

# GRAND RAPIDS DART LEAGUE (GRDL) RULES OF PLAY

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### 1. INTRODUCTION

This document is the guide for playing darts in the Grand Rapids Dart League (GRDL). Dart Games are friendly competition, not a war. Good Sportsmanship is to be observed at all times (See 4-E). League night is a social event; however, the first priority is to complete the League night Games.

### 2. LEAGUE MEMBERSHIP

- A. LEAGUE MEMBERSHIP
  1. League Membership runs from January 1 to January 1 of the following year.
  2. All Players on a Team's Roster must join the GRDL, and must have attained the age of 18 before playing any league events, including standard league matches and/or ADO sanctioned qualifying events. (example: ADO Cricket or 501 Qualifying events that are sanctioned by the GRDL, i.e. where the GRDL is putting in monies for winners to advance to ADO Regional events.)
  3. A League Member is expected to display good sportsmanship and good conduct. Any conduct unbecoming a League Member can result in expulsion from the League in accordance with Article VIII Section V of the League By Laws.
- B. TEAM MEMBERSHIP
  1. A Team shall consist of a minimum of four (4) and a maximum of five (5) Players on their Team Roster.
  2. One Team Member will be designated as Team Captain. The League recognizes that a Captain is not always able to fulfill their Captain's Responsibilities (See 2-C); therefore, the Captain must designate an alternate Team Member as co-captain to fulfill their Responsibilities in the event of their absence.
  3. To be eligible to join a Team after Divisions and Point Caps are set for the Season, a Player must join the GRDL and have a WPI equal to or lower than the WPI cap for that Team's division.
  4. To replace a player during the season, the person that will be the replacement must have a WPI equal or lower than the person they are replacing.
- C. LEAGUE FEES
  1. League Membership Fees are Ten dollars \$10.00 for a full year. Fall season only is \$5.00
  2. League Play Fees are One Hundred Sixty dollars (\$160.00) per Season.
  3. Payment of League Play and Membership Fees..
    - a. All League and membership Fees must be paid with the fourth week's Score Sheet or before.
    - b. One Game Point will be deducted from the fifth week of League Play for a Team with unpaid League Fees (this deduction won't show on the Division Standing Sheet until the sixth week's Division Standing Sheet).

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- c. After the sixth week a Team with unpaid League Fees will be dropped from the League and the Team Captain will be barred from playing in the League, pending Board review. The Team Captain may be allowed to play at a later date if they pay any unpaid League Fees they are Responsible for.
- d. If a Team is dropped from the League, all of the Team's match results will be deleted from the standings.
4. Fees must be paid by check or money order. **DO NOT SEND CASH!**
5. All League Fees are non-refundable.
6. The GRDL charges a Fee of Twenty-Five Dollars (\$25.00) for all returned checks (each occurrence). Once you have bounced a check you must submit all future payments using a money order, traveler's check or bank check.

### D. SUBSTITUTES

1. Anyone can substitute in the silver cup division regardless of WPI, A substitute for the Bronze cup division must have a WPI equal to or lower than the highest team average in the lowest silver cup division..
2. A Substitute without a WPI must be pre-approved by the League President, Statistician or Secretary.
3. A Substitute who plays in violation of these rules is an "Ineligible Substitute" and Forfeit Rules (See 4-G) will apply.
4. A Substitute is not eligible for any individual or Team awards or trophies.
5. Substitutes must be 18 years of age.

### E. CAPTAIN'S RESPONSIBILITIES

1. A Captain's first duty is to submit the Team application to the GRDL. Their name must be designated as Captain on the Roster when it is submitted.
2. Team Captains must attend the Captain's meeting held prior to the start of each Season and any captains meetings called during the season. If they are unable to attend, they must have someone from their Team attend in their place.
3. At the start of each Season Captains must have any Player on their Team Roster that is not a Member of the GRDL, fill out a Membership Card and pay the Membership Fee (\$10) for the year, or (\$5) for the fall season only. Remember to mark the back of the card with the Player's coat size.
4. Captains are to make sure everyone on their Team has a League Schedule and knows how to use it.
5. Captains are to **keep Team Members informed** by passing along any information from the GRDL that is given to them at the Captain's meeting or mailed to them.
6. Captains are to make sure that each Team Member understands these Rules of Play.
7. Captains are to make sure Score Sheets are filled out completely each week.
8. Captains are Financially Responsible for submitting the League Fees (See 2-C) the Team owes the League.
9. The Captain of the winning Team must report the League Match results by **faxing the Score Sheet** to the League office at **828-0825**, or **emailing** the Match score and Personal Marks to Stats@grdl.org, or **\*calling 980-4735** and reporting the Match score (do not report Personal Marks on call-ins) **by 6pm of the day following the Match**.  
\* Personal Marks will not show on Weekly Division Standing Sheets for called in reports.
10. The Captain of the winning Team **must also mail the Score Sheet** and any League Fees (See 2-C) **for both Teams postmarked by noon on the Friday** following the Match. Self-addressed and stamped envelopes will be provided. Fees must be paid by check or money order. **DO NOT PAY LEAGUE FEES IN CASH!**
11. Late reporting of League Match results via phone in of team scores, faxing of team sheet or mailing of team Score Sheets **WILL** be subject to the (Winning) Responsible Captain's Team of a one-point deduction for late reporting. Example (Winning) responsible team captain does not fax sheet in on time; then one point is deducted. If same score sheet is not mailed on time; another point is deducted and so on. One point deduction for each violation of each rule.
12. In the case of a tie match the Home Team captain will be responsible for the score sheet, and points will be deducted from the Home Team,.

## 3. HOW WE PLAY

- A. For the purposes of these Rules Of Play the following definitions apply:
  1. A Leg is an x01 or Cricket contest played to win a Game.
  2. A Game is an event as described in the Game Rules (See 4-F).
  3. A Match is all Games on a League night.
- B. League Match play starts at **7:30pm** on Tuesday evenings according to the League Schedule.
- C. The Team Captains fill out the Score Sheet, in accordance with the Score Sheet Rules (See 4-A) prior to the start of the match.

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- D. When both Teams are ready to start, the home Team Captain announces the start of the first Game. If either Team is not ready to start by 7:30pm, play will begin in accordance with the Time Rules (See 4-B).
- E. All Games begin by throwing cork according to the Corking Rules (See 4-C).
- F. Play begins in accordance with the Playing Rules (See 4-D).
- G. Games are played in accordance with the Game Rules (See 4-F) for Game Points. Games are played in the order they are listed on the Score Sheet, unless Players listed next on the Score Sheet are playing in another League Game, then that Game is skipped and that skipped Game remains next on the list. The Captains **may change the order of play** by mutual consent for time or other considerations.
- H. If a Team has less than Two Players available for a League Night Match, has Players that arrive late for the Match, has Players unavailable for a Due Game or uses an Ineligible Substitute the Forfeit Rules (See 4-G) may apply..
- I. At the end of League Night Play, the Captains sign the opponent's side of the Score Sheet where indicated at the bottom.
- j. The Captain of the Team winning the League Night Match is Responsible for reporting on and mailing the Score Sheet and any League Fees **for both Teams** after completion of League Night Play. **Fees must be paid by check or money order. DO NOT PAY WITH CASH!**

### 4. RULES

#### A. SCORE SHEET RULES

- 1. The home Team Captain writes his/her Players' names on the left side of the Score Sheet, in the personal marks section A-D, in random order or strategic order for your players preference or strength, then gives it to the visiting Team Captain, with the home Team side covered, usually by an envelope.
- 2. The visiting Team's Captain, without looking at the home Team's side of the Score Sheet, writes his/her Players' names on the right side of the Score Sheet and gives it back to the home Team Captain.
- 3. Always write a Player's full name as registered with the GRDL the first time they are listed on the Score Sheet. Thereafter, make sure each Player is distinguishable from other Team Members and can be tracked back to their registered name (there is more than one "John" in the League)
- 4. A Player may play in only one Singles 501 Game, one Singles Cricket Game and one Singles 301 Game per League Night Match.
- 5. If a mistake is made regarding these rules on the Score Sheet, it shall be fixed and initialed by the other Team Captain..
- 6. The Score Sheet **does not** determine the rotation in which Players shoot in the Doubles Games.
- 7. A Player does not need to be present at 7:30pm to be listed on the Score Sheet. They must be present when their turn comes to play or their spot is forfeited according to the Forfeit Rules (See 4-G)..
- 8. When the best 2 out of 3 Leg format determines the winner of a Game point, mark the Leg score of 2-0 or 2-1, in the scoring box for that game. The Winner's box should be designated with the 2 and his opponent with the lower score. Do not write in the margins (faxes cut the margins off).

#### B. TIME RULES

- 1. All Matches are scheduled to start at 7:30 pm on the date and at the place on the League Schedule. A fifteen-minute grace period to start a Match is allowed. If either Team is not ready to start by the end of the grace period, 7:45pm, the Captains, by mutual agreement, may further delay the start of the Match. If either Captain **does not** want to further delay the start of the Match, the Match must begin. When Players are absent for their turn to play, the Forfeit Rules (See 4-G) apply.
- 2. Under **exceptional circumstances** and with **mutual consent** from the Team Captains a League Night Match may be played on a different date and time, or at a different place, than scheduled on the League Schedule. Any Match played on a date or place other than scheduled, requires **advance notification** to the League and must be played within two weeks of the originally scheduled Match. The make-up Match can be played at any approved League venue. If it is not played within two weeks, for any reason, the Team that was unable to play the scheduled match as it appeared on the League Schedule will be considered to have Forfeited the Match.
- 3. If Players due to play according to the Score Sheet are not playing in another League Game, and a dartboard designated for the match is available, that Game is a Due Game and not more than five minutes should lapse. If more than five minutes lapses, the Captain who's Player is ready to play in a Due Game may invoke the Forfeit Rules (See 4-G-7).

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4. Play is to be continuous once a Game has started. Should a Player's dart(s) become damaged or lost during the course of a throw that Player shall be allowed up to a maximum of five (5) minutes in which to repair or replace the darts.
5. If a Player has an urgent reason (other than dart damage) for leaving the playing area, the Player may depart the playing area for up to five minutes, one time per Game.

### C. CORKING RULES

1. Corking is when a Player from each Team throws one dart and the Team whose Player throws their dart closest to the bull starts the Leg.
2. The home Team has the choice of which Team's Player corks first.
3. In Team or doubles Legs, any Player in the Game may cork for their Team.
4. The distance to the bull's ring from the dart's tip, at the face of the dartboard, is the measurement used for closest to the bull. Darts are **not to be straightened** for purposes of measurement.
5. If the winner is **not clear, without exacting measurements**, consider the cork a tie. If there is a tie, then the Players who corked throw again, in reverse order.
6. At any time while corking, if there are darts in the bull or center bull, either Player has the option to acknowledge the previously thrown dart(s) as a bull or center bull, and have it pulled prior to his throw.
7. A center (double) bull beats an outer bull.
8. Any bull or center bull thrown is considered as close as any other (no measuring). For example: If both Players who are corking throw a bull, the cork is a tie.

### D. PLAYING RULES

1. The home Team Captain usually calls Players for Due Games however either Captain may call Due Games.
2. Each Player is allowed nine (9) warm up darts for practice before each Game (not Leg).
3. A Player is not allowed to practice while playing in a League Leg.
4. Practice on a dartboard adjacent to a dartboard being used in League play is not permitted.
5. A Player's Turn consists of three thrown darts (unless the Leg is won in a lesser amount). Players take turns until one Player wins the Leg. The Leg is immediately over when either player wins the Leg (players do not necessarily get an equal number of turns).
6. A Thrown Dart is a dart that is thrown towards the dartboard when the Player's intention is to hit the dartboard.
7. A Thrown Dart that goes over the Oche line is not to be re-thrown. Any dart bouncing off, or falling out of the dartboard immediately, does not score, and is not re-thrown. A dart that is dropped, even if it falls over the Oche line, may be re-thrown.
8. A Player must have both feet behind the Oche line until a thrown dart is released. If this rule is violated, the opposing Captain may warn the Player's Captain. Further violations, if observed by both Captains, will result in the forfeit of the score obtained from any darts thrown in violation.
9. For a Thrown Dart to be a Scoring Dart, it must remain in the dartboard for five (5) seconds after the final dart of a Player's turn is thrown and the tip of the dart point must be touching the bristle portion of the dartboard.
10. A Thrown Dart that is knocked out by a subsequent throw during a Player's turn does not count, even if it would have won the Leg, because it is not a Scoring Dart as defined above. If a winning dart meets the criteria above, and is acknowledged as a winning dart by the Player's opponent, the Player's turn is over and any subsequent darts do not affect the outcome of the Leg. For example: a Player needs one bull to win a Cricket Leg. The Player hits the bull with their first dart. The Player decides to throw their second dart, without getting their opponent's acknowledgement of the end of the Leg. The second dart hits the first dart in the bull and knocks it out. The first dart does not score and the Leg was not won. Do not throw extra darts!
11. A Scoring Dart that wins a Leg ends the Leg, and any subsequent darts thrown do not count towards the Leg. For example: a Player has 48 points left in a 501 Leg. They hit a 16 with their first dart leaving a remaining score of 32, they hit a double sixteen on their second dart but think it hit to the outside of the double-16. The Player throws the third dart of his turn and it hits the single 16. When the Player goes to the dartboard to inspect their throw, they discover that the second dart was in the double-16. The Player did not bust due to the third dart thrown because the Leg was over when the second dart hit.
12. Players must score their darts on the scoring board prior to pulling their darts from the dartboard.
13. Players should allow their opponent a reasonable amount of time to verify the scoring prior to pulling their darts. Opponents who are not observing the Player scoring do not qualify for this rule. If an opponent has any question about any darts scored in that turn, they should follow the Player to the board immediately.

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14. In an x01 Leg, the score from a Player's turn is to be marked towards the outside of the scoring board and the Player's remaining score is to be marked towards the middle of the scoring board. In Cricket, the Players marks are to be marked near the center of the scoring board and any points scored are marked towards the outside of the scoring board.
15. For the purpose of starting and finishing an x01 Leg, the center bull is considered a double 25. In Cricket a center bull counts as two bulls.
16. In no case should the darts a Player scored be challenged after another Player has taken a turn. Errors in arithmetic should be challenged prior to the next turn of any Player on that Team. Good sportsmanship should be observed with obvious errors that do not affect the play of the Leg.
17. A Player may not take their turn while their opponent is absent for reasons allowable by the Time Rules (See 4-B).
18. A Player should be ready to begin their turn immediately after their opponent has scored their darts and returned behind the Oche line with the exception of reasons allowable by the Time Rules (See 4-B).
19. A Player's turn should not take more than two (2) minutes to complete once their first dart is thrown.
20. A Player may approach the dartboard to inspect their Thrown Darts during their turn. A Player **may not touch** their Thrown Darts in the dartboard when inspecting them. Should a Player touch any Thrown Dart in the dartboard prior to the completion of their turn, any remaining darts in their turn do not score.
21. A scorer is allowed if acceptable to both Players, providing the scorer does not interfere with other League play. The scorer may inform the thrower of what has been scored and what score is left. They **may not**. Inform the thrower of any number combination to lower their score or to finish a game with a specific out shot. The scorer must stand in a place that allows the Player at the line to see the scoring board. If a Player wants to challenge a score when a scorer is present, it must be done prior to the darts being pulled (See rule 4-D-13 above).
22. It is permissible to play Doubles Legs with fewer than the specified number of Players, provided that the Team missing Players forfeits a turn(s) in each rotation, equal to the number of missing Players. Player(s) may not join a Leg in progress, but may play in subsequent Legs in a best of 3 Legs format.
23. If a Player in a **D** Doubles Leg plays "out of turn", their score for the turn that was "out of turn" does not count. If the other Team's Player **has not** taken a turn the score is erased. If the other Team **has** taken a turn, the score of the turn **does not count** and the Players continue to shoot in accordance with the original rotation. Captains by mutual consent may override this rule.
24. It is permissible for a Doubles or Team Player winning a Leg to throw the Cork and start the next Leg. It is also permissible for one Member of a Doubles or Team Leg to throw the Cork and have his Teammate shoot first in that Leg.
25. The Bust Rule will apply in all x01 Legs. If a Player scores one less, equal to, or anything higher than their remaining score, they have Busted and their score reverts back to the score they had prior to their turn.
26. Certain venues do not accept minors. If you have minors on your Team make sure they are allowed in the venue for each Match. They must have state issued identification. If they are not allowed in a venue, the League may relocate the Match, if it is not relocated, the Team with a minor must use a Substitute.
27. If there is a dispute that can't be quickly resolved, play out the Leg in question in the way **each** Captain deems best, and request a ruling from the League by calling the League office.(616) 980-4735. Make a note on the Score Sheet identifying the Leg in dispute and **both** outcomes.

### E. GOOD SPORTSMANSHIP

Good Sportsmanship is about manners, attitude, fair play, and behavior toward other darters before, during, and after a match. The following are the guidelines for Good Sportsmanship expected of all GRDL Members while playing in the GRDL, in any dart event sponsored by, promoted by, or sanctioned by the GRDL or the American Darts Association.

1. Show up on time
2. Once you start a game, remain in the immediate vicinity until the match is completed. Try to avoid bathroom breaks, etc., during the course of a match.
3. Always start each match with a "shoot well", "high five," handshake, etc.
4. Keep your distance when your opponent is at the Oche line (i.e. two feet behind him or her).
5. Keep quiet during your opponents turn.
6. Show respect for your opponent.
7. Stifle your fits and outbursts, as they are a detriment and distraction to everyone's game (i.e. do not shout, do not throw things, do not hit things).
8. Always end a match with a "good game", "high five", handshake, etc.

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9. Wait to throw your darts until after your opponent returns from the board and is behind you.
10. Never throw your darts at anything except the dartboard.
11. Play by the rules.
12. Take personal responsibility for your poor throw. You threw them—accept the result.
13. Play your best regardless of the outcome.
14. Cricket is a game for scoring points; however, excessive pointing – just to prolong the game or score marks is poor sportsmanship.
15. If playing partners, cooperate with your partner and jointly plan your strategies. Treat your partner with respect even if he/she does not play at your level of expertise.
16. Report poor sportsmanship to the team captain, a tournament official, a board member, or the venue owner.
17. Sanctions  
In the event that a member of the GRDL is reported to the GRDL Board for a violation of Good Sportsmanship, the GRDL Board may take any or all of the following actions.
  - a. Verbal warning.
  - b. Written warning.
  - c. Suspension from the Grand Rapids Dart League.
  - d. Expulsion from the Grand Rapids Dart League.

### F. GAME RULES

Silver Cup divisions play for 36 leg Points, Bronze Cup divisions play for 36 leg Points. The following events are played.

- a. (4) - Singles 501 Fly In-Double Out Games, all divisions play best of 3 Legs for win.
- b. (4) - Singles Cricket Games all divisions play best of 3 Legs for win.
- c. (4) – Singles 301 Double In – Double Out\* Games Played best of 3 Legs for win.
- d. (2) – Doubles 501 Fly In-Double Out. All divisions play best of 3 legs.
- e. (2) – Doubles Cricket Games, All divisions play best of 3 legs.
- f. (2) – Doubles 301 Double In-Double Out\* All divisions play best of 3 legs.

\* Fly In means that any dart that scores on the dartboard starts the Game. Double Out means that a double number must be hit, and that number when doubled must equal the Player's remaining score to end the Game. Double In means a dart must score any double number to start the Game.

\*\* Cricket To 12 means that numbers 20 through 12 and the bull are played for this Game.

### G. FORFEIT RULES

1. A Team may play with two or more Players present, but attention must be paid to the Score Sheet Rules (See 4-A\_). If there are less than two Players from a Team present for a match, it is a Forfeited Match.
2. Any Team winning as a result of a Forfeited Match will not receive more Game Points than any other Team in their division earned for that League Night. For example: the results of the Teams in a division were 10-8, 18-0 (by Forfeit) and 12- 6, the Team winning by a Forfeited Match would receive 12 Game points. (Maximum)
3. The Team who has caused the Forfeit may be dropped from the League in accordance with Article VIII of the League By-Laws. If a Team is dropped from the League all match results with every Team they played against during the Season will be deleted from the stats.
4. For Doubles and Team Legs, if a Player is not available for their first turn to shoot in the Leg, all of that Player's turns are forfeited for that Leg. The Player may join the next Leg in a best of 3 Legs-format.
5. In the event of a Forfeit, mark each Forfeit with a capital "F" on the Forfeited Game's line on the Score Sheet.
6. Any Game Points won by an Ineligible Substitute as defined in League Membership (See 2-D) will be awarded to the opposing Team when the League discovers the Ineligibility. CAPTAIN'S MUST PAY ATTENTION TO THE SUBSTITUTE RULES (See 2-D).
7. If a Player is not available to play in a Due Game as defined in the Time Rules (See 4-B-3), the Captain who's Player is ready to play in a Due Game, may give the Captain who's Player is not ready to play in a Due Game a five (5) minute notice. If the Player who was not ready to play in the Due Game is not ready to play within five (5) minutes after the notice was given, the Captain who's Player is ready to play may declare the game a Forfeit in his Team's favor.

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## 5. WHERE WE PLAY

### A. LEAGUE APPROVED VENUES

1. Each Season the League approves certain venues for play. A list is put in the Team Captain's folder that shows approved League venues with their addresses and phone numbers.
2. The League attempts to check each venue prior to each Season's play, but it is not always possible. If any venue does not meet the Equipment and Space Requirements (See 5-B) please:
  - a. Attempt to correct the problem.
  - b. Ask the owner or manager of the venue to correct the problem.
  - c. Call the League office and report the problem.

### B. EQUIPMENT AND SPACE REQUIREMENTS

1. League competition shall be conducted on a minimum of three (3) standard bristle dartboards.
2. The center of the board is to measure 5' 8" from the floor.
3. There shall be a Oche line plainly marked on the floor at a distance of 7' 9-1/4" from the face of the board.
4. The distance as measured diagonally from the center of the board to the front of the Oche line should be 9' 7 3/8".
5. Lights must be affixed in such a way as to illuminate the dartboard, reduce to a minimum the shadows cast by the darts, and to not physically impede the flight of the dart.
6. The minimum distance from the top of the dartboard to any obstruction is 4".
7. The dartboard must be secured to the wall so it will not wobble when struck by a dart.
8. There is to be a minimum of 33" between centers of adjacent dartboards or lateral obstructions.
9. There is to be 2' behind the Oche line free of any obstructions.
10. A scoring surface must be provided and located in such a position that the score may be easily read by Players and spectators.
11. The GRDL Board of Directors reserves the right to suspend League play at any venue for violations of these requirements.

## 6. STATISTICS

- A. The League Statistician keeps a record of all Player's Personal Marks earned during the season, Total Ton's and Crunches will be tracked for a player's information, but there are no awards associated with these totals.
- B. The League Statistician keeps a record of all Player's: Legs played, the type of Legs Played (i.e.: Singles, Doubles, Team) and how many Legs were won or lost by each Player.
- C. PPD (point per dart average) is computed based only on singles 501 legs played. Each player counts the number of turns thrown per leg until their score reaches 70 or less or till their opponent goes out. The player then writes the number of turns and their score on the score sheet. The score for each leg is summed and subtracted from ( 501x legs played) This result is divided by the sum of all turns times 3. The result of this will be the Players PPD. If a player fails to record results of 1 or more of the legs played they will be assigned the results from the lowest of all players on the score sheet for that evening.
- D. A Singles Win Average is computed by dividing the number of Legs a Player wins in Singles Games by the number of Singles Legs played. For Example: A Player wins 75 Singles Game Legs and had played in 100 Singles Game Legs, their Singles Win Average would be .7500.
- E. Players Divisional Factor- Each season every Division will be assigned a value. Starting with the lowest Division which will be assigned a value of 1 and each level ascending shall increase in value by a factor of .2. For example if D is the lowest Division for the season the Divisional factor is 1.0. C Division would be 1.2, B Division would be 1.4, A Division would be 1.6. and Tungsten Division would be 1.8.
- F. A Win Point Index (WPI) is computed by adding a Player's Point Per Dart Average divided by 25 to their Singles Win Average x Players Divisional Factor.
- G. An Average WPI is computed by averaging a Player's WPI for three seasons ( less are averaged if three season's WPI are unavailable).
- H. A Team WPI is computed by adding the highest four Average WPI of Player's on a Team's Roster and dividing that numer by four (4).

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- I. Using the Team WPI, in rank of highest to lowest, the Teams are divided into Divisions; Tungsten, A Division, and so on. It is at the Board's discretion, based on the total number of Teams shooting during the current Season, to determine the number of Teams per division. It is usually six Teams.
- J. Statistics are computed according to these records and a list is compiled and printed each Season. These lists are usually available at the League Banquet and posted on [www.grdl.org](http://www.grdl.org).

### 7. TROPHIES AND AWARDS

- A. **DIVISION TROPHIES** - Trophies will be given to each Member of a Team placing First & Second. The Team's ranking is determined by the Team's Game points for the Season. In the event of a tie for First & Second place, the tie breakers will be:
1. Most Leg points won in Matches between the tied Teams.
  2. Most Matches won against all Teams in that division.
  3. Most legs won in Matches between the tied teams.
  4. If these three tiebreakers do not decide the winner the Board will schedule a playoff.
- B. **Highest PPD Avg.** – This award is given to the Man in each division who had the Highest PPD Avg. in his division during the Season.
- C. **Highest PPD Avg.** – This award is given to the Female in each division who had the Highest PPD Avg. in her division during the Season.
- D. **Highest Singles Cricket Winning % Male** -This award is given to the Man in each division who had the Highest Singles Cricket Winning % in his division during the Season.
- E. **Highest Singles Cricket Winning % Female**- This award is given to the Female in each division who had the Highest Single Cricket Winning % in her division during the Season.
- F. **Highest Singles 301 Winning % Male**- This award is given the Man in each Division who has the Highest Singles 301 Winning % in his division during the Season.
- G. **Highest Singles 301 Winning % Female**- This award is given to the Female in each Division who has the Highest Singles Winning % in her division during the Season..
- H. **HIGH OUT** – This award is given to the Player in each division who had the highest HIGH OUT, in their division during the Season.
- I. **HIGH IN** - This award is given to the Player in each division who had the highest HIGH IN, in their division during the Season.
- J. **MOST IMPROVED** - This award is given to the Player in each division who has the largest improvement in Average WPI in their division for the Season. To be eligible a Player must have shot in 24 Singles Games in both the prior Season and the current Season.
- K. **MVP** - This award is given to the Player in each division who has the highest Win percentage of their division for the Season. To be eligible a Player must have shot in 24 Singles Games.
- L. **ROOKIE OF THE SEASON** - This award is given to one person League wide who has the highest WPI. To be eligible a Player must have shot in 24 Singles Games during the Season and less than 15 Singles Games during any prior Season.
- M. **BEST SPORTSMAN** – This award is given to a Team in each division from a ballot vote of other Players in the Team's division. Players may not vote for their own Team. Votes cast by a Player for their own Team nullifies their vote.
- N. **PRESIDENT'S AWARD** – This is an award, which may or may not be awarded, at the League President's sole discretion, for outstanding service to the League during the Season.