

SCDA – 2017 Summer Team Season Info

SCHEDULE:

- 4 divisions (A, B, C, D.)
- Starts Monday, June 5th. 10 week regular season; 2 weeks of playoffs.
- No league play Monday, July 3rd.
- No Mid-Season Event. Spring & Summer awards will be presented at Fall Mid-Season Event.
- Semi-Finals on Monday, August 21st.
- Finals on Monday, August 28th.
- 9-set format for A & B. 7-set format for C & D.
- For seed AND making playoffs, head-to-head record is first tiebreaker and leg differential is 2nd tiebreaker.
- **NEW FOR THIS SEASON** – Third playoff tiebreaker is a coin flip.
- **NEW FOR THIS SEASON** – Playoff Home Venue scheduling conflict resolution: If two teams both have home advantage at the same venue where there is not the possibility to play at the same time, the team with the better record (using the same tiebreaker rules as seed & playoffs) will retain use of that location. The other team(s) may reschedule with the approval of the other team & location, or choose an alternate location that must be a venue that sponsors a team for the current season, and meets the approval of the board.
- Official match start time is 7:30pm w/ 15-minute grace period. However, matches may start as early or as late as captains mutually agree as long as there is adequate time to complete the match before the venue closes (IE: MacLeod Ale.)
- Boards assignment at locations with multiple matches is to be determined by venue owners/mgrs.

DUES:

- **Dues must be paid prior to start of 1st match.** Dues are \$25 per player, per season. The SCDA is no longer offering a \$50 annual membership. You can pay Dues online at www.SCDALEAGUE.com/pay-dues under the Player Info or Important Links menu.
- **NEW FOR THIS SEASON** – All dues must be paid through the online portal. Please note the Team & Player in the reference field (especially if you are paying for someone else.)
- Alternates may pay \$5 for their 1st match, an additional \$5 for their 2nd match, then, upon playing their 3rd match, they become a full-time member and must pay an additional \$15 (for a total of \$25).
- Alternates may play for 2 different teams in their 1st and 2nd matches ONLY. The 3rd time an alternate plays can only be for one of those 2 teams and the alternate will then become a full-time player for that team ONLY. A new alternate may not play in the last two weeks of the season.

CORKING:

- Corking order for each set is determined by: Home, Loser, Away. Every Leg is corked.
- Only players scheduled in that set may cork. Regardless of which player throws for the cork, any player scheduled to play in that set may start the game for their team.
- Only the Scorer may determine a re-throw. No players, whether corking or not, may approach the board to assist or clarify. If the Scorer cannot determine a winner, a re-throw will be made with the 2nd thrower now throwing first.
- The dart must remain in the scoring area of the board in order to count. If the dart falls or bounces out, or lands in the non-scoring area of the board, the thrower will re-throw until the dart remains in the scoring area (only when “Corking”). If the 2nd thrower dislodges the dart of the 1st thrower, a re-throw will be made with the 2nd thrower now going first.

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- The 2nd thrower may request a Single or Double Bull be pulled upon acknowledging with the Scorer what was thrown, or the dart may be left in the board. Once a thrower makes the decision to leave a Single or Double Bull in the board, all subsequent darts by BOTH throwers must remain in the board until both throwers have exhausted all 3 darts and retrieving them is necessary to continue the Cork.
- **NEW FOR THIS SEASON – IN A DIVISION ONLY:** All corking rules for A Division will remain the same with the exception being:
 1. A Single or Double Bull must be scored in order to win the cork; and
 2. Once the Scorer has acknowledged a thrower's score, the Scorer will remove that dart from the board prior to the next thrower's turn (i.e., no dart will be thrown for the cork while any other dart is in the board).

SCORING/CHALKING:

- All scores are to be verified with the Scorer BEFORE removing one's darts from the board. Corrections must be made PRIOR to the next player's turn.
- Only the player retrieving their darts from the board and the Scorer are allowed in front of the oche. If a score needs to be corrected, it is to be done quietly, and civilly as to not disrupt adjacent matches. There is to be no "gathering" of players at the dartboard or scoreboard.
- If there is a problem with electronic scoring, and the problem cannot be fixed quickly and quietly at the scoring area, the electronic scoring device must be brought back behind the oche for corrections. There is to be no "gathering" at the electronic device in the scoring area. If the device needs to remain plugged in, in order to maintain power, then one person only may QUIETLY assist the Scorer.
- Home team chucks odd sets. Away team chucks even sets.
- If a team only has two players present, those players MAY coach each other while chalking as long as it **doesn't interfere with the flow of the game, or with one's opponents, or with any adjacent games.** This rule is meant to give a two-man team the same advantage the other team has during chalking. This is a privilege and if teams abuse this privilege they will lose it. **Teams w/ 3 or more players present are NEVER allowed to coach while chalking.**

RESCHEDULING/CHANGING LOCATIONS:

- A Regular Season match may only be rescheduled if BOTH CAPTAINS MUTUALLY AGREE, otherwise the match is forfeited by the team that cannot make the match. The postponed match must be played on a mutually agreed upon date prior to the next scheduled match of either team. If no agreement can be made, or if the match cannot be played on the new date, the team that could not make the original match forfeits.
- A forfeit equals loss of all sets and legs that would have been played in the match (SETS 9-0; LEGS 17-0 for A & B, SETS 7-0; LEGS 13-0 for C & D).
- Matches may only be moved to another location if the Home Venue becomes unavailable due to unforeseen circumstance, or at the insistence of the Home Venue owner/mgr. The Home team will make a best, reasonable effort to find a suitable location that is in the general vicinity of their Home Venue, and the new location must be approved by the SCDA prior to relocating the match.

SCORE SHEETS/PLAYER USAGE:

- Same Score Sheet used for A & B, no change from last season. C, No change from last season.
- **NEW FOR THIS SEASON – D Division:** Team game has been changed from 1001 to 501.

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- There is a place for Alternates information at the bottom of the Score Sheet. Please include Name, Phone # and Email.
- The score sheet is to be filled out by the AWAY team first, and then the HOME team may match up. The score sheet may be filled out set-by-set, or all at once.
- The first AND last name of players must be listed in their first set of the match.
- If a player arrives late, and has NOT been listed to play, and the whole score sheet has already been filled out, they may only be listed by mutual consent of BOTH captains.
- No one player may participate in more than one singles game of the same format. I.e., one player may NOT play in two Singles 501 games, or two Singles Cricket games. One player MAY play in one Singles 501 AND one Singles Cricket.
- We are a two-player-minimum-league, but teams may have as many players as they'd like. In lieu of a forfeit due to missing players, a single player MAY play a match by themselves, but they forfeit one Singles 501 games AND one Singles Cricket game, and every other turn in doubles and team games.
- The same two players may play any and all doubles & team games.
- For the Team 1001/501 game, the team with the fewest # of players must use everyone who played during the match, and the team with the most players may reduce down to that # if they choose. If using DartConnect, you will have to play as Home/Away instead of using player names if there is an uneven number of players for each team. (IE: For 1001 only; 2 playing on the Home team and 3 playing on the Away team.)

PLAYOFF ELIGIBILITY:

- A player must have played in at least 3 regular season matches for a given team to be eligible for playoffs.
- No new players allowed in the last 2 weeks of regular season.
- A forfeit in the PLAYOFFS gives the Opponent an automatic win and does NOT allow the next team in the standings to move up.
- If only 1 player from a given team is available for a Playoff Match, they have 3 options:
 1. Forfeit the match. Opponent automatically wins and moves on.
 2. Play by themselves following above stated rules for single players.
 3. Draft a playoff-eligible player from their division or lower, whose team did NOT make the playoffs. However, this process, AND the player chosen, **must be approved unanimously by all 3 captains of the 3 other playoff teams in that division.**

PLAYER CONDUCT:

- Complaints about Player conduct must be relayed between Captains. If one player has an issue with another's behavior, they are to convey the issue to THEIR captain, who will then immediately address the issue with the misbehaving player's captain. It is the responsibility of ALL CAPTAINS to ensure proper sportsmanship and etiquette from all of their players. If the inappropriate behavior is not corrected, the opposing team may file a protest by writing MATCH UNDER PROTEST on the signature line of the score sheet. Regardless, all inappropriate behavior must be reported IMMEDIATELY to The Board by the captains of BOTH teams. The Board will then discuss and address the issue with the captains of both teams.
- All Players and Alternates must sign a Player Agreement prior to play. For Alternates, text the signed agreement with the score sheet at the end of the match.

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- Home captains must TEXT final score sheet to Eddie O' @ 323.377.3994 immediately following your match!!!
- Results and Standings will be posted by no later than end of day Friday of that week, for all matches that have been completed as scheduled.