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ROSS & PIKE COUNTY  
CITY  
MIXED TRIPS LEAGUE

HANDBOOK  
SUMMER 2022

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# ROSS & PIKE COUNTY CITY MIXED TRIPS LEAGUE SCHEDULE 2022

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<b>04/04/22</b>	<b>WEEK 1</b>
<b>04/11/22</b>	<b>WEEK 2</b>
<b>04/18/22</b>	<b>WEEK 3</b>
<b>04/25/22</b> <b>DARTS CANTON</b>	<b>NO</b>
<b>05/02/22</b>	<b>WEEK 4</b>
<b>05/09/22</b>	<b>WEEK 5</b>
<b>05/16/22</b>	<b>WEEK 6</b>
<b>05/23/22</b>	<b>WEEK 7</b>
<b>05/30/22</b> <b>DARTS MEMORIAL DAY</b>	<b>NO</b>
<b>06/06/22</b>	<b>WEEK 8</b>
<b>06/13/22</b>	<b>WEEK 9</b>
<b>06/20/22</b>	<b>WEEK 10</b>
<b>06/27/22</b>	<b>WEEK 11</b>
<b>07/04/22</b> <b>DARTS JULY 4<sup>TH</sup></b>	<b>NO</b>
<b>07/11/22</b> <b>(POISTION NIGHT)</b>	<b>WEEK 12</b>
<b>07/16 &amp; 07/17</b> <b>PLAYOFFS @ WAVERLY EAGLES</b>	

# PORTSMOUTH CITY MIXED TRIPS LEAGUE 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 7:00pm
  - a. A 30 MINUTE GRACE PERIOD IS GIVEN
  - b. MATCHES CAN BE FORFEITED AT 7:30pm 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)
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 more than 3 times. Once a player plays for a team 3 times, 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 by using averages available on [cityleagues.net](http://cityleagues.net). New females go in a 15 & 1.5, males 20 & 2.0.
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**

# 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 and will need a City League ID Card.
- 3.All players must be in good standing with NDA & PCDL.
- 4.Teams must use 2 players with a minimum of 140 games and 1 player with 60 games if necessary.\*\*
- 5.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.
- 6.No team forfeiting the final week will be eligible for the playoffs. NO EXCEPTIONS!
- 7.One team forfeit will be allowed. Any team forfeiting twice will not be eligible for playoffs but may complete league to remain eligible for future leagues.

**\*\*Players with 28-50 games 20% avg increase**

**\*\*Players with 51+ games will not receive avg increase**

## **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 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.

c. If 3 or more teams tie for a playoff entry, a playoff between the teams will occur on Friday 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.

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

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

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## **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 amount of credits required. Select your own team's name as the opponent. The board will ask if this is a forfeit. Select YES**

## **LOCATION CHANGES & MAKEUP MATCHES**

Locations for matches CANNOT be changed unless approved by the league office.

Bar owners schedule their employees based on scheduled dart matches so when you do not play your matches where you are supposed to, it affects the bartenders' income.

If there is a schedule conflict with a bar event, call Ashley!

Postponing matches is sometimes unavoidable. However, makeup matches are allowed if both teams agree to postpone & a scheduled date to play is agreed upon. These postponed matches need to be played ASAP at the original scheduled location & all makeup matches **MUST** be made up before the next scheduled match.

## **SPECIAL RULES FOR CANCELATION** **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.

## **REMOTE LEAGUE RULES**

1. Each player is allowed only three throws per turn. If a dart misses the board or does not stick, it is still counted as a throw. No player may have a “do over”. A dart thrown that sticks in the board but does not score may not be manually scored unless the opposing team captain

agrees. You may pass any or all your darts for your turn. The score given by the dart machine is the final score unless agreed upon by both captains. The dart board is always right if both team captains are not in agreement over a scoring issue!!

2. The captains or acting captains from each team will try to settle any disputes that may arise during the match. All disputes that cannot be worked out by the two captains during the match shall be turned over to Ashley Webb and, if not covered by the rules, will be turned over to the City Amusement Dart Leagues for a ruling. (see protest) it is always the captain's prerogative to work out problems that may arise during a night's play, but this is not binding to the league if it differs from the league rules. Captain's prerogative does not cover any player action that can skew averages. No player may shoot under another player's name/average.

These are the main rules that will pertain to the Ross/Pike County Summer League, but if for any reason we come across something not discuss as far as directly related to the remote aspect of the game, we will go off of NADO's available rules. You may access those rules here:

**<http://nado.net/remote-league-rules>**