

Current:

1.2.1 At least four (4) members of a team must have player dues paid at the General Membership Meeting. If a team does not meet this requirement, the team will not be scheduled for that season. Team members cannot participate until dues are paid. Team sponsor fees must be paid by the 3rd match of league season.

To:

1.2.1 At least four (4) members of a team must have player dues paid at the General Membership Meeting. If a team does not meet this requirement, the team will not be scheduled for that season. Team members cannot participate until dues are paid. **Team sponsor fees will be accepted the night of the General Membership Meeting, but team sponsor fees must be paid by **no latter than** the 3rd match of **the** league season.**

New

1.7

1.7.1

1.7 Recruiting new Players

1.7.1 Any current member of LRDA will have their dues waived for the season if that member recruits three or more players who have never played in the LRDA to join the LRDA.

Current:

4.1.1 League Matches will consist of eight games; four single games worth 1 point each and four doubles games worth two points each for a total of 12 Game points available per match. Single and double games are as follows;

- **Four single games of pub series worth one point each. Pub series games consists of best two out of three legs (first leg 501 straight in double out, second leg Cricket, and if necessary corks choice between 501 and cricket for the third leg).**
- **Two doubles Cricket games worth two points each, best two out of three legs.**
- **Two doubles 501 straight in double out games worth two points each, best two of three legs.**

To:

4.1.1 League Matches will consist of eight games; four single games worth 1 point each and four doubles games worth two points each for a total of 12 Game points available per match. Single and double games are as follows;

- **Four single games of a series worth one point each. For A-Division singles series will consist of best three out of five legs (first leg 501 straight in double out, second and third legs Cricket, fourth leg 501 straight in double out, and , if necessary, corks choice between 501 and cricket for the fifth leg). All other divisions will play a pub series game consisting of best two out of three legs (first leg 501 straight in double out, second leg Cricket, and if necessary corks choice between 501 and cricket for the third leg).**
- **Two doubles Cricket games worth two points each, best of three out of five legs for A-division, and best two out of three legs for all other divisions.**
- **Two doubles 501 straight in double out games worth two points each, best of three out of five legs for A-division ,and best two of three legs for all other divisions.**

New:

4.1.7 End of Season Game Point Penalty Tabulation

* To be applied under the “Team Standings” Documentation

* Game point penalties ranging from 1-11 will be deducted from the “Game Record” “Wins”

* Game point penalties equaling 12 will be considered a “Match Point”, and will be deducted from the “Match Points” “Wins”.

* Example from “Team Standings” Before and After deductions

	Match Points		Game Record			Team	
Team	Wins	Losses	Wins	Losses	Penalties	QPA Avg	Ranking
Bullseye Kings	11	1	112	32		4.182	12.320
Aiming at It	11	1	112	32		2.796	8.100
Shape Darters	6	6	71	73		2.736	4.260
No Problems	6	6	71	73		2.718	4.200

	Match Points		Game Record			Team	
Team	Wins	Losses	Wins	Losses	Penalties	QPA Avg	Ranking
Bullseye Kings	11	1	112	32		4.182	12.320
Aiming at It	11	1	105	54	7	2.796	7.470
Shape Darters	5	6	71	73	12	2.736	3.550
No Problems	5	6	69	73	14	2.718	3.400

- **At the end of the season this could affect the outcome if you are tied in Match Points, then it will default to Game Record Wins.**

4.3 Quality Points – Quality Point Average (QPA).

4.3.2 A quality point average (QPA) shall be maintained throughout the season and is computed as total number of points earned divided by games played. Singles Games count as 1 game, Doubles Games count as ½ game.

NEW:

4.3.2.a The scorekeeper must clearly call out all quality plays to ensure they are recorded on the match score sheet. It is the ultimate responsibility of the player to ensure their QP is recorded on the score sheet.

4.3.2.b Any player intentionally not registering their individual QPs thrown during any game with the intent of establishing their team with a lower QPA AVG will incur a one (1) game point penalty for each occurrence for the duration of that night's match. This is to be documented on the score sheet by the individuals name where you list the players at the bottom of the score sheet. This documentation will be posted by the opposing team captain prior to the team captains signing the nights score sheet.

Current:

4.4.2 Score sheets must be texted or emailed to the Secretary by no later than 8:00 A.M. the following Friday. The Secretary must send confirmation of all received score sheets. If not received on time, one (1) game point will be deducted from the home team's score for that night.

To:

4.4.2 Score sheets must be texted or emailed to the Secretary by no later than 11:00 A.M. the following day after the scheduled game. The Secretary must send confirmation of all received score sheets. If not received on time, one (1) game Point penalty will be deducted from the home team's score for that night.

New:

4.4.4

4.4.4 If the home team sends an unreadable image of the score sheet to the Secretary and is unable to send a readable image upon the request of the Secretary, then one (1) game point penalty will be deducted from the home team's score for that night. If the visiting team is then able to send a readable image of the score sheet upon request of the Secretary, then the visiting team will be awarded one (1) game point penalty for that night.

4.9 Scorekeeping and Scorekeepers.

4.9.2 The Scorekeeper must stand still and refrain from distracting movement. The Scorekeeper shall face the scoreboard while standing at a seemingly 45-degree angle. The Scorekeeper shall not look at the thrower during his/her turn.

New:

4.9.2.a The scorekeeper must clearly call out all quality plays to ensure they are recorded on the match score sheet. It is the ultimate responsibility of the player to ensure their QP is recorded on the score sheet.

Current:

4.9.3 During a players turn the Scorekeeper can verify what area the dart(s) have hit, (e.g. single 20, triple 5, etc.). The Scorekeeper cannot tell what was scored or what score remains until after the players turn is completed. The Scorekeeper cannot advise what to shoot at.

To:

4.9.3 During a players turn, the Scorekeeper, if asked, can verify the thrower what area the dart(s) have hit, (e.g. single 20, triple 5, etc.). The Scorekeeper CAN NOT tell the thrower what was scored, or what score remains, or what they have left in terms of number combinations the thrower should shoot for. In other words, the Scorekeeper cannot advise what to shoot at!!

New:

4.9.3.a It is permissible for a partner/teammate to advise the thrower during the course of a Game/Match, if the Scorekeeper briefly leaves the scoreboard and crosses the foul line, he/she is now considered a partner/teammate.

Current:

6.2.1 Eight teams will advance into the playoffs consisting of the first and second place teams in each division (A, B, and C) and the next two highest ranked teams in the overall standings.

To:

6.2.1 Eight teams will advance into the playoffs. When the league consists of four divisions (A, B, C, and D), the first and second place teams in each division will advance to the playoffs. When the league consists of three divisions (A, B, C), then the first and second place teams in each division will advance to the playoffs, and the next two highest ranked teams in the overall standings.

Current:

6.3 Playoff Bracket and Seeding.

To:

6.3 Playoff Seeding and Bracket.

Current:

6.3.1 The Playoffs will use a standard eight (8) team single elimination bracket

determined by a random draw of the top eight (8) teams who meet the criteria of

6.3.2. (See Figure 3 in appendix for draw order)

To:

6.3.1 Seeding: the 8 playoff teams will be seeded by their end of season standings.

#1 seed, 1st place A Division

#2 seed, 1st place B Division

#3 seed, 1st place C Division

#4 seed, 1st place D Division

#5 seed, 2nd place A Division

#6 seed, 2nd place B Division

#7 seed, 2nd place C Division

#8 seed, 2nd place D Division

In the absence of a division, the next highest ranked team(s) will fill in the seeded position as described in 6.2.2.

Current:

6.3.2 The playoff teams will be seeded by their end of season standings based on following criteria in order of importance. *(For seasons when divisions consist of unequal number of teams Match and Game points may be calculated as percentage.)*

- Match points earned. • Game points earned.
- Head to head record if applicable.
- Random non-biased event such as coin-toss.

To:

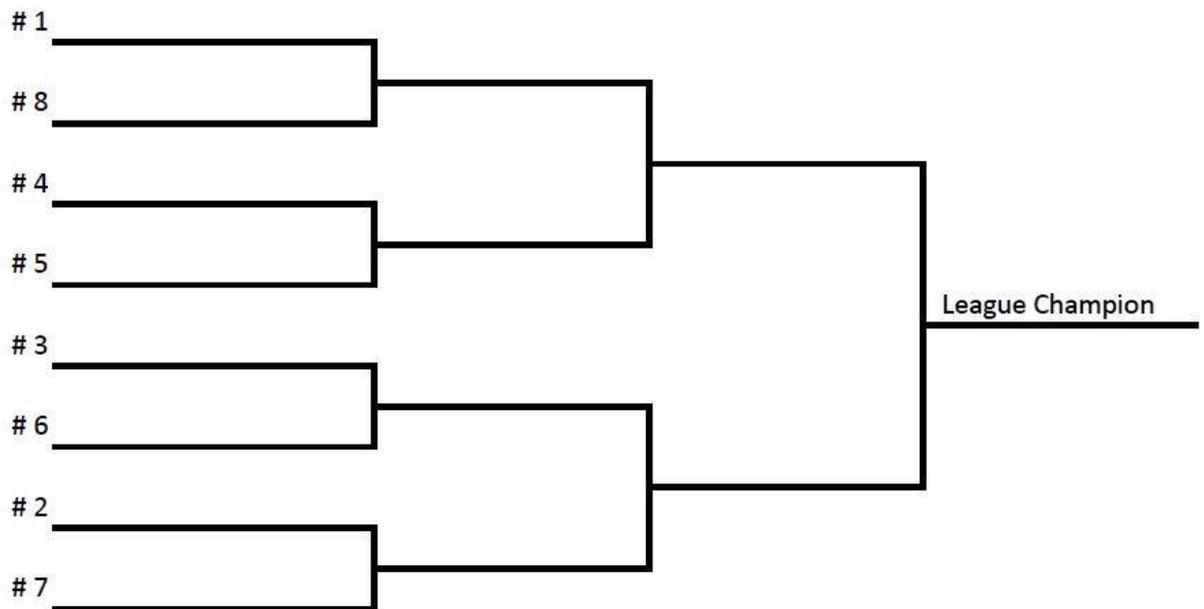
6.3.2 The 8 playoffs teams will then be entered into a random draw.

New:

6.3.3 Upon completion of the random draw, each team will be assigned a Team number

1-8. Teams will be then be placed into a seeded (8) eight team single elimination bracket. (see below and also see Figure 3 in the Appendix)

LRDA League Championship Playoff



This is the seeding for the Playoffs only, it does not imply nor does it have any reflection on how you finished the season.

Teams will be placed as follows:

- Team #1, will be placed in #1 seed slot**
- Team #2, will be placed in #8 seed slot**
- Team #3, will be placed in #4 seed slot**
- Team #4, will be placed in #5 seed slot**
- Team #5, will be placed in #3 seed slot**
- Team #6, will be placed in #6 seed slot**
- Team #7, will be placed in #2 seed slot**
- Team #8, will be placed in #7 seed slot**

Current:

6.7.1 No quality points shall be tracked during Playoffs and player/team QPA will remain as they were at the end of the season. (*Shots of high caliber such as 180, nine numbers etc. will still earn the player a recognition pin for the current season.*)

TO:

6.7.1 No quality points shall be tracked during Playoffs and player/team QPA will remain as they were at the end of the season. *Shots of high caliber such as Ton-40, Ton-80, and nine numbers will still earn the player an award/recognition pin for the current season.*

Current:

6.9.1 The first and second round playoff matches will be held at the higher seeded team's home bar.

To:

6.9.1 The first and second round playoff matches will be held at the higher seeded team's home bar according to the playoff bracket seeding.

Current:

6.9.2 Championship match will be held at a neutral location that must be agreed upon by both team captains. Exception: if teams are from the same sponsoring establishment, that establishment shall host the match. A nonneutral location be used if both team captains agree.

To:

6.9.2 Championship match will be held at a neutral location that must be agreed upon by both team captains. Exception: if teams are from the same sponsoring establishment, that establishment shall host the match. A nonneutral location may be used if both team captains agree. If both teams can't come to a conclusion for a location, a member of the LRDA board or LRDA board as a whole will have the final say for a location.

New:

7.1.3 This is a tournament that is open to all paid members of the season that just ended and participated during the season, and is free of charge, therefore with the season being over, shots of *high caliber such as Ton-40, Ton-80, and nine numbers will NOT be awarded.*

Current:

7.2.1 Start time is 7:30 pm.

To:

7.2.1 Start time is 7:30 pm, players are encouraged to arrive as early as 7 pm for sign up and MUST sign up with the LRDA board member in charge of the roster.

Current:

7.2.2 Players must be in the door, no phone calls allowed.

To:

7.2.2 Players should be in the door by 7:25, after 7:30 pm, you may not be allowed to sign up, no phone calls will be allowed to reserve a spot, you must be signed up and be present.

New:

7.4 Bracket for Tournament

7.4.1 This tournament will be a seeded bracket, your position will be determined according to 7.1.1 and the roster provided by the league Secretary. It is paramount to sign up and not be excluded.

New:

8.1.2 It is essential to avoid unnecessary and/or erroneous protests, petty arguments, and the unwanted strain on sportsmanship. Both team Captains and Co-Captain can discuss the situation together with the players involved and come up with a solution to dissolved an issue prior to it getting out of hand and becoming a protest. Captains and Co-Captains must remember that they are the ambassadors and should act as such.

**IT IS BETTER SPORTSMANSHIP TO SETTLE
DISPUTES BEFORE THEY GET TO
THE POINT OF PROTEST!!**