



# ***TUESDAY NIGHT DART LEAGUE RULES***

## **Rule 1 – Application/Entrance Fees/Dues**

Each team will be required to give a non-refundable application/entrance fee of \$250. Payment of this fee will be required to participate in the league and must be presented along with a completed roster to be eligible for acceptance into the League no later than the Captains Meeting.

Team dues will be \$900 a team and must be paid no later than week 4

## **Rule 2 - Team Rosters and Season Eligibility**

Rosters are limited to a 12-player maximum at any one time and will be frozen after 1/3's of the season. Prior to this, players can be added by providing on the back of that week's white (top copy) score sheet the players name and signature and opposing captain's initials to acknowledge. Players can be removed by noting so on the back of a white (top copy) score sheet. No player may return to a team once they are removed, unless they have not played for another team and has sat out for at least 2 MATCH WEEKS. If a player does return, win points and all-star points will not be reinstated. Teams will be penalized (2) points for each player incorrectly added or for each excessive player, (per week until corrected). League Officers may deny participation to any player if:

- (1) A division is too low for their talents
- (2) The player that is being added would have been in placed in a higher division had the player been on the preseason roster.
- (3) If the player's skill level in any other league is found to be greater than the conference they are being added to.

The following penalties will apply:

- (1) That player will be immediately disqualified and will be suspended from playing in the league until a ruling by the league officers.
- (2) All games won by that player will be forfeited to the opposing team for that match.
- (3) If the disqualified player continues to play during the time that the league is making a ruling, then that player will be suspended from the league for a period determined by the league officers. The team that plays this player could also be penalized.

## **Rule 3 – Team Transfers to another Division or Conference**

A player may transfer to an equal or higher division prior to the roster being frozen provided:

- (1) The original captain and the League Secretary are notified within 1 week of the transfer
- (2) The player has played in less than 1/2 of the season's total matches.

For a transfer to a lower division the League Officers will decide, or a poll may take place if necessary. Players may transfer to any team within the first 4 weeks of the season and can play immediately with their new team; from the 5th week of the season until rosters are frozen players must sit out 2 MATCH WEEKS from the week last played. Wins and All-Star points will be transferred

only if the player moves up or stays within the conference. Number of games played will transfer with the player. If a player does play prior to the applicable waiting period, all games in which the player participated will be forfeited.

## **Rule 4 - Banned Players (from the League or an Establishment) and Unruly Behavior**

### **Banned Players from the League**

Players may be banned for either poor behavior or monies owed to Tuesday Dart League. To avoid any unnecessary situations no names will be publicized. Captains will be notified ASAP upon detection of a banned player having played. The said player's team will forfeit any matches that the banned player participates in. Protests will be honored with the player in question being ineligible until a final decision is made.

### **Banned Players from a Playing Establishment**

In some situations, there are players in the League who have been expelled or banned from establishments. The League understands that it is the establishments right to refuse service or entry to any person due to previous events. If a player is banned from the said establishment(s) then that player cannot play at that establishment and league will not have any say in the matter. Another member of the team that is on the existing roster should then replace the person that is banned from the establishment for that match. A new player can be added to the team's roster if it is done prior to the league roster freeze date.

### **Unruly Behavior**

ANY player that acts in a manner that is detrimental to the team, opposing team or the establishment where the match is being played WILL BE BANNED for a period that will be determined by the League Officers. Causes for banning a player include Unruly behavior, verbal intimidation that is threatening, extremely poor sportsmanship, lying and/or deception to a league officer or representative of the league or damage to the premises of the establishment. All captains and conference representatives will be notified of the said players banning and time frame for which the banning will occur. Depending upon the severity of the incident the said player could be banned anywhere from a minimum of 2 playing weeks to 1 full year.

### **Physical Violence**

NO TOLERANCE for physical violence (fighting, physical threats) that happens on the night of a match. This will result in an immediate suspension of being eligible to play in the next match for all parties involved in the incident. After the league reviews the situation there will be further suspensions and/or ejections from the league for a period determined by the league officers. All captains and conference representatives will be notified of the said players banning and time frame for which the banning will occur.

## **Rule 5 - Practice and Starting Time**

All regular season and playoff matches shall be played on Tuesday night. The only exception is when opposing team captains agree on another day due to extenuating circumstances. (See Rule #11) At no later than 7:00 PM the game (match) board must be declared open for player warm-up. Warm-ups shall conclude when the captains have filled out their initial line-ups and both are ready to begin, which must be done by 7:30 PM for B/C Divisions 8:00 PM for A Division. Thereafter, each player shall be permitted (12) practice darts prior to each game.

A forfeit may be called if any match is not in progress by 15 minutes after division start time, extenuating circumstances accompanied by a phone call to the opposing captain 30 minutes before division start time, should allow for a reasonable delay. Any matches that do begin are not subject to protest based on late starting time. PLEASE REMEMBER THAT GOOD SPORTSMANSHIP SHOULD PREVAIL IN ALL INSTANCES.

## **Rule 6 - Match Format and Point Breakdown**

Minimum of six different players will compete in a nights match. Any one player can play no more then 4 matches in a night, consisting of 2 singles and 2 doubles. No one player can play 3 singles matches in a night. Team points per game will be equal to the number of players competing. Singles games count as 1 win point, doubles games count as 2-win points. The Home team will throw first in the first game of the Match with each team alternating thereafter. There are no tiebreakers except in playoffs. The match will consist of the following:

## A, B & C CONFERENCES:

- Leg 1 - 4 games of singles 501 – single on – double off
- Leg 2 - 3 games of double cricket – with points
- Leg 3 - 4 games of singles 301 – double on – double off
- Leg 4 - 3 games of double 501 – double on – double off
- Leg 5 - 4 games of singles cricket – with points

## Rule 7 - Scoring, Touched Darts, and Thrown Darts

For a dart to score it must remain in the board for at least 3 seconds after the FINAL dart has been thrown by that player or until the dart is touched. The tip of the point at the point of entry must be touching the bristles and must be completely within the area of pie of the dartboard. No dart may be touched by any person prior to the decision of the scorekeeper. If a player or team member touches his own dart while it is in the board during his turn, that turn will be deemed as completed, and if the score keeper has any doubt to the exactness of any dart, that dart will not score. If any other person touches a dart while in the board, the score of those dart(s) will be agreed upon by both captains then removed so that the remainder of the darts can be thrown. If there is any doubt as to the exactness of any dart, that dart will score to the favor of the thrower.

At all times the score keeper and captains should try to amend any such situations to the best of their capabilities keeping good sportsmanship in mind. For a dart to be considered thrown the players arm must be in the forward direction towards the dartboard. Thrown darts bouncing, falling out, or missing the board will not be re-thrown. If a distraction takes place during a throw, the dart may be re-thrown. A certain amount of distraction is unavoidable.

## Rule 8 - The Scorekeeper

Home teams are responsible for furnishing a scorekeeper; the away team may furnish a caller. After each turn the Scorekeeper shall announce what has been thrown. If the caller sees an error, he shall announce it at this time. It is the player's responsibility to verify his score prior to removing any darts from the board. The score remains as written after any darts have been removed from the board. Scoring errors discovered after darts have been removed shall be handled as follows:

- (1) Cricket games shall stand if they are not rectified prior to any further darts being thrown
- (2) 301 and 501 game errors may be rectified if the correction is made prior to that players team throwing any further darts.

Any corrections accepted by all players involved or both captains are permitted and will not be subject to protest. In a team event any player going out of turn shall score -0- for that round and his team shall forfeit the turn. The scorekeeper may inform the thrower what he has scored and/or what he has left any time during that player turn (only if asked). Players are at their own risk in terms of accepting the score's account.

The scorekeeper SHALL NOT SPEAK UNLESS SPOKEN TO BY THE THROWER and MAY NOT inform the thrower in what is left in terms of dart combinations or strategy. Any other person may QUIETLY advise the thrower during a match. The score keeper shall stand as motionless as possible while always facing away from the thrower. DO NOT LEAN TO CHECK ANY DARTS SCORE UNTIL A ROUND IS COMPLETED UNLESS YOU ARE ASKED. DO NOT STATE OR MOTION "CHECK "AFTER A PLAYER DOUBLES ON. IT IS THE PLAYER'S RESPONSIBILITY TO ASK IF HE IS NOT SURE.

If the Away captain feels that the scorekeeper is a distraction, he may ask for a replacement. If none are available, he may offer a scorekeeper of his own. If the home captain does not agree to this, then that game shall be awarded to the away captain. Complaints should be registered with an Officer in order to monitor the team. The Officers shall decide the handling of a repeat offender.

## Rule 9 – Procedural

Players, Scorekeeper, and Caller only are allowed inside the throwing area. (In front of the oche towards the board for a lateral distance of approximately ten feet). Opposing players must stand at least 3 feet behind the Hockey Line. Should a player's

equipment become damaged, or should a player leave the playing area during a match, that player will be allowed 3 minutes from his turn or game being called to be on the hockey ready to throw prior to forfeiting his turn or game. Each player shall be allowed a maximum of 2 such instances per match.

## **Rule 10 - Line-up and Substitutes**

Line-up sheets will be filled out 1 category at a time, played then the next category will be filled out and so on (example: All 301/501 players are filled in by both teams and played to completion prior to the doubles cricket lineups being completed). Away captains will complete their lineups first. The home captain will then complete their lineup with no reference to the away team's lineup.

Once both lineups have been filled out and opened for public viewing:

- All players that have been put in the lineup will be required to play if they are present.
- Substitutions of players in the lineup are not allowed unless that the opposing captain agrees to the change in the lineup.
- Open spots may be left in the lineup (for players arriving late after the match has started) if there are not enough players present to fill out the lineup for the category and the opposing captain agrees to this.

As stated in rule #14 players will be given a 5-minute time limit to be on the hockey line ready to throw when their game or turn is called. A substitute may be added in any instance except for the last match set if they are eligible and immediately available to play. The last match set (Singles Cricket or Singles 501) a person will not be allowed to be substituted after the rosters are filled out unless the opposing captain agrees to this, otherwise:

(1) In a singles game, a forfeit will be declared

(2) In a doubles or triples game, the game will be played with less than the allotted number of players with the team forfeiting a turn in each rotation at the position of each missing player

If a player joins a game in progress no, warm-ups or delays of any kind will be permitted. If a player's space on the score sheet is left blank when that set of games has begun no player may be added. Any player who is substituted for may NOT compete in any of that matches remaining games.

## **Rule 11 – Postponements**

No match may be postponed due to a shortage of players. A match may be played light with as few as 4 players. In the event of inclement weather or an unforeseen emergency, the captains will agree to play or postpone the match by 7:30 PM on the day of the match. The home team captains shall report postponements to the League Secretary that night. In the event of a disagreement a League Officer must be contacted ASAP to assist in settling the matter.

Postponed matches will be replayed on a date set by both captains. Matches from the beginning of the season till the last match in December have until prior to the first match in January to make up their matches. Matches from the first match week in January till the last match of the season have until the weekend of the last match of the season to make up their matches.

A make-up match date MUST BE sent to the League Secretary within 2 weeks of the canceled match. If a date is not decided upon by then, each captain will receive a reminder phone call from a League Officer to get an agreed upon date to play the match. If the match is not played within the timeframe stated above, then both teams will receive a score of -0- to -0- for that match.

## **Rule 12 - All Star Points**

301 & 501 Games

When 95 points or greater are scored in a single turn, the total point scored shall be added to that players All-star point total. High-Starts only apply to games that require a double on to start the game (301 & 501). High Finishes apply to 301, 501 & 601 games.

## Cricket Games

During a single turn All-star points are awarded as follows for the scores of C6 through C9 values, C-6 = 120, C-7 = 140, C-8= 160, C-9 = 180. (Example: 2 triples and a double would be marked as a C8). For corks: B-4 = 125, B-5 = 150, B-6 = 180. When a player throws the dart that wins the game and that dart increases the All-Start point value to a C6 or higher or a B4 or higher, then the All-Star points will count (Example 1, A player needs 3 Bulls to win and hits a Single, a Single then a Double to win the game, this will count as a B4. Example 2, a player needs three 15's and 3 Bulls and hits a Triple 15, Double Bull and

Double Bull will count as a C7). Along the same lines when a player throws the dart that wins the game any remaining darts that are thrown after the winning dart will not count towards All-Star points.

## Perfect Games

If a person throws a perfect game, this would be from the time that the person first throws the darts during the game, that person will be awarded an additional 700 All-Star points towards their season total. Perfect games are: 301 – 6 darts, 501 – 9 darts, Cricket – 8 darts. This also applies to doubles partners. In 301 & 501 games, all darts thrown count towards the game (Example: If a person threw 5 darts to get in then threw the minimum darts to complete the game, this would not be considered a perfect game).

Under no circumstance may a player add All-star points to the score sheet after the carbons have been filled out. Any team doing so will forfeit their remaining matches for the season.

## Rule 13 – Forfeited Matches and Games

A match shall be immediately declared a forfeited if:

- (1) A team uses an ineligible player
- (2) A team fails to be present at a scheduled match in accordance with rule #10.

The team winning by forfeit will receive 18 team points, with the forfeiting team receiving 0 team points. Upon a team's third forfeit, that team will be disqualified from the League and shall lose all rights to all dues, awards and eligibility to participation in the league tournament.

In the Event of a Forfeited Match:

The captain should fill out the score sheet as normal, with 6 players in each category for all the games. The wins must be "circled" for the players that shall be credited with the "game win". Win Points shall be applied as follows: 2 Points will be given for a win in singles 301 and singles cricket, 1 Point for a win per person in doubles 501 and doubles cricket games. Wins that a player receives as noted by the captain when filling out the score sheet will also count towards their playoff eligibility. The sheet is then to be mailed to the league secretary who will then calculate the average all-star points per-game at that point in the season for each game they had been entered in. (example: if a player that averages 25 all-star points per game is entered to get wins in 301, double cricket, & doubles 501, that player would receive 75 all-star points for the week as well as wins for the three games).

Forfeited Games:

Individual games within the match that is being played may be considered forfeited due to a lack of player(s) of the opposing team (a lack of players is defined in Rule #16 where a team needs a minimum of 4 players to consider the match playable). Any player(s) that cannot play their game because the player is missing to shoot the game shall get the forfeit. (Note that a doubles match can be played with only 1 player). When a forfeited game occurs then the following must happen:

- (1) The game will be marked as an "W" and the win will go to the player who was to face the missing opponent
- (2) The individual player is entitled to "earn" All-Star points by virtue of the following scoring method:

- The player must announce to the scorekeeper that he/she intends to begin throwing with the game(s) being shot as if were being played. (Doubles starts shall apply in accordance with the game description and you can't score 400 all-star points in 301). The allotted number of darts per game is as follows:

Single (15) darts; Doubles (12) darts

Win Points shall be applied as follows. 2 Points will be given for a win in singles 301 and singles cricket. 1 Point for a win per person in doubles-501 and doubles cricket.

## **Rule 14- Protests**

All match disagreements should be settled privately between captains. If an agreement can't be reached, the captain will indicate that protest will be filed, and the game shall continue under protest if possible. The score sheet will be marked at the point of protest, and an official protest must be presented in writing to the League Secretary within 48 hours. If the protest can be settled by a rule interpretation the Secretary will settle the matter. If necessary, a poll may take place. The interpretation of the Rules throughout, in relation to specific protest and irregularities, shall rest with the League Officers whose decision is BINDING. Protest involving a League Officer's team shall be determined by the other remaining League Officers, if a tie exists then the protest shall be resolved by a poll.

## **Rule 15 - Result Sheets**

Result sheets must be sent back to the League at the conclusion of each match by both the home team and away team. A clear photo of the ORIGINAL (White sheet) copy of the result sheet should be taken by both captains (or team member) and sent to the league phone number on the cover of the league scorebook that corresponding to the division your team plays in. Both captains are responsible for ensuring that this is sent. Results will also need to be entered by both the home and away captains on the league website ([www.jerseydarts.com/abcd/captainsadmin](http://www.jerseydarts.com/abcd/captainsadmin)). The results will need to be entered into the system by the next day after the match (usually Friday). There will be 1 penalty point given to the team per week until the results are sent and entered. Repeat offenders may be denied re-entry in subsequent seasons.

## **Rule 16 - Score Keeping Rules**

The Darters "10 Commandments" For Keeping Score

- 1: The Scorekeeper Shall Not talk while keeping score.
- 2: The Scorekeeper Shall Not move about while keeping score, stand still.
- 3: The Scorekeeper Shall Not look at the shooter, stand facing the board.
- 4: The Scorekeeper Shall Not call out a score, of one dart or all three---- unless the shooter asks you.
- 5: The Scorekeeper Shall Not tell a shooter what to shoot for or what combination to shoot, for an out.
- 6: The Scorekeeper Shall Not change a score unless it is brought to the attention of both shooters (teams).
- 7: The Scorekeeper Shall Not change a score - regardless - if that player (team) has shot again and a second score written down. An error in a shooter's score MUST be corrected before the player (team) shoots again or it stands.
- 8: The Scorekeeper Shall Not lean out to see where a dart is or is going nor shall he follow the dart with body or head movement.
- 9: The Scorekeeper Shall Not show any sign of disgust or excitement while at the scoreboard.
- 10: The Scorekeeper Shall Not change the side of the score sheet of the players in three legs.

## **Rule 16 – Restricted Players**

'A' level players are able to play in the 'B' but they are restricted. Which means they can only play 3 matches a night (1 singles and 2 doubles) and do not qualify for individual wins and allstars. Players will be vetted from previous leagues/seasons/etc. If you're unsure please ask one of the league reps.