

Strike Force Dart League Bylaws

Keep it Simple and Have Fun!!!



Season and Playoff Info

SEASON

- i. The number of weeks depends on the number of teams signed up.
- ii. Flex League Match play is from Sunday to Saturday to schedule and play your match
- iii. The home team is responsible for scheduling the match and submitting the match results using the ADA online scoring Application. You will have 24 hours to submit match results. (Away Team may enter match if necessary.
- iv. If a member fails to respond or play any two weeks, the Member will be removed from the league. Ensure a SFD admin is notified of the situation. SFD admin will attempt to contact member. If dropped this will create a bye week for the removed Member's remaining matches.
- v. Play ahead is authorized if needed.
- vi. Divisions will be split into Flights. If we do not have enough players for a flight, you may be asked to be moved up a flight for singles leagues
 1. Each Flight will be separated by MPR
 - a. Flight 1 - MPR 3.8 and Higher
 - b. Flight 2 - MPR 2.8 to 3.7
 - c. Flight 3 - MPR 2.7 and below

League Play:

Officially, this league runs from Sunday to Saturday each week, enabling players to schedule and engage in their match.

The Home team holds the responsibility for organizing the match play for the week and must also submit the match scores online within 24 hours of the match's conclusion. If home team is unable the Away team may enter scores..

Singles Format: Open Flight 1 and 2 Granboard MPR will be scored at 100%

1. 501 Open In/Dbl Out Split Bull
2. 501 Open In/Dbl Out Split Bull
3. CRICKET
4. CRICKET
5. 501 Open In/Dbl Out Split Bull
6. CRICKET
7. 501 Open In/Dbl Out Split Bull
8. CRICKET
9. CRICKET
10. 501 Open In/Dbl Out Split Bull
11. 501 Open In/Dbl Out Split Bull

Singles Format: Flight 3 Granboard MPR will be scored at 100%

1. 501 Open In/Open Out Full Bull
2. 501 Open In/Open Out Full Bull
3. CRICKET
4. CRICKET
5. 501 Open In/Open Out Full Bull
6. CRICKET
7. 501 Open In/Open Out Full Bull
8. CRICKET
9. CRICKET
10. 501 Open In/Open Out Full Bull
11. 501 Open In/Open Out Full Bull

Doubles Format: Open Granboard MPR will be scored at 100%

Once assigned a position ie. Player 1, Player 2, Player 3, Player 4, you will play that position for the entire match.

1. Team CRICKET
2. 501 Doubles Open In/Double Out Split Bull
3. Team CRICKET
4. 501 Doubles Open In/Double Out Split Bull
5. Team CRICKET
6. 701 DOUBLES Open In/Double Out Split Bull
7. Team CRICKET (2nd Player Starts) 1st player may cork
8. 501 Singles Open In/Double Out Split Bull
9. 501 Singles Open In/Double Out Split Bull
10. 501 Singles Open In/Double Out Split Bull
11. 501 Singles Open In/Double Out Split Bull

Note: This format of play will allow all the doubles games to be played and then split doubles connections to play singles matches. Follow Game number on score sheet. The score sheet will be in order when entering into ADA online scoring application.

Doubles Format: Neutralizer Granboard MPR will be scored at 100%

Once assigned a position ie. Player 1, Player 2, Player 3, Player 4, you will play that position for the entire match

1. Team CRICKET
2. 501 Doubles Open In/ Open Out / Full Bull
3. Team CRICKET
4. 501 Doubles Open In/ Open Out / Full Bull
5. Team CRICKET
6. 701 DOUBLES Open In/ Open Out / Full Bull
7. Team CRICKET (2nd Player Starts) 1st player may cork
8. 501 Singles Open In/ Open Out / Full Bull
9. 501 Singles Open In/ Open Out / Full Bull
10. 501 Singles Open In/ Open Out / Full Bull

11. 501 Singles Open In/ Open Out / Full Bull

Note: This format of play will allow all the doubles games to be played and then split doubles connections to play singles matches. Follow Game number on score sheet. The score sheet will be in order when entering into ADA online scoring application.

Format: Singles Neutralizer Granboard MPR will be scored at 100%

1. 501 Open In/Open Out Full Bull
2. 501 Open In/Open Out Full Bull
3. CRICKET
4. CRICKET
5. 501 Open In/Open Out Full Bull
6. CRICKET
7. 501 Open In/Open Out Full Bull
8. CRICKET
9. CRICKET
10. 501 Open In/Open Out Full Bull
11. CRICKET

Flight 3 (501 games)

Set options to Open in Open Out with Full Bull

At the beginning of each game, players will determine who throws first by corking. You will keep track of the total number of darts thrown and the remaining score of the player who loses, which will be entered into the ADA Scoring App using the Strike Force Darts score sheet

Cricket Flights 1, 2 and 3

At the beginning of each game, players will determine who throws first by corking.

Flight 1 and 2 (501 games)

Set options to Open In and Double Out with Split Bull.

At the beginning of each game, players will determine who throws first by corking. You will keep track of the total number of darts thrown and the remaining score of the player who loses, which will be entered into the ADA Scoring App using the Strike Force Darts score sheet

Member Dues

The payment of dues for the first two weeks is mandatory prior to the start of the league. Payments can be made on the Strike Force website by selecting your league number and indicating the week(s) for which you are making a payment. Both credit cards and Cash App are accepted. Payments can be processed at <https://www.strikeforcedarts.com/pay-strike-force-dues>.

If dues remain unpaid for more than one week, a warning will be issued. Should the dues not be settled by the end of the second week, you may be removed from the league unless you have contacted the league operator to establish a payment plan. Points will be deducted after the first week of non-payment, specifically two points on Wednesday of the second week.

The home team is responsible for organizing the match day. You have a period of seven days, from Sunday to Saturday, to schedule your match. If you fall one week behind in playing your matches without notifying the league operator, you will receive a verbal warning. You may be removed from the league if your matches aren't finished by the end of week two, unless you notify the league operator about your unavailability.

The home team is required to enter the match scores into the online ADA scoring application within 24 hours. If the scores are not entered, the visiting team must report the oversight, and the home team will automatically incur a forfeit. Away team is authorized to enter scores.

Neutralizer: (Handicapped)

501 games

Will be open in and open out with full bull (not split) You will have handicap starting scores online ADA Scoring app to transfer to scoring sheet. Ensure the away team also gets a copy of the score sheet starting score.

Diddle/cork each game to see who starts. The 1st round you will set the starting scores by pushing and subtracting the current 501 to your starting score You will count the number of darts thrown and remaining scores to input in the ADA Scoring App.

Cricket

Diddle/cork each game to see who starts. You will have the handicap starting marks from the ADA Scoring app. You will set the number of lights for the lower handicapped person starting with 20, 19, 18 etc.. and only setting max of 2 marks per number. Depending on how many marks the lower handicap person/team has you may have to change player multiple times

PLAYOFFS

- vii. The playoffs top 4 players or teams will make the playoffs once the regular season is complete.
 - 1. Semi-finals consist of 1 vs. 4 and 2 vs. 3
 - 2. Winners of the semis advance to the finals
 - 3. Compensation will be awarded solely to the top two positions, contingent upon the number of weeks the league has been active. In instances where the total award money is below \$75, only the first place will receive payment. Positions three and four will not be played.

Dartboard Requirements

- 1. All SFD leagues will be played on a Granboard

2. SFD Member's dartboard must be in good working order
3. Sound will not be required.
4. Adequate lighting is required to view the dartboard and member
5. Cameras will have a clear view (no blur) and use one of the below camera configurations:
 - 1.) One camera - display the member and the dartboard
 - 2.) Two cameras - one camera displaying member, one displaying the dartboard
 - 3.) Facebook messenger connection that will display the member and dartboard connected with your opponent during game play. dartboard

Game Play on the Granboard

1. The camera must capture both the player and the dartboard during all league matches.
2. Prior to the commencement of the match, establish communication through either Facebook Messenger or text messaging.
3. Darts must **not** be pushed. If a dart remains lodged but fails to register, press the change player button. Once again, no pushing of darts is permitted.
4. A dart that scores but does not remain in the board will still be counted.
5. If a dart fails to stick and does not score, it will be considered thrown. After all remaining darts have been thrown, please press the change player button.
6. In the event of a lost connection with the board, and if reconnection to the game is not possible, please contact your opponent to restart the game.
7. It is advisable to utilize the second camera option of the Granboard (app GRANCAMERA) positioned behind you while throwing. A minimum of one camera must show both you and the dartboard during play. Note that blurring will not be applied during any league matches.
8. Use a cork to determine who shoots first in all games.
9. Neutralizer starting scores will be in the ADA online scoring application. After cork adjust scores and tap to who won the cork then start counting darts thrown. Cricket games you will cork adjust marks and tap back to winner of the cork
10. The home team is responsible for initiating all league match games. Participants must cork/diddle, with the Granboard determining who starts.
11. Each match will consist of 11 legs, and all legs must be played.
12. Each leg won will result in the awarding of one point.

Drop player from league

1. If a player is removed from the league, their accumulated points will be forfeited, and a bye will be assigned to their position. No refunds will be issued.
2. If a member has competed against the removed player, their points will remain intact, and all dues must be settled.
3. For members who have prepaid and did not compete against the dropped player, their fees will either be applied to the next unpaid week or refunded at the conclusion of the session alongside winning payouts.
4. All players who are dropped will face a ban from participation from Strike Force Darts Leagues for two sessions and reported to ADA headquarters.
5. Should a dropped player wish to rejoin the Strike Force Home League, they will be required to pay the full season fee in advance.

Sportsmanship

1. Should you have any concerns about potential cheating, it is essential to inform the league operator and submit your proof. If an investigation concludes that a member has indeed cheated, that Member will be immediately expelled, and a bye week will be inserted to fill their slot.
2. DISPUTES: If you and a member have a dispute during a match and cannot come to a solution, both Members must provide their point of view on the dispute to the league operator. The league operator will review and determine the outcome. League operator's decision is final.
3. DRESS CODE: We request that you dress in a manner suitable for a public appearance. Please be aware that you are in someone else's home, where there could be young children around.
4. If a member is reported for inappropriate clothing and Strike Force Darts Administrator substantiates the claim, the member may be expelled from the league.
5. LIGHTING: Ensure that you have adequate lighting so your opponent can see you in the video
6. GESTURES: Do not make inappropriate gestures to your opponent.

Should a member be reported for exhibiting unsportsmanlike behavior, the following actions will be taken.
 - 1st Offense: verbal warning
 - 2nd Offense: league suspension for 2 sessions

10. Administrative Information

1. There will be no substitutions for online Strike Force league play.
2. Participation in multiple online ADA Home Leagues prohibits a player from withdrawing from one league while continuing to compete in others.
3. Should the home team fail to submit the match scores within 24 hours following the conclusion of the match, the visiting team will have the opportunity to enter the scores themselves. Additionally, if the opposing team reports this situation to the league operator, the home team may face a forfeit.
4. Bylaws are subject to change.