

Policies, Procedures & Match Rules

Of

Savannah Area Darting Association

ARTICLE I – EQUIPMENT

- A. DARTBOARD** –All league competition, including tournaments and playoffs shall be conducted on a standard bristle 20-point clock-face board.
- B. HEIGHT** – Dartboards shall be placed 5’8” from the floor to the center of the bulls-eye with the 20 bed at the top center. This wedge shall be dark colored.
- C. DIMENSIONS** –All distances and dimensions are based on level floors and vertical walls. If the floor is not level or the wall not plumb then the boards and/ or the toe line may need to be adjusted so that they are at the correct distance and height relative to each other.
- D. ACCEPTABLE BOARD** –The owner of the sponsored location will be responsible for supplying and maintaining the league play board, which must be deemed acceptable to both home and visiting teams. An outside board may be used if both team captains agree to use said board and the board is available for immediate use. If no outside board is available, play will commence on existing board until Rules & Grievance can look into the situation.
- E. BOARD LOCATION** – The dartboard shall be positioned so that it is readily available to the players without distraction to the thrower.
- a. if a dartboard is positioned on the wall where an existing dartboard is already present, then a minimum of 5 feet from bulls-eye to bulls-eye between boards must be present.
- F. THE FOUL (TOE) LINE** –shall be parallel to the board, three (3) feet long, with its mid-point on an imaginary center line perpendicular to the center of the board. The distance from the face of the board to the foul/toe line shall be 7’9-1/4” (115-3/8”) diagonal measurement from center bull to the foul/toe line.
- a. This distance shall be measured from even with the face of the board along the floor to include the width of the line. The back of the line is the official hockey.
 - b. an unobstructed 2 feet must be available on the left and right of the foul line from the front of the foul line and a minimum of 2 feet behind the foul line. (See Pub Guide)
- G. LIGHTING** - All league play boards shall be firmly anchored and well illuminated in a way that does not impede play. Lighting shall be provided by the sponsor and should eliminate shadows on the dartboard.
- H. SCORING SURFACE** – Must be provided and located in such a position that the score may be easily read by players and spectators.
- a. sponsors are required to provide scoring surfaces as well as the means to write the score.
 - b. if a scoring surface is damaged in any way that scoring is impossible and a replacement is not ready for match time, then the score can be recorded using alternative methods while the match is called out. (example: paper, tablet, etc.)
- I. WEIGHT AND SIZE OF DART** –Darts used in play cannot exceed an overall maximum length of 12” nor weigh more than 50gm per dart. Each dart will consist of a recognizable point, barrel and flight.
- J. EYE PROTECTION**- For personal safety, the SADA strongly recommends that any person scoring a match wear eye protection. The team will provide the eye protection. OSHA approved safety glasses are preferred. Eyeglasses made with poly-carbonate lenses will suffice for those who wear glasses. Team captains will insure that any person who scores is encouraged to wear the proper protection.
- K. SEATING** – sponsors are required to provide enough seating to allow a visiting team an unobstructed view of the dartboard as well as a surface to score their match sheets.
- a. the home team will relinquish their seating to any visiting team if enough seating is not provided.

L. SUBSTANDARD EQUIPMENT OR CONDITIONS –Any member may request that the R&G check any of the above equipment or conditions believed to be possibly substandard. The request may be made on the league answering machine, through e-mail, the back of the match sheet, to R&G, to the Board or if necessary via protest.

- a. Match play is not allowed on unmeasured boards.
- b. If a match is played on an unmeasured board the home team will receive a score of zero (0) for the match and the away team’s score will stand as thrown.

ARTICLE II – DAYS AND TIMES OF MATCHES

A. MATCH NIGHT – All league competition is scheduled for Tuesday night. In case of a state of emergencies the President with the Vice president, and secretary shall have the authority to cancel play and call a 13 week season, all teams scores will be 0 for that week.

- a. If the President, Vice President or Secretary is not available then the next available voting board member in command will help make decision.
- b. If necessary, a calendar change can be made in order to play a full week 14 season as long as the change does not conflict with playoff scheduling, holiday scheduling or end of year scheduling.

B. STARTING TIME – Matches will begin with the first game at 8pm SHARP.

- a. If a team is unable to start at 8pm due to any unforeseen circumstance that is not their own doing, then that team’s captain must call his opponent and confirm that his team will be late to the match and provide the time that they will arrive.
- b. If a captain has not heard from his opponent’s captain after 30 minutes from start time, then the match can be officially called a forfeit and immediately called in as a no show/no call forfeit.
- c. if the visiting team is unable to attend but has notified the opponent, then a re-scheduled match can be made.

C. RE-SCHEDULED MATCHES – Matches may be re-scheduled through the mutual consent of the concerned teams’ captains and shall be played on any day no later than the following Tuesday. Short extensions may or may not be granted by the President.

- a. Any team failing to play a second consecutive match prior to making up a prior match shall be deemed to have forfeited both matches and dropped from the league. Week 13 and/or week 14 matches may not be postponed beyond match time of week 14.
- b. In no case, however, shall any makeup match be played later than the last night of the season. In the event of a re-scheduled match, the home team captain must notify the statistician by calling in to the league answering machine before the re-scheduled match is played with the new day, time and place of the match.

ARTICLE III – MATCH PROFILE

A. GAMES PLAYED shall consist of: Six (6) single 301’s, single in – double out for all divisions with the exception of “A” division who will play six (6) single 501’s, single in – double out.

- a. Three (3) two-person cricket games, 20 through 15 & bulls anytime.
- b. Two (2) three-person 601’s, double in – double out.

B. GAME POINTS – The game will count as follows:

- a. Single 301’s/501’s – 1 point per game
- b. Doubles Cricket – 2 points per game
- c. Triples 601 – 3 points per game
- d. Total Points – up to 18 per match with exception of a bye vs bye game which is a 0.

C. THE PLAYING LINE-UP - must be completed by both team captains before 8pm. The playing line-up is to be made BLIND and is to be exchanged by this time. All match spots must be filled in with a player's name or "bye". Once the Match Sheet is completed and exchanged, there will be no changes or substitutions.

D. LINE-UP - All players registered on a team can be used in any order in any spot on their team's lineup, provided no one player is used more than once in each event. (i.e. Each player can play only one 301/501, one Cricket and one 601 game.)

E. BOARD OPEN FOR PRACTICE - No later than 30 minutes prior to the time competition is scheduled for, the board shall be cleared of play by the management of the establishment. The board will then be deemed open and will be available for practice. The Home team shall relinquish the home board to the Away team for warm-up, ten minutes prior to the first game of the match.

- a. Practice Darts - Each player is allowed up to ONLY nine practice darts prior to 301/501, Cricket and 601 games. In order that no player shall gain an unfair advantage (even unintentionally) by a delay in starting to throw his/her practice darts no player shall throw more than 1 consecutive round of 3 practice darts without at least 1 intervening player throwing his/her allowable practice darts.
- b. No team member scheduled for further play shall practice on any other board while the match is in progress.
- c. players who are in a BYE match of 301/501 that will receive an automatic win, will still be given the option to throw their practice darts before the next match.

F. ORDER OF PLAY -The away team shall shoot first in the first 301/501, Cricket and 601 games, and the order of play shall alternate from then on, i.e. Away, Home, Away, Home.

G. BOARD CHOICE - The home team has the prerogative of choosing the board on which the match is to be played if there is more than one board in the establishment.

H. ANY DISPUTES that arise during the course of play must be settled in private conference between the Captains only.

- a. If the dispute is not settled between the Captains refer to ARTICLE VIII – Protests for procedure.
- b. Any decision that is made between the captains in a private conference must be in accordance with the rules and guidelines of SADA and the ADO.

ARTICLE IV – TEAM PROFILE

A. TEAMS – a team shall consist of up to 10 players who will be registered as active members of SADA

- a. deleted players listed on a team will not count toward the total of 10 players.
- b. Team Roster sheets must be completely filled out with name, address, and telephone numbers or the roster sheet will not be accepted at team sign-ups.
- c. single person shall be listed as the Captain of the team.

B. TEAM CAPTAINS – are responsible for the smooth running of each match.

- a. Captains will be required to notify their team of where matches will be.
- b. It is the responsibility of the Team Captain to make sure that the team is ready for match play, including dropping a roster at team sign-ups, receiving documents at captain's pickup, and attending the Captain's meeting.

C. ADDING NEW PLAYERS – may be done by calling the league answering machine and submitting a complete and signed *Add/Delete sheet with any dues owed.

- a. "ADD" slips must be postmarked by 12 midnight Friday or personally submitted to the Membership Chairperson 24 hours prior to match time for a new player to be eligible for that Tuesday's Match.
- b. New member *Add/Delete sheets should be sent to the SADA Post Office Box, addressed to the attention of the Membership Chairperson, and must be mailed separately.
- c. No players may be added to a roster after 8p.m. on the Monday prior to the 11th week of play unless in

Extraordinary cases an exception may be granted by the president for a team what would otherwise have to play short-handed, provided the team finishes the season, and City Playoffs with the resulting six (6)-person roster.

- d. Each new registered player will be subject to the Membership registration fee regardless of the nearness of a season's end.
- e. If a player has played a game in a match and is deleted from that team, dues are owed for any new player added; otherwise, the deleted player's dues may not be used for the new player.
- f. "DELETE" only slips may be submitted through e-mail to the current Membership Chairperson instead of sending through the Post Office.

D. REGISTRATION – A team will only be considered as registered for a scheduled season once both, a completed sign-up sheet and dues have been received at signups (hours & location designated by SADA Calendar). Both the sign-up sheet & dues must be turned in together; neither will be received individually with the exception that a sponsor pays dues for multiple teams with one check. It is the individual's responsibility turning in the sheet to ensure that the sheet is correct & complete (names, address, telephone number, etc...). In the event that registration is missed, it is the captain's responsibility to contact either the Treasurer or Statistician to meet them by 8:00pm the following day (Friday).

- a. A team shall be defined as a minimum of 4, but no more than 10 qualifying individuals in good standing with the Savannah Area Darting Association. (See Article III: Membership)
- b. In the event of an overpayment by a team/sponsor prior to the beginning of the season. No credits will be carried forward.

E. CHANGING TEAMS – any player who leaves a team roster, for any reason, who has played in any of the season's matches will be ineligible for registration with another team during that season. If a player moves teams, he must notify both team captain's and make sure that an *Add/Delete sheet is submitted from both team Captains.

F. BAD CHECKS – Any Person issuing bad checks to SADA will be considered under suspension immediately following written notification by the treasurer. They will not be allowed to complete in SADA events until the matter is settled. If the matter is not settled within seven (7) days of notification, the individual will be considered as having been an unregistered player retroactive to the date the check was written.

- a. Any person issuing a bad check to SADA on more than one occasion will be subject to a penalty equal to the amount charged by the Bank for any such check and may be required to make any further payments to SADA by cash or certified check.
- b. Post-dated checks will not be accepted.

ARTICLE V – CHANGING SPONSORS

Any team wishing to change sponsors after the start of the season must submit a "Sponsor Change Form" to the President of the league who will then call a special meeting with the Vice President, Membership Chairman, Statistician, Treasurer, Secretary, Division Rep for the team wishing to change and the Team Captain. Team captain must be present at this meeting for the change to be approved.

STIPULATIONS FOR APPROVAL FOR SPONSOR CHANGE

All of the listed conditions below must be met in order for approval of sponsor change to be granted.

- 1. \$40 sponsor fee for new sponsor must be submitted with the "Sponsor Change Form" Old sponsor fee will be refunded once change is approved. Player dues paid by a sponsor are not the responsibility of the SADA.

2. Signature by sponsor that team notified them of the change or signature of a board member who witnessed the notification. If Signature is not present on the "Sponsor Change Form: petition may be made at the change meeting as to why it is not present.
3. Rules & Grievance must measure new sponsor board before approval is granted.
4. Clearance of new sponsor location and reason for change.
5. Meeting for change with Captain of Team present and quorum of above-mentioned board members.
6. The Statistician must approve the Sponsor change to ensure that no schedule conflicts arise should the new location be inside a location that another team is already playing.
7. No "Sponsor change Form" may be submitted after 8pm the Monday immediately before Week 11's Match. The only exception to this is if a sponsor drops a team in the time frame, in which case, new location options will be provided by the meeting committee; for the team to choose a location to play their remaining games at.
8. "Sponsor Change Forms" are not required for changes that occur between seasons, only for a change occurring during a season in progress.
9. Once approved the Team Captain must notify all captains in their division of the change as well call their Division Rep to notify them that they have done so.
10. In the event a sponsor closes their business and a team is no longer physically able to play at that business and must change sponsors, that team does not need board approval to change sponsor. The team simply needs do the following:
 - a. Notify their Division representative
 - b. Find a new sponsor location
 - c. Verify with Statistician that there will be no scheduling conflicts with the new location.
 - d. Have the new sponsorship paperwork and fee paid to membership chairman
 - e. Contact R & G to certify board before the Tuesday night of play

ARTICLE VI – FORFEITS

A. FORFEITS – If only one team of a scheduled match shows at the scheduled location, and the match is not re-scheduled, the match shall be declared a forfeit. In order for the match to be declared a forfeit; a minimum of three (3) team members representing the team that the forfeit will be awarded to, **MUST** be present and ready to play in order to be declared the winner of that particular match.

B. FORFEITS/EXCESSIVE –a forfeit shall be declared for a team having less than 3 players in attendance. Any team forfeiting two (2) consecutive matches or three (3) matches within one season shall be dropped from the league for the remainder of the season.

C. POINT VALUES - Teams forfeiting will receive a score of zero (0) for the match. The point value for the non-forfeiting team is determined weekly by taking the average of points won during the entire season and divided by the number of weeks (matches) the team played.

- a. Any team that has a "bye" or whose opponent forfeits will receive a seasonal average for that week's score.
- b. If a team folds or is removed before the end of the first half (week seven (7)), the procedure shall be to remove all scores awarded to teams that played against the removed team and seasonal averages applied.
- c. If a team folds or is removed/dropped from the league after the beginning of the second half (week eight (8)), the procedure shall be to let the scores from the first half stand and all scores awarded to teams that have played against the removed team in the second half removed and in lieu thereof a seasonal average applied.

D. LATE/ABSENT PLAYERS – A player is not considered absent until the beginning of the game in which he/she is scheduled to play. A late arriving player may not join in a game after the first dart is thrown.

If a player does not show for a scheduled game:

- a. In 301/501 the game point will be given to the team that is present
- b. In Cricket and 601, the team may play short-handed (skipping a turn for the absent player). If a team decides not to play a particular game short-handed the points will be awarded to the opposing team.
- c. if necessary, a five minute timer (no more than 15) will start when match is supposed to commence to give any later player time to arrive. Once this timer has ended, the awarded point will be given to the other team or the game shall commence short-handed.

E. PLAYING SHORT-HANDED – In Cricket if the short-handed team beats the two-man team, he/she is awarded the usual 2 points for a win. In 601, if the short-handed team beats the three-man team, they are awarded the usual 3 points for the win.

F. UNREGISTERED PLAYERS – The use of any unregistered player will result in forfeiting the games the player played in for that evening. The forfeit points will be awarded to the opposing team. It is the team's responsibility to accept the penalty of playing short-handed if they cannot field a team with only their registered players.

ARTICLE VII – SCORING

A. SCORE KEEPING – The captain of each team is responsible for providing a caller/scorer for each game. Players may score their own match(s) if they desire.

- a. Scorekeepers will refer to the Scorekeeper's 10 Commandments while scoring a match which includes:
No talking/drinking/smoking while scoring.
- b. Scorekeepers will refrain from showing any form of emotion for either team while scoring.

B. THROWN DART – Three (3) darts thrown by hand shall constitute a turn. A thrown dart is any dart that has been released in the direction of the board by the player with the intention of scoring with that dart.

- a. Once a dart has been thrown, it may not be thrown again during that turn regardless of where that dart may land, including bounced darts caught in mid-air.
- b. A dart dropped unintentionally by a player during that player's turn is not a thrown dart.

C. VERIFICATION – the score caller can call out the player's score for each turn prior to the player taking his/her turn's thrown darts from the board.

- a. For a dart to score it must remain in the board until retrieved by the thrower except in the case where the thrower requires assistance due to physical injury or disability.
- b. The tip of the dart point must be touching the bristle portion of the board in order for that dart to be counted as score.
- c. A person's turn is over once he/she touches a dart in the board.
- d. If darts are pulled from the board before score verification that turn's throw results in a score of zero (0) and it is the next player's turn.
- e. A dart's score shall be determined from the side of the wire at which the point of the dart enters the wire segment

D. FOUL/TOE LINE – While throwing a dart, a player's foot/feet may NOT BE ON OR ACROSS THE FOUL/TOE LINE and /or its imaginary extensions. If another match is being played on an immediately adjoining board, then a player must also keep at least one entire foot within the area extending directly back from the ends of the 3' foul line on that side.

- a. If a player violates the foul line, he must be notified immediately by the opposing team captain or that game's opposing player(s).

- b. Only the dart, which was thrown while committing the foot-foul immediately preceding the notification, can be disqualified.
- c. Foot-foul violations may not be called after a player's darts are pulled from the board.

E. ADVICE – the scorer can only tell a player what is left for him/her to attain or what has been scored with the darts he has thrown. The scorer cannot tell the throwing player what to throw at.

- a. If the scorer tells the player by mistake to throw at a certain number for a finish and it proves to be a wrong number, the throw stands as thrown.
- b. A player may seek advice on what to shoot from another team member after stepping away from the line in a non –throwing position.

F. OUT OF TURN – If a player throws out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as thrown.

G. MISTAKES – It shall be the responsibility of the player to verify his/her score before removing the darts from the board. The score remains as written if one or more darts has been removed from the board.

- a. In accordance with the inherent “strategy” involved in the Cricket game, no alteration in score shall be allowed once an opponent has thrown a dart to that score.
- b. In 301/501 errors in arithmetic must stand as written, unless corrected prior to the beginning of the player's/team's next throw.
- c. In the interest of sportsmanship, obvious mistakes such as deduction 50 from 601 and having a total of 451 left may be corrected at any time during the match.

H. WINNING DART ENDS GAME – In '01, a leg or match is concluded at such time as a player or team hits the double required to reduce the remaining score to zero. In Cricket, the game is won when a player or team closes all numbers and has an equal or greater number of points than the opponent. Any and all darts thrown subsequently shall not count for score.

I. MATCH SHEETS - Team Captains are responsible for recording scores on the Match sheet. Entries must be made as points are scored. “Attaboy/Attagirl” points must be entered immediately after they are scored.

- a. Each Team Captain MUST turn-in his/her Match Sheet with his/her name circled.
- b. Match Sheets can then be photographed front and back using a digital media device.
- c. Match sheets can be hand delivered to the Statistician or Membership chair only. Statistician or Membership chair must time stamp match sheet of date and time received. Both Statistician and Membership chair must notify each other of match sheets received before Friday following the match.
- d. Match sheets can then be sent in via E-mail form with attached pictures or can still send in paper form via Mail Match sheets must be mailed to one of the following:
 - i..i. savannahdarts@gmail.com (subject line must include Team Name/Team Number/week of play)
 - i..ii. Savannah Area Darting Association PO Box 23553 Savannah, GA 31401

J. MATCH SHEETS/LATE PENALTY – It is the Team Captain's responsibility to see that all Match Sheets are turned in on time. There will be a two (2) point penalty per week or any part thereof up to a maximum of five (5) weeks (total 10 points for any late score sheet).

- a. Match sheets should be postmarked by Friday following the match.
- b. Match Sheets sent via Email will be consider postmarked based on the time the E-mail was sent.
- c. The Post Office Box will be cleared the beginning of each week. Late arriving sheets will be penalized unless postmarked by the Friday following the match.
- d. Match sheets that are hand delivered must be handed in by Friday following the match.
- e. The second week late, the statistician will notify the negligent team captain.

K. CALLING IN SCORES - a telephone answering machine will be made available for the purpose of notifying the Statistician of each match score. Home Team captains will be responsible for calling their respective match scores into the answering machine on the night of their match, no later than 2 a.m. of the following morning. Scores

not called-in on time will result in a one (1) point penalty for the home team.

1. This is a one- time offense per time not called in.
2. The proper procedure for calling in scores to the answering machine will be as follows:

State:

- i. Division
- ii. Home Team Number & Home Team Score
- iii. Away Team Number & Away Team Score

ARTICLE VIII – PROTEST

A. NOTIFY OTHER TEAM – The captain of any team may file a protest for any irregularity of a match. The opposing Team captain must be notified at the time of the said protest; the match from that point on is being played under protest. The Match shall be played to conclusion.

B. FILING PERIOD – The protest must be filed with the Rules & Grievance Committee Chairman in writing within three (3) days.

C. OTHER REQUIREMENTS – The protest must also be indicated on the Match Sheet and called into the Statistician as a Match played under protest. The Match Sheet must be handled the same as a Match sheet that is not under protest, as far as scoring is concerned.

D. PRESIDENTIAL GRIEVANCE – The President may file a grievance for illegal activities by a member or for violations of the rules or bylaws upon receipt of a complaint (either written or oral).

ARTICLE IX – PERSONAL CONDUCT

A. CONDUCT AT THE LINE – All darts shall be thrown deliberately from the foul (toe) line in a standing position (Exception to this rule are handicapped individuals with a permanent *i.e. Wheelchair bound) physical condition). One at a time, from the hand in an overhead delivery. All darts must be thrown with the needlepoint aimed towards the face of the dartboard with the intent of scoring.

B. HECKLING OR OTHER HARASSMENT – is strictly forbidden. It is the home team’s responsibility to maintain the best of order during play. Sportsmanlike conduct shall prevail. Good sportsmanship encompasses decent behavior and thoughtfulness and in some cases, may mean self-discipline if needed.

C. BAD CONDUCT – The repeated use of foul or insulting language and/or resorting to physical violence shall be considered just cause for penalizing the offender and his team up to 10 penalty points. The offender may also be result in a recommendation for expulsion. Physical violence will result in immediate suspension and/or expulsion for an individual or team involved in the incident.

D. ANY BEHAVIOR - deemed unsportsmanlike, disruptive, or detrimental to the league or its functions and which may not be otherwise covered under these rules must be reported directly to the President or to the Board of Directors within three (3) days. The president may refer the matter to or the R&G chairman or the Board of Directors, which may consider the matter or refer it to the R&G chairman. Punishments then currently available from probation and/or penalty points through suspension or expulsion may be imposed.

E. WEAPONS- any person carrying a weapon must adhere to any and all State, Local and Bar owners law/rules.

D. DURATION OF DART NIGHT - All SADA members are deemed responsible for their personal conduct at all SADA functions and sanctioned events from the time they arrive until the time they depart the venue in their vehicle.

Personal conduct applies to any interaction with other SADA membership/teams, sponsors, and employees/patrons of hosting venue.

ARTICLE X – DIVISIONS

A. LEVELING – At the end of the season the two (2) lowest teams in a Division will move down to the next lower Division and the two (2) top teams in that Division will move up to the next higher Division. In the event that any division loses a team or teams before, during, or after a playing season.

- a. The aforementioned should be waived, and emphasis placed on fielding an eight-team division and on minimizing the byes.
- b. No Division is exempt from byes.

B. TIES - The team scoring the most points in its respective Division shall be the winner of that Division. In the event of a tie situation, a single point will be awarded to the winner of a 1001, double-in/double-out game.

- a. This match shall consist of six (6) players per team.
- b. The point given for the tiebreak will not affect seeding in the City Playoffs other than giving the winning team a higher seed than the losing team. It will not change their total points on the season.

C. SCHEDULING – a meeting will take place the following Saturday after team signups to determine placement of teams inside divisions and to ensure that sponsors with multiple teams do not conflict with each other.

- a. any member of SADA can attend this meeting and is encouraged to help if attending.
- b. Enough copies of all team rosters will be provided by the secretary in order to ensure that the following will receive physical copies before the beginning of the season: President, Vice President, Secretary, Division Rep Packets, Captain’s Packets, & Membership. Any additional members of the board that might need packets can request a physical or digital copy.
- c. Any new team rosters must be placed within a division voted upon by members at the meeting that reflects where they would be most effective based on player value.
 - i. Each player on this roster must be give a value based on the last 5 seasons of SADA of which division they might have played in before.
 - ii. Scores will be given based on the highest division reached while on a team. If a player has never played in our league before they have a score of 0.

ARTICLE XI – CITY PLAYOFFS

A. COMPETITORS – At the end of the season the 1st and 2nd place teams in each Division will advance to the City Playoffs. In addition, a selection of 3rd place teams will be added into the playoffs to make a total of 24 total playoff spots.

- a. In the event that SADA has less than 24 playoff spots after adding 1st, 2nd, & 3rd place teams from all available divisions, then a 16-playoff bracket will be used instead using the same seeding system.

B. THE TEAM PAIRINGS - order of play in the City Playoffs shall be determined by a seeding system and will be determined the Wednesday following the last night of seasonal play. At that point all captains involved in the playoffs will be contacted either by the Statistician or the Tournament Director with the time(s) they will be playing.

C. SEEDING SYSTEM

- a. **8 Divisions or less**
 - i. 1st Place team in each division will get a bye to Sunday.
 - ii. Saturday all 2nd. & 3rd place teams of each division will play each other to advance to Sunday.
 - III. Sunday Teams, a random draw for seating before each round except for final round.
- b. **9-11 Divisions**
 - i. 1st place teams will be seeded in order of points with the top 8 getting a bye to Sunday.

- ii. Saturday the bottom remaining 1st place teams, all 2nd Place teams and the top 3rd place teams in order by points with a random draw for seating.
- III. Sunday Teams, a random draw for seating before each round except for final round.
- c. **12 Divisions**
 - i. 1st place teams will be seeded in order of points with the top 8 getting a bye to Sunday.
 - ii. Saturday the bottom remaining 1st place teams, all 2nd Place teams with a random draw for seating.
 - III. Sunday Teams, a random draw for seating before each round except for final round.
- d. **13-23 Divisions**
 - i. 1st place teams will be seeded in order of points with the top 8 getting a bye to Sunday.
 - ii. Saturday the bottom remaining 1st place teams, top 2nd Place teams by points with a random draw for seating.
 - III. Sunday Teams, a random draw for seating before each round except for final round.
- e. **24 Divisions**
 - i. 1st place teams will be seeded in order of points with the top 8 getting a bye to Sunday.
 - ii. Saturday the bottom remaining 1st place teams with a random draw for seating.
 - III. Sunday Teams, a random draw for seating before each round except for final round.
- f. Tie breaks to determine seeding: In the event that two or more teams tie there will be three different levels of tie breaks to determine which team has the higher seed.
 - i. If teams are in the same division, the winner of the 1001 tie-break game will receive the higher seed.
 - ii. If teams are in different divisions, then the team that finishes higher in their respective division will receive the higher seed. (i.e. 1st will be placed before 2nd, while 2nd will be placed before 3rd)
 - iii. If teams are in different divisions and finished with the same 1st, 2nd, or 3rd place ranking, then the team that has the best Win-Loss record will receive the higher seeding.
 - 1. If Win-Loss record is the same, then the team with the highest score at Week 7 will receive the higher seed.
 - 2. If Score at Week 7 is the same, then the higher seed will be determined by a coin toss.

D. MATCH TIMES – the following match times for playoffs are as follows:

- a. All tie-break matches will be called and underway by 6pm SHARP on Saturday night.
- b. All 1st round matches will be called and underway by 7pm SHARP on Saturday night.
- c. All 2nd round matches will be called and underway by 9am SHARP Sunday morning.

Any team not playing by the announced time will be given a 2nd call 5 minutes after start time for that match. A 3rd call will be issued 5 minutes later. Any team not playing within 5 minutes of receiving a 3rd call will forfeit that match and will be disqualified from further competition in the tournament.

E. MATCH FORMAT – All matches will follow the standard league format, i.e. 6-301's, 3- Crickets and 2- 601's.

- a. All SADA rules and regulations will apply to the matches.
- b. The lead off player/team in EACH GAME shall be determined by "corking". Standard ADO corking rules apply. Match Sheets have no home/away relevance so long as Team Captains decide collectively which side to use for his/her lineup.
 - i. NOTE: The corking rule applies only to the City Playoffs. It does not apply to regularly scheduled league play.

F. DETERMINING A WINNER – The winner of a match is determined by whoever scores 10 points first.

G. TIES - Ties during the Playoffs must be decided by a game of double-in/double-out 1001. There will be a coin toss determining home and away teams. The game should be played immediately after the match. The winning team will be awarded one (1) point and will advance in the tournament.

H. THIRD PLACE PLAYOFF – The two losing teams of the semi-final rounds will play each other in a 1001 Double in/Double Out game consisting of 6 players vs. 6 players. The winner of this game will receive the title of 3rd in the city playoffs.

ARTICLE XII – TROPHIES & AWARDS

A. ATTABOYS/ATTAGIRLS – Anyone scoring 100 points or more in an '01, 2 triples in cricket or 4 bulls in cricket will receive an "Attaboy/Attagirl" point. Anyone scoring 180 points in an '01, 3 triples in cricket (a 9 count), or 3 double bulls will receive two "Attaboy/Attagirl" points. All 3 marks of a triple and/or all bulls must be usable for closing and/or score in order for that triple or that series of bulls to count towards an "Attaboy/Attagirl". "Attaboys/Attagirls" hit in 301 bye, Cricket with 2 byes or 601 with 3 byes do not count towards that player's season total.

B. 9 COUNT – Registering three Cricket triples in one turn. This could be three different triples that have previously been scored upon by your team, two triples that are the same and a different triple or the same three triples. A player will receive a 9 Count pin for doing this on any league night match play, during the playoffs, or any SADA/ADO sanctioned event.

C. 180 MARK – Registering three darts inside the triple 20 in one turn. A player will receive a 180 pin for doing this on any league night match play, during the playoffs, or any SADA/ADO sanctioned event.

D. DEAD-EYE AWARD – Registering three darts inside the double bull in one turn. A player will receive a plaque for doing this on any league night match play, during the playoffs, or any SADA/ADO sanctioned event.

E. 170 DOUBLE IN/OUT – Registering a total of 170 points with two darts inside the triple 20 and the first dart or last dart thrown inside the double bull to start or end the game. A player will receive a plaque for doing this on any league night match play, during the playoffs, or any SADA/ADO sanctioned event.

F. DIVISIONAL AWARDS – 1st and 2nd place awards will be made for each divisional placed team accordingly.

G. CITY PLAYOFF AWARDS – Awarded to the City cup winners as well as the runner up team. 3rd place team winners will receive a medallion.

H. HIGH TON AWARDS – Each division will have trophies for the male and female high ton winners. In the case of a tie, multiple awards will be made for each player.

I. UNDERDOG AWARD – Any player that plays a cricket game with a BYE partner against 2 other players and wins the match will receive this award.

J. MOST CONGENIAL – Each team will cast a vote at the end of the season on the back of the week 14 GOLD Sheet for who they think is the most congenial for that season in their division. The majority vote between all teams in the division will win the award.

a. In the event of a tie, the statistician will choose a winner with a coin flip. 1 award will only be given.

K. UNDEFEATED AWARD – If a player wins every game of 301/501 in a season and plays all available weeks, they shall be awarded this.

a. If there is a BYE in the division, then the award shall note that the player went undefeated with a 12-0 season.

b. If there is a game in which the player won by default against a BYE player, then the trophy will show 14-0 with (x) number of BYE matches.

L. ROADIE AWARD – This award is given out by the Tournament Director or Open Director of the current year at the last playoff of the year to the person(s) they deem has done the most traveling and gone above and beyond for the league. A maximum number of 2 awards should be given out for this each year.

M. PRESIDENTIAL AWARD – This award is given out by the president of the current year at the last playoff of the year to the person(s) they deem has done the most to help the league or gone above and beyond for the league. A maximum of 2 awards should be given out for this each year.

N. CAPTAIN OF THE YEAR AWARD – This award is given out by the statistician of the current year at the last

playoff of the year to the Captain that they think has done the best job as Captain all year long. Only one award is given each year.

O. JEANIE HERNANDEZ AWARD – This award is given to the board member who is voted on in a secret cast ballot by other board members during a board meeting before the playoffs of the last season. Majority wins the vote count. Only 1 award is given each year.

- a. In the event of a tie breaker, the secretary shall flip a coin to determine a winner.

P. LIFETIME MEMBER AWARD – This award is given out to any nominated person in good standing with the Savannah Area Darting Association may be awarded lifetime membership by a vote of the majority of the Board of Directors present at a regularly scheduled meeting of the Board of Directors, or a special meeting called for that purpose. All nominations for Lifetime Membership shall be presented to the President. Said nominations shall be signed by five Lifetime Members and or Active Members; limited to no more than two nominations per year.

Q. HALL OF FAME AWARD – This award is given out to honor those individuals who, through their actions and contributions, have distinguished themselves as having made a difference in the way the league is perceived, in the way the league functions, or through significant accomplishments.

ARTICLE XIII – ADO EVENTS

A. LOCAL QUALIFIERS – Local Qualifiers for ADO Tournaments shall be set on the calendar by the ADO Representative & publicized to draw participants. Entrance into the Local Qualifiers shall be \$25 per person paid either in cash or check to the Savannah Area Darting Association (SADA).

- a. Eligible participants are to be defined as those who are in good standing with SADA.
- b. All league rules apply to SADA Members participating in the ADO Local Qualifier.
- c. A minimum of 3 participants is required for a Local Qualifier to occur.
- d. SADA shall pay the difference to pay for an (1) additional player once funds exceeding registration for 1 player has been collected.
 - i. **Example:** 10 players register for the Local Qualifier (\$250 collected), SADA will pay for 3 players to advance to the Regional Qualifier (\$110 * 3 = \$330). The difference of amount collected at the Local Qualifier & amount used for Regional Qualifier Registration (\$80 in the example above), shall be disbursed from the Savannah Area Darting Association.
- e. All registration fees are to be turned into the Treasurer & Awards turned in to the Statistician by the ADO Representative.

B. REGIONAL QUALIFIERS – Regional Qualifiers for ADO Tournaments shall be set on the calendar by the ADO Representative & publicized to draw participants. Entrance into the Regional Qualifiers shall be \$110 per person paid either in cash, check, or money order (Payable to ADO, Inc.).

- a. Individuals who won a Regional Qualifier Registration at the SADA Local Qualifier will have their registration paid by SADA.
- b. For further information regarding rules/regulations, visit the ADO Website.

C. NATIONAL FINALS – Please see the Rules, Regulations, and Format on the ADO Website.

- a. If a member of the Savannah Area Darting Association should reach the National Finals, they may come before the Board of Directors to request \$150.00 in travel money.

ALL POLICIES, PROCEDURES AND MATCH RULES ARE SUBJECT TO CHANGE.