

GTDL 2016-2017

Rules and Bylaws

1. General League Information

- a. The Greater Trenton Dart League (GTDL) is a steel tip membership dart league in the Mercer County, NJ area. The GTDL is not currently affiliated with any of the sanctioning bodies, including the ADO, ADA, WDF or BDO.
- b. **League Purpose:**
 - i. Provide a structure in which the local darting community has an organized league to participate in the sport of darts.
 - ii. Promote the sport of darts locally, to generate interest in the sport, gain players, sponsor bars and teams.
 - iii. Actively partner with local sponsors to promote the sport and activities that the GTDL participates in.
 - iv. Represent the area for regional, state or national events and to communicate information about those events to our membership.

2. Methods of contacting the GTDL

- a. Email: board@trentondarts.com or other email addresses from the GTDL website "Contact Page".
- b. Text messages as appropriate for specific tasks.
- c. USPS mail by request only.

3. League website and Internet presence

- a. The official league website is: www.trentondarts.com.
- b. The league will also maintain a presence at www.facebook.com/GreaterTrentonDartLeague
- c. Other forums, sites, or facebook pages as is suitable for a specific task, event, communications, or other need.

4. Schedule Information

- a. The GTDL will have one season per year, starting in September and completing in the April/May timeframe.
- b. Weekly matches are played on Thursday nights, starting at 8 PM.

5. Board of Directors

- a. The GTDL will have a Board of Directors to organize tasks, handle disputes and set the structure by which the league operates.
- b. The Board consists of a President, Vice-President, Treasurer/Secretary, Statistician (at least one) Officer, and a Special Events Coordinator. An Immediate Past President may also be on the Board during a transition window.

- c. The Board has the discretion to add temporary board positions as required for specific tasks or to address specific issues.
 - i. **President:**
 - 1. Set up a timeline with specific dates for the beginning and end of each season. Organize all meetings that need to take place before, during and after each season. Maintain a good line of communication with all bar owners, team captains, and sponsors. Organize end of season picnic or banquet. Oversee all other Board Members to ensure all other duties of the Board are being carried out.
 - ii. **Vice President:**
 - 1. Post league flyers within all participating bars announcing specific events and dates. Work with the Officer to measure all game/practice boards at participating bars and notify bars and/or the board of necessary changes. Provide leadership when the President is not available.
 - iii. **Treasurer/Secretary:**
 - 1. Take minutes of each meeting and maintain rules/bylaws when necessary. Provide finance report for meetings. Maintain league checking account. Track player and bar fee payments.
 - iv. **Statistician:**
 - 1. Maintain league stats and stationary supplies. Provide information to players as required. Works with Secretary to update GTDL database with information.
 - v. **Officer:**
 - 1. Measure all game/practice boards at participating bars and notify bars and the Board Members of any necessary changes.
 - vi. **Special Events Coordinator:**
 - 1. Organize and manage all special darting events for the Greater Trenton Dart League. This includes, but is not limited to, all Luck-of-the-Draw events, charity events, All-Star team, and league/player tournaments.
 - vii. **Immediate Past president:**
 - 1. Assist in the transition with the new president and help as appropriate with other tasks.
- d. All board members are expected to attend all board meetings and encouraged to participate in all league functions, including helping as appropriate.
- e. In addition, board members and other league members with appropriate skills may be asked to help with tasks such as event logistics, website management, social media and coordination with other leagues.

6. General Rules

- a. **Sportsmanship** Good sportsmanship should be extended at every opportunity. No harassment of any sort will be condoned by the league, and persons partaking in the physical or verbal abuse or other harassment, including heckling of others may be denied participation in the league. Some examples of heckling include calling out a

shooters name or saying “miss” while an opponent is at the line throwing darts. There will not be a refund of player’s fees if a player is denied participation.

- i. In any case where sportsmanship issues arise, the Board will discuss with all relevant parties in a timely manner the incident. A decision will be made and the player notified. Penalties may include suspensions for a period of weeks or a banning for current or future seasons.

b. Team Responsibilities:

- i. All teams sponsored for the season must agree to play at all other sponsored bars within the league to avoid a team/player suspension the following season. If the GTDL Board receives numerous concerns expressed about the safety of a particular bar or criminal reports of violent activity; the Board will meet for further review to discuss what is in the best interest of the league and its member’s safety.

c. Weekly Match Play

- i. It is the captain’s responsibility during the league match to enforce any rules relevant to the progression of games in the match as well as the rules about the playing of those games.

7. League Scheduling

a. Divisional Format

- i. The league will use a divisional system during the season to facilitate fair play amongst equal teams. There will be a minimum number of teams per division, which may change based on the number of teams and divisions. See the **2016-2017 Appendix** for specific details.

b. Home Matches

- i. The schedule will be constructed in a manner that provides each team with approximately the same number of home matches. Based on the number of teams in the league, this may be one half of the playable weeks or one half minus one week of the playable weeks.

c. Home and Away Streaks

- i. The league will attempt to keep a balanced schedule wherever possible and to eliminate any streaks of more than three weeks. There may be exceptions to this however.

d. Match Conflicts

- i. There may be times when a sponsor has an event the conflicts with normal match play, or teams have an entire team conflict. The teams and/or sponsors should notify the league president (president@trentondarts.com) immediately upon finding out about a conflict to allow for alternatives to be discussed. The board will then discuss and resolve the conflict as necessary. Remedies include swapping home/away with the same team later in the season or playing at a neutral location.

8. Roster Information

a. Roster Size

- i. Teams are required to have at least six (6) players and may have up to twelve (12) players on their rosters. Rosters, with names, email addresses and shirt sizes should be provided to the league as soon as possible each season.

b. Active Players

A player is considered to be active when they have played at least one game in one match.

c. Players in Good Standing

A player will be considered in good standing when their league fees are paid.

- i. Board Members and members of the previous year's Memorial Tournament will be considered in good standing by default.

d. Player Fees:

The annual player fee for the GTDL is thirty-five dollars (\$35). The fee entitles players all the benefits of league membership, including any player gift provided as well as entrance to the league picnic.

- i. Singles League Only In the event that the GTDL holds a singles league during the season, a player not in the GTDL may gain the privileges of an active GTDL member in good standing by paying the GTDL player fees for the year in addition to any specific fees for the singles league.

e. Roster Changes

- i. Teams will have up to four (4) weeks to *add* players to their rosters, inclusive of week 1 of the 1st half.
- ii. Teams will have an additional two (2) weeks (up to week 6) to *change* the players on their roster.
- iii. The number of players on the roster and paid by week 4 will be the total number of players allowed on the team for the duration of the year.
- iv. A player who pays their league membership during the first four weeks and participates in a league match will not be refunded their league fees. A player who pays but does not play before being removed from their roster may receive a refund.
- v. A player who replaces a player during weeks 5 or 6 will be responsible to pay league player fees.
- vi. A player may not play for more than one team during a season without prior board approval.
- vii. No additional changes to the rosters may be made after week 6.
 1. Hardship cases may be made to the board in the event of a roster issue later in the season. The board will make a decision and notify the team captain. Notify the board as early as possible when a potential hardship case arises.
 - a. 1. Hardship cases may be made for injuries, change of job (or job status), relocation or other to be determined issues.
 2. Results of a hardship request may be to add a player to the roster after the 6 week change period, or to remove the requirement for a certain number of games played for playoff eligibility.

- viii. All players that participate in at least one game must register their information and pay league fees.

9. **Ineligible Players** A player will be considered ineligible for any of the following reasons:

- a. Failure to provide registration information and fees in a timely manner.
- b. Appearing on multiple rosters during the season, without prior board approval.
- c. Appearing on a roster after the roster change period, without prior approval or hardship request by the team.

10. **Penalties for Ineligible Players**

- a. Any team found to have an ineligible player on the score sheet for a match will forfeit ALL points from the match number that person played in to the end of the match. If the ineligible player plays in one of the first ten (10) games, the entire match will be a forfeit, e.g. if the score of a match is 15-0, and an ineligible player plays the 11th game for the currently winning team, regardless of the outcome of the other games, the final score will be determined to be 15-12.
- b. An exception is available for players who have not paid league fees, where only their games are considered a forfeit (providing they meet all other eligibility requirements.)

11. **Playoff Eligibility**

- a. A player must play in more than half of the weekly matches to be eligible for the playoffs.
 - i. In a season with an even number of weeks, this is the number of weeks divided by two, and then one more. i.e. $24 \text{ weeks} / 2 = 12 + 1 = 13$ weeks required.
 - ii. In a season with an odd number of weeks, this is the number of weeks divided by two, round up. i.e. $25 \text{ weeks} / 2 = 12.5 = 13$ weeks required.
 - iii. Playoff eligibility hardships can be discussed with the board. See section 8.e.vii for details.

12. **Weekly Match Play**

a. **Match Start**

- i. Weekly matches start at 8:00 PM. If three (3) players from both teams are present, the match should start. If three players are not present, a 15 minute grace period is allowed. At 8:15 PM, teams without 3 players will forfeit the first game, and have the other players continue to play the next 2 games. At 8:30 PM, or the end of the 2nd and 3rd games (whichever comes later), a team without at least 3 players will be considered a match forfeit (27-0, regardless of the score of any games played).

b. **Match Progression:**

- i. It is both captains' responsibility to ensure that play moves along at a reasonable pace. The captains should be aware and make their players aware of their games and have them ready. Slow matches are often a result of:

1. Players taking unnecessary time between matches. (If **every** game had 5 minutes between them instead of 2 minutes, that alone is an extra hour for the night).
2. Players not prepared. Get your drink, hit the restroom, or finish your smoke before your game. Captains should make sure their players are aware of the order of play and when a player is playing.
3. Taking more than the allowed 9 warmup darts. Warmup or practice before your game on the practice board.

c. **Slow Play:**

- i. In the event the match is taking longer than expected, either due to slow play as above or difficulty in the actual game play, the two captains can agree on how to speed up the night. The most logical choice would be to use the practice board to play games on.

d. **Individual Player Maximums:**

- i. Players may only play in one game of each game type per night. A game type will be considered Single '01, Single Cricket, Doubles '01, Doubles Cricket and the triple 01.
- ii. A player may only play **one** best-of-three game per night
- iii. No player, under any circumstance may play in more than 5 games per night.

e. **Protests:**

- i. Teams may protest the weekly match by not signing the scoresheet for the evening. The scores for the night should be called in as usual. An email should be sent to Board@trentondarts.com explaining the protest – including what the protest is, and your desired outcome. The Board will discuss with all parties and make a decision.

f. **Minimum Players:**

- i. A minimum of six (6) players are required to complete a weekly match.
- ii. A minimum of three (3) players are required to compete in a weekly match.

g. **Forfeited games:**

- i. Any team with less than 6 players will automatically forfeit games during the night as they won't be able to enter names on the scoresheet. The games forfeited are shown below, and assume that 3 players were present to start (Rule 12.a.i). *If game 1 was a forfeit under rule 12.a.1, then replace game 13, 14 or 15 as **bolded** with game 1 in the text below.*
- ii. Teams with only 3 players:
 1. Forfeit three Single '01 and three Single Cricket, plus one Double '01 and one Double Cricket games for a total of 10 forfeited points. (Games 9, 12, **13**, 14, 15, 16, 17, 18).
- iii. Teams with only 4 players :
 1. Forfeit two Single '01 and two Single Cricket, plus one Double '01 and one Double Cricket games for a total of 8 forfeited points. (Games 9, 12, **14**, 15, 17, 18)
- iv. Teams with only 5 players:

1. Forfeit Singles games **13** and 16, unless, under rule 12.a.i is in effect in which case games 1 and 16 will be forfeited.
- v. Doubles games:
 1. The captain of the team will have the choice of which doubles games to play the single player and ghost player. The ghost player does not shoot, their turn is skipped, making those games a 2 player vs. 1 player game.

13. Forfeited Match

- a. If a team forfeits eleven (11) or more points in a given night, it will be considered a match forfeit (27-0, regardless of games played).
- b. If a team forfeits two weekly matches, or any other combination of 54 game forfeits during the course of the season, they are subject to a Board review and actions for the current or future seasons.

14. Order of Games

- a. The order of games shall follow the standard GTDL score sheet. No variations shall be made during the course of play.
- b. At any time, if you don't have enough players to complete a grouping of games, the remainder of games in the group is considered forfeited. (See Forfeited Games, 12.g.ii-v)

15. Match Reporting

- a. At the conclusion of the match, BOTH CAPTAINS will report the score via phone, text or email to the statistician, including a photo or scan of the scoresheet to the league statistician. The HOME captain will also include the final score.
- b. In the event that a captain doesn't have the technology available please have another member of the team send it or have the other captain do this. The image of the scoresheet is used by the statistician to record individual player and team results.

16. Individual Game Play

- a. **Game Value**
 - i. All games during the night will be single leg, unless otherwise noted on the scoresheet. The value of each game will be determined by the number of players. Singles games are 1 point, doubles are 2 points the triple 01 game is worth 3 points. There will be a total of 27 available points during the night.
- b. **Game Start**
 - i. The home team will start the 1st game of the night, and the start will alternate for all games except the triple 01. In this manner, each team will start 6 singles games and 3 doubles games.
 1. The triple 01 game will have a diddle. The home team will decide to throw first or second. Any of the players in the game may shoot for cork. Standard cork shot rules apply; you may pull a bull or double bull, and in the event of a tie, the order reverses for the next attempt.
 - ii. For all games, the player starting should confirm with the other player and chalker their intent to start the game. Once confirmed, let the game begin.

- c. **Practice Darts**
 - i. Players may elect to throw up to nine (9) darts on the game board prior to the game start. Players may not practice on another board during the game.
- d. **Extra Darts**
 - i. In the event where a player does not require all three (3) darts during a round (game won, or round busted), they **must not** throw additional darts at the board. This is a safety issue for the chalker and others in the area.
- e. **Shooting out of Turn**
 - i. Players must shoot in the order listed on the scoresheet. Any team that shoots out of order will lose that score, as well as the next turn and then resume the original order of play.
- f. **Rules of darts:**
 - i. For '01 games
 - 1. <http://www.ndadarts.com/rules/rules-play-301501>
 - ii. For Cricket games
 - 1. <http://www.ndadarts.com/rules/rules-play-cricket>

17. The GTDL Scoresheet:

- a. **Format**
 - i. The scoresheet is a 2 part carbonless form designed to record the activities of one match between two teams in the GTDL. The 2 part copy is designed to be used by both captains during the match. Captains can use scratch versions or copies to help them with the personal administration of their team.
- b. **Filling out the scoresheet**
 - i. ***Please be legible throughout the document!***
 - ii. Fill in the Week number and Date on the top.
 - iii. Enter the two teams playing in the HOME and AWAY area respectively.
 - iv. Enter the names of the players in the games.
 - v. Mark a W or L (or F(orfeit) as appropriate) in the W/L column on both sides for each match.
 - vi. Use the middle section to record High On/Out, T71+, Round 9s or 6 Bulls. In one turn of 3 darts, you may accomplish only one of these. You may have multiple in a game or during a match.
 - 1. High on – Only for Double On games, scores over 90
 - 2. High Out – All '01 games, scores over 90
 - 3. T71+ - All '01 games, a score of 171 or more
 - 4. Round 9 – All Cricket games, three scoring triples.
 - 5. 6 Bulls – All Cricket games, 3 double bulls.
 - vii. At the end of each section, record the number of game wins, and the points accumulated in that section.
 - viii. At the bottom, add up all the points and confirm the scores are correct and equal 27 points.
 - ix. Sign the scoresheet.
- c. **New Players**

- i. If a new player is included on the scoresheet, send an email to stats@trentondarts.com with player information included.
 - d. **Discrepancies**
 - i. In the case where the called in score and the recording of the scoresheet by the secretary do not match, the actual scoresheet results will be considered correct.
 - e. **Errors**
 - i. Captains should notify the league statistician if they believe there is an error with the recording of the scoresheet or publishing of results or stats. The statistician will work with the captains or players involved to make a determination. Email to stats@trentondarts.com .
 - f. **Penalty Points**
 - i. Each of the first two times a score sheet is not returned in the allotted amount of time, a 1 point penalty (subtracted from total legs won) will be assessed. Teams who show a continued inability to report scores in the allowed time will be assessed a 1 point penalty (from total match points) for each subsequent infraction. These points cannot be regained. Penalty points will be accrued for the entire year.

18. Tiebreakers (determination of playoff seeding):

- a. This is applicable for any two team tie for the same position.
 - i. Total legs W/L %
 - ii. Head-to-head match results
 - iii. Head-to-head legs W/L%
 - iv. Individual legs won
 - v. Coin toss
- b. In the event of a three team tie, the head to head will be a 'round robin' count of the matches between those three teams only. The same procedure applies.

19. Scorekeeping

- a. The scorekeeper (chalker)
 - i. Is a neutral part of the game.
 - ii. Shall avoid all disruptive behavior, like talking, drinking or moving about.
 - iii. Shall remain near the scoreboard, and watch the dartboard.
 - iv. Shall record the results of each throw promptly and accurately on the scoreboard.
 - v. Shall tell the shooter the results of the turn to avoid mistakes.
 - vi. Shall **not** tell the shooter the preferred outshots or combinations to shoot.
 - vii. May provide (unofficial) information about what was shot that dart or that turn, and what is remaining.
 - 1. If a discrepancy arises between the unofficial information passed along by the scorekeeper and the actual darts scored, the darts will be the definitive answer.
 - viii. See the GTDL website (<http://www.trentondarts.com/static/chalking.pdf>) for more chalking guidelines.

20. Bar Responsibilities

a. Dart boards

- i. One standard dartboard will be provided to the sponsor for each team in the league. The board should be used for game night only. In the event that the sponsor keeps the board up all the time, they may be asked during the year to replace it at their own expense. A league provided dartboard, used once per week will last the entire season. At the conclusion of the season, the bar retains the board.
- ii. The bar is responsible for its own practice board. While an official oche is not required, some mark should be available as a toe line.

b. Board setup

- i. The dartboard should be hung with the following specifications: 5'8" from the floor to the center of the bull's-eye. The spot on the floor below the bull's-eye to the oche shall be 7' 9 1/4" and the center of the bull's-eye, diagonally to the oche will be 9' 7 3/8". The minimum distance between multiple boards on the same wall shall be 6' between bull's-eyes. A scoreboard shall be located adjacent to each dartboard. Enough room must be provided to allow a scorer to be present for each board in play.

c. Lighting

- i. Sufficient light shall be provided to eliminate shadows. Suggestions include multiple spot or flood lights, or a centrally located, above the board fluorescent fixture.

d. Room to Play

- i. Bars should provide space for dart shooters to play without risk of injury to other shooters or bar patrons. There should also be enough room for other team members in the same area as the shooters, without interfering with game play.
- ii. Dartboards must be located inside the bar and not a detached building away from the bar.

e. Message Area

- i. Bars should provide a location, bulletin board, etc... to post league information or other dart related information.

f. Toe Board (Oche)

- i. Bars are responsible for placing a toe board at the proper location to the board. The toe board should be made of at least 2x3" material, and be at least 3 feet in length. It should be centered to the dart board and securely fastened to the floor.

21. League Communications

a. From Teams to the League

- i. Registration forms for players and teams.
- ii. Rosters, including, name, contact information, email addresses and shirt sizes.
- iii. Prompt reporting of scores and issues from weekly play.

b. From the League to the Players

- i. Periodic information and email updates on the schedule, events or activities that might be pertinent to the players.
- ii. Weekly updates on the website with the standings and player achievements.

22. Elections

a. Term

- i. The term for all positions will be two years, starting with and ending with the league picnic in the respective years.
- ii. There will be no term limits.
- iii. Positions will be elected based on the following schedule:
 - 1. President, Secretary and Officer will be elected in odd years.
 - 2. Vice-President, Statistician and Special Events Coordinator will be elected in even years.
- iv. The 'year' is the year of the election, or the end of the season. i.e. For the 2016-2017 season, the election is based on 2017, and odd year.

b. Candidates

- i. Any candidate must be a member in good standing in the GTDL for the current and previous season.
- ii. The board may exempt rules (22.a.iii.1, 22.a.ii.2 or 22.b.1) as required. Examples include:
 - 1. New positions that are deemed necessary off cycle.
 - 2. To fill a position that has become vacant off cycle.
 - 3. For a candidate with previous experience in a skill deemed necessary.
- iii. Candidates should declare their interest for an upcoming election via email (board@trentondarts.com) stating their intention to run for the desired position by January first of the election year.
- iv. Candidates should write a brief summary of their goals and why they want to be a board member. These will be available on the league website for review by the general population.

c. Voting

- i. Voting may be held in person or electronically. Each GTDL member may vote only once.
- ii. Voting will take place no sooner than February 1st and no later than April 31st.
- iii. The voting window will be no more than two weeks in duration.
- iv. Results will be announced to the league after the conclusion of the voting period.

d. Transition

- i. New board members will officially transition at the league picnic for that year.
- ii. At least one and possibly two board meetings may include both outgoing and incoming board members to smooth transition.

23. Awards and Recognition

- a. All players achieving a 180 or 171 in an '01 game or a Round 9 or 6 Bulls in a Cricket game will receive an award.

- b. In each division, the highest On and Out will receive an award.
- c. Championship awards
 - i. Playoff Champions in each division will receive a plaque (or trophy) for the bar, plus individual trophies for each player on the team.
 - ii. Divisional winners during the season will get a plaque if they don't qualify for a plaque under Rule 22.c.i
 - iii. All new sponsors will receive an inaugural season plaque for each team they sponsor.

Appendix A:

2016-2017 Greater Trenton Dart League Season Rules:

1. Season:

- a. League play this year will consist of one season, starting on September 29th and ending with playoffs at the end of April.

2. Inter-division play:

- a. Each division (A, B and C) will play the divisions adjacent to them.
 - i. A division will play each B division team once.
 - ii. B division will play each A division once and each C division team once.
 - iii. C division will play each B division team once.

3. Match Night Rules:

- a. Matches are still worth 27 points. Each game is worth one point. The changes from previous years are as follows.
 - i. **A League:**
 1. The first game in each singles (legs 1, 4, 13 and 16) are designated best-of-three. The first player to win two legs wins the single point for that game. Players may only play in **ONE** best-of-three match per night. Players are still eligible to play 1 each of singles cricket, singles 01, doubles cricket and doubles 01.
 2. Singles games 4-6 and 16-18 are now 501 SI/DO (previously designated as 301 DI/DO).
 - ii. **B League:**
 1. The first game in each singles 301 set (games 4 and 16) are designated best-of-three. The first player to win two legs wins the single point for the game.
 2. Triple 01. The "B" league triple 01 game is 701 SI/DO (previously 801)
 - iii. **C League:**
 1. All games remain single legs.
 2. Singles games 4-6 and 16-18 are now 401 SI/DO (previously were 301 DI/DO). Doubles remains 501 SI/DO
 3. Triple 01. The "C" league triple 01 game is 601 SI/DO (previously 801)
- b. **All Leagues:**
 - i. The winner of the majority of the legs of each match will receive TWO points. (i.e. scores of 27-0 and 14-13 are each worth two points for the winner).
 - ii. A losing team scoring AT LEAST 12 points will receive ONE point. (i.e. losers of matches that finish 15-12 or 14-13).

- iii. The total legs win/loss percentage used for the standings in previous years will move to the first tie-breaker.
- iv. Triple 01. The triple 01 game, previously played in the middle of the match, will now be the last match of the night.

4. **PACE OF PLAY:**

- a. With the addition of best-of-three legs in the A and B divisions it is crucial that captains do whatever they can to move matches along. This means putting up **ALL SIX SHOOTERS** per section when it is their time to do so, and to make sure players are ready to begin shooting before their match begins. **GAMES MAY BE PLAYED ON MULTIPLE BOARDS IF THE MATCH IS RUNNING LONG.** This has been a long standing rule (see rule 12.c.i), and it is up to the captains to use their best judgement on this issue.

5. **Awards**

- a. A Division
 - i. 1st place 10x13 plaque with 18" individual trophies & Overall League Champion Trophy (4 Post – 36")
 - ii. 2nd place 9x12 plaque only
 - iii. 3rd place 8x10 plaque only
- b. B Division
 - i. 1st place 9x12 plaque with 12" individual trophies & 3 post bar trophy
 - ii. 2nd place 8x10 plaque only
- c. C Division
 - i. 1st place 8x10 plaque with 10" individual trophies & 2 post bar trophy
 - ii. 2nd place 8x10 plaque only

6. **Memorial Tournament:**

- a. The Memorial Tournament will be built into the league schedule to be played on Thursday nights during the season, and will be free for all teams. As in the past, the Memorial Tournament will be handicapped, so that each team is on equal footing. The draw for the Memorial Tournament will be a random draw of all interested teams.
- b. The winner will win the 'Players Cup' trophy and full paid membership dues for the following season.
- c. Based on the weekly format the handicap would be:
 - i. A vs. B = 18-10 (A would need 18 points, B would need 10 points to win)
 - ii. A vs. C = 20-7 (A would need 21, C would need 7 points to win)
 - iii. B vs. C = 17-10 (B would need 18, C would need 10 points to win)
 - iv. A vs. A; B vs. B; or C vs. C = 14-13 (Winner needs 14 points)

24. League Board

- a. President: Geoff Thomas, Uno Dos, 202-422-3314 (president@trentondarts.com)
- b. Immediate Past President: John Lewandowski, McManimon's; 609-647-9333
- c. Vice President: Mike Dillon, VFW 3525 Div 10,
- d. Statistician: John Tedder, Hamilton Lanes; 609-575-0198 (stats@trentondarts.com)
- e. Secretary: Bob Kuppler, VFW 3022; 609-947-1472
- f. Officer: Mike Denelsbeck, Chickie and Petes ; 609-964-8246
- g. Special Events Coordinator: Gary Yourman, Firkin Tavern; 732-284-0941
(events@trentondarts.com)