

Southland Dart Travel League
 Wednesday 7:30 Mixed (gals/guys) Handicapped 301
 RULES (Meeting Apr 9, 2016)

Member Conduct / Sportsmanship

1. Have Fun! Please show good sportsmanship. Heckling or other harassment is forbidden. A team may make as much noise as it wants while their team is throwing, but must remain quiet while the other team players are throwing.
2. All players and spectators must give the thrower plenty of room to throw and should refrain from undue movement near the dartboard lane.
3. Do not walk in front of players who are at the throw line. This is rude.
4. Should a player become unruly or abusive to the point of violence or prohibiting fair competition, then the person(s) may be asked to leave the place of play and possibly be barred from the establishment and the league.

Teams and Players

5. All Teams must fill out a roster sheet. Rosters will consist of bar name, team name, captain's name, captain's phone number, captain's email, player's first and last name and if possible player's phone.
6. All Teams will consist of 4-8 players. Only 4 players can shoot on a league night. Teams must have at least one member of the opposite sex (mixed: gals/guys). You must have at least 2 permanent players per night. Each opposing team captain should verify this.
7. Each team will play every team 2 times. (2 round schedule)
8. The 4 players starting a league match must play the entire match unless an emergency comes up. (Intoxication is not an emergency) If a person in the match leaves before match completion, then his/her spot is passed on each round.
9. A team will receive 8 wins and 4 losses if the opposing team doesn't show (forfeits), but should still shoot for their feats. The forfeiting team receives 12 losses.
10. Teams shooting a BYE should shoot for feats.
11. New members cannot be added to a team in the Last two weeks of the session.

Subs

12. A Member of this league cannot be a Sub in this league.
13. A Member or Sub of this league can Sub on other leagues.
14. You cannot use a Sub if four team members are present and able to play (not injured).
15. Subs are not eligible for awards.
16. New Subs/Members coming in after the halfway point of the session will shoot as a zero until a handicap is established. Handicap is established after first night of playing.
17. Team captains are responsible for verifying the other team's member/sub status and handicaps before the match begins. After the match is too late. Games stay as is.
18. If a Sub becomes a member, his/her Sub feats are transferred to member stats.
19. No New Subs can shoot in the Last two weeks of the session.

Travel

20. Each team shall play one home and one away match with every team.

League Nights Off

21. League will not play when Terrebonne Parish has issued a Hurricane or Freeze Warning.

22. Holidays Off. The Wednesday after Mardi Gras and Wednesdays before Thanksgiving, Christmas, and New Years will be league nights off. If any major holiday falls on the Wednesday such as Halloween, that night will also be taken off.

23. There will be a one-week off between Round One and Round Two.

WarmUp Darts

24. There are no warm ups between games on the boards being played.

ScoreKeeping

25. Home Team is responsible for recording scores: Win/Loss and Feats. The Away Team has the right to ask the Home Team to fill out their player LineUp first.

26. If your team is using a sub, write 'sub' next the sub player name on the score sheet. Include the initial of the last name for subs so that same first named subs can be kept separate. Ex. Tommy G (sub) and Tommy S (sub)

27. It is up to each individual player to see that his/her feats are correctly marked on the score sheet.

28. If you bust on a feat, that feat does not count.

29. If one team goes out when they are frozen, the opposing team gets the win. The opposing players each get an Assist. (no player gets the win)

30. Both teams should sign the scoresheet. Errors on score sheets must be corrected that night. Once the score sheet is signed by both teams and turned in, it is too late. If a team doesn't agree with something on the score sheet, they should record their opinion in the comment section.

31. The Home team is responsible for seeing that the scoresheet with fees is returned to Billy Mc's Bar no later than Noon on Sunday. The dart fees with scoresheet should be in a sealed envelope. Signing and then taping the envelope will help ensure no tampering.

32. If the Home team has not returned the scoresheet to Billy Mc's Bar by Noon on Sunday, the Home team will forfeit the match played. If the Away team won more than the forfeit rule win of 8 games, they will get the additional wins. Feats will be kept as is.

Handicaps

33. A handicap system will be used. This is to help newer and less talented players to have an equal chance. Team captains are responsible for verifying the other team's handicaps.

34. An established handicap is one that was set in the current session or previous session in Southland Dart Travel League. If the player has not played in the current session or the session just previous to the current, he/she does Not have an established handicap.

35. Players and subs will shoot with their established handicaps.

36. Players and subs without an established handicap will shoot as a 3 on their first match night, until the halfway point of the season where all New member/subs will shoot as a Zero. Then the next time the New member/sub shoots, he/she will use the established handicap from the league score sheet.
37. Honor declaration: If a sub or a member that does Not have an established handicap feels that he/she is better than the default 3 handicap, they can declare their handicap as the lesser handicap.
38. Handicaps are calculated as follows:
 6DartOut=20points; 7DartOut=9points; 8DartOut=8points; 9DartOut=7points;
 HighTon=6points; HatTrick=5points; 4RoundOut=3.5points; LowTon=2points;
 Wins=.5points; Assists=.25points. Total points are divided by games played to give Rank.
 Rank 0 to 1.4999 is a 3 handicap
 Rank 1.5 to 1.9999 is a 2 handicap
 Rank 2.0 to 2.9999 is a 1 handicap
 Rank 3.0 and above is a 0 handicap

Rescheduling

39. Starting time is 7:30. There is no grace period unless granted by the opposing captain.
40. No rescheduling the same night of the league.
41. For postponements and advanced play (before league night), both captains must agree on the date of play. The team that is being asked to postpone or advance play will have the right to choose the date and time as long as it is reasonable.
42. All postponed matches must be played within 1 week of the originally scheduled date of play. No postponements are allowed for the last 2 weeks of league.
43. A team refused a postponement has the right to protest for a forfeit. Team captains will vote on the decision unless there is a Rule that applies which will be enforced.
44. Advanced match scores will not appear on the weekly stats until the week for which they apply.

Monies and Fees

45. All players who are a member of a team must pay a \$10 membership fee per session. Subs do not have to pay a membership fee. Team captain must indicate on the scoresheet which players have paid the \$10 membership fee.
46. League night fee is \$20 per team even when shooting a BYE or for Forfeited Matches.
47. Each team will be responsible for \$24 for the games on the machine on league nights.
48. It is the team captain's responsibility to make sure all money is paid. If there is a shortage at the end of the session, it will be deducted from the Banquet Team PayOut.
49. If a team doesn't show for a league night, the team is still responsible for their \$20.
50. Bar sponsorship fee is \$20 per team per session.
51. Bar Fee and Membership Fees are due by the 2nd week of the session. If a player does not pay the \$10 fee by the 2nd week, s/he will be treated as a Sub until it is paid.

52. Absolutely no personal checks will be accepted under any circumstance.
53. Cash \$10 per feat award will be given for the most feats per man/woman except for Highest Rank which is \$100. If there is a tie, each player will receive \$10. Only for Highest Rank the member must have shot in 75% of the matches. Men/Women Feats are: 6DartOut; 7DartOut; 8DartOut; 9DartOut; 4RoundOut, LowTons; HatTricks; HighTons; Wins; Assists; Highest Rank.
54. Money Awards will be presented at the end of the session Banquet.
55. The \$20 per Team per Week collected during the session will be distributed to Teams at the end of the session based on Team Wins.
56. Bar/Member Fees pay for League Expenses and Feats. \$10 per team is reserved for Banquet Food/Tourney. Any Fees left is split amongst the Top Half of Winning Teams.

Banquet: Location, Food, Activities

57. Banquet will occur 2 weeks after session completion and will be on a Saturday at 2pm.
58. Banquet Location. The banquet will be held at a Bar participating in the League.

Machine Problems

59. Machine Problems should be reported to the bar manager.
60. If machine problems occur, the team captains should decide whether to play 'as is', wait for another board; wait for the repairman; or if mutually agreed by the team captains, the match can be moved to the Away Bar location.

Team/Player Withdrawal

61. Teams/Players withdrawing should notify the Dart Manager. Games for teams that withdraw will be played the rest of the session as a BYE. Standings will be adjusted to give 12 wins to all teams that had played the withdrawn team for the affected Round (of the session's 2 rounds). Player feats will not be adjusted. There will be No refund of fees that were paid by the withdrawn team, player, or bar. Players who withdraw or are on a withdrawn team may Not rejoin the current session in-progress nor shoot as a Sub.

Rules

When there is a rule that covers a problem situation, then the offending team must forfeit unless the team captains come to a mutually agreed to decision.

When there is confusion about the rules or a decision needs to be made about a situation that is not covered in the rules, First attempt to come to a mutual agreement between the team captains. If a resolution cannot be found, write 'Protest' in the comment section of the scoresheet and provide the details of the situation. A decision to handle the matter will be voted on by the Team Captains. Please provide them with the respect of doing their best to make a fair decision and attempting to keep all parties happy.

Should there be a mistake in the Stats, please write this in the comment section and indicate which week, player, and feat is not correct. Or you can contact me at: Email: tamie_mcdonald@yahoo.com; Text Message: 985 232 7342; FaceBook: Tamie McDonald
Thank you and Happy Darting, Your Dart Manager Tamie McDonald ☺