



To enable automatic handicapping in League play, select the Parity option in the League Matches Menu (only on Elite Dart Boards) and follow the on-screen instructions.

Games are handicapped based upon the combined rating points differential of the players involved in the immediate game (Singles, Doubles or Trios). Note: Parity Points in team stacked play will be limited to the difference between the highest rated team and the published lower limit for the flight. If a team is under the published lower limit for the flight, it will be the responsibility of said team's Captain to add a point(s) to ANY player(s) on the team to bring the team up to the published lower limit for the flight. The additional rating point(s) applies to the immediate match only – does not impact the team roster.

Example: CC Doubles, 5 – 9 Total Team Points

	<i>Team A</i>		<i>Team B</i>
	<i>Ratings</i>		<i>Ratings</i>
	2	Player One	4
	<u>2</u>	Player Two	<u>3</u>
<i>Total Team Points:</i>	4		7

The Captain of Team A must choose a player and add one rating point to that player for the immediate match only. This will bring the team up to the published lower limit for the flight – 5 Team Points.

The following two examples would both be acceptable:

	<i>Team A Ratings</i>		<i>Team B Ratings</i>
	2	Player One	4
	<u>3</u>	Player Two	<u>3</u>
<i>Total Team Points:</i>	5		7

	<i>Team A Ratings</i>		<i>Team B Ratings</i>
	3	Player One	4
	<u>2</u>	Player Two	<u>3</u>
<i>Total Team Points:</i>	5		7

All players will be rerated based on stats from the first eight weeks of Match Play.

The net downward or upward rating movement of players and teams will establish the Parity Points for the Playoffs and League Finals.