



BMW'S NDA DART LEAGUE PLAYERS HANDBOOK

Contact Information:

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To receive emails on upcoming tournaments and leagues please register your email on website.

STANDINGS

Standings will be posted on our website at <http://bmw.vnea.com> or www.vnea.com/bmw

If anyone has trouble getting logged into website please email the tech. support people who do our webpage at:

techsupport@advertinet.com

Standings can also be viewed on your home bar dart boards.

CAPTAIN RESPONSIBILITIES

1. FORMING A TEAM:

- a. Player History Average List Booklet: All players from past BMW Billiards leagues will have a combined "history" PPD/MPR value from last season when over 24 games has been played. If you have not played more than 24 games last season, then your highest *past* combined history average with over 24 games will be listed. If not played 24 games but played minimum of 9 games, then that average will be listed. This list has been distributed to all bars, it is this value a player must use when calculating their team PPD/MPR.
- b. When forming a team, no player on the team can have a PPD that is more than 2.00 above the cap limit for the leagues that have a 17.50, 18.50, 19.00, 19.50 cap limit. Also, no player on a team can have a PPD that is more than 3.00 above the cap limit for 20.00, 22.00 and 22.50 leagues. (Example: In a 18.50 cap league no player can be above a 20.50 PPD or in a 20.00 cap league no player can be above a 23.00 PPD.) There is no restrictions on a players PPD for the No cap league, 23.50, 26.00, 27.00 and above leagues.
- c. If you have more than 4 regular players on your team - then take the 4 highest individual PPD/MPR's to calculate team PPD/MPR value.
- d. If a player does not have an established PPD/MPR, or is a new player, their beginning average will be a **17.00 PPD/1.70 MPR for Men and a 14.00 PPD/1.40 MPR for Women**. Players of "known ability" that do NOT have an established PPD/MPR will be assigned a PPD/MPR value by the league office.
- e. If a player has an established average from another league, they must report that average. Failure to report an existing average could result in their expulsion from the league.
- f. If a player does not have an established average, but is a player of "known ability" or from a steel tip league, the advisory board will set an average for that player that will be as fair as possible.
- g. It is the teams responsibility to make sure their team and all players are legal for the league in which they want to play. Any regular player can report an illegal team or player. Once the office is made aware of the illegal team/player, the team will be subject to forfeiting all games won when the illegal player participated.
- h. No teams names will be allowed with any type of profanity.

2. PLAY START TIME

All line-ups should be finished by start time and play should be starting. Teams will have a **10 minute grace period**. At ten minutes past start time (regular time, not bar time), unless team has been previously notified, the forfeit rule will apply to the late team. (See section "Forfeits" for the forfeit ruling.) Any mutually agreed upon changes in the schedule must be made before the scheduled match, and the league office notified 970-391-7664.

3. RULES:

The recognized official rules of play will be the NDA rules. Please see the NDA rule sheet.

Rule Reminders :

(1). **Distracting behavior by opponents while a player is throwing is not allowed, and constitutes a foul.**

(Please see yellow rule sheet under "Fouls")

(2) Back Up Button should be used to correct the following players errors: shooting out of turn, wrong player shooting, manually scored darts. (See "Player Correctable Features" on rule sheet.) For any other errors, both team captains need to agree to use the back up button, before correctable feature can be used.

4. SETTING LINE-UPS:

- Home team places line-up first.
- You can play with 5 players on a team. The player that is sharing his position, must finish all of the 01 games, then the 5th player can come in and play all the cricket games. Only one position can be shared between 2 players. There is no rotating between 3 or more players or customizing line-ups.
- In all matches there must be a minimum of 2 regular players to play match (on a 4 person team), unless approved by league office prior to match.
- Before the match begins it is both captains responsibility to check the current standings and check the number of games everyone has played. It is the captains duty to see if players have 3 weeks played in order to participate with handicap. Regardless if handicap or line up is wrong, games played will stand as played.
- All players involved in the match must be the same players listed on the board. If a person plays under a false name, the team he is on will be subject to penalties ranging from: forfeiting all games he was involved in, to being disqualified from the league system.

5. CONCLUSION OF MATCH:

After the match is complete both captains are responsible for verifying the scores, and obtaining the necessary signatures, and writing down the teams wins and loses on the envelope.

6. COLLECTION OF MONEY:

Home team captains are responsible for collecting the money and making sure the correct amount is in the envelope. If the envelope is short (with no explanations) it will come off the home teams payback.

THERE WILL BE ABSOLUTELY NO IOU'S ALLOWED!! IF YOU DON'T PAY - YOU DON'T PLAY!!!
IF YOUR TEAM IS SHORT - REGARDLESS OF HOW MUCH - YOUR TEAM WILL AUTOMATICALLY RECEIVE ALL LOSES AND ALL PERSONAL FEATS WILL NOT BE ENTERED.

It will be under the league office discretion that once the standings are posted there will be absolutely no retrieving those wins or feats. The team will not be paid back on those lose points at the end of the season. It is very important that the home team captain checks the amount in the envelope, and if the visiting team is the team short to include a note stating how much and who is short. Remember if no note is included the home team will be automatically responsible for the shortage, and will lose all games.

There will be a \$20 service fee charged on each bounced check. If a player bounces a check then for the rest of the season the entire team will be required to pay cash. If the player does not take care of the bounced check, then the amount it was for along with the service fee will be taken out of the teams payback at the end of the season. It may also result in referral to a collection agency.

7. ***DROP OFF ENVELOPES TO COLLECTION POINTS:*** (For Ft. Collins/Loveland leagues)

At the conclusion of the match, one player from either team needs to be responsible to take envelope with money enclosed and drop off at one of the 5 collection points. Those collections points are: **Hatrixx** (6013 S. College Ave., Ft. Collins), **Match-Ups** (625 S. Mason, Ft. Collins), **Mulligan's** (2439 S. College, Ft. Collins), **Night Shotz** (3329 N. Garfield Ave., Loveland) & **Pitchers** (1100 W. Drake Rd., Ft. Collins). **All envelopes need to be dropped off by 1:00 PM Friday afternoon.** Contact league office at 970-391-7664 if this in not possible.

NIGHTLY LEAGUE FEE PER PLAYER:

\$6.00 PLUS QUARTERS - FOR ALL LEAGUES

Example of how much will be in cash envelope:

4 PERSON TEAMS PLAYING 13 GAMES- 6 GAMES 501/6 GAMES CRICKET/1 GAME 501

\$30.00 in quarters for the match.

\$30.00 divided by 8 players = **\$3.75** per person

Amount in cash envelope will be \$48.00 (\$6.00 x 8 players = \$48.00)

4 PERSON TEAMS PLAYING 9 GAMES– 4 GAMES 501/4 GAMES CRICKET/1 GAME 501

\$21.00 in quarters for the match.

\$21.00 divided by 8 players = **\$2.75** per person (An extra 1.00 will be left over for players to divide or tip to bartender)

Amount in cash envelope will be \$48.00 (\$6.00 x 8 players = \$48.00)

TEAMS PLAYING 9 GAMES– EXPRESS DOUBLES

\$19.50 in quarters for the match.

\$19.50 divided by 4 players = **\$5.00** per player (An extra .50 will be left over for players to divide or tip to bartender)

Amount in cash envelope \$24.00 (\$6.00 x 4 players = \$24.00)

TEAMS PLAYING 13 GAMES- 501/CRICKET (or CRICKET/501) DOUBLES

\$25.50 in quarters for the match.

\$25.50 divided by 4 players = **\$6.50** per player (An extra .50 will be left over for players to divide or tip to bartender)

Amount in cash envelope \$24.00 (\$6.00 x 4 players = \$24.00)

POT OF GOLD

The pot of gold is a 50/50 cash drawing every week. It is an option to players, the cost is \$1.00 per player. All players names for every week will be put in the pot and one name will be drawn for that weeks winner. If the person drawn has contributed that week they will win 1/2 the pot. The other 1/2 of the pot will go into the travel fund. If the person drawn did not contribute, then the pot will roll over into the next week, till there is a winner.

PRE-PAY FOR THE ENTIRE SEASON

A player can pre pay the regular \$6 fee for the entire season.

8. SETTLING DISPUTES:

- a. Please refer to the rule sheet for a detailed list of NDA rules on the game.
- b. Captains shall be responsible for settling any disputes that might arise during a match.
- c. The team captains and players are expected to be adults, decide what to do and continue match. If a dispute can not be settled, call the league director for final ruling (970-391-7664).
- d. Unsportsmanlike conduct will be dealt with in one of two ways. 1) one warning before disqualification or 2) Immediate disqualification. A night of league play is for entertainment and should never result in name calling or profanity.
- e. If there is consist problems with a player, the board of advisories will be called to meet and decide on what action should be taken with that player.
- f. If a dispute should result in a physical confrontation, it will be up to the discretion of the league office to disallow the player(s) involved in the fight to participate in the league.
- g. If a player uses profanity towards a league director, league technician, or league office worker, it will be considered bad sportsmanship. And that player could be immediately disqualified.

9. EXHIBITION NIGHT & SANCTIONING:

- a. The exhibition/sanction night will be the first week during the regular season in all leagues. Exception will be if the number of teams in a league will not accommodate the scheduling of the exhibition/sanction night.
- b. Captains are responsible on exhibition night for collecting **league sanction fees: \$20.00 per person**.
- c. **“Start Up Discount” sanction fees. Discount available only in week #1 of the season.**
Players that play in week #1 of the season qualify to pay the special **“Start Up Discount” sanction fee of \$16 per person.**

A team having a "BYE" on first week can still qualify for the start up discount rates by paying this fee in the second week. If having a BYE on first week, then on second week would also need to pay regular \$6 per person fee plus sanction fees.

- d. Captain responsible during regular league play for collecting sanction fees (\$20.00 per person) when a sub plays for the first time. If sanction fees are not collected for all regular players and all subs it will come out of the teams payback at the end of the year.
- e. Captains must have their players completely fill out the player registration sheet. **WITHOUT THIS FORM COMPLETED A PLAYER WILL NOT BE OFFICIALLY SANCTIONED AND ANY WINS & FEATS HE EARNS WILL NOT BE ENTERED.** (Any games in which his partner wins, will also not be counted.) A player without this form will also not be allowed to compete in state or national tournaments. All subs when the first time they play must also complete this form and pay sanction fee.
- f. On exhibition night only the sanction fees and the quarters for the games need to be paid. Teams will not receive any wins or losses, just players averages will be counted.

10. In leagues that split to two divisions after one half, players may not switch teams.

11. ENTRY TO NATIONALS:

Entry into national competition is for only regular season teams, and does not include any summer leagues.

Only 1st place team receives their entry paid to nationals for one event. If that team is not going then the 2nd place team will have their entry paid. It does not go beyond 2nd place if the 2nd place team is not going.

There will be a required **CASH** deposit of entry fee money from teams that want to attend and have won their entry fee paid. The teams will get back this cash deposit in Vegas. If they do not show up the deposit will be placed in the travel fund money for the next season.

- a. Players must be 18 years old or older in order to participate in the nationals at Las Vegas. (N.D.A. rule)
- b. If a league is 8-18 weeks long only 1/2 of the entry will be paid. Leagues over 19 weeks long will have the entire entry fee paid.
- c. The team that wins their entry fee paid must have a minimum of 3 regular players attending the nationals to have the complete fee paid. If only 2 players are going then only 1/2 of the entry fee will be paid. The remaining 1/2 will be applied to the 2nd place team if they are going.
- d. The team that wins their entry fee paid in a doubles league, have their choice of having one doubles entry paid or 1/2 of one 4 person team event. As long as the same two players are regulars on the team.
- e. All players who will be attending Team Dart championships must be sanctioned by December 7th. And all players attending must play a minimum of 96 league games by March 2nd, 2013.

12. Complete dart must not exceed **18 grams** each in weight.

13. **DO NOT EXPECT A COMPLIMENTARY BAR ROUND!! IT IS NOT A RULE!**

The current economy and drinking and driving laws have effected bars income. Bars can not economically anymore be able to offer a free bar round. It is up to each individual bar as to their policy on offering any type of complimentary bar round. All players need to recognize that bars do not have to give any free drinks.

14. MALFUNCTION OF DART BOARD

If the dart board is malfunctions during a match and the match can not be completed. Captain will need to call the league office (970-391-7664) for possible ways to repair dart board. If dart board can not be repaired, then can move match to another dart board, re-coin board and skip games already played. Will need to let league office know how much extra in quarters were paid. Or can play on another board and keep track manually of games, by inputting at the start of each game handicap if spot point/mark league.

15. PLAYER BANNED FROM BAR

If a player has been banned (86'd) from a location, then they must find a legal sub when they are to play at that bar.

16. PLAYING AT A DIFFERENT LOCATION THEN SCHEDULED

If a team contacts opposing team and moves match without approval of scheduled home bar and the league office, the home team will receive all loses for that night. If a team wants to move a match they must contact home bar and league office and get approval from both.

17. TEAM WANTS TO CHANGE HOME LOCATION AFTER LEAGUE STARTS

If a team wants to change home bars after the league is in progress, the team must first contact the league office. Then contact current home bar location. It is only with the approval of the current bar location that a team can move to a different bar.

18. TEAM DROPS OUT BEFORE END OF SEASON

Any team that drops out of the league before the end of the season will forfeit all monies paid. If a player(s) from that team would want to play in future leagues, then it would be up to the discretion of the advisory board for further penalties. Penalties could range from: ban all players for a minimum of a one year period, or collect all money in advance for the next season, or assess no penalties.

PPD & MPR SKILL RATING SYSTEM

The official NDA rating system uses averages by PPD (points per dart) and MPR (marks per round). Average PPD and average MPR are just what they express, an average. PPD is total points scored divided by the number of actual dart thrown. A 301 game won in 9 darts will result in a 33.44 PPD. MPR is total marks scored divided by the actual darts thrown, then multiplied by 3. This calculation will accurately consider any round where less than three darts have been thrown. A Cricket game where 57 total marks have been scored with 51 actual darts thrown will result in a 3.35 MPR. Both PPD and MPR will be calculated to the hundredth, displaying the average with two digits behind the decimal point.

Example PPD: In six games of 501 player #1 has 194, 145, 0, 193, 105 and 37 points remaining for a total of 674 points. Since he has played six games of 501 he had a possible 3006 (501 x 6) total points. In these games he threw 14, 11, 10, 20, 15 and 12 actual darts for a total of 82 actual darts thrown. Using this information you subtract 674 from 3006 to determine the total points scored, which is 2332. Now you divide 2332 (total points scored) by 82 (actual darts thrown) for a PPD of 28.44. The player with 0 points remaining per each game is that games winner. There is no need for additional markings to indicate who won the game.

Example MPR: In six games of cricket player #1 has 10, 7, 10, 12, 7 and 8 total marks scored for a total of 54 total marks scored. In these games he threw 12, 15, 12, 15, 9, and 7 actual darts for a total of 70 actual darts thrown. Using this nformation you divide 54 by 70, which is .77. Now you multiply .77 (marks per dart) by 3 (to convert to rounds) for a MPR of 2.31. Circle the player in each game that wins that game.

HANDICAP: SPOT POINTS & SPOT MARKS

- The Thurs. 18.50 leagues will play with no handicap for the first week, thereafter play with current handicap.
- All other leagues (except Mon No Cap) players will play with their combined history average for the first 3 weeks.
- A players spot points will be calculated by the board from using PPD averages. When there are 4 players, playing 501 the player with the highest PPD will always start at 501, the other players according to their PPD's will have points taken away from 501. The lowest PPD player will have the greatest amount of points subtracted from 501. This spot point total will change from game to game as the board refigures how many points to subtract by who is playing in each game. So a players spot point will NOT be consistent, but vary from game to game. Spot marks work in the same manner for cricket games, only MPR averages will be used to determine spot marks.
- A players PPD can not be lower than 5 below the PPD cap limit in any 301 league play. Meaning that in a 17.50 league a player can not have an average less than 12.50. If a player does have a lower average they can still play, but they will need to edit their average to 12.50. The only exception will be in the mixed leagues where a team must be comprised of 2 females. In the mixed league if playing 301, the females can not be lower than 6 below the PPD cap limit. This does not include females who play in open leagues.

- e. *There are no restrictions on how low a players PPD average can be in the 501 league play.*
- f. A new player will not have spot points/marks for 1 week.
- g. Regardless if the player is too low or has not played enough weeks, games played will stand as played. It is the captains responsibility to check PPD/MPR's of the players.
- h. There will be no handicap used in Mon. No Cap league.

REGULAR PLAYERS:

Team can have more than 4 regular players. Just placing a person on your roster does not make that person a regular player. In order to be considered a regular player that person must have played a comparatively equal number of games with everyone else on that team.

UNDERAGE PLAYERS:

A team can only have ONE player under 21 on the team. One of the underage players parents must play on the same team. It is the captains responsibility to call the league office and tell them of any player on their team that is under the age of 21. If the league office agrees to that person playing then the captain must call ALL bars that their team is scheduled to play at and clear from them that it is permissible to let that underage player come into their bar on a weekly basis. When the underage player arrives at bar, they need to report to the bartender or waitress and inform them they are the underage player. **If a bar does not allow under age players into their bar it is the teams responsibility to find a sub for that player on the night they are to play there.** BMW Billiards is not accountable to call the bars, find subs, or reschedule matches.

Please Note: The leagues are conducted in bars at late hours. There may be language and conditions not best suitable to a young player.

IF UNDERAGE PLAYER VIOLATES POLICY

If the league office or a bar is not informed of an underage player, then that player will be placed on probation. The players advisory board will meet to decide on how long the underage player will not be allowed to participate in the league system. If same player keeps violating rule of not notifying bars of age, then that player will be expelled from the league until they are 21 years of age. Any underage player that violates any bars policies will also be expelled till they are 21.

SUBS:

1. SANCTION FEES:

All subs are required to pay the **\$20.00 sanction fee** their first night of play and **complete player form.**

Will also need to pay the \$6.00 regular fee.

(See page 3 if you are including your subs sanction fee on the first night of play.)

2. WHEN A SUB CAN PLAY:

- a. If player average is **0.00 - 18.99** can add **1.00 PPD / .20 MPR** on to average to find a sub.
(In the extreme cases of a player having to low of an average to be able to find a sub that meets the PPD and MPR criteria, it is the leagues office discretion to allow a sub to meet just one of the criteria of only the PPD or MPR average. As long as the other average is within a reasonable range.)
- b. If player average is **19.00-and above - sub must be of the same average or lower**
A sub needs to be the same or lower for both PPD and MPR limits in order to be eligible to play.
- c. If a sub has **multiple averages in different leagues**, the sub will use his highest "established" average (over 3 weeks in 1 league). The sub needs to take his highest average from any league where he has played over 3 weeks. If the highest PPD average is over the guidelines stated above that player can not sub. This rule also applies to the subs MPR rating. A sub may have to use his PPD rating from a different league than his MPR rating. Example: Joe has his highest PPD rating with over 3 weeks played on Monday, but his highest MPR rating is on Wednesday. He then uses those two averages in order to sub on Thursday. A sub with an established average (over 3 weeks), is eligible for handicap when they sub.

- d. If a **sub is playing for the first time this season, but has an established average in a previous league** he will then use that average to determine whether the sub is legal. This sub can edit his average and receive handicap on his first week of play. The sub will need to use this average for 3 weeks, until they have an established average for the current season. Therefore, his average will need to be edited for 3 weeks and his previous average entered. (Exception will be in the 18.50 league. In the 18.50 league need to use past established average for only 1 week.)
- e. If you want the subs name and average to be downloaded to the board for a match, must notify the league office at least one full day before the match is to be held. If you do not contact league office, then subs name and average can be entered into board by captain. Captain must enter subs name and **average** of the player at this time.
- f. If a sub is a **new player**, and has no established PPD/MPR in current league season or past leagues, and is not a player of "known ability", then that player will use an average for **males of 17.00 PPD/1.70 MPR and for females 14.00 PPD/1.40 MPR**. This average will be used to determine whether the sub is legal, not for handicap points. New player will not have handicap for one week.
- g. A person can not sub on another team in a league in which he/she is a regular player. (For instance a team has a make up game, they can not use a regular player from that night as a sub.)
- h. **Illegal sub:** A team playing against an illegal player must inform opposing team that night that they have an illegal player. To give them options to change player.
Any regular player can report an illegal sub in the league that they play **within one week** of when the standings were posted. Once the office is made aware of an illegal sub, the team with the illegal sub will be subject to forfeiting all games won when the illegal sub played. This will include games that the illegal subs partner won, because the illegal sub still participated in that win. If an opposing team agrees to let an illegal player sub, any regular player in that league can still report the illegal sub. As an illegal sub could affect more than just that match outcome, that player could affect the standings of other teams. The eligibility of the sub will be determined by the subs established average as of the day the match was played.
- i. In the No Cap leagues there are no restrictions on the average of a sub (exception of position and playoff nights).

3. HANDICAP OF SUB: **Spot Point/Mark**

- a. The 18.50 leagues will play with no handicap for the 1st week, thereafter play with current handicap.
- b. If a sub has no established handicap for a night he is to play, but does have an established (over 3 week) handicap on another night - he uses his highest established PPD average, and enters in as a new player with that established average.
- c. A new player should not have spot points/marks for 1 week.
- d. If a sub is playing for the first time this season, but has an established average in a previous league: This subs average can be edited and receive handicap on his first week of play.
- e. Regardless if the player is too low or has not played enough weeks, games played will stand as played. It is the captains responsibility to check PPD/MPR's of the players, and number of weeks played.

4. SUB ON POSITION NIGHT:

On the last night of play for any half or third(usually called position night), a team can only bring in subs that have played a minimum of 1/2 of the scheduled matches. And their PPD/MPR rating must be the same or lower than the person they are replacing.

In the summer league a sub on position night must have same PPD/MRR or lower, and must have played minimum 1/2 the summer season or 1/2 of the past regular season.

5. SUB ON POSITION NIGHT FOR THE MONDAY NO CAP LEAGUE:

On the last night of play for any half or third(usually called position night), a team can only bring in a sub who has an established average in the current BMW system. Established average defined as a minimum of 3 weeks played. Or the sub must be on the BMW list of dart player averages from the previous season. And their PPD/MPR rating must be the same or lower than the person they are replacing.

6. SUB ON PLAY-OFF NIGHT:

On the Play-Off night at the end of the season, a team can only bring in subs that have played a minimum of 1/2 the season in the league system. Their PPD/MPR rating must be the same or lower than the person they are replacing.

7. SUB BECOMES REGULAR:

If a sub becomes a regular player the teams PPD/MPR still needs to be in original cap limit. Same rule applies as all other teams formed.

8. LEAGUE OFFICE IS NOT RESPONSIBLE TO FIND SUBS:

It is the captain and teams responsibility to find subs!! If the league office is called to find a sub, there is no guarantee a sub can be found, especially on a last minute notice. It is also up to the team either to cover the subs fee or make the sub pay. (Remember it might be easier to get a sub if they do not have to pay.)

MAKE-UP GAMES

1. EMERGENCY & NON-EMERGENCY SITUATIONS:

- a. Emergency: If you have to cancel a match because of a snowstorm, etc. the captain of the team canceling must call the league office (970-391-7664), also need to notify the team they are playing that night, and also the bar where they are to play at must be notified of the cancellation. The league office will help you contact the people you need to call.
- b. **If there is a non-emergency situation the league office needs to know 5 days prior to the match. Call the office - 970-391-7664 !!!** The league office will help you contact the people you need to call. **Opposing team needs to agree to schedule a make up game.** Team rescheduling must notify the league office of the date for make up game, this way the league office will have documentation of agreed date for make up. Canceling team needs to notify the bar where the match was to play of the cancellation, and date of make up match.
- c. If you have a last minute non-emergency situation you can call the league office. The office will give you the phone number of the opposing team, and you can ask the team if they would schedule a make up game with you. They do **NOT** have to reschedule. If they say no to the make up you must find subs and play the match, if they do agree to the make up you must make sure to set a date for that make up match. If the team agrees to a make up, the team rescheduling must then notify the league office that the other team has agreed and the date for the make up. This way the league office will have documentation of the agreed make up. Team needs to notify the bar where the match was to play of the cancellation, and date of make up match.

2. HOW TO SCHEDULE MAKE-UP:

- a. A postponed match must be made up within 2 weeks after the scheduled match. Let the office know when the make-up will be taking place.
- b. If the teams can not agree on a make-up date after the 2 week period, contact the league office. The league office will ask for 5 dates from each team. If there are no matching dates, the league office will choose a random date that is not on either list. Any teams not playing decided match will automatically forfeit.
- c. If there are any postponed matches before a position night, the match must be made up at least 4 days before the position night.

3. MATCHES NOT PLAYED WILL BE A FORFEIT:

Any make up matches not played before a position night that ends a half or third will result in a forfeit for both teams.

4. NEW TEAM REPLACING DEFUNCT TEAM:

If a team quits the league and a new team is formed to take their place, they must do make-up games with teams that received a forfeit from previous defunct team.

FORFEITS

1. OPTIONS IF A TEAM IS LATE:

- a. If a team is over **10 minutes** late without prior arrangements, the opposing team captain may call a forfeit. After the ten minute grace period the opposing team captain has the following options:
 1. Accept the forfeiture. At this time the team captain will need to notify the league director or coordinator on the street that they are taking the forfeit. That way the league office has been notified and the time the forfeit was taken can be documented. Please call 970-391-7664 to reach the league person on the street.
 2. Demand that the match be rescheduled.
 3. Continue to wait for the tardy team.
- b. If a team is missing one player, the match can be played. When the missing player's game is up, on that position the machine is left at 301/501. Same for cricket, missing player's turn is passed. Should a team start a match with a player missing, and that player then becomes available, that player may complete the remaining games. If two players are missing, the same procedure should be followed. Games where the two missing players are partners, will be forfeits. If three players are missing, all games shall be forfeits.

2. SCORING A FORFEIT:

- a. In scoring forfeits, the forfeiting team receives all losses and no wins. The team receiving the forfeit receives all wins and no losses, **except** when a forfeit is taken during the **last 3 weeks** of any half. *Then the team receiving the forfeit will receive the higher team win percentage between the two teams.*
- b. No individual standings are taken into account.
- c. When leading 1st place team loses due to receiving a forfeit and only getting their average wins, in the last week of any half, the two 1st place teams will play a play-off.

3. HOW TO PAY FOR FORFEIT:

- a. **A team receiving a forfeit must pay that night for the forfeit!!** Failure to do so will result in a forfeit against both teams. **In order to receive your forfeit points you must pay the regular weekly fee of \$6.00 per person.**
- b. The forfeiting team will have their share of the regular nightly fee deducted from the team payback at the end of the year.

4. CONTINUOUS FORFEITING:

If a team forfeits 3 consecutive weeks or 4 times during a season they will be subject to forfeit all prize money at the end of the season.

5. FORFEITING IN THE LAST 4 WEEKS OF THE SEASON-AUTOMATIC LOSS OF PAYBACK

If forfeiting in the last 4 weeks of the season it will be an automatic loss of all payback pending discretion of the players advisory board. The team receiving the forfeit must contact the league office that night (970-391-7664), so a meeting with the advisory board can be arranged.

6. TEAM DROPS OUT OF LEAGUE:

- a. If a team drops out of the league in the first 4 weeks of a season then the teams that have played the forfeiting team will have their money refunded (not including the quarters for the games) and will have their team wins earned against that team subtracted. If a team drops out after 4 weeks into a season then the teams that already played that forfeiting team receive all wins. And the teams that have yet to play the forfeiting team need to pay the correct forfeit amount (see above) and will receive all wins. This will be the only exception for Rule #2 - in the last 3 weeks of a season, the team still receives all wins. But not including a position night.
- b. If team is replaced with a new team see rule #4 under Make-Up Games.

"POSITION NIGHT" & PLAY-OFF NIGHT

(The following rules only pertain to the position nights that are the last week in any half/third.)

1. BYES ON POSITION NIGHT:

- a) If the position night is a regular night of play and does not end a half or third of a season, then the last place team will have the BYE. The team will need to pay their regular fee of \$6.00 per person and leave the cash envelope at their home location. The team will then receive their average team wins and losses.
- b) If the position night does end a half or third of the season, and the first place team has already mathematically won that half/third, the BYE will be given to the first place team. They will need to pay their \$6.00 per person and they will receive their team average wins and losses.
- c) If the position night does end a half or third of the season, and the first place team has not mathematically won that half/third, then the last place team will receive the BYE. They will need to pay their \$6.00 per person and they will receive their average team wins and losses.

2. TEAMS TIED BEFORE POSITION NIGHT:

If 2 teams are tied going into position night, the team with highest combined PPD/MPR average (using only the regular players PPD/MPR) will determine the leading team.

3. TEAMS TIED AFTER POSITION NIGHT:

If 2 teams are tied with games won for first place after a position night half, there will be a tie breaker match determining which team wins that half.

4. SUBS ON POSITION NIGHT:

On the last night of play for any half or third (usually called position night), a team can only bring in subs that have played a minimum of 1/2 of the scheduled matches. And their PPD/MPR rating must be the same or lower than the person they are replacing.

In the summer league a sub on position night must have same PPD/MRR or lower, and must have played minimum 1/2 the summer season or 1/2 of the past regular season.

5. SUB ON POSITION NIGHT FOR THE MONDAY NO CAP LEAGUE:

On the last night of play for any half or third (usually called position night), a team can only bring in a sub who has an established average in the current BMW system. Established average defined as a minimum of 3 weeks played. Or the sub must be on the BMW list of dart player averages from the previous season. And their PPD/MPR rating must be the same or lower than the person they are replacing.

6. RELOCATION OF MATCHES ON POSITION NIGHT

If a location does not have enough equipment to hold all the matches that should be played there, the lowest placing team will be rescheduled to play at another location.

7. SUB ON PLAY-OFF NIGHT:

On the Play-Off night at the end of the season, a team can only bring in subs that have played a minimum of 1/2 the season in the league system. And their PPD/MPR rating must be the same or lower than the person they are replacing.

8. 8 TEAM LEAGUES:

Leagues where there are 8 teams will have 1 winner for every third. At the end of the season if there are different winners the play-off will go as follows:

- a. If 3 different winners, a round robin play-off will be scheduled, home team will be the team with the greatest win percentage for entire season (all 3 thirds added together). Winner is team with most playoff wins at end of the 3 matches. If there is a tie at end of playoff round robin, winner will be determined by head to head record of playoff match. (In playoff match where tied teams played each other, whichever team had most wins will be the winner.)
- b. If one team wins 2 of the thirds and a different team wins 1 of the thirds, then the team that only won one must beat the team that won two of the thirds twice. Home team will be the team with the greatest

winning percentage. If there is a double match it will be decided by a flip of a coin as to which location will receive the match.

9. BEING IN 1ST OR 2ND PLACE DUE TO A FORFEIT BEFORE A POSITION NIGHT:

In the week before a position night that ends a half or third- if the 1st or 2nd place teams are there due to having received a forfeit earlier in the same season, then in that match when they received the forfeit that team will get only their average wins & losses, using their average from the time when the match was to be played.

For leagues that do not have a position night (example some summer leagues), then in the week before the league ends (or end a half/third) the same above rule will be in effect.

10. TEAM WINS HALF/THIRD BY RECEIVING AUTOMATIC WINS DUE TO OPPOSING TEAM HAVING AN ILLEGAL SUB:

If a team is bumped out of first place contention by a team that has received automatic wins due to an opposing team having an illegal player, there will be a playoff between the two teams. Exception: if the team was the one with the illegal players.

11. HANDICAPS:

Handicap of spot points/marks will be used on position and play-off nights for leagues that normally have handicaps.

12. WHERE PLAY-OFF MATCH WILL BE HELD:

Where the play-off will be held will be determined by the team that has the greatest win percentage, in the event that there is a tie then the team with the highest team combined PPD/MPR average will receive home field advantage.

13. PLAY-OFF SCORE SHEET:

On the play-off night there will be a special score sheet used for the leagues that play x01/cricket, playing a best of match. The score sheet will alternate games between x01 and cricket.

14. DETERMINING 2ND PLACE (and lower):

The winner of the play-off match will determine only the 1st place team. Second place on down will be determined by adding together the teams wins from both halves/thirds of the season.

SMOKING POLICY:

In any location that has a no smoking policy, please plan any smoke breaks ahead of your time up to the board for a match. Please be considerate and consult your captain and the score sheet when you will be up next before leaving for a smoke break. Any team or player who is consistently not available to play a match will be considered bad sportsmanship and brought before the player advisory board.

In the doubles and triples league where there is constant play with all players, please be considerate and try and reach a compromise with opposing team on smoke breaks. If in these leagues it becomes a problem, the player advisory board will meet and set a rule for scheduled smoke breaks.

COMMON COURTESY POLICY:

Once a match is started it is common courtesy to be at board when it is your turn at board. Please be considerate and do not keep the other team waiting.

PROTEST PROCEDURE

1. WHO CAN PROTEST:

Authority to protest rests with the captain, with the exception of an illegal sub. (See section under "Subs")

2. HOW TO PROTEST:

- a. If a match is under protest **DO NOT SIGN THE ENVELOPE**. A signed envelope voids all rights to protest.
- b. Protest must be in writing and be presented to the league office within forty-eight hours after the game.
- c. Protests shall include a five dollar deposit. Protestor loses the deposit if he loses the protest. The five dollars is placed in the league fund. If protestor wins, his deposit is returned. The league office will review the protest and confer with the other captain involved, and then render a decision. The league office has the authority to disregard any protest not properly presented.
- d. The two team captains will attempt to settle all disputes. If they can not agree it will be ruled upon by the league office.

END OF THE SEASON AWARDS AND PAYOUT

1. BMW PLAYER TOURNAMENT

Players that have played a min. of 80% of the BMW league season and have been most improved player will qualify for the BMW's Most Improved Players Tournament. Exception: All players in Mon. No Cap that have played min. 80% will be eligible to participate in tournament.

2. TROPHIES

Trophies will be given for overall placing. Due to increasing trophy cost there will no longer be trophies given for 1st/2nd half or 1st/2nd/3rd third winners.

3. SPECIAL AWARDS

Players must have played 80% of the league season in order to qualify for any special award, such as MVP, top gun, etc.

4. MVP— MVP will be chosen by the player with most wins, in each league.

5. PAYOUT CALCULATION

Payout will be calculated by total team wins receiving 2/3 of the price fund, and total team losses receiving 1/3 of the prize fund.

Summer: All teams will divide the total payout equally.

TOURNAMENTS DATES:

NDA Colorado State Invitational Tournament
Jan. 11-13, 2013—Embassy Suites - Loveland, CO.

BMW Most Improved Players Tournament
March 2013

NATIONALS:

April 19-27, 2013 at the Bally's in Las Vegas, NV.
Reservation # 800-634-3434

National Entry Deadline Thursday January 24th, 2013

Late fees after this date will apply, from Feb. 17th—March 4th, \$25 per entry.
No entries after March 4th will be accepted.

NATIONAL TOURNAMENT QUALIFICATIONS

NATIONAL TOURNAMENT:

All players must have a skill rating (24 games) for each event they want to play in. To play in 501 events a player must have played a minimum of 24 games using the PPD system. To play in cricket events a player must have played a minimum of 24 games in the MPR system.

MINIMUM OF 96 GAME REQUIREMENTS: FOR ALL PLAYERS

A team can be comprised of any 4 players from within BMW Billiards league system as long as all players have played a minimum of 96 games. These 96 games can be a combination of 01 and cricket games. These players can come from any type of league system (mixed, ladies, open, 01, or cricket). This will qualify players for any event as long as each player has 24 games played of that event type (01 or cricket). Each player must have played a minimum of 96 games by March 2nd, 2013.

Master Rating:

Players with the following player skill ratings are considered Masters in their respective events. The team maximum rating that follows will dictate master team placement when the four highest rated player's accumulated skill rating exceeds the defined level. No master rated player will be permitted to participate below level one. Two master rated players must play in a master's event.

Event	Team Maximum	Doubles' Maximum	Singles Master Player Rating
Open 01	121 PPD	61 PPD	31 PPD
Open Cricket	13.8 MPR	6.9 MPR	3.5 MPR
Mixed Doubles Cricket		5.8 MPR	3.5 MPR
Mixed Doubles 501		52 PPD	31 PPD
Mixed Triples Combo	9.3 MPR		3.5 MPR & 30 PPD
Mixed Triples 701	82 PPD		31 PPD

Travel Fund:

Any qualified player that goes to Team Dart tournament that has registered through BMW for at least one (1) event will be eligible for travel money.

Team Dart—Schedule Of Events

April 19-27, 2013

At Bally's Las Vegas

Fri. April 19

3:00 PM-10:00 PM	Onsite check-in for players for all events
6:00 PM	Player Orientation Meeting
7:00 PM	<u>Singles 501—All Levels</u>

Sat April 20

7:00 AM-7:00 PM	Onsite check-in for players
8:00 AM	<u>Doubles 501 - All Levels</u>
6:00 PM	<u>Singles Cricket - All Levels</u>

Sun. April 21

8:00 AM-7:00 PM	Onsite check-in for players
11:00 AM	<u>Doubles Cricket—All Levels</u>
6:00 PM	<u>Blind Draws</u>

Mon. April 22

8:00 AM-7:00 PM	Onsite check-in for players
9:00 AM	Cricket Team – Round 1 —All Levels
10:00 AM	Ladies Masters Cricket Team—Round 1
6:00 PM	Senior Singles Combo (50+ years) - Open—NO MASTERS
6:00 PM	Mixed Triples Combo— All Levels

Event will be Cricket & 501, team must have at least 1 female/1male

(Note: Can not play in both Senior Singles Combo and Mixed Triples Combo, can only choose one event)

Tues. April 23

8:00 AM	Cricket Team –Round 2 - All Levels (Masters play to completion)
10:00 AM	Ladies Masters Cricket Team—Round 2 to completion
5:00 PM	<u>Mixed Doubles Cricket - All Levels</u>

Wed. April 24

10:00 AM	Cricket Team - Finals
11:00 AM	International Challenge
8:00 PM	Team Dart Ceremony and Player Party

Thurs. April 25

9:00 AM	501 Team – Round 1 — All Levels
10:00 AM	Ladies Masters 501 Team—Round 1
5:00 PM	Mixed Doubles 501— All Levels

Fri. April 26

9:00 AM	501 Team –Round 2 - All Levels (Masters play to completion)
10:00 AM	Ladies Masters 501 Team—Round 2 to completion
6:00 PM	Mixed Triples 701—All Levels - team must have at least 1 female/1male

Sat. April 27

8:00 AM	501 Team Finals
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Indicates changes from last year, to either start time or events being played