Allstars Champion Series 2025-2026

Vegas/Canton/NADO Qualifying League

--League Description--

Allstar Champion Series will consist of men and women divisions of 4 player teams competing in a series of monthly matches offering the league champions a cash prize (The value of this is the same as a "Vegas Trip"), in which they may schedule their selves a trip to compete at the Las Vegas NDA Team Dart Tournament May 7th-13th, 2026.

The league is built to help area players compete against players from throughout the City Amusement League System without the cost and time involved traveling on a weekly basis. The goal of the league is to bring higher rated players together in a non-handicapped league environment in preparation for the major tournaments that our league will be competing in.

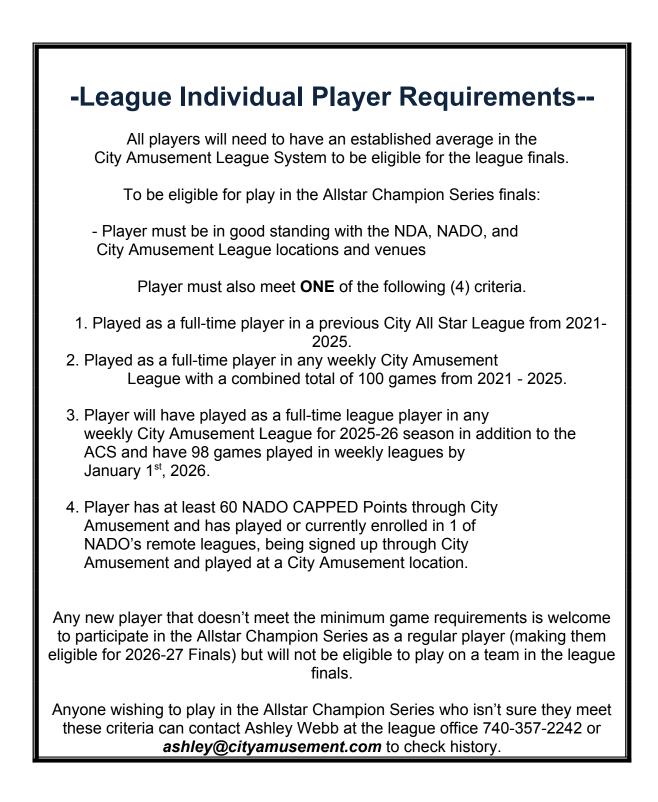
--League Schedule & Times--

Matches will be played beginning Saturday August 2nd, 2025 at 12:00pm; monthly matches on a Saturday through January 3rd, 2026. The finals will be held on. **Sat/Sun January 24th and 25th, 2026**

League Match Dates (Subject to Change)

Locations TBA Saturday August 2nd, 2025 Saturday September 6th, 2025 Saturday October 11th, 2025 Saturday November 1st, 2025 Saturday December 6th, 2025 Saturday January 3rd, 2026 City Invitationals – Saturday January 24th, 2026 Playoffs – Saturday January 25th, 2026 Teams need to check-in by 11:30am. League play will begin at 12:00pm sharp.

Matches should take approx. 6hrs. Locations for each match will be available after a final amount of league teams have been established. Locations will be City Amusement accounts located in Portsmouth, Huntington, Charleston, Ironton, & Chillicothe.



--League Team Guidelines--

Allstar Champion Series is limited to 24 teams max. Any team with at least **TWO** regular players from 2024-25 is guaranteed a spot. Brand new teams entering the league will be on a first to sign up and pay basis.

Completed team rosters and first month fees can be submitted into City Amusement League offices no later than on July 28th, 2025 (team rosters available on website cityleagues.net)

Monthly matches are \$130.00 per team. This includes all league fees and coin drop for dart boards. The first month's match money is due upon turning in roster. Teams that don't have a completed roster and first month's money paid will not appear on the schedule.

All league players will be issued a power rating based on previous league play, tournament performance, and overall evaluation from City Amusement league offices. These player ratings are not negotiable and are only used for the formation of teams in the Allstar's Champion Series.

All teams will receive an overall team power rating based on the **4** highest rated players turned in on their roster. Any sub used throughout the year must be rated equal to or lower than the person they are replacing. League office will make all decisions on substitute players.

Each team will be placed in a division based on the overall rating of the team turned in on original roster. Divisions will be established based on the number of teams in the league and overall team rating of top 4 roster players. Monthly matches may be played between two different divisions but will only be played between same divisions in the finals. City Amusement offices reserve the right to make adjustments as needed in order to make the league as best as possible.

Please understand that the goal of this league is to get equally matched teams in a competitive environment playing to improve their dart game and prepare for tournament play. We have set a few guidelines in place to help achieve this goal.

Any team playing a female player in the Men's Championship League will forfeit all games in which the female participates. Any team playing a male player in the Women's Championship League will forfeit all games in which the male participates. <u>*This is a basic template of how teams have been grouped over</u> <u>the past few seasons. The guidelines set forth are to ensure a</u> <u>competitive league. The league office reserves the right to make</u> necessary adjustments to complete the schedule.

MEN'S MASTERS DIVISION

UNCAPPED TEAM / NO AVERAGE REQUIREMENT Men's Master Division must have 4 Teams Registered by July 17th. Master Teams do not have to meet prior league requirement. If 4 Master Level Teams are not registered by this date Team Captains will be notified so players can join other teams. Let League Office know as soon as you have a committed Master Level Team.

A - B DIVISIONS

Team Maximum of 134 combined player rating Team Minimum of 120 combined player rating

C – D DIVISIONS

Team Maximum of 119 combined player rating Team Minimum of 100 combined player rating No more than two players rated 30 or higher. No players rated above 32.

ALL LOWER DIVISIONS

Team maximum of 99 combined player rating Team minimum of 80 combined player rating No more than 2 players above 26 No players rated above 27

WOMEN'S MASTERS DIVISION

UNCAPPED TEAM / NO AVERAGE REQUIREMENT

Women's Master Division must have 3 Teams Registered by July 28th, 2026. Master Teams do not have to meet prior league requirement. If 3 Master Level Teams are not registered by this date Team Captains will be notified so players can join other teams. Let League Office know as soon as you have a committed Master Level Team.

-League Format & Match Set Up--

Play will consist of **9 or 11 games** per match depending on division.

Teams will play a minimum of 4 teams and a maximum of 5 teams on match day. (Final amount of league teams will determine this.)

Team on the left hand side of the schedule will be home team. Home team enters line up first. (Game Format May Change Due to Time Constraints) Game 1 – 701 Open In/Double Out (all 4 players single line) Game 2 – Cricket (all 4 players single line) Game 3 thru 6 – 501 Open In/Double Out Freeze Game 7 thru 10 – Cricket Partners Stacked Game 11 – 701 Open In/Double Out (all 4 players w/Freeze) (Lower divisions will not play games 1 or 2 in this format)

All team and individual stats will be kept and posted at www.cityleagues.net.

--League Playoffs & Finals Eligibility--

All teams with qualifying members will be permitted into the playoffs. Please see Player Requirements above to make sure you are eligible for playoffs. Seeding will be determined by regular season. <u>Teams will need to have at minimum 2 players with 4 months</u> <u>and 2 player with 3 months.</u>

Players are eligible to sub for multiple teams. Once a player has played 55 games, they are locked into that team and are not able to play for another team.

--League Champions— CASH – AMOUNT DETERMINED BY PARTICIPATION

Please keep in mind you will be qualified to go to Team Dart in Vegas, Canton, and NADO with this league

--TOP DAWG CHALLENGE----QUEEN BEE CHALLENGE--

2 players from each division (AB/CD) will be picked each month based off the highest average of the day. This single elimination bracket will be handicapped.

ALL MASTERS WILL BE INVITED TO TOP DAWG/QUEEN BEE CHALLENE

TOP DAWG -- WINNERS WILL RECEIVE THEIR NAME ON THE BIG WRESTLING BELT AS WELL AS A MINI BELT FOR THEIR KEEPING (OR CASH)! If desired, a short video done by Ashley will also be included! QUEEN BEE – WINNERS WILL RECEIVE CROWN + AND CASH

LEAGUE MESSAGE ON CANCELATION DUE TO PANDEMIC

All league pay outs 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 played out, payout structure will be adjusted accordingly to the actual amount of league money collected. If less than 50 percent 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 percent 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.