

RULES
GOVERNING THE DART LEAGUE OF THE
SAN GABRIEL VALLEY DART ASSOCIATION

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1. Definitions of words used in this book

- Alternate:** A "locked in" member of a team who may be used in any match during league play.
- Board:** The governing body of the S.G.V.D.A.
- board:** the dartboard
- BUST:** In all 01 games, when a player scores more than his remaining total with three or less darts or leaves a score of one (1).
- Chalk (mark):** To keep score
- Chalker:** Scorer, Scorekeeper or Marker: The person keeping score.
- Cork:** The center of the dartboard (Bull's-eye), To throw a dart at the center of the dartboard.
- Dead Eye (9 marks):** In cricket, when a player in one turn throws each of their Game: The number of legs required to win a point in league play.
- Hockey (OCHE)(TOE LINE)** A line on the floor indicating the minimum throwing distance.
- Leg:** The smallest division of a game as required by league rules.
- Match:** The total number of games scheduled for one nights play between two (2) teams.
- Neutral:** Any member of the S.G.V.D.A. not directly affected by the decision at hand.
- On:** The first scoring turn of a game
- One-Day Substitute-** A player who purchases a membership card for a particular match and their membership expires at the end of that day.
- Option:** When "Corking" the player with "the option" has the choice of throwing for the bull first or allowing their opponent to throw for the bull first.
- Out:** The last or finishing turn of a game.
- Player:** Any member of the S.G.V.D.A. participating in a match.
- Roving Substitute:** A temporary member who is not "locked in" on any team and may play for any team as a substitute.
- S.G.V.D.A.:** San Gabriel Valley Dart Association
- Straight Start:** Commencing to reduce the score of a leg without the necessity of landing a dart in the outer ring (double ring).
- Substitute:** A temporary player used by a team for one night only and is not considered a permanent member of that team.
- Team:** The number of players required to satisfy league rules.
- Temporary Member:** A player who purchases a one-season membership and is considered a legal member of a team.
- Thrower:** The player whose turn it is to throw.

2. Equipment and Court

- 2A.** The sponsoring establishment shall be responsible for providing and maintaining a legal and adequate dart court as set forth in these rules.
- 2B.** Darts used in S.G.V.D.A. competition shall not exceed twelve (12) inches (30.5 cm) in length, nor weigh more than 50 gm per dart. Each dart shall consist of a recognizable point, barrel, and flight.

- 2C. An acceptable bristle board secured to the wall within a legal court so the center of the board measures 5'8" from the floor plus or minus 1/4".
- 2D. The dart board shall be a standard 18" bristle board, of the type approved by the A.D.O., and shall be of the standard 1-20 clock pattern
- 2E. The scoring wedge indicated by twenty, must be the darker wedge, and shall be at the top center of the dartboard.
- 2F. No markings, other than the manufacturers advertising and such markings as are necessary to play the game shall be permitted on the surface of the bristle board.
- 2G. Lights must be affixed in such a way as to brightly illuminate the surface of the bristle board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of the dart.
- 2H. A two (2) foot wide strip of unimpeded floor space, must lead away from the front of the board for a minimum distance of ten (10) feet. There shall be a one (1) inch stripe marked on the floor at a distance of seven foot, nine and 1/4 inches from the front of the board (i.e. scoring surface), plus or minus 1/4".
- 2I. On both sides of the toe line, there must be an additional unimpeded floor space of two (2) feet.
- 2J. When more than one match is being played on dartboards mounted on the same wall; there shall be a minimum of six feet between the centers of the dartboards in use
- 2K. A scoreboard must be mounted within four feet laterally of the dartboard and not more than at a 45-degree angle from the dartboard.
- 2L. Each sponsoring establishment shall provide a bulletin board or wall area for the exclusive posting of dart results and information. The board area must be large enough to post three 11"x17" notices without their overlapping.
- 2M. Substandard equipment and/or layout of the playing area may result in a change of venue. Should substandard conditions be noted, when possible THE GAMES SHOULD BE PLAYED. A Board member should be notified immediately. All opportunity should be given to correct the substandard conditions prior to the first game.

3. General Procedures

3A. The Throw:

1. All darts must be thrown by, and from the hand.

2. A player's turn (throw) shall consist of three darts, unless a leg/match is completed in a lesser amount.
3. A player may not touch a thrown dart that is in a scoring position until their turn is over. Should a player touch or move such a dart they will forfeit that turn and score 0 (zero) points for that turn.
4. Should a thrower have any portion of their feet or shoes past the hockey line during a throw, all darts so thrown shall count as a part of their throw, but any score made by said dart(s) shall be invalid and not counted. One warning by the opposing team captain will be considered sufficient before invoking this rule.
5. When in the attempt to throw a scoring dart the dart passes the hockey it shall be considered thrown and may not be re thrown. When during a throwers normal preparations to throw, a dart is dropped; regardless of the distance traveled it may be picked up and thrown.

3B. Scoring a Dart

1. In order for a thrown dart to score, the point of the dart must be touching the bristle portion of the dartboard.
2. For a dart to score it must comply with rule 3B-1 for five (5) seconds after the final dart is thrown.
3. Any dart bouncing off or falling out of the dartboard shall not be re thrown and will score zero (0).
4. A darts score shall be determined from the side of the wire at which the point of the dart enters the dartboard. In the event that it is impossible to determine the entry point of the dart, the higher score will be allowed.

3C. Playing Procedures

1. Opposing players must stand at least two (2) feet behind the player at the hockey.
2. Players and scorers ONLY are allowed inside the playing area while a match is in progress
3. 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 dart(s).
4. A maximum of two (2) minutes will be allowed for a thrower engaged In a match who is required to leave the playing area under exceptional circumstances. Abuse of this rule is grounds for protest.
5. If the delay exceeds the allotted time, the player shall forfeit that game.

4. Schedules

- 4A. The Board shall determine the schedules and playing format for each division prior to the beginning each season and supply each team captain and sponsor with at least one copy of the schedule.
- 4B. Schedules shall be arranged so that each team plays at least one home and one away match against every team in their division.

- 4C. Whenever possible, teams from the same sponsoring establishment competing in the same division shall be scheduled to play against each other no later than the second week of the season.
- 4D. In the event that a team's sponsoring establishment is no longer in the S.G.V.D.A., or for whatever reason it becomes necessary for a team(s) to move, that team(s) so affected will continue to follow the schedule set for their team(s) at the beginning of the season, at their new location.
- 4E. A team voluntarily moving it's location during a season must reimburse it's original sponsor at a rate of \$5.00 per remaining week, not to exceed the original registration fee for that season.

5. Divisions

- 5A. The S.G.V.D.A. will be divided into divisions (at the discretion of the Board) according to the caliber of the players and the number of available teams in any given season.
- 5B. The general rule shall be: The winner of each division shall be advanced to the next higher division (if applicable). The loser of each division shall be moved to the next lower division (if applicable). At the discretion of the Board.
- 5C. The Board shall be the final authority in the assignment of teams to their divisions.

6. Team Membership

- 6A. Only Registered Members of the S.G.V.D.A. may participate in S.G.V.D.A. leagues.
 - 1. Using an unregistered player in league play will result in forfeiture of points for every game that player participated in.
 - 2. At the discretion of the Board, when an unregistered player is used an offended team may be awarded as many as three (3) extra points.
 - 3. Individual membership fees must be paid in full on the first day of participation.
- 6B. Individual members of teams who are delinquent in registration fees and/or fines shall not be permitted to participate in their scheduled matches so long as the delinquency persists. In addition they shall not be permitted to participate on succeeding seasons until fines and/or fees are paid in full.
 - 1. Mitigating circumstances may be appealed to the Board. The Board must meet on the matter within ten (10) days of receipt of written appeal to the secretary.

6C. Failure to have a membership card in one's possession on match night is grounds for protest under procedures set forth in rule 21. Such protest fails on proof of valid membership.

6D. Lost cards may be replaced after a payment of a \$2.00 processing fee is received by the secretary or treasurer.

7. The Team

7A. The minimum number of players required to constitute a legal but incomplete team shall be determined by the Board for each league.

1. Teams with less than the minimum number of players present at starting time shall forfeit (see rule 18 for details).
2. Mixed doubles: At least one legal team member of each gender must be present at starting time to constitute an incomplete but legal team.
3. Substitutes will not be accepted as constituting part of a legal but incomplete team.

7B. Starting players

1. An incomplete team may start late arriving players provided that rule 10-C is adhered to and that the late player is placed in the last available position.
2. Mixed doubles: An incomplete team may start late players providing rules 7A-2 and 10-C are not violated.

7C. Lineup of the team players for a scheduled match must be entered onto the score sheet at a reasonable time prior to the scheduled starting time. Only the first section (singles) need be entered at this time.

1. Home team shall fill out their player lineups first. Membership numbers may be used in lieu of names at this point in time.
 - a. When home team opts to fill in only the first section, visiting team need only to enter names or numbers to the same extent.
2. Players names, membership numbers and ratings must be legibly and correctly entered on the result sheet when submitted to the association secretary.
3. Lineup changes after the score sheet has been filled out must be agreed upon by the opposing team captain and initialed.
4. Substitute players must be noted as such on score sheet and the opposing team captain notified of their use.

7D. (Deleted)

7E. Team Make up

1. A legal but incomplete team must take a zero (0) in the normal rotation position of all missing player(s) for the team game.
2. Rule 7E-1 shall also apply to any doubles or triples match played.

7F. Alternates

1. No team shall have more than two (2) alternates at any one time. Once a team has its maximum number of players a new member may be added only after dropping an existing member (in writing to the association secretary). The dropped player may not participate in league play for the remainder of the season on that night.
2. Temporary players may be added during a season as long as the rules regarding maximum number of players are adhered to.
3. Substitute players will not be considered as alternates and may be played without the requirement of dropping a player.
4. No team shall be allowed to use more than two (2) substitutes at any one time.

7G. A player may register with any team they wish, however they do not become a legal member of any team until the first night they actually play.

7H. Once a player becomes a legal member of a team they may not change teams during the season without approval of the Board.

7I. Players may change teams between seasons at their discretion.

7J. Lower division teams may include on their roster or add during the season one player who is competing or has competed in a higher division.

7K. The penalties for violating rule 7-J shall be the same as those of rule 6A-1-3.

7L. Team registration fees should accompany the registration form. If the registration fees have not been received by the third week of play all accumulated points will be forfeit and any points thereafter will be forfeit until such monies are paid.

8. Adding New Players:

8A. A team captain may add or play a new team member during the season providing that the player becomes a legal member of the team and pays their membership fees the first night they participate, and the captain has written their full name on the score sheet. (Rule 7-F must be complied with)

8B. New players may not be added during the last three (3) weeks of the season.

8C. New players may not be added during playoffs

- 8D. New substitutes may not be used during the last three (3) weeks of a season.
- 8E. Substitutes that have established memberships may be used in the last three (3) weeks by any team regardless of whether they have played on that team or not.

9. Duties of the Captain:

- 9A. Captains are responsible for the conduct of their team, accuracy of the score sheet, attending all captains, general and special meetings, properly registering new players of their team and insuring that their home location maintains proper standards of equipment.
- 9B. Captains failing to attend required meetings and failing to provide an acceptable substitute shall be subject to a two (2) point deduction for each such failure.
- 9C. When required to attend captains, general, special or protest meetings they shall provide an acceptable substitute when circumstances prevent their attending.
- 9D. If a captain disregards their duties to the point where they create disharmony and/or impede or interfere with the established procedures, the Board has the authority to require their team to provide a replacement.
- 9E. It is the captain's responsibility to provide or supply score sheets at their home location. Should there be no score sheets, it will be their responsibility to construct an acceptable and legible substitute or be subjected to penalty of one (1) point deduction whether theirs was the winning team or not.
- 9F. Each team must have a co-captain as well as a captain.

10. Match and Game Time Factors

- 10A. Matches are to begin at eight (8) PM. on the date and place scheduled, unless otherwise stated in the league format.
- 10B. Deadline for the starting match is fifteen (15) minutes after the scheduled starting time.
 - 1. Under extenuating circumstances a team **may** allow the late team additional time to arrive at the discretion of the offended team captain.
- 10C. No more than ten (10) minutes may elapse between games. (Continued abuse of this rule is grounds for protest and may result in loss of points.)

11. The Match

11A. The match will be played according to the format set by the Board at the beginning of each season. Deviations from the formatted playing order may be made only with the approval of the opposing team captain.

1. Deviations from formatted play are limited to changes in the order of the games played. No deviations are allowed from the basic game format of that night's league play.

11B. Locked-In-Rule

1. With the exceptions of substitutes, once a player has participated in a game they are "locked in" on that team for that season and may not play on another team in that season on the same league night without Board approval.

a. Once a player has participated in a doubles match they are "locked in" to that position and may not be replaced on that night.

2. If a player participates in a game and is unable to continue for any reason a zero (0) must be taken in their normal rotation for all subsequent doubles games that they would participate in.

3. It is not a requirement that a player participate in both singles and doubles. At the discretion of the captain, a player can participate in either or both.

12. Scoring And Marking

12A. No scoring dart may be touched for any reason prior to the decision of the scorer.

1. If the thrower or any member of the thrower's team touches the dart(s) thrown prior to the decision of the scorer that throwers turn will be forfeited and the score shall be zero (0).

2. If a thrown dart is touched prior to the decision of the scorer by anybody else that dart may be re thrown (at the discretion of the thrower).

12B. The scorer for each game will be a person acceptable to both team captains. Should the choice of a scorer cause dissention, it shall be the responsibility of the home team to provide an acceptable replacement.

12C. It is the responsibility of the scorer, when players are throwing for the cork, to determine which dart is closest to the bull.

12D. It is the responsibility of the player to verify the score as it is written before removing the darts from the dartboard. The score remains as written if one or more darts have been removed from the dartboard.

- 12E. The scorer upon request of the thrower may inform the thrower what he has scored and/or what he has left. He may not inform the thrower of what he has left in terms of number combinations. When a scorer violates this rule, it is common practice to ask the scorer to refrain from such activities. A protest may be filed if the scorer continues to ignore your requests. (Note: to avoid a protest, request a change of scorekeeper).
- 12F. It is permissible for the team captain, partner or a spectator to advise the thrower during the course of a game.
- 12G. The scorer shall mark the scoreboard so that the scores made are listed in the outer columns and the totals remaining are listed in the middle columns.
- 12H. Errors in arithmetic must stand as written unless corrected prior to the beginning of that throwers/teams next throw. This rule may be waived with the consent of the opposing team captain.
- 12I. If so requested scorekeepers shall refrain from smoking, drinking or unnecessarily moving around while in the performance of their duties.
- 12J. When scoring a game of cricket, one slash mark will be made for each dart landing in a number prior to that number being closed. Upon closing a number, the slashes will be enclosed by a circle.

13. Beginning A Game

- 13A. All games are begun by "throwing the cork" with the home team having "the option" in the first leg. The loser of the first leg has "the option" in the second leg. If a third leg is necessary "the option" goes to the visiting team.
 - 1. **Exception**, When rated players or teams of different divisions compete, the lower division player or team will be considered as having "won the cork" and will start the game unless waived by the lower division player or team.
- 13B. Only a team member scheduled to play in that game may "throw the cork".
- 13C. For doubles and team game the person who throws first need not be the player who "throws the cork".
- 13D. Should a re throw be called for, the same players will "throw the cork" in the reverse order of the last throw.
- 13E. When "throwing the cork" the dart must remain (stuck) in the dartboard. If the dart does not remain in the dart board rule 3-B3 does not

apply and additional throws must be made until such time as a dart does remain.

- 13F. Should the second players dart dislodge the dart of the first player, a re throw will be called with the second player throwing first.
- 13G. Re throws will be called for if the scorer cannot decide which dart is closest to the bull or if both darts are in the inner bull, or both darts are in the outer bull.
- 13H. The second thrower, if they wish may acknowledge the first dart as an inner or outer bull and ask for that dart to be removed prior to their throw.
- 13I. When corking, darts may not be touched prior to the decision of the scorer. If a dart is touched prematurely, a re throw may be called for by the offended player.
- 13J. When in the opinion of the scorer a dart has been intentionally touched to alter its position or to influence the decision of the scorer, the scorer may award the decision to the offended player.
- 13K. The scorer may not touch or straighten the darts while determining closeness to the bull. Closeness shall be measured from the points where the darts enter the dartboard without regard to the angle of entry.

14. Team Game

- 14A. It is not necessary for a player to have participated in an earlier game that night to be eligible to play in team game. Any legal member of the team may participate at the discretion of the team captain.
- 14B. Team game will be played on an alternating basis, regardless of the number of players involved. (See rule 7E)
- 14C. The order in which players throw shall be left to the team captain or participating partners.
- 14D. No player may throw again until each of his teammates has completed his throw.
- 14E. Players should be listed on the scoreboard prior to the start of the team game. A player throwing in improper playing order shall forfeit his throw for that round, providing the opposing team has noticed such a violation prior to the beginning of the offending team's next throw. When the violation results in finishing a team game the opposing team must recognize the violation prior to both team captains signing the score sheet.

14F. A legal but incomplete team must take a zero (0) in the normal rotation position of the missing player(s) for the team game.

15. Reporting Results

15A. The captain of the winning team is responsible for the completion and mailing of the score sheet within 24 Hours.

1. In the event of a tie score the home team will be responsible for mailing the results.
2. Results may be E-mailed for speed and security purposes. This does not replace the physical mailing requirements.
3. E-mail results will stand upon non receipt of result sheet
4. E-mailed results fail upon receipt of results sheet.
5. Protest of E-mail results when team captains do not agree will result in zero (0) points for both teams.
- 6.

15B. Each team captain is responsible for the accuracy of his entries on the score sheet with his signature attesting to the same.

15C. Lack of a score sheet shall not be an excuse for late reporting of results. Score sheets not mailed within 24 hours following the end of a match shall be considered late.

1. Missing score sheets will be noted on the result sheet. Sheets missing for more than two (2) weeks with no submission of match information to the association secretary will result in both teams forfeiting all points for said match.
2. The second late score sheet from a given team may result in forfeiture of one (1) point by that team. One additional point may be forfeited for all subsequent late sheets by that team for that season.

15D. High Scores

1. High scores and/or achievements must be entered on the score sheet and initialed by both team captains.
2. High scores recognized by the S.G.V.D.A. shall include but not be limited to:
 - a. In all 01 games, any score of 171 or higher, the highest on or out in a division. In 301 a six or seven dart game. In 501 a nine or ten dart game
 - b. In cricket "Dead Eyes" (i.e. 9 count) and a perfect game (8 dart) will be recognized. (Double bulls will be accepted for a "Dead Eye Award". Example: Double bull, double bull, Triple20 will be considered a Dead Eye.)
 - c. Substitute players will be eligible for individual awards but not eligible for team awards.

16. League Statistics

16A. All results posted by the association secretary shall be considered final unless protested within ten (10) days of posting.

17. Division Champions and Playoffs

17A. The team with the highest number of win points at the end of each season is that divisions' champion. (Loss points are of no consequence, and will not be taken into consideration for position.)

17B. First and second place ties will be played off within one (1) week of the last regularly scheduled match in that division.

17C. Should more than two (2) teams tie, a full round-robin playoff will be arranged between those teams in question on consecutive nights? Playoffs will continue until a winner is determined. All matches, when possible, will be played at a neutral location. The team number designations for the round robin will be drawn by lot. The home team will be determined by a coin flip.

17D. Ties for positions other than first and second place will be shared between the teams involved and there will be no play off.

17E. Rule 8D is interpreted to allow established substitutes during playoffs

18. Postponements:

18A. A match may be postponed by mutual agreement of both team captains.

18B. No postponements will be allowed during playoffs.

18C. No postponements will be allowed on the last three (3) matches of the season.

18D. It will be the responsibility of the team captain requesting the postponement or pre-play to notify the association secretary within 48 hours of the postponement or pre-play.

18E. All postponed matches must be played within six (6) days of the regularly scheduled date.

18F. Should a match not be played within the allotted six days the Board will determine a course of action.

- 18G. Should one or both teams continue to procrastinate, the matter will be placed on the agenda for the next Board meeting with a maximum penalty for both teams of zero (0) points for that match.
- 18H. If the home team requests a postponement, the visiting team may request a change of venue.
- 18I. The requested team shall have the right to set the date and time for the match provided the Board considers them reasonable.
- 18J. If both team captains agree and inform the association secretary, they may play their match before the night on which it is scheduled.

19. Forfeits:

- 19A. Should a team have less than the minimum number of players required for a match fifteen (15) minutes past the scheduled starting time it shall forfeit and receive zero (0) points for that match. Courtesy and consideration should be extended under unusual circumstances, which may prohibit the timely start of a match. Abuse of these courtesies may be grounds for protest.
- 19B. The complete team will be awarded all but one (1) of the points to be won in that match. Should a team forfeit on the last night of the season the opponent will receive all the points to be won in that match.

20. Teams Withdrawing:

- 20A. A team shall be considered withdrawn from the league as of receipt of written notice to the association secretary from the team captain.
- 20B. A team shall be automatically withdrawn from the league if it forfeits twice in one season.
- 20C. All matches played against a withdrawn team shall be considered null and void if the team withdraws during the first round. If team withdraws during any other round all of its matches played since the last full round shall be considered null and void.

21. Protest Procedure:

- 21A. Any league member may file a protest **IN WRITING** to the Board
- 21B. Protests may be initiated by telephone to any Board member or by stating same on the front of the score sheet. **A protest on the score sheet is NOT considered a protest in writing.** The details of the

protest must be in writing, separate and apart from the score sheet to maintain a valid protest.

21C. Details must be submitted in writing to the association secretary no later than five (5) days after the alleged infraction took place or the protest shall be considered invalid.

21D. Appeal of Board decisions shall be assigned to a panel of neutral captains whose decision will be final.

21E. In the event that a Board member is on one of the teams involved in a protest, that Board member will not be allowed to discuss the protest at a Board meeting without a representative of the opposing side present and given the opportunity of responding.

21F. Should one or more Board members be involved in a protest those Board members will not be allowed to vote on the protest decision. Should the number of Board members involved in a protest make it such that a quorum of the board is not possible, neutral captains will be appointed to fill the vacancies to the point of reaching a quorum.

22. Gambling:

22A. Gambling is neither sanctioned nor authorized at S.G.V.D.A. events.

23. Rules of Games

23A. Game of 301:

1. To commence scoring the player must land a dart in the outer (double) ring. That and all subsequent darts shall be counted for score less the exceptions noted in rule 23-A-4.
2. The center bull is taken to be a double for the purposes of starting or ending a leg.
3. To finish a leg a player's dart must land in the double equal to one half of his remaining score.
4. The Bust Rule: A thrower busts when with three darts or less they score more points than remain in the leg for their team. When this occurs the score remains as it was prior to their throw. The next opposing player the takes their regular throw. A player also busts when with three darts or less they leave a score of one (1).
5. A dart thrown and hitting the board after a finishing double or a bust has been hit is of no consequence.

23B. Games of 501, 701, 801, etc.:

1. A straight start will be used and with the exception of not having to "double on" these games will be played with the same rules as 301

23C. Game of Cricket (American):

1. The objective shall be to close/own certain numbers. The player/team to do so first shall be the winner.
2. Cricket shall be played using the numbers 20,19,18,17,16,15, and the inner and outer bull for singles and doubles. For team game the numbers 14,13,12,11,10 shall be included.
3. To close a number (inning) the player must score three of that number. This can be accomplished with three singles, a single and a double or a triple. Should a player/team during their turn score more in one number than required to close that number, the extra points will be counted as score.
4. Once a player closes a number prior to their opponent closing that number, each time they land a dart in that number they score the amount the darts total. Once their opponent closes that number no further scoring can be accomplished.
5. To close the bulls, the outer bull counts as a single and the inner bull counts as a double. For scoring the outer bull scores 25, the inner bull scores 50.
6. Numbers can be closed in any order desired by the player/team. Calling your shot is not necessary.
7. If a player/team closes all of their numbers first and is behind in points, they must continue to score on any numbers not closed by their opponent until the point deficit is made up or their opponent closes all their numbers.

24. Sportsmanship:

- 24A. Good sportsmanship shall be the prevailing attitude during all S.G.V.D.A. competition.
- 24B. Any conduct that results or could result in physical harm to another person may result in permanent expulsion from the association.
- 24C. Any other form of disruptive or abusive conduct is grounds for protest to the Board for disciplinary action.

25. RATING SYSTEM: (See Rule 7-J)

- 25A. A player's first rating will be based on the division that they start playing.
 1. **Exception:** Any person that has played in another association will take the rating of the division that they last participated in.
- 25B. Should a player that participates in more than 66% of the singles matches in one season win 70% or more of their points, their rating will be upgraded by one division.

- 25C. Should a player that participates in more than 66% lose 70% of the singles matches will be downgraded by one division.
- 25D. Once a player is rated that rating will apply on all nights that they play. (A person may not be an rated an A player on Monday and rated a B player on Wednesday)
- 25E. When a team is moved from one division to another the Team rating will reflect the change but individual ratings will not change.
EXCEPTION:
1. Players winning or losing 70% or more of their matches. (Rule 25-C applies)
- 25F. At the end of a season when a lower division player upgrades their rating, and there is already an upper division player on that team, that team must compete in the higher division or change the roster of their team to conform to Rule 7-J.
- 25G. Ratings will be reviewed at the end of each season and changes will be taken into account for the next season.
- 25H. Any player that feels that their rating is inaccurate may appeal to the Board for a change. The decision of the Board is final.
- 25I. Substitute players will not considered as rated players and may be used as needed without regard to division status as long as the rules governing the use of substitutes are adhered to.
- 25J. When a lower division player is competing in a higher division and wins 40% or more of their matches, their rating will be upgraded a division.