

Queen City Darting Association

Team League Rules

Spring 2024

I. League Committee

- a. Description** - The Queen City Darting Association (QCDA) shall govern the four/five-person league through a league Committee (herein called the Committee).
- b. Chairman**
 - i.** The Committee's Chairperson is the vice-president of the QCDA. If the board is not satisfied with the performance of the Chairperson, the board has the right to replace that person.
 - ii.** The Chairperson is responsible for calling Committee meetings as needed and keeps a written log of all protests/grievances.
 - iii.** The Chairperson will present a Committee Report to the QCDA board including details of all protests/grievances.
 - iv.** The Chairperson may appoint a league statistician.
- c. Members**
 - i.** The Committee will attempt consist of a minimum one person per number of divisions.
 - ii.** The Committee members shall be selected by the Chairperson, presented to the full QCDA board, and approved by the board.
 - iii.** All Committee members must be active members of the league.
 - iv.** The Chairperson will, to the best of his/her ability, select Committee members who are a fair representation of all levels of league play and current league establishments.
 - v.** A Committee member may be replaced at the discretion of the Chairperson or by the majority vote of the QCDA board.
- d. Responsibilities**
 - i.** The Committee will be responsible for the registration of teams, QCDA membership applications for new seasons, collecting player league fees, collecting bar sponsorship fees.
 - ii.** The Committee will advise each establishment of the team registration deadline for the upcoming season. The establishment's representative will receive this information as well as QCDA membership applications and registration forms.
 - iii.** The Committee will be responsible for assigning teams into competitive divisions and league scheduling.
 - iv.** The Committee will be responsible for establishing accurate ratings for new players, keeping a list of all original/replacement team members, listing of all substitute players.
 - v.** The Committee will be responsible for organizing and scheduling a Captain's Meeting after team registration, league scheduling, and any revisions to the rules and regulations are completed.
 - vi.** Committee members will attend Captain's meetings to answer any questions about the scheduling, and rules and regulations.
 - vii.** The Committee will be responsible for the handling of all protests/grievances which occur during the league season.
 - viii.** The Committee will be responsible for keeping a current list of all participating establishments, listing of all Committee members.
 - ix.** The Committee is also responsible for ensuring that all boards, lighting, throw lines and scoring equipment are maintained to a proper standard throughout the league season.
 - x.** The Committee is responsible for the organization of the season ending league banquet.

II. League

- a. **Terms** - The following terms and definitions apply throughout these rules.
 - i. **DartConnect** – electronic method of scoring your match.
 - ii. **QCDA Player Rating** – Rating based on DartConnect (3DA in all 01 + (20 x MPR in all Cricket))
 - iii. **Leg** – Individual Game
 - iv. **Set** – Best 2 out of 3 Legs
 - v. **Event** – A group of sets of the same type of game (4 Singles Cricket, 2 Doubles 501, etc.)
 - vi. **Match** – Full night of play.
 - vii. **DIDO** – Double In/Double Out
 - viii. **SIDO** – Straight In/Double Out
 - ix. **Deadeye** – 6 bulls in a single turn in any Cricket game.
 - x. **RO9** – 9-mark in a single turn in any Cricket game.
 - xi. **T80** – 3 triple 20s (180) thrown in a single turn in any 01 game.

- b. **Divisions**
 - i. Teams shall be placed in appropriate divisions determined by the League Committee.
 - ii. This season we have four Divisions.
 - iii. Divisions shall be numbered 1, 2, 3, 4.
 - iv. Division standings will be determined by win/loss records of **all** games played.

- b. **Captain's Meeting** – A Captain's meeting is usually held one week prior to the start of the new season; however, the League Committee determines the time and date.

- c. **Teams**
 - i. **Members**
 1. The teams consist of minimum of 4 and maximum of 5 players per team. All team members must be QCDA members in good standing with current QCDA ratings.
 2. **ALL TEAM MEMBERS MUST PLAY A MINIMUM OF ONE SET (SINGLES OR DOUBLES) TO BE ELIGIBLE FOR END OF SEASON AWARDS.**
 3. No team may carry any additional players or substitutes on their roster.
 4. A player may only participate on one team per league night, regardless of division, and even if the match is rescheduled to another week.
 - ii. **Player Ratings**
 1. Any person wishing to play in the QCDA must obtain a player rating prior to playing. A player can obtain a rating on one of the rating sessions prior to the start of league play. All unrated roster members must be rated no later than one week after the deadline for league sign-ups.
 2. QCDA Rating sessions will be held at designated bars/pubs before their weekly blind draws, League Committee meetings, or League Matches.
 3. QCDA Player Ratings will be assigned by having the person play 5 legs of 501 and 5 legs of cricket, on DartConnect, against any player. Or they may play the DartConnect computer. The player's 501 rating will be the 3DA of the 5 legs of 501 played. The player's cricket rating will be the MPR of the 5 legs of cricket played. The QCDA Player Rating = (3DA in all 01 + (20 x MPR in all cricket)).
 4. New player ratings may also be assigned on league night by having the person play 5 legs of 501 and 5 legs of cricket, on DartConnect, against any player or

they may play against the DartConnect computer. The player's 501 rating will be the 3DA of the 5 legs of 501 played. The player's cricket rating will be the MPR of the 5 legs of cricket played. The QCDA player rating = (3DA in all 01 + (20 x MPR in all cricket)). The new substitute's QCDA rating must be eligible per section **vi. Substitute Players** below.

5. Re-rating will be allowed without application to the League Committee for players that have not played or subbed in the QCDA league for 2 consecutive seasons. Members who have played or subbed within the last 2 seasons must make a written application to the League Committee stating their reason for requesting a rating change.
- iii. **Team Rating** – The team's total QCDA rating will be determined by averaging the QCDA player ratings of the top 4 rated players.
- iv. **Team Average Rating** – The team's average rating will be determined by averaging the QCDA player ratings of **all** players on the team. This will be listed on the schedules.
- v. **Division Average Rating** – The division average rating will be determined by averaging the top 4 rated players for that division. Also known as the beginning of the season division average.
- vi. **Substitute Players**
 1. If a team cannot have at least four roster members present for the match, then up to 2 substitutions can be used to make a maximum of 4 players for the night. **NO SUBSTITUTE IS ALLOWED IF 4 ROSTER MEMBERS OR 3 ROSTER MEMBERS AND 1 SUBSTITUTE IS AVAILABLE. TEAM USING THE SUBSTITUTE MUST NOTIFY THE COMMITTEE CHAIRPERSON THAT A SUBSTITUTE WAS USED. NOTIFICATION CAN BE VIA TEXT, EMAIL, OR PHONE.**
 2. All substitute players must be a QCDA Member. If they are not, the team and substitute must work out the money paid to QCDA. If Spring Season, the QCDA Membership is \$20.00. If Fall Season, the QCDA Membership is \$10.00. **The team Captains are responsible for paying QCDA.**
 3. Teams with five roster members are **NOT** permitted to use a substitute for the fifth roster member.
 4. A substitute player is legal if their current QCDA rating is no more than **10 points** higher than the player they are substituting for. This rule **DOES NOT** apply to Division 1.
 5. All substitutes must be correctly indicated on the score sheet. **Once a substitute is recorded on the score sheet, that substitute will play the remainder of the match even if a substituted player arrives. Also, the substituted player(s) cannot play.**
 6. **BOTH TEAM CAPTAINS MUST VERIFY THAT THE SUB IS RATED AND AGREE TO THEIR ELIGIBILITY TO PLAY.**
 7. **A SUBSTITUTE CANNOT BE A MEMBER OF ANY TEAM IN THE CURRENT LEAGUE.**
 8. **A substitute may not play for more than one team on the same night.**
 9. The League Statistician shall review all score sheets and report to the Committee Chairperson any use of an illegal substitute.
 - a. If the opposing team has entered a protest, the Chairperson will call a committee meeting to hear the protest.
 - b. If no protest has been entered, the Chairperson will notify the team captain who used the illegal substitute in writing and shall be subject to any penalties imposed by the Committee.

vii. Additions

1. Teams with only 4 players on the roster may add a player up to the maximum of 5 before the **5th week** into the season.
2. A written request to add a player must be submitted with the proper season and QCDA membership fees (if necessary) to the League Committee.
3. The total QCDA rating of the top 4 players (i.e. Team Rating) on the new roster may not exceed more than **10 points** of the beginning season division average.
4. League Committee must approve the request prior to the player participating in league play.

viii. Replacements

1. Five person teams have until the **10th week** to make any replacements.
2. Team must submit a written request to the League Committee to replace a player.
3. The replacement player must be a QCDA member with a current QCDA rating.
4. Replacement player must not increase the team average rating by more than **10 points** of the original team average or the beginning season division average, whichever is greater.
5. Replacement players are exempt from the season fee but must pay QCDA membership fee (if not already a member).
6. The replaced player may not substitute for any team for the remainder of the season without first appealing to the League Committee for change of player status. If approved by the Committee, the information will be noted on the league stats.
7. A player may not resign from one team and join another after registration unless an appeal is filed with the Committee and the appeal is approved.
8. If a player resigns and plays on another team without the proper appeal procedures being followed the secondary team will be penalized. The penalty will be at the discretion of the Committee.
9. The same rule applies to any player whose team has dropped out of the league season. If a team drops out during the season, individual players from that team may file an appeal with the Committee for active status as a substitute or replacement player. If the Committee approves the appeal the information will be noted on the league stats.

d. Captain's Responsibilities

- i. The team Captain is responsible for submitting the team roster with the required fees to the League Committee by the required deadline.
- ii. The team Captain is responsible for attending or sending a team representative to the season captains meeting.
- iii. The team Captain is responsible for making sure that all players are QCDA members before play begins. This applies to any player, original roster members, replacement players, or substitute players.
- iv. The team Captain is responsible for making sure there is a suitable substitute player available when needed. Ensuring that the substitute player is clearly identified on the score sheet and meets the legal requirements of substitute players.
- v. **The home team Captain is responsible for making sure the score sheet is completed properly.** The scheduled date, division, team name, players FULL NAME, etc. and the DartConnect matches are saved.

- vi. The home team Captain is responsible for making sure the visiting team is aware of where to stand on the throw line (front or back of the line) before the match begins. This will eliminate any questions of foot fouls during the match.
- vii. The team Captain is responsible for making sure that if there is a protest the proper procedures are followed.
- viii. The team Captain is responsible for making sure the team players are prompt so league play can begin on time.
- ix. **All matches are scored on a DartConnect Tablet. The HOME captain is responsible for ensuring the match has been saved on all tablets used at the end of the night.**
- x. **The HOME captain is responsible for saving the scoresheet.**
- xi. **The team Captain is responsible for paying a substitute's QCDA Membership if one is needed.**

e. **Cost**

i. **QCDA Membership –**

- 1. Membership dues are \$20.00 per year running January 1st to December 31st.
- 2. Membership dues are \$10.00 for players joining the league for the Fall Season only.
- 3. All QCDA members must complete a QCDA membership application each membership year.
- 4. Dues must be turned in with the application.

ii. **Season**

- 1. **Sponsorship** – Each establishment must pay a \$50.00 sponsorship fee per team each season. If sponsorship fee is paid by the team players, the players are responsible for finding a suitable home establishment to play in. The Committee chairperson may be contacted for assistance in locating a suitable establishment.
- 2. **Player** – A season fee of \$15.00 per player per season are due with the team roster.

iii. **All fees, membership dues, league dues, etc. must be paid in the form of a check or money order (NO CASH WILL BE ACCEPTED!)**

iv. **Return Check Fee**

- 1. The QCDA will require a \$15.00 returned check fee for any check returned for any reason.
- 2. The check will be resubmitted to the bank, an additional fee of \$25.00 will be charged if the check is returned a second time.
- 3. If the amount is not paid at this point, the individual will be notified in writing and provided an opportunity to pay the amount with the additional fees.
- 4. If there is no cooperation from the individual in paying the total amount owed then the player will be suspended from the QCDA until the matter is resolved.

f. **Matches**

- i. Matches are scheduled for Tuesday nights. **ALL DIVISIONS BEGIN PLAY AT 7:30 PM.** The traveling team should be at the bar and ready to play at the designated time. Score sheets should be filled and the lineup completed by both teams by 7:30 PM. **ALL GAMES ARE TO BE SCORED ON DARTCONNECT. THERE SHOULD NOT BE MORE THAN 5 MINUTES BETWEEN SETS.**

ii. Format All Divisions:

1. 4 sets single 501 SIDO, 1 point per game won.
2. 4 sets single Cricket, 1 point per game won.
3. 2 sets double 501 SIDO, 2 points per game won.
4. 2 sets double Cricket, 2 points per game won.
5. If necessary, 1 4-person game of 701 for a tie-breaker, 1 point.

iii. Score Sheets

1. The home team shall provide the score sheet for each match.
2. The **home team Captain will list roster members and substitutes** in the appropriate sections of the score sheet prior to beginning play.
3. Ratings for any substitutes should be verified by both team Captains and listed on the score sheet.
4. It is the home team Captain's responsibility to fill in the results of each match and ensure scores are added correctly. The Captain should verify the DartConnect matches are saved correctly.

iv. Lineups

1. The score sheet should be folded in half and each Captain fills out his/her lineup without viewing the opposing team's lineup. Once both team Captains have filled in their lineups, the sheet will be unfolded to reveal the matches. **NO CHANGES TO THE LINEUP WILL BE MADE ONCE LINEUPS ARE REVEALED.**
2. **HOME TEAM SHALL FILL OUT THE LINEUP FIRST FOR EACH EVENT.**
3. Players are allowed to play in only one set of each event (one singles '01, one singles cricket, etc.)
4. The Captains of teams with more than four players on the roster and present for the match will decide who will play and who will sit out of each event. All team members are allowed to play each night but may not play each event. Players may not be swapped during a set.

v. Multiple Boards

1. Matches are played upon at least 2 boards
2. The home team has the option to play the singles matches on up to 4 boards (if available). Each board must have a DartConnect tablet for playing the match.

vi. Starting the Match and Diddle

1. The HOME team starts the first leg, the visiting team will start the second leg. If a third leg is necessary, the HOME team will have option to throw the diddle first or have the opponent throw the diddle first. The dart closest to the bull wins the diddle and can start the third leg.
2. Should a tie breaker become necessary, the HOME team will have the **option to diddle first** or have the opponent throw the diddle first. The dart closest to the bull wins the diddle and can start the tie breaker.
3. The dart closest to the bull shall have the option of starting the game.
4. Should the second thrower dislodge the first dart, a re-throw will be made with the second thrower going first. Re-throws can also be made if both darts are equal distance from the bull. On any re-throw, the second thrower will throw first on the re-diddle.
5. When playing doubles, any player can diddle, regardless of the lineup.
6. **No more than 9 darts warming up to play the match once all players are at the board.**

vii. Playing Handicapped

- 1. A legal lineup shall consist of at least two players, one roster member and one substitute.**
2. The team with less than 4 players present will forfeit one singles '01 set and one singles Cricket set per missing player.
3. Doubles matches will be played 2-on-1 with the team missing a player receiving a score of zero (0) for the missing players turn. Example: Team A has 2 players; Team B has 1 player. Team A starts with player A1 throwing first. Then player B1 throws followed by player A2. Since there is no player B2 team B receives a score of zero (0) and it is player A1's turn.
4. If there are only 2 players for a team, they may choose to forfeit a doubles match rather than play two matches 2-on-1.
5. If a player arrives late and the lineup for the event has been listed, the late player must wait until the next event before they may play. If a substitute has been listed on the score sheet for the late player, then the player is not allowed to play at all.

viii. Rescheduling Match

- 1. All postponements and rescheduling of a match MUST be agreed upon by both team Captains. If no rescheduled date and time can be agreed to, then the match MUST be played at the originally scheduled date and time.**
2. Postponement of matches causes delays in the reporting of team standings and individual ratings across the entire affected division. It is often difficult for teams to assemble their players at a different time. For these reasons, postponements **MUST** be avoided where possible and should only be utilized as a last resort. Identifying eligible substitutes and playing handicapped will avoid postponements.
3. Matches may be rescheduled to take place prior to the scheduled time.
4. If a player must leave a match early because of illness or emergency, the Captains can agree to postpone the remainder of the match for a later date. If this is agreed upon, play will resume at the point where it left off using the same players. The score sheet must reflect the circumstances for the postponement.
5. For all rescheduled matches:
 - a. The make-up date must be decided within **ONE WEEK** of the original scheduled time. All efforts should be made to play match as soon as possible.
 - b. The Home and/or Visiting Captain(s) must contact the League Committee Chairperson to notify him/her of the reschedule.

ix. Forfeited Match

1. A team not able to not played due to the failure of a team to present a legal lineup at the scheduled date and time or rescheduled date and time the team(s) not showing will forfeit the match.
2. Penalties
 - a. First Offense – Match loss and zero (0) points
 - b. Second Offense – Suspension from league for all players for remainder of season and the following season. The Captain may petition the league committee for reconsideration of suspension prior to the next schedule match if extenuating circumstances caused the forfeit.

- c. Third Offense – If reinstated from the Second Offense and a 3rd offense occurs, all players will be suspended from league for the remainder of season and the following two seasons.
 - d. Any player may petition the League Committee for reinstatement to participate in the QCDA league after the season. The League Committee will make a recommendation to the QCDA Board who will have final say on reinstatement.
 - 3. Opposing team will be awarded the match win and the points equal to the division's current season's point average for that week. Match will be entered in DartConnect by league statistician.
- x. Protested Match
 - 1. When a match is protested, the word PROTEST must be written in bold letters on the score sheet. The protesting Captain must write the reason for the protest on the score sheet. The other Captain may write a response on the score sheet if desired. **Please keep all remarks professional.**
 - 2. **The protesting Captain must notify the League Committee Chairperson within 48 hours of the scheduled (or rescheduled) start time of the match.**
 - 3. **The match MUST be played completely – no exceptions!**
 - 4. When a protest is received, the League Committee must act within two weeks. If no contact has been made within two weeks, either team Captain may contact any QCDA Officer (President, Vice President, Secretary, and/or Treasurer).
 - 5. The League Chairperson will call a League Committee meeting to hear the protest.
 - a. Both team Captains and any additional protest participants must be present during the meeting.
 - b. Both Captains will give their comments and explanations
 - c. The Committee will discuss and make a ruling on the protest.
 - d. Both Captains will be informed of the Committee ruling, both team Captain's must adhere to the decision.
 - e. Either team Captain or any team member who disagrees with the Committee's decision may appeal the decision to the QCDA President within 2 weeks of the Committee's ruling. The appeal will be brought to the full QCDA board with both team Captains and any additional protest participants present. The QCDA board will decide on the outcome of the protest. **The QCDA board's decision is FINAL.**

g. League Statistician

- i. The League Statistician is appointed by the League Committee Chairman.
- ii. The Statistician will immediately notify the Chairperson of all protests noted on the score sheets or the use of any illegal substitute/replacement player.

h. Penalties

- i. **Missed Captain's Meeting** – Any team not having an original roster member present at the Captain's meeting will be penalized **5** game points.
- ii. **Late Match Reporting** –
 - 1. Failure to enter and save DartConnect match results by the deadline may result in the following penalties.
 - 2. The League Committee Chairman will have the discretion to apply the penalties.

3. Any team will have the right to appeal penalties to the full committee and then to the full QCDA Board. The QCDA Board's decision will be final.
 4. The Visiting team will only be assessed penalties if the home team entered results before the deadline.
 5. Penalties –
 - a. **First Offense** – Verbal warning by Statistician or League Committee Chairman.
 - b. **Second Offense** – Written warning by Statistician or League Committee Chairman
 - c. **Third Offense** – Automatic 15 game point deduction.
 - d. **Four or More Offenses** – Automatic 1 point match deduction for each offense.
- iii. **Illegal Player/Substitute** – Any team using an illegal player will lose all points earned by the illegal player. The team Captain using the illegal player will receive a warning. **The application of the penalty WILL affect the original win/loss outcome of the match.** Any Captain using an illegal player a second time will be called to appear before League Committee. The Committee will have the discretion to apply further disciplinary action.
- i. **Awards**
- i. Division standings will be determined by win/loss record of **all** games played.
 - ii. Each season player on the first-place team in each division will receive an award to be given out at the banquet. Additional awards will be determined by League Committee.
 - iii. Each season player having the highest Singles 501 Leg Winning Percentage (LW%) in each division will receive an award. **To be eligible, a player must play a minimum of 75% of the number of singles 501 matches that can be played** (i.e. 15 weeks, 15 possible singles 501 matches, 11 singles 501 matches must be played). **Tiebreaker will be more matches played (i.e. if there are two or more players with the same Singles 501 LW%, the player with more matches played wins).**
 - iv. Each season player having the highest Singles Cricket Leg Winning Percentage (LW%) in each division will receive an award. **To be eligible, a player must play a minimum of 75% of the number of singles Cricket matches that can be played** (i.e. 15 weeks, 15 possible singles Cricket matches, 11 singles Cricket matches must be played). **Tiebreaker will be more matches played (i.e. if there are two or more players with the same Singles Cricket LW%, the player with more matches played wins).**
 - v. Each season player hitting the highest “out” in each division will receive an award.
 - vi. Any player (including substitutes) that hits 180 and/or 9-mark will receive award pins.
 - vii. Any player (including substitutes) who hits a “170” out or Deadeye will receive a special award.
- j. **Post Season Tournaments**
- i. **Division Playoffs**
 1. The division playoffs will be held two weeks after the last week of the season.
 2. If any team cannot participate, that team Captain should notify the League Committee Chairperson.
 3. Week 1 of the playoffs will be between the 2nd and 3rd place team from each division at the 2nd place team's home bar.
 4. Week 2 of the playoffs will be between the 1st place team and the winner of Week 1 playoffs at the 1st place team's home bar.
 5. **SUBSTITUTES ARE NOT ALLOWED TO PARTICIPATE IN THE PLAYOFF MATCHES.**

ii. The City Championship

1. The City Championship will be held at the end of each season and will be played at the establishment that currently holds the cup.
2. The League Committee reserves the right to change the venue of the City Championship based on number of boards available to play on.
3. The Championship will consist of the winners (4) from each Division Playoff.
4. Teams will be notified by phone, email, and/or text of the date the match will be played. The number of teams will be determined by the League Committee.
5. The matches will be held within 4 weeks of the conclusion of the regular season. Exact date and time will be determined by the League Committee.
6. **SUBSTITUTES ARE NOT ALLOWED TO PARTICIPATE IN THE CITY CHAMPIONSHIP.**
7. If any team cannot participate, the team Captain should notify the League Committee Chairperson. The League Committee Chairperson will notify the losing team of the last Division Playoff match.
8. The City Championship will be handicapped round-robin. The handicap will be based on individual pairings and the season ending all '01 and all Cricket DartConnect ratings.
9. The format will be 3 games handicapped 501 SIDO Doubles and 3 games of handicapped Cricket Doubles. Two team members will play handicapped 501 SIDO and two team members will play handicapped Cricket. Each game is worth 1 point. You will be able to change players at the end of each round.
10. The team the highest cumulative point total at the end of the round-robin will be the City Champion.
11. **Ties for the City Championship will be broken with a 1 game handicapped 4-person 701 SIDO.**
12. The League Committee reserves the right to change the City Championship format based on the number teams that participate.
13. The establishment that sponsors the winning team will hold the cup.

iii. QCDA Doubles Tournament

1. Each team has an invitation to send ONE doubles team. Each captain **must confirm a week before** the match is to be played.
2. Date and time of the Doubles Invitational will be determined by the League Committee.
3. Format of the Doubles Invitational will be handicapped 501, Cricket, Choice.

iv. QCDA Singles Tournament

1. The QCDA Singles Tournament is open to all paid QCDA members in good standing who have a QCDA rating.
2. Date and time of Singles Tournament will be determined by the League Committee.
3. Any member wishing to participate in the singles tournament must inform the League Committee Chairperson **one (1) week prior** to the tournament.
4. Format of the Singles Tournament will be handicapped 501, Cricket, Choice.

k. League Banquet/Signups

- i. A league banquet will be held for each season to pass out awards. The banquet at the end of the spring season will be the General Membership meeting with the added purpose of electing members at large to the QCDA Board.
- ii. The location, date and time of the banquet will be determined by the League Committee.
- iii. Original team members and replacements may attend the banquet at no charge. Guests are welcome to attend the banquet at a small charge set by the League Committee (\$10)
- iv. The banquet will include catered food, beverages, and any other activities the Committee arranges.
- v. The League Committee will notify the captains and players as early as possible.
- vi. The banquet is the last night to turn in next season's roster.

III. General

a. Sportsmanship

- i. All league players, (original/replacement/substitute) are to always conduct themselves in a courteous and sportsmanship like manner.
 - ii. Only players playing at the time are allowed to stand or sit past the tables.
 - iii. Any misconduct should be reported on the league score sheet. An investigation will take place where both sides are heard and a decision rendered by the Committee within (2) weeks of the receipt of the complaint.
 - iv. If, after the investigation, a player is barred from the league, all membership dues and league fess are forfeit. **QCDA will not reimburse the player(s) barred.**
 - v. If an establishment refuses to let a barred player into the establishment "on good behavior" for a scheduled match the affected team may:
 1. Get a suitable substitute.
 2. Request the teams play at a neutral location.
 3. Play handicapped.
 4. **Arrangements should be made in advance of the scheduled time**
 - vi. If a player gets barred during league night, the establishment should notify the Committee so an investigation can be implemented. The Committee will decide if the member's behavior warrants having disciplinary actions placed against him/her.
- b. Conflicts – No QCDA board member or League Committee member will make an on-the-spot decision regarding conflicts not covered under these rules.**
- c. Rule Changes -** Any changes to the Team League Rules and Regulations will be approved by a majority vote of the QCDA board **with the general membership being notified through the current team captains.** Where conflict exists, American Dart Organization (ADO) shall supersede the QCDA rules.
- d. Membership Application -** Each establishment will have QCDA membership applications.
- e. Unusual Match Results -** No unorthodox method may be used to determine the outcome of a match (such as a coin toss). The Committee will become involved and will do a thorough investigation of the situation and render a decision. The Chairperson will contact both team captains and have them tell their version. Both team captains will be advised of the decision and their right to appeal.

- f. Tied Trophy and Playoff Positions** - If 2 or more teams are tied for a trophy or playoff position at the end of the regular season, the following steps will be taken until a winner is determined.
- i. Head-to-Head (most wins between tied teams)**
 - ii. Season League points**
 - iii. Season Leg win %**
 - iv. Season Team 01 3DA**