

# **P.D.A. FOUR PLAYER TEAM LEAGUE RULES**

## **GENERAL RULES**

1. The P.D.A. 4-player Team League will operate as its name implies, on a 4-player format. If a team has only 3 players present the match may still be played. The full team must list 4 players in singles. One singles match would be forfeited in 501 and Cricket unless a 4<sup>th</sup> player arrives. After an event is listed and begun the 4th player must wait for the next event unless both captains are in agreement. The forfeited singles will affect no individual stats. All doubles games must be played. The games with only 1 player on the doubles team must be played as if there is a partner that scores zero (0) for each turn.
2. All League players must be members in GOOD STANDING of the PIEDMONT DART ASSOCIATION.
3. Each team is allowed one substitute per season, for one match only, without requiring PDA membership.
4. The League Executive Committee, which governs League rules and play, will consist of captains from each participating team and the PDA officers. Captains and officers are required to attend (or send a representative) to any captains meeting.
5. All local rules override ADO rules. Any bar that has participated prior to 2002 does not need to change their facility to meet the ADO recommended board set-up in its entirety. Height and distance must be accurate.
6. Rule changes may only be made prior to the beginning of a season. The season officially begins at the first captains meeting. Rule changes will be voted on at the League Party.
7. All protests must be submitted in writing to the President of the PDA on the night of the protested action(s). The President will decide on any rule interpretations and render his decision to the interested parties no later than seven (7) days after the written protest is received. If the President is involved in the protest, the decision goes to the Vice President. If both officers are involved, the League Executive Committee will decide the protest by vote. If the President's decision is disputed by either party, the League Executive Committee will decide the protest by vote. No team involved in a protest will be allowed to vote on that protest.
8. Team placement: The top team at the end of regular season play will advance to the next league and the last place team will drop down at the discretion of the scheduling committee. If a team splits up, the team with the most active members from the original team (active members being those who played in 4 or more matches the preceding season) will have the option to hold the old team's league standing. In the event of a tie - flip a coin. New or returning teams will be assigned to the league of their choice or as close to that league as possible for scheduling. No more than eight (8) teams will be scheduled in any individual league. An inter-league match will be scheduled during the middle of the season.
9. Bars within a twenty-five (25) mile radius of the Piedmont Triad Airport may be admitted to the League schedule.
10. Good sportsmanship is the prevailing attitude of our League. Bad sportsmanship WILL NOT BE TOLERATED by the PDA or team sponsors. If, during a match, bad sportsmanship is displayed, a protest SHOULD be made in writing to the President of the PDA. If three (3) legitimate complaints have been made about a player, he or she will face the League Executive Committee for disciplinary action.

## **LEAGUE PLAY**

1. EVERY league must have its own STATISTICIAN! If there are no volunteers, then one will be elected at the first captains meeting of the season. The statistician may be a member of one league (A), and keep the stats for another league (B). If a league does not have a statistician, there will be no stat sheets for that league.
2. Team rosters will not be accepted after the cut-off date.
3. A player may not change teams after playing in a match unless the change has been approved by the League Executive Committee. No team may add more than two (2) new players to their team roster after the third week of play.
4. A team cannot change the location of its home matches once the season has begun unless the change has been approved by the League Executive Committee.
5. Matches should begin PROMPTLY AT 7:30. Forfeits may only be taken as a last resort, after all options to play the match have been exhausted, by the team with enough players present. A forfeit will be entered into

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the official record as a 16-0 score. No individual or doubles wins and losses will be recorded. The option of a make-up match may be played at any time agreeable to both captains as long as the match is played before the next regular season match. The last match of the season **CANNOT BE MADE UP**.

6. If your match is to be made up, you must turn in a blank score sheet signed by both captains stating when the match is to be made up! A blank score sheet must also be sent in declaring a match forfeit! Members of the team present and able to play should sign the score sheet before mailing it to the statistician in order to get credit for attending four (4) separate matches to be eligible for playoffs. If a team does not show up for a match and does not call their opponent three times during the season, the captain will not be allowed to act as a captain the following season and the team will be eliminated from the current season.
7. The match format will be as follows:
  - 1.) 4 games singles: 501 FIDO
  - 2.) 4 games singles Cricket
  - 3.) 2 games doubles 501 FIDO
  - 4.) 2 games doubles CricketIf necessary, one game of 1001 will be played to break an 8-8 tie and this will be a four-man team.
8. All matches are best 2 out of 3 for all games played.
9. If more than one match is played at any bar, a coin toss will be made by the team captains to decide who has first choice of boards.
10. The home team will have the option of listing its line-up first or second in 501 singles. The team that lists 1<sup>st</sup> in 501 singles will list 2<sup>nd</sup> in singles Cricket, 1<sup>st</sup> in doubles 501 and 2<sup>nd</sup> in doubles Cricket.
11. A coin toss will decide the option of first diddle, loser of the first game has option of diddle in 2nd game. If a 3rd game is necessary, the loser of the original coin toss has the option.
12. DIDDLE - A single bull TIES a single bull. A double TIES a double bull. A DOUBLE BULL BEATS A SINGLE BULL. If players tie, re-throw, reversing the order. If a first throw is a single or double bull, the second player MAY REQUEST TO HAVE IT PULLED. If the 2<sup>nd</sup> thrower should dislodge the dart of the 1st thrower, a re-throw will be made with the 2nd thrower going first.
13. When a player has been called to a board for a match a "warm-up" is limited to nine (9) darts.
14. It is the responsibility of EVERY TEAM CAPTAIN to supply an official score sheet at EVERY match and TO MAIL IN THE SCORE SHEET ON TIME! DESIGNATE ON THE SCORE SHEET (by circling team name) WHICH TEAM IT IS FROM. TWO SCORE SHEETS ARE REQUIRED PER MATCH!
15. Statistician is to mail out results every week beginning after the 2nd week and will be awarded an amount agreed upon by the statistician and the PDA officers if this requirement is met.
16. Score sheets will be considered late if postmarked later than the Wednesday following the match or handed to (e-mail will be considered "handed to") the statistician later than Thursday following the match. It is the Captain's responsibility to make sure the statistician has received the score sheet. One late score sheet will be a warning. The second late score sheet will cause a 1/2 game to be taken from the win column and added to the loss column. The third late score sheet will eliminate the team from playoffs and from receiving any team trophies. (Not to include: T80, 9 Hitter, 6 Bulls, High Out, Singles, or All Events) A (1), (2), or (3) will follow the team name on the standings to designate late score sheets.
17. SCORING - VERY IMPORTANT - Your score must be recorded BEFORE you pull your darts from the board! The score remains as written if one or more darts has been removed from the board. In any "01" games if a player makes a mistake in arithmetic, it MAY BE CHANGED BEFORE HE, OR A TEAMMATE, THROWS THEIR NEXT DART. THE SCORE RECORDED CANNOT BE CHANGED. Once the FIRST dart of your next turn is thrown, the scoreboard MUST STAND AS WRITTEN! In accordance with the inherent "strategy" involved in the Cricket game, corrections in arithmetic MUST BE MADE BEFORE THE NEXT PLAYER THROWS.
18. Any dart bouncing off, or falling out of the dartboard shall not be re-thrown (with the exception of throwing the diddle).
19. Players and scorers ONLY are allowed inside the playing area.
20. OPPOSING PLAYERS MUST STAND AT LEAST TWO (2) FEET BEHIND THE PLAYER AT THE HOCKEY!

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## **LEAGUE DUES**

1. Captains will collect dues, names, addresses, and phone numbers from each member of his team. This information and money will be turned over to the Treasurer at one time. The Treasurer will fill out membership cards and return them to the team captain for distribution to his team.
2. PDA dues must be paid to an officer within fourteen (14) days after playing a match, or all games played (past and future) will be forfeited. No money is to be turned in with score sheets.

## **PLAY-OFFS**

1. Team rankings will be determined by win - loss percentage.
2. The top 4 teams will be in the play-offs. In the event that one or more teams have an identical record the following method will be used to determine place of finish: a) The win - loss record against each other, b) The point spread among all tied teams, c) The point spread against all competition, d) Coin flip.
3. First Round Play-offs – (A) #1 hosts #4, (B) #2 hosts #3.
4. Second Round Play-offs (finals) – (A) winner plays (B) winner – higher ranked team hosts.
5. All play-offs will begin PROMPTLY at 7:30.
6. All play-off games will be two out of three.
7. If a bar can provide a practice board during play-offs, they should do so.
8. A player must throw in at least four (4) different matches in order to compete in the play-offs.

## **AWARDS**

1. Individual awards will be based on a percentage of games won. To be eligible for a Singles or All Events trophy a player must throw in at least half of the possible games. Singles winning percentage is a combination of singles 501 and singles Cricket. All Events includes all games played. A player may receive only one individual trophy from the Singles and All Events categories. There will be a "Step Down" system used with the Singles first, followed by All Events.
2. LEAGUE WINNERS - The sponsoring bar will receive a plaque. Trophies will be awarded for the regular season champions in all leagues -- first and second place. Six (6) trophies are allotted per team. If additional team trophies are necessary, it is the responsibility of that team to cover the additional cost.
3. TOURNAMENT WINNERS - A plaque and a rotating "cup or plaque" will be awarded to the winner of the playoffs. The rotating "cup or plaque" will remain at the sponsoring bar till the next League play-offs.
4. Singles trophies will be awarded for two places and to the lady who has the best Singles record.
5. All Events trophies will be awarded for two places.
6. A trophy will be awarded in each league for the high "out" in '01.
7. Ton 80's, 9 Hitters and 6 Bulls will be awarded recognition. Ton 80's and 9 Hitters will be awarded a trophy and patch the first League season they are accomplished, and thereafter with a star. If a trophy has not been awarded to a player for 5 seasons the player is eligible to receive another trophy.
8. Vocal recognition will be given to the lady shooter who has the best All Events record in all leagues.
9. MOST VALUABLE PLAYER & MOST IMPROVED PLAYER - These awards will be determined at the League party by a committee from each League composed of a representative from each team. If a team sends no representative to the party then that team will have no voice in the decision.
10. NO TROPHY WILL BE AWARDED TO AN INDIVIDUAL OR A TEAM WITH INCOMPLETE RECORDS!
11. The awards banquet will be held on a Saturday.