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# CHILlicoTHE CITY MIXED TRIPS LEAGUE

HANDBOOK  
2021-2022

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# CHILLCOTHE CITY MIXED TRIPS LEAGUE SCHEDULE 2021-2022

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<b>09/13/21</b>	<b>WEEK 1</b>
<b>09/20/21</b>	<b>WEEK 2</b>
<b>09/27/21</b>	<b>WEEK 3</b>
<b>10/04/21</b>	<b>WEEK 4</b>
<b>10/11/21</b>	<b>WEEK 5</b>
<b>10/18/21</b>	<b>WEEK 6</b>
<b>10/25/21</b>	<b>WEEK 7</b>
<b>11/01/21</b>	<b>WEEK 8</b>
<b>11/08/21</b>	<b>WEEK 9</b>
<b>11/15/21</b>	<b>WEEK 10</b>
<b>11/22/21</b>	<b>WEEK 11</b>
<b>11/29/21</b>	<b>WEEK 12</b>
<b>(POSITION NIGHT 1)</b>	
<b>12/06/21</b>	<b>WEEK 13</b>
<b>12/13/21</b>	<b>WEEK 14</b>
<b>12/20/21</b>	<b>WEEK 15</b>
<b>12/27/21</b>	<b>WEEK 16</b>
<b>01/03/21</b>	<b>WEEK 17</b>
<b>01/10/21</b>	<b>WEEK 18</b>
<b>01/17/21</b>	<b>WEEK 19</b>
<b>01/24/22</b>	<b>WEEK 20</b>
<b>01/31/22</b>	<b>WEEK 21</b>
<b>02/07/22</b>	<b>WEEK 22</b>
<b>02/14/22</b>	<b>WEEK 23</b>
<b>02/21/22</b>	<b>WEEK 24</b>
<b>(POSITION NIGHT 2)</b>	
<b>02/26/22</b>	<b>PLAYOFFS</b>

# CHILlicothe City Mixed Trips League Format

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## TEAM & MATCH SET-UP

1. LEAGUE TEAMS CONSIST OF 3 PLAYERS
2. EACH TEAM MUST HAVE A MINIMUM OF 1 FEMALE & 1 MALE PLAYER
3. EACH TEAM CAN HAVE UP TO 6 PLAYERS ON THEIR ROSTER AT ANY TIME
4. LEAGUE PLAY BEGINS EVERY MONDAY AT 5:30pm
  - a. A 30 MINUTE GRACE PERIOD IS GIVEN
  - b. MATCHES CAN BE FORFEITED AT 6:00pm IF ONE TEAM DOES NOT HAVE THE MINIMUM NUMBER OF PLAYERS
  - c. MATCHES CAN BE PLAYED EARLIER IF ALL PLAYERS AGREE
5. MATCHES CONSIST OF BOTH TEAM & INDIVIDUAL GAMES OF 01 & CRICKET
6. ALL MATCHES ARE HANDICAPPED BASED ON NDA FORMAT
7. LEAGUE TEAM FEES ARE \$36.00 PER MATCH (INCLUDES CREDITS FOR PLAY + NADO)
8. THE HOME TEAM WILL ENTER THEIR LINE-UP FIRST **STARTING WITH A FEMALE PLAYER**. INSERT THEIR MONEY FOR THE MATCH & SELECT VISITING TEAM. THE VISITING TEAM WILL FOLLOW THE SAME PROCEDURE. THE MATCH WILL START & PROCEED AS THE PLAYER'S NAMES ARE DISPLAYED.

## **TEAM ROSTER & SUB POLICY**

1. Players CANNOT switch teams after playing for a league team after 2x. Once a player plays for a team twice, he or she is a permanent member for that particular league period.
2. Teams will be permitted to manually add players at the board on league nights using an accurate PPD and MPR.
3. All teams should have established members & subs in place. When Playoffs begin, only teams with eligible players will be allowed to participate. NO EXCEPTIONS!
4. Subs or teams must pay league monies. If a sub on any team's roster plays, the team is still responsible for all league monies.

### Team Roster Change Policy

Due to ever changing events during league period, teams may change their roster if unforeseen circumstances occur. Any team wishing to make changes to their roster must contact the league director a day before the start of league match. The league director will review all changes.

**ALL DECISIONS ON CHANGES ARE FINAL**

# LEAGUE SET-UP

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1. The league is broken down into two 12-week halves. Team's win/loss records will reset to begin the 2<sup>nd</sup> half. Player averages continue throughout entire league.
2. The final week of each half is position night. \*
3. The top four teams from the first half advance into the playoffs. \*\*The top four teams from the second half not already in the playoffs advance to form an eight-team field for a double elimination tournament.
4. If any team drops out during the second half that originally made the playoffs in the first half, the fifth place team from the first half will be eligible for that spot.
5. The winner of each division will receive a trip to Team Dart in Las Vegas that includes paid entry into the tournament, 2 rooms for entire stay, and cash towards airfare based on number of teams in the league. Winning teams can also choose to take the cash equivalent of the trip.

\*Position night is the final night of league play during each half. The schedule will have the 1<sup>st</sup> place team play 2<sup>nd</sup> ranked team, 3<sup>rd</sup> will play 4<sup>th</sup> place and so on.

\*\*The 4 teams that advance from the first half will have their player averages documented. The 4 teams that advance from the second half will also have their player

averages documented. Any significant discrepancies in player average may result in a team returning to their highest half averages. All decisions by league director are final.

## **PLAYER & TEAM PLAYOFF REQUIREMENTS**

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1. To enter playoffs, a team must have all league monies paid.
2. Anyone playing more than 6 weeks could be eligible as a sub for the finals.
3. All players must be in good standing with NDA & City Offices.
4. All eligible teams will enter a double elimination bracket. The winner will determine the league champion.
5. Teams must use 2 players with a minimum of 140 games and 1 player with 60 games if necessary. \*\*
6. Any team playing with 2 players must use the roster players with the highest number of games. If roster players have an equal number of games, then it is the team's choice.
7. All teams should have established members & subs in place. When Playoffs begin, only teams with eligible players will be allowed to participate. **NO EXCEPTIONS!**

8. Subs or teams must pay league monies. If a sub on any team's roster plays, the team is still responsible for all league monies.

**\*\*Players with 60-90 games 20% avg increase**

**\*\*Players with 100-130 games 10% avg increase**

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## **DIVISION & PLAYOFF TIEBREAKERS**

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1. Regular season play match score determines all tiebreakers
2. Total season records will determine playoff seeding if a tie occurs
3. If a tie occurred in regular season or no regular season match was played. The following will take place:
  - a. If the tie is to determine only a seed in the playoffs, not a playoff entry, a coin toss by a league official,

in the presence of both team captains will determine the seed.

- b. If the tie is to determine a first half entry, the 2<sup>nd</sup> half match will be used as the tiebreaker.
- c. If the tie is to determine a playoff entry, an entire match will be played at 4:00pm on the day of the first round of the tournament at the #1 seed's bar. A coin toss by a league official will determine home/visitor.
- d. If 3 or more teams tie for a playoff entry, a playoff between the teams will occur on Saturday at 3:00pm the day before the first round begins, at a neutral location determined by league officials. A coin toss will determine the pairings.

### **FULL LEAGUE MONEY IS TO BE PAID FOR ROUNDS 1 & 2 OF PLAYOFFS**

**League officials will handle any tiebreaker situation not covered by these rules.**

**\*\*ALL DECISIONS ARE FINAL\*\***

## **FORFEIT POLICY**

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1. If for any reason a team must forfeit a match, both teams must still pay league money. The team present will put their league fees only in the board. The forfeiting team must bring in league money to the league office prior to their next match. **ANY TEAM THAT FORFEITS TWICE DURING THE SEASON**



- WILL BE ELIMINATED FROM PLAYOFFS.** The team may finish league to remain eligible for future leagues.
2. Any players from teams that forfeit a season will not be allowed to participate in the upcoming league (one league suspension), unless there are extreme circumstances involved, in which case a decision will be made by the league director.
  3. Any team forfeiting the last week of regular season play will not be eligible for playoffs.
  4. Any team forfeiting a match will receive losses for all league games.
  5. Any team that is forfeited against will receive the same percentage of wins as the first place team during the week that the match is forfeited.
  6. If a team is scheduled to play a team that has forfeited the league, and no arrangements can be made to schedule a match, a representative from the non-forfeiting team needs to show up to pay league monies to receive credit for that week.

**To receive credit for a match when another team forfeits against you. Enter in your team lineup as normal. Insert the number of credits required. Select your own team's name as the opponent. The board will ask if this is a forfeit. Select YES**

## **SPECIAL RULES FOR CANCELLATION**

## **DUE TO PANDEMIC**

All league payouts are based on full schedule of league play and any playoffs or league final matches.

If any months are cancelled due to pandemic but the season picks back up and is played out, payout structure will be adjusted accordingly to the actual amount of league money collected.

If less than 50% of the league is played, and the season must be cancelled due to pandemic, each team will be refunded their league dues paid. The percentage of league money paid for coin drop will NOT be refunded.

If 50% of the league is played and the season must be cancelled due to pandemic, the payouts will be based on the league money collected at time of cancellation and paid out according to the league team standings.

All league play will follow the guidelines set by the location where league play is scheduled. In the future, if masks become a requirement to be in a location, then players must wear a mask to play. Dart league play will not override any guidelines set by the location which may result in the location being in noncompliance of state or local guidelines.