

PADA League Information

Revised 01/20/2010

Please note that this document contains information for the matches played during normal Spring League and Fall League seasons. **Additional copies are available upon request.**

1. All fees required by the Portland Area Dart Association (PADA) are voted on by the PADA Executive Board. It is the responsibility of each team Captain to collect the team fees from the team members and verify current PADA membership standing. All fees are to be turned over to the Secretary/Treasurer or the League Director in person or sent by mail. Team fees are due at the time of team sign-ups for the league season and membership dues must be paid before the start of league play. Any team member and/or player with unpaid team fees and/or membership dues is subject to suspension from PADA league play for the remainder of the current season.
2. PADA Membership Dues are **\$25** per year beginning on January 1st and ending on December 31st of the same year. *Note that this fee is \$12.50 if a member joins the league during the second season of the year.*
3. The fee paid by the team members is **\$60** per season for Team League (currently played on Thursday).
4. The Sponsor Fee will be billed and collected by the PADA Secretary/Treasurer. The sponsor fee is **\$30** per team per season for Team league. It is the responsibility of each Team Captain to ask permission of the owner or manager of the sponsor for which they wish to play and then it is the responsibility of the sponsor owner or manager to reserve their dart area for league matches between 6:30pm and 11:00pm on league nights. Checks can be sent by mail, addressed to the PADA, to the address below.
5. **Remind your team members to inform the League Director if they get a new address, email or phone number, or, if they are not receiving our mailings (e.g., the Elephant's Tale).**
6. **NEW - Please NOTE this season's rules contain new information. If you are a team captain please study the relevant information regarding substitutions of players, sportsmanship, smoke breaks, and entry of game stats. If by MIDNIGHT on the SUNDAY evening after your Thursday match, the results of your team's game are not reported, the WIN will go to the other team!**

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2009/2010 PADA Board of Directors
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PADA League Rules and Regulations

2010

A. Introduction

This document outlines the rules governing League play in the Portland Area Dart Association (PADA). All players participating in a PADA League are required to have a general understanding of the sport of darts and know the basic rules of "01" and Cricket games.

It is the responsibility of the Team Captains to be sure that all Team Members are aware of these rules.

Since this document cannot cover every possible situation that may occur in League play, it is recommended that Captains attempt to resolve disputes and irregularities that may arise. If this is not possible, the PADA League Director should be contacted to arbitrate the problem (preferably at the moment of the issue during the match).

Good Sportsmanship Shall Prevail At All PADA League Functions.

Team Captains are asked to monitor the general behavior of their team (and conduct themselves in a leadership manner).

NEW - Sportsmanship Policy. If a Member purposefully damages the venue, throws darts at anything or anyone other than the dart board, injures, cheats, deceives, heckles, harasses, or otherwise acts in a highly unsportsmanlike manner, that Member may be sanctioned by the Board.

Sanctions may include fines, temporary or permanent termination of membership, verbal admonishment, or police involvement for criminal activity. The Board will determine sanctions after a scheduled meeting of the Board. At said meeting, the offending Member will have the opportunity to explain him or herself. The offending member must be given at least twenty-four (24) hours notice of said meeting.

NEW - Smoking Policy. It is the Team Captain's responsibility to make sure their players are ready to play when it is their turn; if players are waiting for another player to start the next match because they were last to finish, there will be no smoke break. Smoking breaks and beer breaks should not delay the match. Please contact the league director if this becomes an issue – undue delay may result in forfeiture of the game.

B. League Rules

1. Team Captains are required to turn in a roster when signing up to play in any League season. Teams will consist of a minimum of four (4) and a maximum of six (6) players for Team League. All playing members must be in good standing with the PADA, this includes persons paid in full or substitute players. Be sure to fill out the signup sheet as completely as possible for each player. This information includes a player's full name, address, phone number(s) – indicating home or cell, email address and their birthday (just the month and day).

Any modification to a team roster must be pre-approved before the start of the game by the League Director.

Any team additions without prior approval by the League Director will cause all points earned by that additional player to be reversed or will cause a team forfeiture, whichever is greater.

2. The PADA League Season will consist of two parts. The first part is called the "Regular Season" and the second part is called the "Play-Off Season."
3. In this document, a "set" is defined as consisting of 1 to 5 legs or games and a "match" is defined as all sets played during a League Night.
4. The PADA is a member of the American Dart Organization (A.D.O.) The PADA follows the ADO Tournament Rules for league play, however in the event of a dispute, PADA rules take precedence over ADO rules. Also see the A.D.O. website <http://adodarts.com/> for more information.
5. Team League Format

All legs of 501 Doubles will be Double In, Double Out (DIDO) and all legs of 501 Singles will be Open In, Double Out (OIDO). All legs of cricket are played with points.

Each match shall play 3 sets of Doubles in a "Chicago" type format as well as Singles sets of 501 and Cricket. The number of legs played for each type of Singles set varies per division and is defined below.

"Chicago" format refers to playing one leg of Doubles Cricket and one leg of Doubles 501 per set. The winner of the first Bullseye for a set chooses which leg type to play first (either Cricket or 501) as well as starting first in that leg. The winner of the second Bullseye for a set will start whichever type of game was not played in the first leg (e.g., if the first leg played was Cricket, then the second leg must be 501 and vice-versa).

For Singles, the following number of legs will be played:

AA League Division shall play 3 legs of Singles Cricket and 3 legs of Singles 501.

A League Division shall play 2 legs of Singles Cricket and 3 legs of Singles 501.

B League Division shall play 2 legs of Singles Cricket and 2 legs of Singles 501.

C League Division shall play 1 leg of Singles Cricket and 2 legs of Singles 501.

At the end of the match, the team with the most set points will be awarded 1 free match point. If there is a tie, the final match point will be decided by a single team 1001 game tiebreaker (open in, double off).

The 1001 team tiebreaker will consist of all team members present who will play in the match. If one team has more players than the other team, they will still follow the same shooting order as they began (i.e.; team A has 4 players and team B has 6 players then A1 follows B1 (A1-B1); A2-B2; A3-B3; A4-B4; A1-B5; A2-B6; A3-B1; A4-B2; A1-B3; A2-B4; A3-B5; etc. Note that if a team has fewer than four members by that point of the match, then they must play with one or more dummy scores just as if four players were there (e.g., with only three players on one team, two players from the other team will throw back-to-back as if the dummy player scored nothing in-between).

6. The standings in the regular season shall be based on the following:

First – The number of overall matches won

Second – Head to head match wins between tied teams

Third – The most total leg points won during the entire regular season.

If teams are still tied, a resolution will be arrived at between all Captains involved and the League Director. A darting resolution is preferred.

7. A match shall consist of a total of 37 points for AA Division, 33 points for A Division, 29 points for B Division and 25 points for C Division. A team shall receive one point for each leg won. **Captains shall compare score sheets upon the completion of each section.**

All sets will be played in the order listed on the score sheet. **Team Captains must complete each section and then exchange score sheets to verify player matchups before each section is played.**

8. League Matches will begin promptly at 7:00 pm. Matches must begin as soon after the starting time as there are 3 team members present on either team for Team League.

For Team League, if a 4th person has not shown for a team by 7:30pm and all other 501 Singles sets are complete, the 4th Singles 501 set is a forfeit. If, at the end of the half hour grace period, there are less than 3 players present, then a forfeiture will be called. A Doubles set may be played with only one person, however the missing person is assumed to have not scored during their turn. In actual play, the team with two players will follow each other during their turns before the single player shoots again.

9. All legs will start with a throw at the Bullseye. In the first leg of a three leg set, the home team will have the option of throwing first or second Bull. In the second leg, the loser of the first leg will have the option of throwing either the

first or the second Bull. If a third leg is required, the visiting team will have the option of throwing the first or the second Bull. **For sets with only two legs, the home team will have the option of throwing first or second Bull with the away team having the same option in the second leg.**

In a Cork, the Bull will be rethrown by participants if:

- a) Both darts are center (50 point or “double”) bullseyes,
- b) Both darts are outer (25 point or “single”) bullseyes,
- c) The scorer (chalker) cannot determine which dart is closer to the bullseye,
- d) The first dart is dislodged by the throw of the second dart.
- e) In the event of a bounce out.

No one shall touch or move the dart in any way to determine the winner of the Bull. The distance is judged by the point at which the dart enters the board (i.e., the tip of the dart is the only part of the dart that matters).

During general league play, the PADA follows the ADO rule stating that any and all darts must stay in the board until 5 seconds after the third dart is thrown to count.

10. For Team League, the same two players may only play one set of doubles together during a match. In other words, if two members play in the first set of Doubles together, then they cannot play together for any of the remaining Doubles sets. For example, if you have four players on your team, you will play one Doubles set with each of the other players on your team.
11. In the Play-Off Season, teams with a higher finish from the Regular Season will have home board advantage. Refer to the tiebreakers outlined in Rule #5.
12. Awards are given for both the Regular and the Play-Off Seasons. The awards are determined by the PADA Executive Board. Only PADA members in good standing are eligible for awards. Sponsors of Play-Off Season winning teams (first place and second place) will also receive awards that they may display.
13. At the end of a match, each Captain should compare score sheets to make sure that each has the correct scores, highlights and sportsman votes. Note that only roster members of a team are eligible to have highlights or receive sportsman votes, in other words, substitutes are not eligible to have highlights or receive sportsman votes. **The losing Captain should also update their sheet in case the other sheet needs to be verified later (or is lost).**

C. Substitutions

1. **Substitutions.** All substitutions must be pre approved prior to the start of the match. Contact the League Director For approval.
2. **NEW - The statistician will now keep track of the substitutions and will need the full name (first and last) as well as the phone number of the substitute. The substitute's wins and losses will also be reported under their name. On league night, both team captains must keep track of the name and scores of the substitute on their score sheet. The winner shall report the full name and phone number of any substitute used for either team (home or away) on League Republic when reporting the score. Additional information may be emailed to the Statistician separately.**
3. No substitutes are allowed if enough players of a team are present (four for Team League). Note that you CAN start or end a match with a substitute if you do not have four roster members present at the time the substitute was used (if a roster player was late or had to leave early for example).
4. Non-PADA members must join PADA prior to playing in a match for the **third time** on any and all teams. At this time they must also join a team if they wish to continue playing. It is the responsibility of the Captains to collect and turn in any membership dues owed. Should membership dues not be paid for the third time playing, all points involved with the third involvement will be forfeited. To clarify: A Non-PADA member may substitute **TWICE** during a league season without becoming a member. These substitutions may be for the same team or two different teams.
5. No PADA member on the current roster of another PADA team may be used as a substitute.
6. It is understood that all substitutes should be appropriate to the division in which they play. Both Captains should agree on the substitute prior to match play. Disputes shall be settled by the League Director. A substitute used well above division standards (i.e., a "Ringer"), as determined by the League Director, will result in the permanent loss of those points incurred or forfeiture of the match, whichever is the greater penalty.
7. No substitutions are allowed during the Play-Off Season without the prior approval of the League Director and are limited to one player per team.
8. Substitutes are not eligible to vote for or receive Sportsman votes, and are also not eligible to receive highlights.

D. Statistics

It is the responsibility of the **winning Captain** to report the results of a league match. Results of all matches must be reported using League Republic (accessible directly at <http://pada.leaguerepublic.com/> or from the PADA website) by **MIDNIGHT ON SUNDAY** following a scheduled Team League match. Instructions on how to report results, as well as usernames and passwords, are included in each Captain's packet. Failure to report match results by these times will result in the scores being reversed and the team failing to call in the win will receive a loss instead of a win (i.e., the other team will receive the victory).

Winning Captains must report:

- The final scores for each team (remember to add in the Free Point if 1001 was not played).
- The results for each player who played singles.
- **NEW - The results for any substitute player used - Note their full name (first and last), record of their wins and losses, along with the team they played for ("Home" or "Away"). Any additional information may be emailed to the Statistician separately.**
- All Highlights for each roster player (substitutes do not get highlights or sportsman votes). A Highlight must legally count in the game to be reported. These highlights include:
 - Sportsman votes
 - High on's of 100 or more (double-on games only) – **Enter the actual on**
 - High outs of 100 or more – **Enter the actual out**
 - High scores of 120 or more (**but not 180's, see below**) – **Enter the actual score**
 - Seven Counts in Cricket (2 triples and a single mark, or a triple and 2 doubles)
 - Eight Counts in Cricket (2 triples and a double)
 - Nine Counts in Cricket (3 triples that are NOT a White Horse – see below)
 - White Horses in Cricket (3 triples on 3 different "clean" numbers with 3 darts)
 - Dead Eyes (3 double bulls)
 - 180's (3 triple 20's scored in an '01 type game) – **Enter the number of 180's hit, make sure you do not enter "180" like you would if it was simply a high score**
 - Feel free to put anything else you feel was special (e.g., a low-dart game) into the Match Notes area.

E. Regular Season Forfeitures

Any match not played on its scheduled date is considered a forfeit until it has been made up. All postponed matches must be made up prior to or on the last night of Regular Season play. Should a match scheduled for the last night of Regular Season be postponed, it must be completed before playoffs begin play, or it will remain a forfeit. The **Opposing Captain** has the option of rescheduling the match (highly encouraged). The League Director has the option to require significant forfeited matches to be rescheduled. The League Director's decision is final.

A forfeiture shall be recorded as a match win for the team that showed up or did not initiate the postponement. The initial resulting score is the **minimum needed to record a win**. So, for AA division the score shall be 28-9, for A division the score shall be 25-8, for B division the score shall be 22-7 and for C division the score shall be 19-6. At the end of the season, each forfeit result will be adjusted to become the average number of sets won per match for the team that showed up or did not initiate the postponement, and zero for the forfeiting team. A team forfeiting two matches during a League Season will be suspended from all PADA functions for an indefinite period. All matches played by this forfeiting team will be deemed null and void. Any suspension due to forfeiture of matches may be appealed to the League Director, whose decision is final.

Forfeiture shall occur if:

1. Less than 3 roster members of a Team League team are present after 7:30pm. It is the option of the team Captain whose is present to reschedule the match or take the forfeit (rescheduling is encouraged).
2. A team is a complete no show and did not call either the opposing Captain or the League Director.
3. A substitute is well above division standards (i.e., a "Ringer") as determined by the League Director. This will result in a permanent loss of his or her incurred points OR a forfeiture of the match, whichever is the greater penalty.

F. Playoff Season

- 1. NEW - Top singles players in each division will have a championship playoff the Thursday after the last regular season match is played. This will determine the individual champion in each division. All league and singles playoff results will be posted on the website.**
- 2. Playoff substitutions are limited to one player and must be approved by the League Director prior to the match.**
- 3. All rules from the Regular Season will be followed with the exception that the match ends once one team has enough points to win the match (i.e., when one team has 19 points won in AA division, 17 points won in A division, 15 points won in B division or 13 points won in C division).**
- 4. Singles qualifications. To be eligible for a Season Singles Champion award (Team League), a player must have participated in a minimum of 60% of the scheduled regular season matches.**
- 5. Sportsman votes will be recorded, however the results will no longer be viewable on League Republic during the regular season. The award for sportsman will be kept secret until presentation of the award at the award ceremony.**