



# Cricket League **Rules & Regulations**

Lansdale Amusement Company 10 S Main St., Trumbauersville 215-368-1255

**1. GOOD SPORTSMANSHIP:** Common sense and GOOD SPORTSMANSHIP are to be used to answer any questions that may arise during a match and are not explicitly covered in these rules. We play darts because we love the game; so have fun, play well, and enjoy your league nights.

**2. TEAMS:** Teams will consist of at least four (4) and not exceed six (6) players. Each team will need a minimum of four (4) players to shoot a complete match.

**NOTE:** While captains must submit a complete team roster prior to the start of the league season, captains have six weeks to finalize their roster. If the final roster varies from the pre-season roster, captains must call Lansdale Amusement Co. to have their team information updated with the correct information. Week 7 standings will reflect the final rosters. Only necessary changes will be made to a team roster after Week 6. LAC will determine necessity. All players, on a roster, will receive a team shirt. Shirts will be ordered after Week 3. Players joining team after Week 3 will NOT receive a team shirt.

**Adding team players:**

“A” Division teams: Since the league is capped, a vacated roster spot may be filled by any shooter, who keeps the team below an 11.50 mpr.

“B” Division teams: A vacated roster spot may only be filled by a player with a skill level that will not put the team over the division cap of 9.00.

“C” Division teams: A vacated roster spot may only be filled by a player with a skill level that will not put the team over the division cap of 8.40.

**3. PLAYOFF ELIGIBILITY:** Players must play in at least 40% of their teams’ matches to be eligible for the playoffs.

**4. LEAGUE MATCH FORMAT:** A league match consists of 15 games. The games are: Cricket 200 and Cut-throat Cricket. The DOUBLE BULL (25/50 pts.) is activated in all games. All fifteen games must be completed to constitute a league match. The 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup> and 12<sup>th</sup> Games are Singles games; games 5, 10 and 15 are 4-player games and the remaining games are 2-player format.

**5. 3 PLAYER MATCH FORMAT:** Teams will be allowed, in a pinch, to shoot with a minimum of three players on league night. The options are:

**OPTION 1:** If a team (Team B) has three players present for the match, they can play by the Preset Format, as programmed on the dart machine. Team B must enter “PLAYER Z” as a substitute for the fourth team member at the beginning of the match. When “PLAYER Z” is scheduled to shoot, the turn MUST BE SKIPPED, throughout the match. Once a fourth player shows up for the team, that player may be entered in the match, replacing “PLAYER Z.” Team B can then begin playing in the open sheet format as Team A.

**OPTION 2:** If each captain agrees, the match can be held up, until Team B finds an alternate player, not present at the beginning of the match. Captains must agree how long of a wait is acceptable.

**OPTION 3:** If each captain agrees, Team B can play the match with three shooters, moving the three around as much as he/she can until a game must be forfeited. Four player games will shoot with “Player Z” and that turn skipped. The league rules apply to each player regarding game limit and consecutive game total.

**Option 4:** If each captain agrees, Team B can pick someone up at the location, to substitute as “Player Z.” If a fourth member from Team B arrives, then he/she will take the subs place on the roster and the ‘picked up’ player must be taken out of the match. The substitute must play under the name “Z”. His/her stats will be deleted.

**6. MATCH FORFEIT:** When a team decides to forfeit the entire match BEFORE it begins, with no intentions of making it up, both teams must notify LAC, to inform why the match will not be played. **There is a \$20 fine for willful forfeiture of matches.** Forfeits affect the standings, playoff eligibility and they are not fair to the sponsors. Please make every effort to make up matches instead of forfeiting.

**7. PRESET MATCH FORMAT:** Only required when Rule 5-Option 1 is used.

**8. OPEN SHEET FORMAT:** Captains have the option of using an Open Sheet Format, if four or more team members are entered into the match. In an Open Sheet Format, captains will choose which players will shoot, in each game.

**9. PRESET FORMAT/OPEN SHEET FORMAT GAME OPERATION:** Any selection of Regular Players or Substitute Players or changing the Position Order of Players during a match will be accomplished on the dart game itself.

**ENTERING YOUR PLAYERS – Game 1:** The HOME team must select two players to play in Game 1 and place them in the correct positions. Home team enters their information first and announces their intended shooters first. The Away team then enters their two players. Once the teams are set up for Game 1 – check to make sure each team is satisfied BEFORE you hit the “Start Match” button.

**ENTERING SUBSTITUTES:** When entering a substitute, who you think will remain on your roster or plays on another league team, you must enter that player’s FIRST & LAST name. If the substitute will only play one night, enter he/she as ‘PLAYER Z.’

**REGULAR PLAYER POSITIONING:** Before each game, the machine will list the players scheduled, for the next game. To rotate in another player, follow the instructions on the screen, until it is set as you’d like. The LOSER of the previous game will make any changes first.

**NOTE:** Once you have entered the team players, prior to the start of the match, the order of play will be determined as set out on the Match Record Scoresheet. If you choose to play in a Preset Match Format no further player substitutions or player position swaps need to be made during the match.

In an Open Sheet Format the game will ALWAYS list the scheduled players according to the Preset Match Format.

IN OTHER WORDS..

*ANY SUBSTITUTIONS OR POSITION SWAPS THAT OCCUR AFTER THE MATCH HAS BEGUN WILL NOT AFFECT THE PRESET ORDER OF PLAY!! THE GAME WILL ALWAYS LIST SCHEDULED SHOOTERS BY THE PRESET MATCH FORMAT REGARDLESS OF BETWEEN GAME PLAYER CHANGES!!*

**10. 8 GAME MAXIMUM PER PLAYER:** Each player can shoot a maximum of eight games per league match. The 15<sup>th</sup> game must be the 8<sup>th</sup> game played. In other words, players may shoot in a maximum of seven games in games 1 - 14, but game 15 must be their 8<sup>th</sup> game. With four players present on league night, each player will shoot in three 4-player team games, one singles game and four 2-player games.

**11. MINIMUM GAMES/ENTERING MATCH:** A player can enter the match at any time during the match including the 15<sup>th</sup> game. There is no minimum number of games a player must play in any league match.

**12. CONSECUTIVE GAME LIMIT PER MATCH:** Players can shoot in a maximum of two consecutive games, except for Game 13-15, where a player can play 3-in-a-row.

**13. START OF MATCH (Game 1):** The AWAY team and HOME team exchange their player lineups for the night. The HOME team announces their intended shooters first to start the match. In Game 1, the home team always shoots first.

**14. GAMES 2 - 15 START PROCEDURE:** After the first game, the LOSER OF THE PRIOR GAME, announces their intended shooters and SHOOT first in the next game. This is called Mugs Away or Losers Start.

**15. 5<sup>th</sup>, 10<sup>th</sup> AND 15<sup>th</sup> GAME FORMAT:** If either team has five or more players present, then in these three games, captains must choose only four (4) players to play in that game, each team will shoot on one (1) number in Games 5, 10 and 15. Captains are to fill in the score sheet for Order of Play for players one (1) through four (4). Each shooter will then throw one (1) round on his/her team's number until all players have thrown once.

**16. 3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup> and 12<sup>th</sup> GAME FORMAT:** In these games, one player from each team shoots against one another in a singles' game. A player may only shoot in ONE singles game - no matter how many players are present for the match.

**17. GAME FORFEIT:** A game forfeit primarily occurs due to captain error in scheduling players to shoot during a match. While this rule is needed as a guideline to settle the matter, captains are encouraged to notify an opposing team of the potential for a game forfeit before the game begins. This simple courtesy will go a long way to improving relations between teams and players.

With that said, a game is forfeited according to the following actions:

**A:** When any of Rules 10, 12, & 16 have been violated. The most common infraction is when a player shoots three consecutive times.

**For example:** In games 11 - 13, a team has entered a player three consecutive games. Once the first round of darts has been completed, the opposing team may then call a game forfeit. If both teams have entered a player three consecutive times in the same game, both teams will be assigned a game forfeit or they can just play through it with no penalty given for either team.

NOTE: If you are playing with three or four players, be careful how you schedule your shooters, Prior to and after the 5<sup>th</sup> and 10<sup>th</sup> team game. Also, avoid scheduling a player to shoot in the 7<sup>th</sup> and 11<sup>th</sup> game if that player is set to play or has just played a Singles game.

**B:** IF A FORFEIT OCCURS, THE GAME MUST BE COMPLETED IN ORDER FOR THE MATCH TO CONTINUE. FINISH THE GAME AS YOU WOULD ANY OTHER GAME. DO NOT TURN THE GAME OFF. USE PLAYER Z AS THE FOURTH PLAYER. STATS ARE AFFECTED SO CALL LAC TO REPORT ANY GAME FORFIT.

**C:** The forfeited game DOES NOT Count as a Shot Game for Any players from either team. A game allowed to be played, DOES count for both teams' players, so all league rules must be followed.

**18. LEAGUE SCHEDULING:** Mondays are League and League Playoff night.

**19. MATCH START TIME:** The League begins at 7:30pm. Teams have a 15 minute grace period before a forfeit can be called. If at 7:46pm, not enough members of the team have shown up to start the match, that match is considered 15-game forfeit. Please be courteous, call the other captain if you know your team will be arriving late or not at all. Your opponent must be notified, with at least 24-hr notice when possible, if your team needs to postpone a match. Consideration must be given at times of inclement weather. The location also needs to be notified.

**20. TEAM STANDINGS:** Team standings will be determined on a GAMES WIN%. Team standings, individual player rankings and other pertinent information will be published weekly and will be e-mailed out to all captains and loaded on all dart machines at participating locations. Captains should make every effort to keep their players informed of this information.

**21. SPONSOR FEE:** The sponsor fee is to be paid by each league location for each team they sponsor. Locations are solely responsible for paying these fees. LAC bills all sponsors directly.

**22. TEAM DUES:** The LAC Cricket League is a money league. Team dues are \$100.00 due at registration and must be paid by the teams. Sponsors are not allowed to pay team dues. Payouts are for league & playoff finishing. Each division is paid separately by what they put into it. Every team plays the other teams twice. Each division is paid out what that division pays in.

**23. LEAGUE PLAYOFFS:** The top eight teams qualify for the playoffs in each divisions.

**Any team that forfeits the playoffs, without sufficient cause, forfeits ALL playoff and league payouts.**

A tie-breaker format will be used to settle any regular season ties. #1 -- Match record between both teams; #2 -- Games won and lost between both teams; #3 -- Team match records versus regular season champion; #4 -- Games won and lost versus regular season champion and #5 -- Best-of-7 playoff match between the two teams. The first team to reach 4 wins - wins the ranking spot. This playoff must be played before the night of the first round of the regular season's playoffs.

An 8-team tournament schedule will be used with the HIGHEST SEED playing the LOWEST SEED throughout the playoffs. Matches are played at the higher ranked teams' location **where there is no conflict with another team from the same location**. In the event that a match cannot be played at the higher seed's location, captains may agree to play at a neutral LAC league location, play at the lower seed's location – also if no conflict will occur or choose to have LAC select the location.

**Quarter and Semi-Finals:** Best-of-15 match played at the higher seeds home location unless there is a board conflict. LAC will decide where the match will be held in the event of this occurring.

**Finals:** The finalists will play a Best-of-21 match, played in one night. The Higher ranked team has the option of playing at Home, Away or at a neutral location. LAC will enable the machine to play a 21 game match. The match will shoot as the league does for games 1-15 and follow all of the league rules pertaining to a regular match. Games 16-20 will be set up to shoot like games 11-15 of league play.

Each player may only play in a maximum of 11 games with Game 20 being the 11<sup>th</sup> game. A player cannot shoot in more than 8 games between Game 1 and Game 15, with Game 15 being his/her 8<sup>th</sup> game. There are no singles games after Game 12.

If the match goes to 21 games, Game 21 will be played like a Game 20 with the following exception:

Best-of-Three Diddle: Home team diddles first, Loser of first diddles second and loser of second diddles first in tiebreaker if needed. Any players from either team may diddle in one or all diddle tries. In game 21, captains may use any four players, regardless of the number of games he/she has played that night.

**24. PHILOSOPHY: Remember RULE # 1 -- ALWAYS USE COMMON SENSE AND GOOD SPORTSMANSHIP!!!**

# LAC Cricket Finals Scoresheet

HOME \_\_\_\_\_ AWAY \_\_\_\_\_ DATE \_\_\_\_\_

Pos	Player Names	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
H1																						
H2																						
H3																						
H4																						
H5																						
H6																						

Home Team Wins

Pos	Player Names	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
A1																						
A2																						
A3																						
A4																						
A5																						
A6																						

Away Team Wins

#	GAME TYPE	SHOOTING ORDER
1	Cricket 200	<b>H1 - A2 - H3 - A4</b>
2	Cut-throat	<b>A1 - H2 - A3 - H4</b>
3	Cricket 200	<b>H1 - A1</b>
4	Cut-throat	<b>A4 - H3 - A3 - H4</b>
5	Cricket 200	<b>H4 - A3 - H1 - A2</b> <b>H2 - A1 - H3 - A4</b>

#	GAME TYPE	SHOOTING ORDER
6	Cut-throat	<b>A2 - H2</b>
7	Cricket 200	<b>H1 - A3 - H3 - A4</b>
8	Cut-throat	<b>A2 - H4 - A1 - H2</b>
9	Cricket 200	<b>H3 - A3</b>
10	Cut-throat	<b>A4 - H1 - A3 - H4</b> <b>A1 - H2 - A2 - H3</b>

#	GAME TYPE	SHOOTING ORDER
11	Cricket 200	<b>H1 - A1 - H2 - A2</b>
12	Cut-throat	<b>A4 - H4</b>
13	Cricket 200	<b>H3 - A1 - H2 - A4</b>
14	Cut-throat	<b>A3 - H4 - A2 - H1</b>
15	Cricket 200	<b>H1 - A1 - H3 - A3</b> <b>H2 - A2 - H4 - A4</b>

#	GAME TYPE	SHOOTING ORDER
16	Cut-throat	<b>A1 - H2 - A4 - H3</b>
17	Cricket 200	<b>H4 - A3 - H1 - A2</b>
18	Cut-throat	<b>A1 - H1 - A3 - H3</b>
19	Cricket 200	<b>H2 - A2 - H4 - A4</b>
20	Cricket	<b>H1 - A1 - H2 - A2</b>
21	Cut-throat	<b>H3 - A3 - H4 - A4</b>