

NORTH SHORE DART ASSOCIATION

RULES

Last Updated: January 2015

**"One man practicing good sportsmanship is far better than 50
others preaching it." -Knut K. Rockne**

General Information

1. If possible, the league shall have (3) sessions in a year, which are: Spring, Summer, and Fall sessions. In between sessions there must be at least one-week break not to exceed two Tuesdays.
2. Rule updates/amendments will be forwarded to all team captains for future sessions prior to that session beginning.
3. Once the league begins, all rules are final and will not be changed until the end of that session after a BOD review and approval.
4. All conflicts/disputes during league play must be brought to the **Membership Coordinator** in accordance with NSDA rules of play guidelines for each league session.
5. The NSDA will be divided into 3 or more divisions based on the amount of teams, members, and team power ranking for that session. A teams power ranking will be calculated by adding ONLY the 4 strongest/highest players individual power rankings together. Each division will have a “cap” in which team power ranking may not exceed in order to keep healthy play. The caps that have been established are as follows: Bronze Cap: 125, Silver Cap: 160, Gold Cap: TBD. In the event the power rankings for each team indicate a disparity of ability, the BOD may deviate from the above to make for healthy play. To add players to your team after the start of the session, team Captains must request permission from the Membership Coordinator prior to the player playing. At no time shall a team add a player whose power ranking places them over their divisional cap. All new players to the NSDA will receive a power ranking of 20 to start and establish the divisions. All new players from other leagues must show a power ranking or level at which they played to be properly placed in the NSDA.
6. A player’s power ranking formula is as follows: Individual players WINS (single + double) divided by total games played = 100% of new power ranking. Take 100% of new power ranking and multiply by your divisional Handicap (Bronze .60, Silver .73, and Gold .86) = 100% of the current weeks power ranking. To help keep your power ranking from fluctuating to much each week a weighting system is used. To get your final new power ranking up to date for that week, take your old power ranking and multiply it by .50 (50%). Then take your new power ranking for this week and multiply by .50 (50%) Take the two numbers and ADD THEM TOGETHER and this is your new final power ranking for that week.

Equipment

1. Darts used in NSDA events shall not exceed on overall length of 30.5cm (12 inches), nor weight more than 50gm per dart. Each dart shall consist of a recognizable point, barrel, and flight.

2. Dart Board should be a standard 18" bristle board and shall be of the standard 1-20 clock pattern and be firmly mounted and anchored. The scoring wedge presented by the 20 shall be the darker of the two wedge colors and shall be positioned at the top dead center. The standard dartboard for the NSDA shall be constructed with no staples and thin wire borders. Examples are the Winmau Blades, Nodor Supawires, Unicorn Eclipse Pro and Viper Razorback. The Vice president must approve any other dartboard.
3. Minimum throwing distance shall be 7'9 1/4" from the front of the oche' to the face of the board. The dartboard height should be 5'8" from the floor to center bull. The diagonal measured from the center bull to the front of the oche' should be 9'7 1/2". Only a 1/4" variation is allowed on any of these measurements.
4. A minimum of (2) foot clearance measured laterally from the edge of the dartboard in either direction, extending back to (3) feet beyond the oche' that is to be maintained free of encumbrances, obvious distractions or obstructions. When more than one board on the same wall is used, minimum of six (6) feet shall exist between the centers of those boards.
5. Scoreboards should be mounted within a maximum distance of (4) feet of the dartboard and at no more than a 45-degree angle to the board. Lighting must be affixed in such a way as to brightly illuminate the board surface, minimizing shadows, and not physically impede the path of the darts. The light source should not adversely affect the thrower's view of the board. Scoreboards must be easily visible to both teams.
6. A standard out chart listing suggested finishing double for 01 games **MUST** be posted in a conspicuous place so to be legible from the oche'.
7. Sub-standard equipment and/or throwing area conditions shall result in a change of venue if one is readily available. If not, the BOD may consider allowing a rematch before the next league match date only if agreed to by both team captains. The rematch will occur on the teams laid out by the BOD. If no alternate venue is available, and the team captains cannot agree on a rematch date prior to the next league match date, and the BOD deems the deficiencies significant enough, the home bar allowing the deficiencies to occur may be forced to forfeit that match.

Sportsmanship/Disciplinary Actions

1. Good sportsmanship shall be the prevailing attitude throughout the league, and any attempt to distract an opponent while he/she is shooting will not be tolerated. Complaints may result in disciplinary action according to the BOD.
2. If so requested by the thrower, all spectators and players must align themselves out of his/her line of vision or behind his/her line from which they are throwing.
3. Any actions taken by a member of the NSDA that compromises the integrity of the NSDA will not be tolerated and may result in disciplinary actions which requires the vote of the majority of the board and or the general membership. Any member that conducts his/herself in an inappropriate manner at any given NSDA activity may result in disciplinary actions. Depending upon the severity of the actions(s), the BOD may include the general members in the disciplinary actions decision which could lead to immediate dismissal from the NSDA.

4. Physical violence of any kind will not be tolerated, In the event of a fight, all members involved will be suspended immediately, and possible assault charges could be filed on the person starting the fight if police are called. The individual throwing the first blow has no right of appeal. He will be suspended for a period of not less than one year.
5. The attitude **your** team brings to a match can have a tremendous effect on the attitude of the opposing team. Concentration is an integral part to the game of darts. It is extremely hard to concentrate when you are in a bad mood. Leave it at home.
6. Remember, darts start and end with a hand shake.

Captains Duties

1. Captains and co-captains are responsible for, conduct of his team, accuracy of the score sheets, attending all captains meetings, properly registering new members of his team and insuring that his home location maintains proper standards of equipment.
2. Providing acceptable replacements for him in the event that he/she cannot attend a scheduled Captain's meeting and maintaining accurate win/loss records on each individual on his team.
3. **Captains or their acceptable replacements that do not attend meetings will be deducted two (2) points for their teams.** Captains or replacements must sign in within 30 minutes of the scheduled meeting time or by the end of the meeting whichever is longer.
4. Captains are responsible for providing a scorekeeper for each game.

Procedural

Game Play

1. All teams shall play their matches on the scheduled league night, which is Tuesday each week. Starting time for league matches is 7:30 p.m. A match begins once both team captains' exchanges and records score sheets for each match. If a match does not begin by 7:45 p.m., it is subject to a forfeit. This determination will be made by the waiting captain's discretion.
2. The home team may choose the dartboard on which the match is to be thrown. In the event that both captains agree, a match may be played on two dart- boards (if there are two certified boards available) in a format agreed to by both captains. Any board on which a league match is played must be certified and a signed board certification sheet must be displayed near the board. A player that is throwing in a match will not be allowed to practice on the opposite board while the opponent is throwing
3. The home team will provide the scorekeeper for the first game of a match and from there the teams will alternate providing the scorekeeper. In a match played on two boards, each team shall be responsible for providing a score -keeper on one board throughout the match.
4. The scorer for each game shall be a person acceptable to both captains. Should the choice of score

-keeper cause dissension, it shall be the responsibility of the home team to provide an acceptable replacement.

5. The score keeper' official duties are judging the cork, determining the position of each player's dart in the board before he/she removes them, and judging the validity of each dart's score. He is also responsible for tallying the score of each game played.
6. The score- keeper should keep his/her eyes on the board and remain still so as not to distract the thrower. Should a dart land in a hard to determine position, he shall remain still until the player's throw is complete and then determine the score. He should never ask for another person's opinion on the shot. The score -keeper may inform the shooter what he has scored and/or what he has left. The score- keeper may not inform the shooter what he/she has left in terms of scoring combinations or strategy. (It is permissible for a shooter's partner or team- mate to advise him/her during the course of the game).
7. Only players and scorekeepers are allowed inside the playing area during a game. One coach is allowed in the throwing area between throws to advise a player but must leave the throwing area during the players throw. Opposing players & spectators must remain two (2) feet behind the player at the Oche' (toe line).
8. Once called to the oche' (toe-line) for a game to begin, a player must cork within five (5) minutes before forfeiting the game.
9. For a dart to count toward the cork, it must hit and remain in the scoring portion of the dartboard until both throws are complete. Should a dart bounce out or hit outside of the scoring portion of the board, it is to be re-thrown. Additional throws may be made until such time as the dart remains in the scoring portion of the dart- board. Should a dart fall out of the board during the cork, a re-throw will occur with the second player having the option of throwing first. Should the second throw dislodge the first dart, a re-throw will occur with the second player having the option of throwing first.
10. The scorekeeper shall require a re-throw when both darts fall within the inner bull, the outer bull, or if the scorer is unable to determine which dart is closer to the bulls-eye. A double bull beats a single bull. The decision of the score- keeper is final.
11. All re-throws shall commence with the second player having the option of throwing first.
12. Should the first dart thrown toward a cork land in either the inner or outer bull, the second thrower may request that the scorekeeper remove the dart. Should the dart be removed without the request of the second player, a re-throw will occur with the second player having the option of throwing first.
13. Should a player's equipment become damaged or lost during a game, the player will be allowed a maximum of five (5) minutes to repair/replace the equipment. During a game, the player is allowed to leave the playing area for a maximum of five (5) minutes should it become necessary, and the player may exercise this right only once (1) per game.
14. A throw shall consist of three (3) darts, unless a game is completed with fewer and all darts must be thrown one at a time by and from the hand. Should a thrower touch any dart already in the dart- board prior to the completion of this throw, that throw shall be deemed completed at the touch. Scorekeepers are allowed to touch the dart when deciding review of which player is the first to begin from a cork.
15. Any darts bouncing off or falling out of the board prior to the completion of a players throw shall not be re-thrown. (Excluding the cork). If the player is in the act of throwing and the dart falls between the toe line and the board, the dart shall be deemed thrown. If the dart is dropped with no act of throwing, and falls between the toe line and board, the dart may be picked up and re-thrown. In the case of a difference of opinion as to thrown or dropped, the dart shall be considered thrown with no recourse.

16. Should a player have any portion of his feet or shoes over the oche' (toe-line) during a throw, all darts so thrown shall be counted as part of the throw, but their score shall not be recorded. One warning can be given by the opposing team captain or the scorekeeper shall be sufficient to invoke this rule. In the case of a physically impaired player, any and all equipment used by the player should also remain behind the oche (toe- line).
17. A player wishing to throw a dart from a point either side of the oche' (toe-line), must remain behind a line extended laterally from the oche'.
18. Marks (cricket) and Scores ('01). It is responsibility of the shooter to verify his mark/score before removing his/her darts from the board. The marks/score remains written if one or more of the darts is removed from the board prior to verification. The above may be waved in the spirit of good sportsmanship provided that both team captains agree. In the case of a disagreement, the marks/scores stand as marked.
19. ERRORS IN MATH must stand as written unless corrected prior to the player's next throw. In case of doubles team games, the error must be corrected prior to the next turn of any player/partner on that team. The above may be waved in the spirit of good sportsmanship provided that both team captains agree. In the case of a disagreement, the math stands as written.
20. The inner narrow band shall score "triple" the number value assigned to that wedge. The outer narrow band shall score "double" the wedge value.
21. The outer ring of the bull's eye shall score as a "single bull" (25 points) and the inner ring shall score as a "double bull" (50 points).
22. In double/team games no player shall throw until each teammate scheduled to throw before him/her has completed their throw.
23. For a dart to score, it must remain in the bristle part of the board until after 3rd dart is thrown and removed by the thrower.

Ghost Play/Order of Play

1. In a doubles or team game, it is permissible for a team to throw with fewer the required number of players, provided that the burdened team forfeits the missing player's place in the throwing rotation. The number of forfeited turns per throwing rotation must equal the number of missing players. Once a game has progressed past the missing player turn, the missing player may not join the game in progress, but is eligible to play in future games of the match.
2. In a double or team game, no player may throw until the teammate ahead of him in the rotation has completed his throw. It is the responsibility of each player to follow the order listed on the scoreboard. Any deviation from the original order of throw shall result in the team with the deviation receiving a score of zero (0) for the individual whose turn was taken by the out of order player. That turn shall be considered forfeited and it will be the other teams' turn to throw in proper order, provided that the mistake is noted prior to the completion of another turn by the offending team. If the deviation is not detected prior to the completion of the offending team's next throw, the adjusted line up shall stand for the remainder of the game. Any further deviations from that adjusted line up shall result in the mandatory forfeit of the game by file offending team.

Score Sheets

1. Lineups must be completed blind by each team captain in a match or their designated representative prior to each leg of a match. Each section of a match (single cricket, double cricket, single 301, double 501, and super cricket/801) is considered a leg. Prior to the leg, the sheets should be exchanged which will result in the opposite team completing the lineup and all is recorded.
2. All playing spots must be filled with an eligible player's membership number before the sheets

are exchanged. A team "ghost" should be used whenever a player fails to show up for a game that he is scheduled to play. At no time should a membership number be listed if that player did not actually play in the game.

3. If the posted player is absent or otherwise incapacitated, the captain may:
 - a). Forfeit the game in the case of singles, or allow the other listed player to play alone in the case of doubles.
 - b). Substitute another player, who is not listed in the event for the posted player. Only one substitution will be allowed per match and the original posted player is prohibited from playing in the remainder of the leg should he arrive or become re-capacitated.
4. Players may be listed in any order on the score sheet. They must play in the order listed within each leg line up. As in doubles, the first player listed first is considered the first player to begin the game of both teams. Any member of that team may cork first. Who ever corks first does not have any effect on that portion of the game.
5. All players must have their full name (first & last) written on each score sheet prior to the first match. This should be done on the left side of the score sheet. All membership numbers should also be placed in the appropriate square next to the game in which the player is playing. This must be followed throughout the course of the matches. Every player must have a membership number next to his games played.
6. All stars must be listed properly in order for the players to be given credit. All all-stars must be listed on both teams score-sheet, and signed by both captains at the end of the night matches prior to turning in score-sheets. Any sheets that are not signed by the captains, points will not be counted for.
7. Captains on both teams must sign the completed score-sheet, agreeing that the total of points from both teams and all-stars points are correct prior to submitting for that night end match.
8. Score sheets are to be turned in with any fees due for new players no later than 7:30 pm Thursday night of each week. If a team's score sheet is late, five (5) points shall be deducted for each late score sheet. No distinction shall be made between Home and Away Team's score sheet. It is each Captain's responsibility to ensure their score sheet is turned in on time. It is highly recommended a copy be available in the event of misplaced score sheets.
9. After the last match of the session, score sheets MUST be turned in no later than the Thursday after the match by 7:30pm. In the event of a late score sheet, the BOD will assess a penalty that could range from a deduction of five (5) points to the offending Team losing their spot in the playoffs. This will depend on the circumstances for the late score sheet.

Points/All- Stars

Points

These are awarded in the following manner:

- a). Single = 1 point each
- b). Double = 2 points each
- c). Super cricket (or if 01 is played) 3 players only, = a total 3 points
- d). Total points for the match = 19 points

Individual statistics must include:

- a). All players who played in either singles or double games.
- b). Each player's correct membership number.
- c). Each player's full name (please print)
- d). Number of games he won.
- e). Number of game lost.
- f). If the term ghost is used during the match, the term ghost should be listed in the statistics section as if he were a player.
- g). The total of games won and the total of number of games lost must equal 19. Any games, won or lost not attributable to any individual player will be scored to the ghost.

All-Stars

1. The league considers all-star points to be the way to recognize individual achievement during the course of the league session.
2. In order to get all star points credited, the points must be properly listed on the score sheets of both teams participating in the match. Both captains should sign the sheets in the appropriate locations.
3. One throw consisting of three darts cannot be counted as more than one all-star category.
4. An all-star point can only count in one category. For example, if a High In of T60 is thrown, it counts as a High In only not as both a High In and T40+ for women.
5. All- star points shall be awarded in the following manner:

For 301 games:

101 +	= 1 point
61-100 scored in/out	= 1 point
101-149 scored in/out	= 2 points
150 + scored in/out	= 3 points
180 both 301 & 501	= 3 points

For Cricket games:

6-7 marks scored	= 1 point
8 marks	= 2 points
9 marks (Round of nines)	= 3 points
3-4 bulls scored	= 1 points
5 bulls scored	= 2 points
6 bulls scored	= 3 points

6. Men and Women All-Stars are together. The categories are as follows for plaques:

High-In 61+
High Out 61+
Most All-stars
3 double Bulls
Round of 9's
Ton 80
Ton 40+ Women

7. Starting as of the fall 2008 season, if a player hits an All Star for a plaque that he or she has all ready hit in a previous season, they will not receive another plaque but instead receive a **medallion**.

Definitions

Straight Start: scoring commences without the necessity of first landing a dart inside the double ring (As in 501 games). Also know as an Easy In.

Double In: scoring shall commence with the first dart that land inside the double ring. (As in 301 games)

Double Out: a player scores the required number of points to win a game by landing a dart in the appropriate double ring. (As in any 01 game). Also known as a Hard Out.

BOD: the group of elected officials that oversee all League activities.

Cork: the attempt of one player from each team (who are both assigned to play in that game) to hit a bulls-eye / each player throws one dart: the closer being the player who goes first/starts the game.

Division: a grouping of teams of similar skills that play one another each session.

Forfeit: when a team does not participate in its scheduled match or can't fill a spot in a scheduled game.

Oche line: the line from which all darts are thrown behind: this line may be stepped on, but the front edge may not be crossed when in act of shooting. Also known as the Throw Line or Toe Line.

Game: any one of the nineteen (19) portions of a match that scores points.

Lineup: the list of players that is written on the score sheet for each team during a match.

Match: the full schedule of games on any dart night that makes up nineteen (19) points.

Midpoint of the season: when exactly half of the scheduled matches for the present session have been completed.

Player: anyone who plays a match.

Postponement: rescheduling of a match on a later date than originally scheduled.

Protest: a complaint filed in writing with the League for any possible violation of the rules during a match.

Score sheet: the paper used to record the lineups and results of a particular match.

Scorekeeper: a person who keeps score on the scoreboard during a game. This person is neutral.

Session: a set amount of time required to complete the scheduled matches determined by the number of teams involved.

Substitution: the act of replacing a scheduled player with another player.

Suspension: the removal of a player from all League activities for an amount of time determined by the BOD, unless a specific amount of time is already specified in the rules.

Ton: a combination of three (3) darts in one (1) round that total on hundred (100) points in any 01 game.

Round of nines: three trips, the same as nine marks in a cricket game.

Bust: hitting more than you needed in a 01 game, and the darts don't count.

Double ring: thin outer ring of the board, usually counts for two times the number hit.

Triple ring: the thin inner ring of the board, usually counts for three times the number thrown.

Flights: the "wings" at the end of a dart that make it fly.

Shaft: the part of the dart behind the barrel where the flights are mounted.

X-1: a double-1 out.

01 Game

1. 301 Games: (Double In/Double Out)
To commence scoring a player must land a dart in the outer ring or the center bull's eye. All subsequent darts shall be counted for score less the exceptions noted in the "Bust Rule". All scoring shall be subtracted from an initial score of 301 points.
2. 501/601/801/1001 Games: (Straight in/Double out).
Scoring shall commence with the first dart landed in the scoring portion of the board. That and all subsequent darts shall be scored as landed less the exceptions noted in the "Bust Rule". All scoring shall be subtracted from an initial score of 501/601/801/1001 in those respective games.
3. A game is concluded when a player/team scores the appropriate double score to reduce their point total to zero first. Any and all darts thrown subsequently will not count.
4. BUST RULE: A player is said to "bust" when his three darts or less score more points than remain in the game for his team. This is also the case when the exact remaining score is achieved without the last dart scoring a double value or the score remaining after the throw is (1) one point. (One point is impossible to achieve as a double value) When a "bust" occurs, the next opposing player then takes his/her regular turn.
5. **FOR BRONZE DIVISION ONLY: The "No Bust Rule" is optional.** The "No Bust Rule" may be invoked when both Players achieve a remaining score of (2) two (double one) in any 01 game. At such time as both players have only two points remaining at the beginning of their turn, it should be announced as a courtesy by the players that the "No Bust Rule" is in effect. Both captains should determine and agree for this rule to be in effect. At that time, three or more full rotations of the shooting order (as scheduled on the score sheet) shall be played under a normal scoring rule (Bust Rule in effect). If no team has won the game by the end of the three rotations, the Bust Rule is to be disregarded for the remainder of the game. Any achievement of the appropriate double score (double (1) one) during the course of a players throw shall win the game regardless of whether prior darts of the throw resulted in a score greater than that remaining for his team.

Cricket Games

1. The object shall be to "close" certain numbers on the board and achieve the highest point score. The player/team to do so first shall be the winner.
2. Cricket shall be played using the numbers 20, 19, 18, 17, 16, 15 and both inner and outer bull. (In "super cricket" the numbers 14, 13, 12, shall be used in addition.)
3. Each player/team shall take turns in throwing with three (3) darts in a row constituting a turn.
4. To close a number, the player/team must score three hits of a number. This can be accomplished by throwing three singles, a single and a double, or a triple score of a number in any combination of turns.
5. To close the bulls-eye, the outer ring counts as single bull, the inner ring, and a double.
6. Once a player/team has scored three (3) of a number, it is closed, by that player/team.
7. Once a player/team has closed a number, he/she/they may score points on the number until the opponent also closes that number. Once both players/teams have scored three (3) of a number, no further scoring on that number can be made by either player/team. All numerical scores shall be added to the player's previous balance.
8. Numbers can be closed in any order desired by the player/team. Calling your shots is not required.
9. The double and triple rings shall count as double and triple value of any wedge value respectively. Three marks of anyone number will "close" that number. Also, the double and triple rings shall count as double and triple the numerical value for the purpose of scoring on "closed" numbers as well.

10. If a player/team closes all the numbers first, and is behind in points, he/she must continue to score on any numbers not "closed".

Postponement/Forfeits

1. A match can be postponed by mutual consent of both captains only prior to the day of the match is scheduled. The team(s) that requests the postponement must notify the opposing team(s) and Board of this decision no later than 7:30pm Monday night. Exceptions to this rule are, Emergency situations, or if an Act of God takes place.
2. It's the responsibility of the captain of team requesting the postponement to notify the Board.
3. All postponed matches must be played within 6 days of the scheduled match & notification must be given to the Board as to when the make-up game will be played. Score sheets shall be due by 7:30pm on the first Thursday after the match is played.
4. The requested team will have the right to set the time and date of the new match as long as the league deems it reasonable (within the 6th day). NO postponements are allowed in the last two weeks of the season.
5. If both captains agree and inform the league, they may play their match on the night prior to the scheduled match. Failure to replay the postponed match in a timely manner, (6 days); will result in a forfeit by the requesting team.
6. A team may play with three players but must forfeit with two players or less.
7. A team will automatically be withdrawn if it forfeits twice during each half of the session. A team will be withdrawn if it forfeits at all within the last 2 weeks. The maximum allowed forfeits in any session is two (2).
8. All players on a team that has withdrawn, because of forfeiting matches, shall be ineligible to play on any other team for the remainder of the season.
9. In the case where a team forfeits only one match the following shall apply, the opposing team shall receive their average number of wins for that season of league play or eleven (11) points, whichever is higher. The average is calculated from the beginning of the session up to the point of forfeiture. The average shall be rounded down to the nearest whole number.
10. When a team withdraws for any reason, the treatment of the scores hit depends on the leg in which the withdrawal occurs and is dealt with as follows. (Note: The first leg is considered complete when all teams have played one another once. For the second leg all teams have played each other twice, etc.) If the withdrawal occurs within the first leg of a session, the score shall be zeroed for all matches by all teams played with the withdrawing team. All-star points shall remain as counted. If the withdrawal occurs in the second leg of a session, the score and all-stars from the first leg shall be kept as played. The scores for the second leg shall be zeroed. All-star points shall remain as counted. If the withdrawal occurs in the third leg of the session, the score and all-stars from the first and second leg shall remain as played. The scores for the third leg shall be zeroed. All-star points shall remain as counted. When a team withdraws, and the scores and all-stars are treated as above, the remaining matches scheduled with the withdrawing team shall be considered a BYE. This is extended in a similar manner for more than three leg sessions.

Playoffs

1. Playoffs matches are considered finished when either team wins one game more than 50% of the scheduled games. (First to 10).
2. The format for playoff matches shall be the same as regular session matches. High seed team has home field advantage.
3. At the end of a session, teams shall be seeded according to their regular session point totals and bracketed accordingly within their division. When there are 7 teams or less per division, only the top four (4) teams in each division will be eligible for playoffs. When there are eight (8) teams or more in the division the top six (6) will be eligible for playoffs.
4. The brackets shall be constructed as follows:
Top 4 Teams= 1st place plays 4th place and 2nd place plays 3rd place.
Top 6 Teams= 1st and 2nd place has a first round bye. 3rd place plays 6th place and 4th place plays 5th place. In the second round playoffs, 1st place plays the lowest seeded team and 2nd place plays the next lowest seeded team.
5. The playoff tournament shall be single elimination with matches continuing until one team remains.
6. All playoff matches shall be played at the team's home bar that has more points. The team with more points should have "Home field" advantage. Should scheduling conflicts occur and/or boards/lighting is not regulation the match must be played at a location of home teams choice and must be approved by the BOD.
7. Any playoff match must be played at the scheduled locale unless the board BOD approves the change.
8. Postponements are not allowed during playoffs.
9. In case of a tie of two teams in relation to playoff seating and season placement, Head-to-head points shall determine final seating. If head-to-head points still result in a tie a playoff match shall be played.

Protest & Appeals

1. Captains should initiate protest by notifying the BOD in writing either on the score sheet or in separate correspondence. It is advised that the protesting team's captain speak personally with a BOD member (Membership Coordinator) to ensure that the protest is noted.
2. Details of the protest must then be submitted in writing to the BOD **within** 72 hours of the start of the match being protested or the protest will be considered invalid. The team captain must sign the written protest.
3. The BOD will then review the issue and inform both team captains of the action to be taken by the league.
4. Appeals of the BOD decision must be made to the BOD in writing within 72 hours or the appeal will not be considered.
5. Should extraordinary circumstances exist, the BOD may decide to convene a meeting of team captains at which the appeal is heard. The team captains may vote by a two-thirds majority (excluding BOD members and the two affected team captains) to either support, and therefore approve the appeal or allow the BOD action to stand. This is the only vote that may be taken, a yes/no vote on whether or not to grant the appeal.
6. Rules of Play are not appealable, only actions taken by the BOD.