

# **MONEY DART LEAGUE**

**TUESDAY NIGHTS  
PICK YOUR OWN  
4-6 PERSON TEAM**

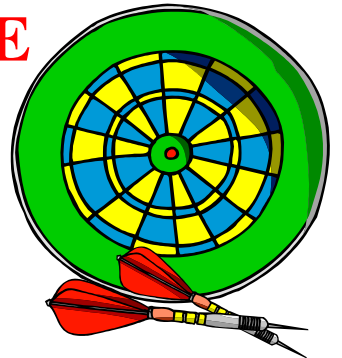
**ALL LEVEL OF PLAYERS  
REQUIRED ON EACH TEAM**

**NO TRAVELING  
MATCHES PLAYED AT THE SURF**

**PRIZE MONEY BASED ON NUMBER  
OF TEAMS**

**LIMITED SPACE AVAILABLE  
DEAD LINE FOR SIGN UP  
JUNE 14<sup>TH</sup>**

**LEAGUE STARTS  
JUNE 17<sup>TH</sup>**



# MONEY DART LEAGUE RULES

Each team will consist of a maximum of 6 players.

Each player will have a rating. The QCDA rating as of May 27<sup>th</sup> will apply to each player and will not be readjusted through out the season. Any player without a QCDA rating will be rated prior to the start of the season.

There will be no substitute players allowed, only replacement players. Once a player has been replaced, that player will not be allowed to play on any team for the remainder of the season and will not be eligible for prize money. If the replacement player is not rated said player must be rated prior to any game played.

All matches will be played at The Surf at 7:30pm on or prior to the scheduled Tuesday

The QCDA format for match play and scoring will be used. Four (4) single 501, four (4) single score cricket, two (2) doubles 501, and two (2) doubles score cricket.

For singles matches, a maximum combined rating for all players on a team will be 2100 points.

For doubles matches, a maximum number of rating points for each 2-player team per game will be 1200 points..

Every player will be required to pay a \$ 20 league fee prior to the start of the season. Replacement players will have to pay a \$ 20 league fee on their first night of play.

Each team will be required to turn in a signed, by a player of each team, score sheet and to pay \$ 16, one (1) dollar per player, per

game, at the end of the match. Points will not be awarded unless all fees are collected.

Should a tie between two (2) teams in the final standings occur a playoff match will be played on the following Tuesday of the last scheduled match. If a tie still occurs a one (1) game four (4) person team 1001 game will be played to break tie. A maximum of 2100 rating points will apply, No replacement player(s) may be used for the tiebreaker match.

Should a tie between three (3) or more teams occur, the two (2) teams with best record against tied teams

- A) Head to head points
- B) Team match (win/loss)

Prize money to be determined based on the number of teams/ players.

Prize money will be distributed to all eligible players within seven (7) days of the conclusion of season.