

Strike Force Dart League Bylaws

Keep it Simple and Have Fun!!!



Season and Playoff Info

1. 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.
- iv. If a member fails to respond or play any two weeks, the Member will be removed from the league. 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
 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

2. 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.

Singles Format: Open Flight 1 and 2

1. 501 D/O S/B
2. 501 D/O S/B
3. CRICKET
4. CRICKET
5. 501 D/O S/B
6. CRICKET
7. 501 D/O S/B
8. CRICKET
9. CRICKET
10. 501 D/O S/B
11. 501 D/O S/B

Singles Format: Flight 3

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

3. 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.

4. 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

5. 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. If the matches are not completed by the end of the second week, you may be removed from the league unless you have communicated with the league operator regarding your inability to play.

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.

6. 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.

7. Game Play on the Granboard

1. It is advisable to initiate communication before the match through either Facebook Messenger or text messaging, should you need to present evidence of any board-related concerns. If a dart sticks but does not register correctly, let your opponent know prior to pushing the dart in. Video chat with your opponent to show them the issue. Once agreed, push the dart in to score it and then resume throwing the rest of your darts.
2. If a dart successfully scores but fails to remain lodged in the board, the score will still be considered valid.
3. If a dart does not successfully stick to the board and does not yield a score, it will be counted as thrown. After you have thrown all remaining darts, proceed to press the change player button. It is recommended to configure the outer ring to a low or zero setting. If the board loses connection, go to your Bluetooth settings and turn Bluetooth off, then back on. Your Gran Board will connect back to your existing game. If you cannot connect back to the game contact your opponent and re-start the game.
4. If the last dart you threw that was the winning dart and did stick and does not successfully end the game and results in a frozen board, you should utilize video chat to verify to your opponent that the winning dart is indeed in the board. After your opponent has confirmed this, both players will exit to the lobby and then re-enter to start the next game. A minimum of 1 camera showing you throwing the dart and the dartboard is required. Blur will not be on during any league play.
5. Doubles, any member may perform the cork, while in singles, the member playing must cork. The Granboard will determine who starts by selecting the player closest to the bullseye
6. Each match will consist of 11 legs. All legs must be played. Each leg won = one point awarded

8. Drop player from league

1. In the event that 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.

9. 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. In the event that 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 of Members for online 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.