

Central Alabama Dart Association (CADA)



GUIDELINES AND RULES OF PLAY

**REVISED FOR THE
Fall, 2018 SEASON**

Central Alabama Dart Association (CADA)

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LEAGUE DESCRIPTION

The Central Alabama Dart Association (CADA) is a non profit, civic organization of amateur dart players that compete for fun. Teams are comprised of between 6 and 8 players and are sponsored by various businesses and organizations in the greater Calhoun County area. The registration fees, paid at the beginning of each season, cover the league's operating expenses, makes charitable donations, purchases trophies for winning teams and individual accomplishments and assists with end of season parties and tournament.

Teams are divided into divisions of 4 to 8 teams which play a sufficient number of matches for each team to play all other teams in their division at least twice in a season. Divisions are made up of teams with similar playing ability to provide friendly competition for all league members. Each team has a captain, responsible for ensuring his/her players receive a schedule of where the weekly matches take place, and to ensure that team members are informed of any changes to the schedule or other factors affecting the team, and to make fee payments to the League Manager.

This document describes team formation, team captains, game and match descriptions, rules of behavior, coaching, suspensions and other rules of the league. A copy of these rules **MUST** be available at every league match. Either leave a copy of the rules at the home base, or ensure that the team captain carries his/her copy to every match. If at any time during the season, a rule or regulation needs to be amended, there will be a called meeting consisting of the CADA Manager, Division Representatives and Team Captain's (Executive Committee) to review and consider the amendment.

MEMBERSHIP

CADA membership is open to anyone in the Calhoun County or surrounding areas.

Individuals under the current legal drinking age shall be eligible to play only in those establishments as permitted by the laws of the State of Alabama.

The Executive Committee retains the right to suspend or terminate any member, team, or establishment for the violation of the rules of CADA as contained in this document.

Membership Definitions

- An ***Inactive Member*** is a person not on a current season team roster. Inactive members are not eligible for any benefits of CADA membership including, but not limited to, playing in the season ending banquet blind draw tournament.
- An ***Active Member*** is a person that has played one (1) match during the current season. Active members are eligible for all benefits of CADA membership, except those with additional requirements.
- A ***Qualified Member*** is an active member that has played three (3) or more matches during the current season. Qualified members are eligible for all benefits of CADA membership including, but not limited to, being eligible to play in the playoffs.

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Team Dues

- Team dues shall be \$80 per team per season.
- Team dues shall be paid prior to the beginning of the season by the date specified by the League Manager.
- These dues, along with rosters containing membership information, will enroll the team in the association, subject to approval by the League Manager.
- Team dues are not refundable or transferable under any circumstances.

LEAGUE OFFICERS

League Manager

The League Manager governs all league activities, including financial transactions and record keeping. He/She sets meeting dates for captains to start each new season and sets each divisions schedules. He/She is also responsible for coordinating and scheduling season activities, purchase of trophies and awards, and with the division representatives, determines what division each of the teams will be placed in.

He/She also:

- Posts all standings on the CADA League website each week.
- Posts announcements and notifications to team captains and league players as needed.
- Manages the website domain and maintains communications with the domain host to renew the domain, and report outages and other problems.

Division Representatives

Each division will have a representative to contact if needed to settle a dispute or answer questions regarding rules. Division representatives along with the League Manager comprise the Executive Committee that determines team/division placements, and also arbitrates disputes that team captains cannot resolve. If a dispute needs to be settled or you have questions regarding the rules, contact your Division Representative first. If your Division Representative cannot be reached, then contact the League Manager.

Team Captain

Team Captains' are the spokespersons for the team. If a dispute over a match or any other issue arises, it is the Team Captains' responsibility to remedy the situation if possible. League officers should not interfere with the team captains attempting to resolve an issue, unless asked to by both team captains. If the issue cannot be resolved, notify the Division Representative no later than the following day.

Team Captains' are required to submit their team rosters as soon as possible to prepare for the next season, generally 2-3 weeks prior to the expected start date. Rosters must have at least 6 players, but can have 2 alternates. Make sure that any team roster changes you wish to make are approved by the league PRIOR to that person participating in a match. Also, the league MUST be notified by email/text of the addition to the team. And remember, NO roster changes will be allowed after league play in week 3 of the current season starts, unless it is to pick up a player to bring the roster to eight players. The exception is if people drop from the team, the team roster can be brought up to eight players from new people or people who were stranded by his/her team folding.

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Team captains are responsible to have an email address, or appoint a player who has email to submit match results to the League Manager the following day (Wednesday), and relay information to their players and their home base. Match results **MUST** be sent in by Thursday afternoon in order to be added to the website in time.

BOTH teams **MUST** email match results to cadaleague@aol.com or a text message via cell phone is acceptable. Email the results of the match as soon as possible for updating the website standings, preferably no later than 5 P.M. on Wednesday following the match. If there is a dispute between the two reported scores or if the information is unclear, the League Manager will request both team Captain's to agree on the match results. Team Captain's should not sign the match sheet until all scores and all-star points are verified by both teams.

NOTE: PLEASE MAKE SURE BOTH FIRST AND LAST NAMES OF ANYONE GETTING ALL STAR POINTS ARE GIVEN ON THE MATCH SHEET AND IN THE EMAILS! With the league growing every season, it is impossible for us to know each and every player by their first name only.

- The whole idea of a dart league is to give new and inexperienced players an atmosphere of friendly competition to build confidence and experience. We would like to see teams with a mix of experienced, intermediate and inexperienced players if possible.
- Provide names, phone numbers and emails, if possible, for all players. Your information will not be shared with anyone without your permission. At least one functioning email is required for every team, and should be noted as the one designated to send and receive information from the team Captain.
- Turn in the league entry fee with the team roster. In cases where the sponsoring business or organization is paying the team entry fee, explain to them that dues must be paid when the team roster is submitted. Entry fees are used to cover operating costs and awards at the end of the season.
- Attend all Captains' meetings or assign a player to attend if you cannot.
- Manage a legal and responsible team.
- Please make sure match sheets are filled out correctly; names are spelled right and all information is legible and correct.
- Email or text the results of every match to the league manager. This applies to both the home AND the visiting team. Make sure this email contains the following information:
 - 1) Week no.
 - 2) Home Team and score
 - 3) Visitor Team and Score
 - 4) All-star names and scores for home team
 - 5) All-star names and scores for visiting team
- Run a smooth match, handling all disputes responsibly.
- Notify the opposing team captain in case of unavoidable tardiness, postponement or dire emergency.
- If a match has to be postponed, both Captain's must agree on the reschedule date and notify the Division Representative.
- Rescheduled match should be played before next scheduled match, if at all possible.
- Keep distractions to a minimum (lower music volume, etc.). Normal crowd noise cannot be avoided, but correcting unnecessary noise or interruptions is the home team Captain's responsibility.
- Any Captain that opposes playing conditions may protest said match, BEFORE play begins, unless the adverse condition is created after play commences.
- Notify the Division Representative of any grievance, and describe it in writing.

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Team Captains' can play both regular team members and their alternates in whatever games he/she chooses. The only stipulation is that the player cannot be used in any more than 4 games. The whole purpose of a league team is to play as a **TEAM**, not playing their star player over and over in several matches. Team Captain's should review the lineups carefully before the match to ensure this rule has been followed and make necessary changes.

****Team Captain's are also encouraged to get the weekly league standings posted in their respective home bases****

PERSONAL CONDUCT

- Good and fair sportsmanship at all times!
- Matches should start and end with a handshake.
- The Association will not be held responsible for the actions of any player(s) or spectators.
- Heckling or harassment is **NOT** to be allowed by **ANYONE**.

Any and all team(s) and player(s) failing to comply with the CADA Rules and Regulations shall be subject to disqualification or barred by the CADA Officers. To be allowed back into the league, it will be decided and voted on by all **Officers and Team Captain's**.

The repeated use of foul or insulting language, verbal harassment, drunkenness and or resorting to physical violence, is just cause to penalize any and all offenders as seen fit by the CADA Officers and Team Captain's.

All players and teams must be of legal age and in good standing with the league, business or organization hosting the match.

SUSPENSIONS

Categorically, and without restriction, CADA reserves the right to suspend or expel (terminate) any member who willfully creates disharmony, behaves in a manner prejudicial to order and discipline or tarnishes the image of the sport of darts. For example, heckling or other harassment is strictly forbidden, and may subject a team to forfeiture of a match. A team may make noise when throwing, but must refrain from any undue movement at or near the dartboard line. The League Manager retains the right to suspend a member or team for harassment, and may charge the violating team with penalty points.

The CADA organization will not be held responsible for any fighting or property damage. However, at the discretion of the host owner, a league member can be held liable for damages if found to be responsible for the damage or injury.

DRUGS: Any CADA member who is barred from a hosting place for drugs during league play will be suspended from the league.

ALL INFRACTIONS, SUSPENSIONS, PROBATION, ETC. will be reviewed by the CADA Officers and Team Captain's. Reinstatement will require a majority vote of all CADA Officers and Team Captain's present at the meeting.

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COMPLAINTS/PROTESTS

A complaint must be taken to the Division Representative to see if it can be resolved. If the Division Representative cannot resolve the complaint, he/she will notify the League Manager. All complaints shall be addressed within 48 hours of notification.

A protest may be filed with the Division Representative for any alleged breach of CADA rules. Protest must be filed in writing (letter, email, or text) within 48 hours of the incident to the Division Representative.

If an irregularity occurs during a match, the opposing Team Captain or acting representative must be informed that the match is being played under protest from that point on. The protest of the match **MUST** be noted on **ALL** copies of the score sheet.

LEAGUE MEETINGS

Two types of league meetings are held. At the beginning of every season there is a Captains' meeting to turn in team rosters and entry fees. Then there are meetings that all league members attend:

1. Inform all members of any rules/policy changes that have occurred since last season;
2. Inform members of other issues that come before the league.

TEAM FORMATION

Businesses or organizations sponsoring any team should pay the fee, but in some cases, it is left up to the team members to pay their own fee. It is the duty of the Team Captain to make sure the dues for his/her team are paid at the beginning of each season.

Teams can have a minimum of 6 players and a maximum of 8. However, in order to play all games in the match, there must be 6 players present (see **GAMES DESCRIPTION** below). Any changes to a team roster must be approved by the league officers before the new team member can play. Player additions are limited to picking up players whose teams have folded, only when a team has less than an 8 player compliment. Also, once picked up by a team, a player cannot move to another team, and the addition must be approved by the Executive Committee.

There are two exceptions to these rules regarding teams or players dropping out of the league. First, if a team loses players and the available number of players drops below 6, the Team Captain can add players at any time during the season. However, the new players cannot leave a team to join another team, and must be approved by the officers. The second instance is when the short team cannot find any players to bring their roster to 6 shooters. In that case, the remaining players can join another team in their respective division or higher that has less than 8 players on their roster. The reasoning here is, we should try and preserve a team if possible, and we should not restrict players who, through no fault of their own, want to play but no longer belong to a team.

Team Captain's must have the approval from the Division Representative or League Manager before a substitute player that is not currently on a team's roster can throw. The substitute must be of the same caliber or

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less of the player being replaced. Substitutes can only be used to bring the number of players up to the required 6 or league play.

Any illegal player(s), such as; underage, barred from CADA, a sponsoring business or organization in which the match is held, the team will lose ALL POINTS earned by that player plus any previous matches in which he/she played illegally. Any Captain(s) request for positive identification of any player must be complied with.

DIVISION FORMATION

Team rosters are submitted at the Captain's meeting at the beginning of the respective season. The Executive Committee determines what division a team should be placed in by reviewing the listed players based on their relative talent. Ideally, divisions **A, B and C** would each have 8 teams. However, divisions are first organized around relative talent which means that a division may only have 4 teams. If there are sufficient teams left over after these are selected (4 minimum), a third, or C division will be formed. A major consideration is always to avoid an odd number of teams if at all possible. No team wants to have two bye weeks during the season.

One determining factor in division assignment for B-division is, if a team must be moved into A-division, it shall be the team scoring the highest number of points during the regular season. If the B-division team winning the championship is other than the team scoring the highest number points, they are allowed to stay in B-division to defend that title. **HOWEVER-** if they should win the championship a second time they are automatically moved up to A-division. Likewise, the lowest scoring A-division team will usually move down to B-division, depending on the number of teams in the division.

Division Representatives are established for each division, to notify Team Captains of meetings and other pertinent information as necessary. Team Captain's in turn are required to notify their team members. Also, if Team Captain's need to contact the Executive Committee, they should contact their respective Division Representative first.

LEAGUE NIGHT AND TIMES

League schedule is Tuesday evenings, and match start time is 7:00 PM. A 30-minute window is allowed, but the match must begin no later than 7:30 unless special circumstances are agreed upon beforehand. Team members must be present and ready to play when their game is called. A five-minute window is allowed for every game, but if neither of the players is present within the five minutes, the game is forfeited or the next game can be played if both teams agree. No adjustments are allowed in the team line-up once the match sheet is filled out, unless agreed upon by BOTH team Captain's. If BOTH team Captain's agree to make adjustments, they BOTH must initial the score sheet by the adjustment. A team is only allowed one departure from the match format, however; normal playing order must be restored. When only one member of the doubles team is available, the game proceeds with that player and a ghost player. The ghost's turn shall be skipped during each rotation.

A standard match must be played if only five team members are present. The match sheet is designed so that a six-person team gets to play 4 games each. No player is allowed to play in any more than four games. A substitute player can be used to fill in if there are only 5 players available. However, he/she must be of the same or lesser caliber as the player he/she is substituting for, and is not allowed to receive all star points. If a team only has 4 players present, every attempt should be made to reschedule the match. If reschedule is not possible, the team is required to play, but they are only allowed to play four games each per the rule that no player can play more than once in any match segment. A complete forfeit is when there are three team members or less present and a makeup match is not possible.

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MAKEUP MATCHES

If a team is unable to play on the scheduled night, the team Captain must notify the other team Captain no later than 5:00 p.m., on match night, to reschedule. Make-up matches must be played later in the week on a night agreed upon by both teams if possible. Otherwise, it must be played prior to the last week of the season. Ensure that the League Manager is notified.

FORFEITS

A team that does not show up for a match with at least four players forfeits that match and receives no score. A team forfeiting two (2) consecutive matches during an association schedule will be suspended from play for the remainder of the season. All forfeits will be scored as follows:

1. The forfeiting team/players shall receive zero (0) points in all categories (wins, all-star points, etc.).
2. The team forfeited to shall receive the maximum amount of wins. If the season is less than three (3) weeks old, no all-star points shall be scored. If it is four (4) or more weeks old, the weekly average all-star points, up to the week being forfeited, shall be scored.

ESTABLISHMENT RESPONSIBILITIES

It is the responsibility of the establishment owner/manager and the home team's Captain to see that excessive noise, loud machines near the dart area, and other interference with association play are avoided. Failure to do so may result in the establishment's suspension by the League Manager.

The establishment shall be responsible for supplying and maintaining an association approved dart machine. All association competition including tournaments and playoffs shall be conducted on a standard dart machine. The foul line (throw line) shall be eight feet (8') from the surface of the board, measured along the floor to the front edge of the line, and shall be no longer than thirty-six inches (36").

Match Description

The league match consists of 11 points and is designed to provide 24 player positions. This gives equal playing time to a six-person team with no team member playing more than 4 games in a match. If a team Captain chooses to play his/her alternates during a match he/she may do so. No team member can play more than one of each type of game. All games in the match are partner games.

- The first game consists of 3-person teams playing 701, open in, double out.
- The next three games are partners, 501, open in, double out
- Games 5, 6 and 7 are partner's cricket
- Games 8, 9 and 10 are partners 501, double in, double out.
- Game 11 is the same as game 1, 3-person teams, 701, open in, double out.

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The board must be cleared and warm-up allowed for the players in that night's match, no later than 30 minutes prior to start. Players are allowed nine (9) warm-up darts prior to each game if requested.

The visiting team may choose the board for the match if more than one board is available. The match may be played on more than one board, if possible, provided BOTH team Captain's agree. Visiting team starts game 1. Starter in the remaining games will be determined by coin toss.

GAMES DESCRIPTION

The official league games of the Central Alabama Dart Association (CADA) are 701, 501 and Cricket.

701 and 501: Variations of the game are 601, 901, etc. The object of the game is to work down from 01 to 0 exactly. Other variations are doubling in and/or doubling out, which means starting on a double and finishing on a double. To start, any double will do.

The cork (Bullseye) shall not be used to start or finish the game because of its large target size. Instead, only the outer ring of the dart board may be used for this purpose. Once a player has hit a double he/she then continues down in score until he/she now has a score low enough to be represented by a number's double. For example, a score of 40 is represented by a double 20, a score of 30 is represented by a double 15. However, a score of 50 does not mean that a bullseye can be used to successfully finish the game. A zero score must be reached using the outside ring on the dart board. To finish, the double has to equal the number of points to reach 0.

All 01 games require hitting a double in order to "Go Out" and win. If a higher number is hit, that is considered a "Bust" meaning that the turn is over and the score remains as it was at the beginning of the turn.

CRICKET: Cricket is a team game. For team play, 1st player from team A tosses and score is recorded. First player from Team B does the same. Second player from Team A tosses, etc. Numbers 15 through 20 plus the Bullseye are used. The object of the game is to score three (3) darts in each number.

To win the game, a team must "close" all numbers, score three (3) Bulls and when there are points scored, be ahead or be tied.

Hitting three triples in a single turn is called a White Horse. All three darts in the same triple segment of the number is called a round of nines. However, ALL TRIPLES MUST BE SCOREABLE.

MATCH REPORTS

The match sheet is designed so that each team fills out their portion without seeing how the other team has arranged their players. It must be completely filled out by both teams in the blind, meaning that the roster sheet is folded in half, the home team fills out their roster first and the visiting team fills out their half WITHOUT looking at the home team's lineup. Further, the second team to fill out his/her part of the roster cannot leave the room. It must be filled out in the presence of the other team. In the case of a Team Captain's absence, he/she shall designate another team member to set the order of players for that match.

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When filling out the match sheet, PLEASE use first and last names of ALL players. **If your teams match sheet is not turned in before the next week's match, your scores for that week, including all-star points, will not be counted. This rule applies to BOTH home and visiting team.** Following is an example of the match sheet.

CADA MATCH SHEET

WEEK _____

HOME TEAM			VISITOR TEAM		
701, D.O.			701, D.O.		
501, D.O.			501, D.O.		
501, D.O.			501, D.O.		
Cricket			Cricket		
Cricket			Cricket		
Cricket			Cricket		
501, D.I/D.O.			501, D.I/D.O.		
501, D.I/D.O.			501, D.I/D.O.		
501, D.I/D.O.			501, D.I/D.O.		
701, D.O.			701, D.O.		
Total Wins			Total Wins		
Date	Signed		Date	Signed	

Enter All Star points on the back of the sheet.

01 All Stars: Score of 100 or higher for B & C -Div.; 111 for men in A-Div., and 100 for women; any 501 game in 18 darts or less,

or any 701 game in 24 darts or less

Cricket All Stars: Hat Trick, White Horse, RO9, any game 18 darts or less

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ALL STARS

HOME _____

AWAY _____

WEEK _____

01 ALL STAR POINTS	01 ALL STAR POINTS
01 LOW DART OUT	01 LOW DART OUT
01 HIGH DART OUT	01 HIGH DART OUT
CRICKET HAT TRICKS, RO9, WHITE HORSE	CRICKET HAT TRICKS, RO9, WHITE HORSE
CRICKET LOW DART GAMES	CRICKET LOW DART GAMES

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SCORING

The score recorded by the machine is the score that the player receives with the following exceptions:

1. A dart that sticks in the board in a segment other than what the board registered.
2. A dart that sticks in the board but does not activate the electronic scoring.
3. The board registers dart(s) being thrown before the player has actually thrown dart(s).

If a dart bounces off the board, it is considered a dart thrown even if it does not score. It may not be thrown again.

If a dart thrown results in a stuck segment, the player should complete the turn, and someone OTHER than the players in the game unsticks the segment which gives the player the credit for darts thrown. If the player disagrees with the score and a consensus cannot be reached, the entire turn must be thrown over, with the scores brought to the level prior to the turn in question.

If the dart board scores a dart wrong (i.e. dart in the double segment of a number but only credits a single) the dart overrides the score credited. In situations where no consensus can be reached by the player and team captains, the turn must be restarted, and brought to the last agreed upon score.

A dart PROPELLED forward is counted as part of the throw, whether it hits the board or misses. (Falling out of hand, is not considered a throw and can be picked up and thrown.)

Should a player have any portion of his/her feet over the throw line during a throw, all darts so thrown shall be counted as darts thrown, but any score made by said darts shall be invalid and not counted. One warning from the opposing team shall be considered sufficient before invoking this rule. Foot faults should be reported to the team Captain, who in turn, shall inform the offending player.

It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.

If a machine resets due to power failure or other reasons beyond control, the game will be started over and replayed from the start. If a machine resets, tilts, or malfunctions due to intentional or non-intentional player action, this shall result in the loss of the match for the team committing the action.

Darts on the board may not be touched until the turn is over, and either the player change button is pushed, or the machine recognizes that the turn has ended.

All Star Points

All-star points are accumulated throughout the season, and are given to players who get a score of at least **111 for men and 100 for women in A-division** or 100 for B & C Division in a single turn (all 01 games). Cricket all-star points are one point given for every hat trick thrown, and every round-o-nines or white horse thrown. These awards are given to each division separately.

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The Team captain must write the score on the back of the match sheet in the space provided. Make sure the points and the player's **FULL** name are written down when the points are scored. All-star points are also given for any team finishing a 501 or a cricket game in 18 or fewer darts, and any 701 game in 24 or fewer darts. There will be a plaque given to the top player (male and female) that receives the top all-star points for each division. A separate trophy or plaque will be awarded to any cricket player hitting the highest number of round of nines/white horses (any three triples that count toward winning the game), and/or hat tricks.

Coaching

A team member is the only one who may tell his/her teammate what to do in any game played.

A player may not receive any coaching from a person not on his/her team.

Partners may consult each other at any time on what to throw as long as it doesn't interfere with the person playing on the line.

No one is allowed within 3 feet of a shooter, especially ahead of the throw line. It is very distracting to a player at the line to have someone in their peripheral vision. Loud conversations and heckling a player while he is shooting is grounds to have the game forfeited at the discretion of the victim's team captain. If you are throwing and undue comments, noise or intentional distractions occur, stop the play and ask that it be stopped. If it continues, notify your captain immediately. If you continue to throw and lose the match, you have no grounds to challenge.

PLAYOFFS

There will be a playoff at the end of each season, and will involve the 1st, 2nd, 3rd and 4th place teams. **During the playoffs, there will be no all-star points earned. First and Fourth ranked teams will play each other, and Second and Third place teams will play each other, both playing a standard match format until one of the two teams reaches eleven points. (Depending on the number of teams in that league)** The first team to win 11 points advances to the final (Championship) match. All divisions will have a champion and a second place team. **A, B and C Division** Champions will also receive their division "Traveling Trophy", which stays with that team until another team wins the division championship. Each season, the team winning the championship has their name plate added to the trophy, serving as a record of the teams that have won their division. All match reports (including all play-offs) must be dated, fully completed and emailed in on time. We will try and schedule the semi-final matches within one week, and the final playoff the following week if possible

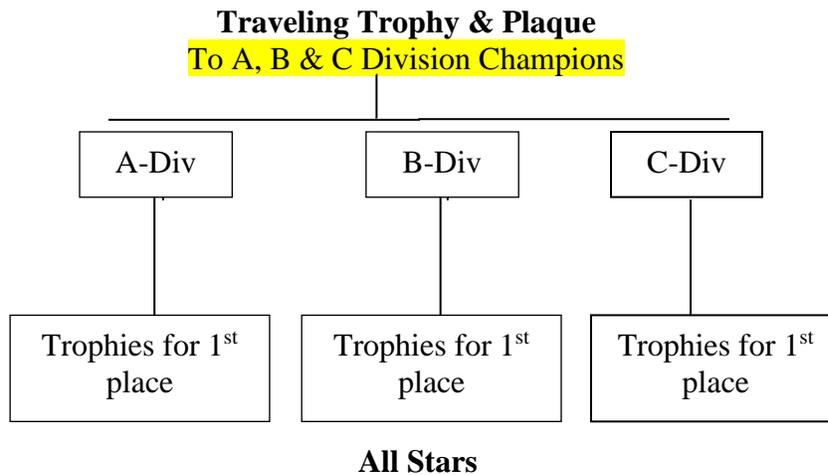
- If not emailed in, you may lose your position for the play-offs and awards.
- The team standings, after the last week of league play in each division, will determine the eligible teams for the play-offs.
- In case of any ties resulting in the top four ranked teams, a standard match will be held to determine placement:
- Any *qualified* (see pg. 5 – Membership) player on your roster is allowed to play during the play-offs. There will be no substitutes used during play-offs. If your team is short a player, you will have to play with a ghost player.
- Visitors' call first flip to see who starts each game.

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Format: The first playoff match will be held at the business or organization that hosts the top-ranked team, and the second playoff match will be held in the opposing team's business or organization, unless both teams opt to finish the match the first night. Also, if it is not possible for a team to play at a hosting business or organization for some reason, another location must be agreed upon by both team Captain's. This applies to all playoff matches. Also, notify the League Manager of the change.

The winners of those two matches will then play off for first and second place. This format applies to all divisions. A plaque listing player names will be awarded to the team, to be displayed in their organization.

TROPHIES AND AWARDS



01 games: Plaques for highest all-star points earned (male and female)

Plaques for players with the lowest low dart game

(dart shoot out will be done to determine a winner if there is a tie for low dart games)

Cricket Games: Pins for Nine marks, White Horse, and Hat Tricks

Plaques for players with more than one of each

There will be a league trophy night, party and dart tournament at the end of each season. Party location will be selected at random from those locations that have enough capacity and dart boards. The league assists in providing food, and adds to the tournament purse.

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