

This year we implemented a CSR Cap for Dakota Music Pool leagues. The standards for this are simple.

1. It all starts at your paper roster at the beginning of the year. A main player may be rostered if they are under, yet close to the CSR Limit. But a player cannot be picked up or added to a roster if they are over the CSR limit designated to the league, at time of pickup. According to our rule book, a player is not considered rostered until one night of play on said team. They **MUST** have one night before their CSR is over the limit. No Exceptions.
2. A player is allowed to be over the CSR limit IF they were under the limit when playing their first night of the current season with a said team.
3. Once your CSR is above the league limit that you play in, you must move up leagues the following year.
4. If a player/captain is caught picking up or adding a player who is over the limit, they will receive a warning and be put on a probationary period. If a match was played and this is caught, the players name will be removed, and dummy scores will be put in for them at 3 points a game and wins will be awarded to the opponents. Upon a second instance, the player and captain may be suspended for a year of play in Dakota Music Leagues. A third strike after reinstatement, will result in a ban from play.
5. Players who are over the limit but were legally added to the roster before their CSR was above the limit, **CANNOT** be moved to a different team within the same league in the same season.
6. Below are the CSR Limits for each of the Bismarck/Mandan Dakota Music Leagues.

Budweiser	Busch Light	Anheuser	Bud Light	Michelob	Bud Ice	Bud Ice Light	Bud Extra
OPEN	1750 and Under	1750 and Under	1750 and Under	1660 and Under	OPEN	1800 and Under	1660 and Under

Our goal is to keep the leagues as competitive as possible for all of the players. This change will probably require some adjustments as necessary. If you have any questions, comments, or suggestions; feel free to call Corey at the office. (701)223-7588