team has **less than** two players present for 3-person format, four players present for 6-person format and three players present for 4 person format and the option of picking up a player is not available and there has been no communication from those absent as to their tardiness or intention to show up.

7.2 FORFEIT PROCEDURES

- A. The team who showed up for a match that is declared a forfeit, whether home team or not, must turn in a scorecard. The non-offending team will receive an average of their team's match points figured after week 3 or a determined number of points relative to the night of play, whichever is greater. **Non-offending players from both teams whose names appear on the scorecard shall receive an average of their PFEs and Winning Dart Credits.** See Section 9.3.

3 Person Format – nine (9) points

4 Person Format – thirteen (13) points

6 Person Format – fifteen (15) points

- B. Two forfeitures from a team during a season of league play may result in the team being suspended from further competition for the season. Should this occur, the scorekeeper will remove all of the suspended team's scores and PFEs of previous play and it be considered a BYE for all teams.
- C. Any team that can be shown to have blatantly forfeited a match in a season will have its players placed on probation for one (1) year. The second offense will result in suspension for one (1) year. Further action may be considered by the **Director** should circumstances warrant.
- D. Any team that forfeits the last game of the season shall be penalized the following season as per the discretion of the **Director**.
- E. A match or game forfeit may be declared anytime where, in the opinion of the Director, it becomes necessary to discipline a player or team, to arbitrate a dispute/protest or in cases where it becomes necessary to get a pub to comply.

7.3 WIN BY FORFEIT

For a team that wins by forfeit, the listed players shall be awarded average PFEs and Winning Dart Credits once the scorecard has been turned in. Averages will be established during the first half of the season. If a forfeit occurs during the first half of the season, averages will be withheld until after the first week of play in the second half of the season. Non-offending players from the losing team whose names appear on the scorecard shall receive averages as well.

7.4 LEAGUE DISQUALIFICATION

In the case of a league disqualification (season forfeit) the pub, captain and all registered members of a team shall forfeit all rights to awards and benefits. In this case, the Director will attempt to enlist a replacement team to complete the season. A replacement team will receive the division average team points to date up to the ½ point of the season schedule within a division. (In other words, at least 1 match is yet to be played against all teams within a division.) Additional pub fees will not be required. If a team cannot be enlisted, the Director shall insert a "BYE" every place in the schedule where the offending team appeared. Teams that receive a "BYE" as a result of a disqualification are required to submit a scorecard with the minimum number of player's names. A win, game points (as described in Section 7.2, Subsection A) and average PFEs and Winning Dart Credits will be awarded to the team receiving a "BYE".

7.5 DUES REFUND

In no case shall forfeitures or disqualification be cause for a refund of dues.

7.6 PLAYOFF SEEDED TEAMS

Seeded playoff teams who fail to show for a playoff match shall forfeit their seed and be denied any awards or benefits normally obtained in the playoff format.

SECTION 8.0 PROTEST

8.1 DISPUTES

Disputes or disagreements during play are expected to be resolved between the captains in accordance with the rules of RCD. RCD also recognizes that the rules may not cover every conceivable problem. In

matters that cannot be resolved between the captains, an attempt to contact the **Director** should be made (See Section 8.2). If unable to contact the **Director**, a formal protest may be filed with RCD. Should a protest arise and the Captain is found to NOT have a copy of the Rules available, 2 game points will be deducted from the team's score.

8.2 LEAGUE DISPUTE RESOLUTION HOTLINE

The league, in an attempt to minimize disputes and protests, has made available to all team captains an emergency pager number to contact the **Director** for rules interpretations. This number is for the sole use of team captains (acting captains) on league night from 8pm – 11pm. All other league matters will be referred to League Headquarters during regular business hours (12pm – 8pm, Monday – Friday).

8.3 PROTEST PROCEDURE

If unable to contact the **Director** via the emergency pager number, the protesting captain must, **at the time of dispute**, make his/her intentions known to the other captain. Before the game continues, the scorecard shall be marked at the point where the protest has arisen. The games and match shall continue thereafter. The protesting captain must file a written protest **within 24** hours to RCD along with \$25. The protest should include all details of the dispute including, if known, the rules that were violated. Both captains are encouraged to file their versions of the dispute. The **Director**, upon receipt of the written protest, shall investigate and make a ruling. **The Director's decision is final.** Both parties shall be notified of the **Director's** decision by telephone or in person prior to the next regularly scheduled match. If the protest is won, the money will be returned. If lost, the money goes into the league fund. Again, should a protest arise and the Captain is found to NOT have a copy of the Rules available, 2 game points will be deducted from the team's score.

SECTION 9.0 POINTS FOR EXCELLENCE

9.1 PFE POINTS

- A. **It should be noted that the FIRST priority is to win the game/match for the team.**
- B. With this in mind, PFE points are noteworthy shots. PFEs may vary as per the experience of the players and the division.
- C. All PFE points must be thrown and properly noted on the scorecard at the time they are shot. Previous PFE shots, which were not recorded

when shot, are not to be listed unless the opponent confirms and agrees. They cannot be arbitrated with the league scorekeeper at a later date.

- D. Cricket PFE points must count full value in order to be recorded.
- E. PFE points count only in regular season league play and not during playoff matches. Patches will be awarded during the playoffs and finals only if properly marked on the scorecard.
- F. The PFE Leader at the end of each season will receive an award.

9.2 WINNING DART CREDIT

Winning Dart Credits are awarded in the following manner:

- A. A player will receive 1 credit for each game they take out, indicated by an "X" in his/her box in the game line to show the win.
- B. In each doubles (or team) game win, 1/2 credit will be awarded to the partner who did NOT take out the game.

9.3 WIN BY FORFEIT

For a team that wins by forfeit, the listed players shall be awarded average PFEs and Winning Dart Credits once the scorecard has been turned in. Averages will be established during the first half of the season. If a forfeit occurs during the first half of the season, averages will be withheld until after the first week of play in the second half of the season. Non-offending players from the losing team whose names appear on the scorecard shall receive averages as well.

9.4 MOST VALUABLE PLAYER

RCD will award one player in each division **Most Valuable Player** based on the total amount of Winning Dart credits averaged with Player PPD.

SECTION 10.0 PLAYOFFS

10.1 PLAYOFFS

Playoffs and Finals will end the season's competition. Playoffs will be limited to the top teams as per the score of match play and the number of teams to be determined by the number of teams per division.

- A. All throwers, including Add-Ons, must participate in at least 3 matches during the same season in order to qualify for Playoffs and Finals.
- B. While ALL matches are available to play prior to their scheduled date, Playoffs and Finals are NOT eligible to be postponed.
- C. The following method will be used for end of regular season tiebreakers in this order:
 - 1. Head to head matches during regular season play.
 - 2. The best won/lost record during regular league play.
 - 3. One game of '01 (determined by the night of play) in a neutral pub.
- D. The Playoffs will be bracketed in the traditional manner and published in the season's last standing sheet.
- E. Playoff matches will be in the home pub of the seeded team. Finals will also be held in the home pub of the higher seeded team on dart night.
- F. By 9:00am the day following the playoff match, the WINNING team must call in the scores to the league's voice mail/answering machine service. **Failure to meet this requirement will result in the forfeit of the win.** Again, **failure to meet the requirement of calling in the results of the match will have the outcome of the winning team forfeiting the win.** The faxing/emailing/messaging of the scoresheet or the delivery of the white copy of the scorecard to the HQ/Scorekeeper by 9:00am the day following the match is also considered in compliance. The winners of the Semifinals match will advance to the Finals.

10.2 AWARDS

A maximum number of awards per team (determined by the night of play) will be awarded regardless of the number of players on the roster. Additional awards may be purchased separately. Only those players eligible to play in the Playoffs & Finals will receive awards. Patches and awards will be distributed at the Awards Ceremony.