

Metro Atlanta Dart Association

Rules and Regulations

PREFACE

The Rules and Regulations of the METROPOLITAN ATLANTA DART ASSOCIATION (M.A.D.A.) comprise the foundation upon which the sport of Darts will be organized and developed as a team sport in the Atlanta Area. Their acceptance and enforcement are essential to the growth of the game of darts to a place on the list of legitimate sports in the city. The Rules and Regulation of the Association are based upon the rules of Darts, good sportsmanship, and common sense. To abide by the rules is to improve the Game, not to detract from it or damage it. Adherence to the rules will serve to place all players and all teams on an even ground. Adherence is to the advantage of all players, teams and pub owners or sponsors.

Cooperation and Sportsmanship are preferable to enforcement. Enforcement, when necessary, is the responsibility and sole function of an appointed Rules and Grievance committee. The committee will interpret, enforce and revise the rules as necessary. The committee is present to assure that the rules and regulations of the M.A.D.A. continue to represent the Association in a favorable fashion and continue to serve the best interests of the Association and its members.

ARTICLE I - REGISTRATION - FEES - MEMBERSHIP

A. Deadline for Registration for the next season is two weeks before the new season starts. Registration can be submitted via fax or email. The captain's packages for next season will be given out at Super Saturday. If there are an odd number of teams in the league, new teams will be considered until divisions are equal.

B. A fee for Open League, Regional and Ladies League of \$50 is required of the team sponsor for each team registered. An additional charge of \$20 per registered player represents M.A.D.A. player membership. This membership charge may be paid by each individual or the sponsoring club or pub. All fees are due at sign-up and no later than the 5th week of play. All fees are per team per season.

1. Any M.A.D.A. member writing a bad check to the M.A.D.A. will be immediately suspended from league play and any M.A.D.A. sponsored function, until the M.A.D.A. is reimbursed for the amount of the check plus a \$25 fee.

2. If a M.A.D.A member leaves a bar/food tab during a M.A.D.A. function and the Bar owner/manager notifies the M.A.D.A. office, the member will be suspended from playing in any M.A.D.A. sanctioned event, I.E. Peachtree, League Night, etc., until the bar/food tab is paid and the M.A.D.A. is notified by the owner/manager of the Bar. **IF THERE ARE THREE OR MORE VIOLATIONS BY A MEMBER, PERMANENT SUSPENSION COULD RESULT.**

3. Any M.A.D.A. member who is suspended for any reason will be considered an unregistered player until the suspension has been lifted, (SEE ARTICLE VI - FORFEITS AND PENALTIES, SECTION C, for handling of unregistered player).

C. All teams registered in accordance with the above will receive appropriate membership team sheets with their permanent number entitling them to compete for that particular season. Membership team sheets will contain the player's name and permanent number. A player is considered unregistered if he/she is not on the team membership sheet. It is the Captain's responsibility to have the membership sheet at ALL matches.

D. The length of the season will be ten weeks per season plus the playoffs. The seeding (Divisional Set-Up) is at the discretion of the league management.

E. Teams cannot register with less than the following number of players per League.

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|----|----------------------|------------------|
| 1. | MONDAY NIGHT LEAGUES | four (4) players |
| 2. | LADIES LEAGUE | four (4) players |
| 3. | REGIONAL LEAGUES | four (4) players |

F. Once the scheduling is done, there will be no changing of the sponsoring pub unless the pub closes or the management chooses to discontinue their support of the team or sport of Darts at some point during the season. If a match is scheduled at a particular pub, the team cannot change place of play without pubs approval either verbally or in writing to the MADA. This is regular season play and playoffs.

G. Any M.A.D.A. member who is under the legal drinking age for the State of Georgia must have a waiver signed by his/her parent(s) or legal guardian and such waiver must be on file with the M.A.D.A. Any under aged player not having a signed waiver on file will be considered unregistered. (SEE ARTICLE VI FORFEITS AND PENALTIES.)

1. It is the captain's responsibility to assure that any minor on your team is permitted to throw in a pub that your team is playing against.

ARTICLE II - EQUIPMENT

A. All league competition, including tournaments and play-offs, shall be conducted on a standard English Bristle 20-point clock-face dartboard. They must, be standard color, black & beige wedges, with the darker wedge the top center (20), red & green doubles and triples, no chrome or excessively shiny wiring on the board face will be allowed. No other colors are approved even though they may be the standard size.

B. Dartboards shall be placed 5 feet 8 inches from the floor where the player is standing to the center of the bulls-eye with the 20 bed at top center.

C. The foul line will be 7 feet 9 1/4 inches from the surface of the board along the floor to the front of the tape or behind an elevated level or step. The foul line will consist of a tape marking on the floor. The tape will be 36 inches long, 2 inches wide and 18 inches each side of center. It is the responsibility of the home team to insure that the tape is correct and in place.

D. Each sponsoring body will be allowed to sponsor a maximum of 1-1/2 teams per each available board, provided space is adequate. These boards must be maintained in good repair or be replaced. It is the sponsoring body's (owner of franchise, pub or club) responsibility to supply and maintain the league play dartboard.

E. All league play Dartboards must be firmly anchored and illuminated such that shadows are minimized. Recommended distance of lights from the board is four (4) feet.

F. A scoring surface must be provided and located in (or be movable to) a position such that players and spectators may easily read the score.

G. It is recommended that a distance of 3 to 4 feet behind the foul line is unobstructed to facilitate dart play. Also, it should be set up so no one stands or sits in front of line of throw (except score keeper).

H. Alleged violations of Rules and Regulations relating to equipment should be reported to the League Office via protest. (SEE ARTICLE VIII - PROTEST)

ARTICLE III - MATCHES (DATE AND TIME)

A. All league competition is scheduled for Monday, Tuesday, Wednesday and Thursday nights except for those weeks when a recognized national or bank holiday falls on that day. Any other reason for changing the league schedule will be sent to each captain in writing.

B. Any match rescheduled through the mutual consent of the concerned teams' captains must be made up within two (2) weeks unless it is the last two weeks of the season. The next to the last match must be made up before the last match and the last match must be made up before the draw for the play-offs. Emergency or weather related rescheduled matches will be dealt with on an individual basis.

1. The team captain who initiates a rescheduling must call and let the league office manager know the match is to be rescheduled. The team captain should also let the pub know that the match is being rescheduled and when the match will be played.

C. Starting time for the first match on Marietta Monday and Marietta Leagues is 8:00 PM. Stone Mountain Monday, Stone Mountain, Conyers, and Ladies Leagues start time is 7:30 PM. House (home pub) clock will rule on all times concerning league play. If both captains agree ahead of time the match can start earlier than the scheduled start time.

1. Line-ups will be exchanged by captains no later that 7:55 P.M. for 8:00 matches and 7:25 P.M. for 7:30 matches.

2. If a team is not ready and the other team is waiting, one (1) match or season point will be deducted if the match is not started prior to 8:15 P.M. for the 8:00 scheduled matches and 7:45 P.M. for the matches that are scheduled to begin at 7:30 P.M.

3. From the time one game is completed and the next game begins, there is a maximum time limit of 5 minutes to be ready to start the next game. This includes warm-up darts. If one team is ready and the person they are to play is in the bathroom or eating and is not there ready to play in the time frame, they forfeit the game.

4. If a team is not present by 8:15 P.M. for matches that are scheduled to begin at 8:00 P.M. and by 7:45 P.M. for matches that are scheduled to begin at 7:30 P.M., the entire match will be forfeited (SEE ARTICLE VI, B) unless the team calls to let the opposing team know that there is a problem, (traffic, flat tire etc.).

5. Each game will be decided by a cork, choice of giving or receiving will be decided by the visiting team. If the first person corking hits either a single or double bull, the second person corking has the right to ask that dart be removed before they throw their cork. On any cork, if there is a tie, recork in reverse order after the darts have been removed.

6. If more than one match is scheduled, the captains or representatives from the visiting teams will flip a coin to choose boards. The flip of the coin is the deciding factor on choice of boards, not by division. The flip of the coins is to be done 5 minutes before the scheduled warm up time.

ARTICLE IV - MATCH PROFILE

A. Games played shall consist of 501 with straight start and double finish; two (2) person team 501 games; two (2) person team 301 games with double or single start as required by the match sheet and double finish; abbreviated cricket, 20 through 15, three bulls finish (bulls and points may be scored at any time); and two (2) person team abbreviated cricket.

B. The night's line-up is to be made BLIND. All playing spots must be filled in with a player's name and permanent number. Once the match report sheet is completed and exchanged with the other team captain, there will be no changes or substitutions.

C. All players registered on a team can be used in any order, in any spot on their team's playing line-up, provided no one player is used more than once in each event, (EG: Each player can only play in one category of the match sheet.) There is no such thing as an alternate.

D. The game points will count as follows:

1. MONDAY NIGHT LEAGUES

Two boards may be used and if additional boards are available they may be used for warm-up but must not interfere with matches in progress.

4 games of single 501 (SIDO)	1 point each
4 games of single cricket	1 point each
2 games of double 301 (DIDO)	2 points each
2 games of double cricket	2 points each

2. LADIES LEAGUE

4 games of single 501	1 point each
2 games of double 301 (DIDO)	2 points each
4 games of single cricket	1 point each
2 games of double cricket	2 points each

3. REGIONAL LEAGUE(S)

4 games of singles 501	1 point each
2 games of double 501	2 points each
2 games of doubles 301	2 points each
4 games of single cricket	1 point each
2 games of double cricket	2 points each

E. All-Star points will be awarded for all divisions as follows:

1. MONDAY NIGHT LEAGUES

(a)	All '01 events	
	100 - 139 points	1 all-star
	140 - 160 points	2 all-stars
	161 - 180 points	3 all-stars
	100 points or more in or out	1 extra all-star (High Ins only apply in 301 games)
(b)	Cricket	
	Five (5) marks	1 all-star
	Seven (7) marks	2 all-stars
	Nine (9) marks	3 all-stars
	Six bulls	3 all-stars

2. LADIES LEAGUE

(a)	All '01 events	
	100 - 139 points	1 all-star
	140 - 160 points	2 all-stars
	161 - 180 points	3 all-stars
	100 points or more in or out	1 extra all-star (High Ins only apply in 301 games)

(b)	Cricket	
	Five (5) marks	1 all-star
	Seven (7) marks	2 all-stars
	Nine (9) marks	3 all-stars
	Six bulls	3 all-stars

3. REGIONAL LEAGUE – A & B Divisions

(a)	All '01 events	
	100 to 139 points	1 all-star
	140 to 160 points	2 all-star
	161 to 180 points	3 all-star
	100 points or more in or out	1 extra all-star (High Ins only apply in 301 games)
(b)	Cricket	
	Five (5) marks	1 all-star
	Seven (7) marks	2 all-stars
	Nine (9) marks	3 all-stars
	Six bulls	3 all-stars

4. REGIONAL LEAGUE – C and lower Divisions

(a)	All '01 events	
	95 to 134 points	1 all-star
	135 to 154 points	2 all-stars
	155 to 180 points	3 all-stars
	100 points or more in or out	1 extra all-star (High Ins only apply in 301 games)
(b)	Cricket	
	Five (5) marks	1 all-star
	Seven (7) marks	2 all-stars
	Nine (9) marks	3 all-stars
	Six bulls	3 all-stars

5. The points scored towards receiving an All-Star point in any '01 event must be scored toward an "OUT", (EG. if 120 points are scored causing the player to "BUST", no All- Star points awarded.)

6. Doubles, Triples and Bulls-Eyes scored toward receiving an all-star point in cricket **MUST COUNT** towards closing or scoring points against the opponent. Triples need not be of the same number. A player shoots a triple 20 and triple 19, if he needed two 20's to close and his opponent had already closed 20's, he does not receive an all-star point, unless his third dart hits a counting mark also. **BULLS-EYES COUNT 1.5 MARKS EACH** – four bulls is 4 ½ points, just short of 5 points and does not qualify as an all-star.

F. All boards are considered open for play or practice with the exception of boards chosen for that night's match. No later than 30-minutes prior to the time competition is scheduled for, the night's playing board shall be cleared for play. The board will then be declared players warm-up.

1. Home team has the first 15 minutes of the allotted 30 minutes and the visiting team has the last 15 minutes. Anyone may practice on a non-matchboard until time for the match to begin

2. After the match begins the only warm-up darts allowed will be nine (9) practice darts, three (3) rounds immediately prior to the player's game on the board.

3. After the practice sessions, outside of the pre game warm-up, there will be no practice allowed on the game board or ANY OTHER BOARD. Practicing during a match is valid grounds for protest.

4. Once a player is finished with his/her games for the entire match, he/she may throw darts on any open board provided it does not interfere with the league match.

G. If more than one match is scheduled at a sponsoring body (Pub or Club), at 7:25 P.M. for 8:00 P.M. matches and 6:55 P.M. for the 7:30 P.M. matches, visiting captains will meet and flip a coin for board selection. If any visiting captains (or their team representative) are not present, the home captain (or their representative for that match) will participate in the coin toss for choice of board for the absent captain.

H. If only one match is scheduled at a sponsoring body (Pub or Club) and there is more than one board on the establishment, the visiting team has the prerogative of choosing the board in which the match is to be played.

I. Penalties for alleged violations of the rules and regulations pertaining to the match and scoring not specifically outlined in this section will be assigned by the APPOINTED Rules and Grievance committee after protest is lodged according to ARTICLE VIII.

ARTICLE V - TEAM PROFILE

A. A team shall have a designated captain and co-captain who will be registered (with correct addresses and phone numbers) with the M.A.D.A. The captain will receive scores for their division weekly. All players can, if so desired by the captain, compete in each match.

1. Monday Night LEAGUE teams shall consist of four (4) to nine (9) players total.
2. LADIES LEAGUE teams shall consist of four (4) to nine (9) players total.
3. REGIONAL LEAGUE teams shall consist of four (4) to nine (9) players total.
4. The co-captain has no authority in any matters during league night unless the regular captain is not in attendance for the match. It is then the co-captain's sole responsibility to act as captain and abide by all rules pertaining to the regular captain. If the captain and the co-captain are not present at the match, the person filling out the team score sheet assumes responsibility for the match and must also abide by all rules pertaining to the captain.

B. Additions or deletions to a team roster will be allowed at any time during the season; however the 40% rule regarding participation in the playoffs will still apply. Each new registered player will be subject to the standard player fee, regardless of the nearness to the season's end. If a player was a registered player, but never played a game, an additional fee for a replacement player is not necessary. (SEE ARTICLE I - Section B for player fees).

1. All team additions must be approved by the league office, regardless of when in the season they are added. This will assure that better players are not added to alter the team's seeding.
2. Team additions will be allowed at any time during the season; however the 40% rule regarding participation in the playoffs will still apply.
3. All team additions must be received by the M.A.D.A: (1) by sign up deadline, (2) add/drops will be taken by phone (MADA OFFICE) at any time during the season; however the 40% rule regarding participation in the playoffs will still apply. (3) All monies (if required) must accompany the addition/deletion or they will not be considered. If the addition is rejected, all monies will be returned.

C. Any player, who leaves a team's roster for any reason, who played in any of the season's matches, will be ineligible to re-register with another team until a new season

begins. A player who has not played for their team and is then dropped will be eligible for registration with another team at any time during the season; however the 40% rule regarding participation in the playoffs will still apply. The team captain of the original team that they are on MUST drop this player before they can join another team.

D. A team captain can request to see an opposing player's membership number; this request must be complied with. The captain of the questioned team is responsible for his/her team. Additional identification (driver license) may be requested. If no identification is available, protest may be lodged.

ARTICLE VI - FORFEITS AND PENALTIES

A. A player is not considered absent until the beginning of the game in which he/she is scheduled to play. If a player does not show up for a scheduled game, in the singles games (501 & Cricket), this will give the game point to the team that is present. In doubles cricket, 301, or 501 any member of a team scheduled to play that game will not be allowed to throw in that game if he/she is not present when it is his/her turn. There is no waiting period between games for a player(s) once the other team member(s) have had their warm-ups and are ready to start a game. In any doubles game: cricket, 501 or 301, the team may play short-handed (skipping a turn for the absent player). A player may not participate in a team game if they are not present at the beginning of that game without the specific approval of the opposing team captain.

B. A forfeit will be declared by failure of a team to attend a scheduled match, unless the captains agree the match can be rescheduled within 2 weeks.

C. A forfeit will be declared for use of any unregistered players. The use of one unauthorized team member will result in the entire match being forfeited. It is a team's responsibility to accept the penalty of playing shorthanded if they cannot fill a team with only their registered players. The legitimate team will receive full credit for all-stars and high ins and outs thrown during the match. The team with the unregistered player receives no points, all-stars, high ins, high outs or patches.

D. A forfeit will be declared for a team having less than three (3) players in attendance for Monday Night leagues, for Regional Leagues and for Ladies league. A match can be played with three (3) or more players for Monday Tuesday, Wednesday and Thursday night leagues but not less without the specific approval of the opposing team captain. When a game comes and there is no player to play the game, that particular game will be forfeited to the opposition in attendance. Players absent from both teams - double forfeits, no points for that game go to either team.

E. When a GAME is forfeited the forfeiting team receives no points for that GAME. The other team receives all of the GAME points for that GAME.

F. When a MATCH is forfeited the forfeiting team receives no points. The winning team receives 13 points or their team average; whichever is greater for Monday Night league and 13 points or their team average for Regional leagues and 12 points or their team average, whichever is greater for Ladies league.

G. Any team forfeiting a MATCH two (2) times in one season will automatically be dropped from the league - no registration fees will be refunded. All teams dropped due to forfeit will be considered a bye for that division for the entire season and the remaining teams will receive a flat 13 points for any game scheduled against the dropped team for the entire season. Any previous all-stars, high ins and high outs earned during a match already played against the dropped team will still count for the opposing teams.

ARTICLE VII - SCORING

A. Visiting team's score shall be kept on the left side of the scoreboard on all matches.

B. Each game will be decided by a cork. Choice of giving or receiving will be decided by the visiting team.

C. The team captains are responsible for providing a scorekeeper (not necessarily a member of the M.A.D.A.) for each game. Home and visiting teams alternate providing the scorers. The players will call out scores with the scorekeeper verifying darts prior to their removal. It shall be the responsibility of the player to verify his score BEFORE removing his darts from the board!! Removing darts prior to calling out score and scorekeeper acknowledging the darts will be grounds for protest, a warning will be given for the first offense.

D. It is the responsibility of the scorekeeper to pay attention to the game being played without unnecessary conversation or socializing. If the scoreboard is in view of the players while they throw their darts, the scorekeeper shall remain quiet and still while the players take their turn.

E. A team captain may request a new scorekeeper at any point in the game if the present scorekeeper is unable to keep score efficiently or behaves in an unsportsman-like manner.

F. Captains are responsible for the accurate recording and legibility of game results, all-stars, high ins, and high outs on the match report sheet. Darts thrown and remaining

score must also be recorded on all 501 games – counting of darts thrown stops at 50. Game continues until completed, but dart count stops at 50.

G. A dart is considered thrown if it is in the throwing hand and is in the forward motion above the waist and lands in front of the tape.

H. A player must have both feet behind the front of the tape or behind an elevated level or step for each throw. If he or she violates these limits the score of that dart will be invalid. A violating player should be warned immediately, when noticed, about his/her line foul by the opposing team captain. A PLAYER MUST BE WARNED ONCE BEFORE THEIR SCORE IS RULED INVALID. If a second warning is given, protest may be filed. A player may move to the left or right of the 36" hockey line, provided both feet are behind the 7'9 1/4 line.

I. Any changes made to correct mistakes in scoring or calling must be corrected before the next turn of the player of the team for which the mistake was made, either in their favor or against. Obvious mistakes of one hundred (100) points can be corrected at any time during the match, as these are the inadvertent mistakes, which sometimes go unobserved for many turns. IT IS THE RESPONSIBILITY OF THE PLAYER TO MAKE SURE THE SCORE IS CORRECT BEFORE HE/SHE PULLS THEIR DARTS.

J. If a player is caught throwing out-of-turn, then that player's darts will not count. That player forfeits his turn that round. The team will begin to throw in the correct order, only the offending player loses his turn that round. If it is not noticed (a player throwing out-of-turn) before the other team throws their first dart in the next turn, the throwing (out-of turn) is ignored entirely and the regular line-up continues as shown on the match sheet.

K. A dart embedded in the board must not be touched after it is thrown during a turn by the thrower and/or scorekeeper. If the thrower or scorekeeper touches the dart prior to completing his/her turn, another dart cannot be thrown. The turn is over and only the dart(s) in the board prior to touching them will count for that turn. If the scorekeeper touches a dart before the end of a turn, it will be valid grounds for protest.

L. If approached by the player, the scorekeeper can only tell a player what amount is left for him to attain or what has been scored with the darts that have been thrown. The scorekeeper cannot tell the throwing player what to throw at. If the scorekeeper tells the player by mistake what amount is left for an out and it proves to be a wrong number, the throw stands as thrown. A player is responsible for throwing at the right number.

M. A player may request coaching from any member of his/her team. The player must be the one to request help.

N. The Score Sheets for each team must be submitted via fax (678-389-4944) or e-mail (brenda@madadarts.com) to the M.A.D.A office within 24 hours of the match being played. All teams doing so within the 24 hour period will receive a 2 point bonus added to the team's score for that night. Each team captain is responsible for the submission of their own scores, so the Score Sheet submitted should be marked in some manner to indicate who is submitting it to ensure that the proper team(s) receives the 2 point bonus. This also holds true for all make up matches.

O. The **ORIGINAL** match report sheets are not turned in at the end of the season, they are for your records and for filling out the profile correctly.

P. If a player at the line is accidentally bumped while in the act of shooting by anyone other than his/her own teammates, the player will have his/her choice of keeping the score after being bumped, before the next dart is thrown, or re-throwing that dart. He/she may not throw all three darts again.

Q. Penalties from alleged violations of rules and regulations without specific penalties will be assigned to an appointed rules and regulations committee after protest is filed by the offended team.

ARTICLE VIII - PROTEST

A. A captain of any team may file a protest for any irregularity of a match or surrounding conditions. The opposing team must be notified at the time of the protest. Also the score sheet must be initialed and circled by the captain, and the match must then be played to conclusion. If a member of the M.A.D.A. management is in attendance the match should be stopped and the M.A.D.A. management representative should be notified immediately. The M.A.D.A. management representative will rule on the irregularity and that ruling will prevail. If either captain still has a protest, they should follow the normal protest procedure and continue the match to conclusion.

B. A protest must be called as a protest by the captain (person acting as captain if the captain was not at match) when the scores are submitted to the M.A.D.A. League Office and also to the M.A.D.A. Office (404) 319-1078 the following morning. The APPOINTED Rules and Grievance committee will then affect a ruling. Failure to reply by the offending team captain will constitute automatic ruling in favor of the protesting team.

C. The protest must also be indicated on both match report sheets (played under protest), next to the game for which the protest was filed and called in on that night as a match played under protest. The match report sheets must be handled the same as a match report sheet that is not under protest as far as scoring is concerned.

D. Alleged violation of any rule or regulation that does not carry a specific penalty should be reported to the M.A.D.A. Office via the protest procedure outlined.

E. Ridiculous or nit-picking protests are to be discouraged. **IT IS BETTER SPORTSMANSHIP TO SETTLE DISPUTES BEFORE THEY GET TO THE POINT OF PROTEST!!**

F. All protest will be handled on an individual basis.

ARTICLE IX - PERSONAL CONDUCT

A. Heckling or harassment, including foul or insulting language by team members is strictly forbidden. It is every team's responsibility to maintain the best order during league play. If a member of the M.A.D.A. management is in attendance, one warning will be issued. If the improper behavior continues, the game being played will immediately be forfeited by the offending person's team. If the improper behavior still continues, then the entire match will be forfeited by the offender's team. If a member of the M.A.D.A. management is in attendance and the offending person is not currently playing in a match, one warning will be issued. If the improper behavior continues then that person will be put on suspension from the league immediately and will not be allowed to continue playing in the competition that day.

1. A description of any misconduct must be submitted in writing to the M.A.D.A. Office by team members, spectator's and/or pub employees.

2. The appointed rules and grievance committee will assign a penalty from one (1) to six (6) match or season penalty points depending on the severity of the case brought to the attention of the rules and grievance committee. The player may also be suspended.

B. Repeated abuse (three or more offenses) will result in a player losing all season privileges.

C. Physical violence may result in suspension as well as loss of privileges and eligibility for the next regular season or for as long as the appointed rules and grievance committee deems appropriate.

ARTICLE X - DISPUTES

A. If a dispute arises between the management of a pub and members of the pub's team causing a member(s) of the team to be prevented from playing in the pub, the

franchise for the team will remain with its owner pub or club. The franchise will remain the property of the pub as long as it can field a team.

B. If a pub's management no longer wants to field a team of the franchise, a majority of the rostered team members can take the team to another establishment and complete the season's playing schedule. (Refer to Article I-Registration, Fees, and Membership, Paragraph F.)

C. If the management of a sponsoring pub bars any league member from its establishment then it will be the responsibility of that member's team captain to field a team without that player when the team is scheduled to play in that establishment.

ARTICLE XI - DIVISIONS

A. Teams will be seeded by the M.A.D.A. The M.A.D.A. computer numerical team printout will be used as a guide.

B. All teams will be rated and seeded by the M.A.D.A. The M.A.D.A. has the authority to move teams up or down (in division standings) to create overall league equality.

ARTICLE XII - PLAY-OFFS

For a player to be eligible for participation in the playoffs, he/she must have participated in 40% of the team's matches that were played (bye weeks do not count). If the team played a 10 week schedule (with no byes) then the player should have played at least one game in 4 different weeks. If the team played 8 weeks (due to bye weeks) then the player should have played at least one game in 3 different weeks. Any player used that is found to be ineligible will automatically forfeit any game that the player participated in.

A. The top two, four or six teams in each division may be involved in the playoffs, depending on the number of divisions.

1. Standings in a division are determined by Total Points scored for a team. Ties will be broken according to the following criteria:

- (a) Wins record
- (b) Match points against each other
- (c) A play-off match at a neutral site to be determined by the M.A.D.A and agreed upon by the pub owner if time permits.
- (d) A coin toss.

B. The total number of season points may not determine a play-off berth. Wild card teams will be selected as needed to round out the field to 4, 8, 16, 32, or 64.

(1) Wild card teams may be selected depending on the number of divisions in the league, based on the following criteria:

(a) Since some teams might have a bye situation due to the number of total teams in a division, and to make it as equitable as possible for wild card berth, the procedure for equalizing is Teams in a bye division will have their average added to their score for each bye.

(b) If there are not enough third place teams to fill the selected number of play-off berths, then the fourth (4th) place team and down will also follow the criteria described above to complete the play-off bracket.

C. Play-off match-ups for Divisions A/B, Divisions C & lower, and Monday Night Leagues will be assigned by blind draw (with no regard to divisions within each category). The blind draws will be held at a public place at a pre-announced time.

D. Home team advantage in play-offs will be determined by the following criteria:

1. Season points
2. Win record
3. If a team is in a bye division and they have the same number of wins as a team without a bye, the team in the bye division will be the home team in the playoffs. Ties don't count
4. Coin toss

E. In the event of a 10 to 10 tie score in a play-off match, a tie breaker match of four (4) people per team will play a 701 (DIDO) point match. In either case the tie breaker match will be double start and double finish. Prior to the tie breaker match, a five-minute break will be taken for two (2) reasons:

1. Captains to make out their team roster.
2. A coin toss to see which team goes first. The visiting team captain will make the coin toss call in the presence of the home captain.

F. In the play-offs, each game start will be decided by a cork. The team with the fewest points has the option of corking first or second. Only participants in the game can shoot the cork. In the event of a tie in a Super weekend match, this coin flip and cork rule will also apply (ADO rules apply).

G. The top two (2) teams in each category of the City championships will receive traveling trophies to reside in their home pub until the following play-offs. Other prizes for divisional winners and runners-up will be decided each season by the M.A.D.A.

1. The city championship trophies will be mobile after each championship and not be retired except when worn or marred to the point of disgrace to a team or pub. If a team or pub refuses to relinquish a trophy; it will be turned over to the rules and grievance committee for resolution.

ARTICLE XIII - AWARDS

A. City Championship:

1. Trophies for the city championship team in Monday Night leagues will be awarded for first and second place. These trophies will be housed in the sponsoring bodies' location. The movement of such trophies will be as stated in Article XII - play-offs, G. The reigning champions/2nd place teams or sponsoring bodies are required to relinquish said trophies a minimum of 2 days prior to the city championship for turnover on Super Saturday to the new champions/2nd place teams.

2. Trophies for the city championship team in Regional leagues will be awarded for first and second place. These trophies will be housed in the sponsoring bodies' location. The movement of such trophies will be as stated in Article XII - play-offs, G. The reigning champions/2nd place teams or sponsoring bodies are required to relinquish said trophies a minimum of 2 days prior to the city championship for turnover on Super Saturday to the new champions/2nd place teams.

3. Trophies for the city championship team in Ladies leagues will be awarded for first and second place. These trophies will be housed in the sponsoring bodies' location. The movement of such trophies will be as stated in Article XII - play-offs, G. The reigning champions/2nd place teams or sponsoring bodies are required to relinquish said trophies a minimum of 2 days prior to the city championship for turnover on Super Saturday to the new champions/2nd place teams.

4. The individual players on the first place and second place teams for each category will receive an individual City champions/2nd place trophy to keep forever.

B. DIVISION CHAMPIONS:

1. Each division 1st & 2nd place winners will receive an award to be retained by the sponsoring body. Each award will have an emblem or plate inscribed with the division and season played. All money must be turned in by draw or team forfeits

playoffs & all awards.

2. Each active player on the roster for 1st & 2nd place in each division will receive an individual award with the inscribed information as stated in B.1. This award is to be kept by the individual. All money must be turned in by draw or team forfeits playoffs & all awards.

C. SPECIAL AWARDS:

1. The all-star leader per division will receive an award.
2. Patches or pins will be awarded for each Ton 80 (180) thrown during each season.
3. Patches or pins will be awarded for three (3) triples, or five (5) or six (6) bulls during league play in cricket.
4. A special award will be given to any M.A.D.A. member taking a ton 70 in or out (triple 20, triple 20, double bull) in league play.
5. An award will be given to each division high-out leader for a high-out over 100. High-outs must be called in the week they are hit, no high outs will be accepted after the last night of the season unless hit the last night.
6. An award will be given to each division high-in leader for a high-in over 100. High-ins must be hit in 301 and must be called in the night hit, no high INS will be accepted after the last night of the season unless hit the last night.

All Team fees must have been paid or awards will be forfeited.

ARTICLE XIV - RULES AND GRIEVANCE COMMITTEE

- A.** The Rules and Grievance Committee will be appointed by the League President.
1. The President will not vote on any grievance.
 2. The President does have the authority to suspend an individual or team concerning money not collected. This may be bad checks, bar tabs, registration fees, or any money related subjects.

B. Interpretation of the Rules and Regulations is the responsibility of the Appointed Rules and Grievance Committee, with no further recourse.

C. Any new rule(s) changes(s) made in mid-season will over-ride any rules already in effect, unless a later date implementation is specified.

1. Captains and Pubs will receive a copy of any rule changes.

2. It is the Captain's responsibility to notify all players in the event of any and all rule change.