

2018-2019 League Rules

I. Sponsor Registration and Payments

The cost of sponsorship is \$275.00 per team, per year if received by August 29th, \$300.00 (per team) if received after August 29th.

II. Player Registration and Payments

The cost of registration is \$70 - \$90 per player according to the announced annual payment schedule.

There are no weekly dues. There are no refunds of registration or sponsorship fees. Each paid player is entitled to attend the year-end banquet for free. Completed registration shall be defined as the League's receipt of sponsorship and registration fees and a complete team roster. The league will reschedule teams "home" games to "away" games until any balance owed by players or sponsors, is paid in full. Any unpaid dues by the registration deadline will automatically incur a late fee per the published payment schedule. Dues are monitored by the league, and by each team captain through the online registration site.

III. Equipment

Each bar will provide a **standard** black & beige dartboard. It must be **new** at the beginning of the season and replaced, if worn, during the season. The height of the board should be **5'8"** from the floor to the center of the bull. The throwing distance should be **7'9 1/4"** to the front of the line (oche) and **9'7 3/8"** measured diagonally. The line shall be clearly marked on the floor. The board should be **brightly** lit with room around the throwing area free from traffic or distractions. (3-4 ft. in any direction) A scoreboard must be visible to all players so as to enable them to check scores.

In the event of a dispute over a match regarding an electronic scoreboard, it is the home team's responsibility to resolve any disagreement to the visiting captain's satisfaction. In the event of a malfunction, power failure, or human error, it is incumbent upon both captains to arrive at a mutually agreeable solution. If no solution can be reached, the home team may be required to forfeit the match in question. That will be reviewed on a case-by-case basis, and matches should continue if at all possible, even if under protest.

Each board and throwing area will be inspected and measured before the first match of the season. Any recommended changes must be made before the start of the season. The league can schedule any "home" games to "away" games until the equipment problems are corrected.

If, in the opinion of one of the participating teams, an equipment problem exists, a protest shall be made to the home team captain prior to the start of the match. If the problem cannot be resolved, the match shall be played under protest. Protests should be filed following the procedure listed below. (Section XI)



Upon receipt of a complaint, the League shall inspect the location in question as soon as possible. Infractions detected shall be brought to the attention of the offending location's Team Captain/s and owner. Seven (7) days will be given to make the correction/s. If the corrections are not made, all matches scheduled to be played at the offending location shall be played at the visiting team's location. In the event of scheduling conflicts at the visiting team's location, the match will be played at a neutral location. This will continue until the League approves all corrections.

Uniforms are not mandatory but are encouraged.

IV. Format

There are 18 games in five sets with the total points adding up to 24. The home & away teams will alternate to begin each set. (As noted on the score sheet *) The maximum number of games any one player can participate in is four. (2 singles, 1 501 Double, and 1 Cricket Double) You cannot play the same game more than once. No player is allowed three singles games. Players in a division lower than their rating can play in a maximum of three games per match. A listing of these players will be posted on the website before week 1 and updated as required.

401 Singles – Fly in	4 Games	1 Point each game	4 PTS
Cricket Doubles	3 Games	2 Points each game	6 PTS
301 Singles DD	4 Games	1 Point each game	4 PTS
501 Doubles DD	3 Games	2 Points each game	6 PTS
Cricket Singles	4 Games	1 Point each game	4 PTS
TOTAL	18 Games	TOTAL	24 PTS

V. Play

Starting time for "A" Division matches is 8:00 PM.* If the match is not underway by 8:15, a forfeit may be called. "B" and "C" division matches begin at 7:30 PM and forfeits may be called at 7:45. Only one player need be present to start a match. Once that game is complete and there are no other players ready to shoot, the match is forfeit. A match cannot be played by less than **four** players.

The away Capt. will fill out the score sheet first. The home team will keep score. The scorekeeper cannot discuss strategy with the players **at any time**. He is allowed to declare the score obtained, and if asked, the score remaining. He may not advise the shooter of any "out" combinations. If there is a mistake in scoring in "01", it must be corrected before the player with the incorrect score throws his first dart or the score stands. The exception shall be if the error is 100 pts. or more, then it is corrected upon discovery. If there is an error in Cricket, the score will stand as soon as the next dart is thrown. (Assuming the score has been recorded before the next player shoots.) Scorekeepers should remain still until all three darts are thrown. If, in the opinion of any player, the scorekeeper is a distraction, they can ask for a new scorekeeper. The darts should not be removed until the scorekeeper has declared a score.

The shooter accepts the score once he has removed his darts. It is the shooters responsibility to verify the score is correct. If a player touches or removes his dart from the board, his turn is complete and no other darts may be thrown. For a dart to count, the point must be touching the surface area of the board in a scoring number and must be removed by the shooter. Players shooting out of turn will receive a score of 0.



Once a game has begun, should a player leave the playing area for any reason, including repair of damaged equipment, the player will be allowed 3 minutes from his turn to be on the throw line or forfeit his turn. This is subject to the notification of the opponent and the scorekeeper. Each player shall be allowed a maximum of 2 such instances per match.

VI. All-Star Pts.

All Scores of **95** or better in "01" games shall qualify for All-star pts.

All Scores of **C6** or better in Cricket games shall qualify for All-star pts. as per the chart below:

Cricket

C6 = 120

C7 = 140

C8 = 160

C9 = 180

Bullseye

B4 = 120

B5 = 150

B6 = 180

Bullseye +

B3 + Triple = C6

B4 + Single = C7

B4 + Double = C8

B4 + Triple = C9

50 bonus pts. will be awarded to each winner of a doubles match.

100 bonus pts. will be awarded to each winner of a singles match.

If the last dart thrown to end a game is a double or a triple, the additional points will count towards All-stars.

All-star points will not count towards the regular season individual statistics in playoff games. Players, who win individual games by forfeit, will be awarded bonus pts. They will not shoot for all-star points, but will instead be given an automatic 100 points for both cricket and "01" games. (Singles and doubles players)

Remember; **do not** leave any blank spaces on the score sheets. Completely fill out the score sheet for any game or match forfeits. You will receive Wins and Bonus points for match forfeits. You will receive Wins, Bonus points and All-stars for single game forfeits. Always use first and last names! The All-star payout formula will be determined by mid-season. Players shooting in a division lower than their player rating will not be eligible for All-star payouts.

VII. Roster

Each team may have a maximum of **12** and minimum of **8** players. A team may add more players during the season but will have to drop others to keep under the 12-man limit. These new players will also have to register before they can play. Dues are not transferable, meaning a player cannot take the place of somebody that has already registered and left the team once they have played a match. The league must approve all roster moves. If a team proposes a player that is above their division rating, they may be **denied**. Roster changes and registration fees must be turned in **one week before** new players can participate. (Send check with score sheet or register online by the next day) If a non-registered player participates, the match may be declared a forfeit. The league can also reschedule the offending teams "home" games to "away" games until the balance owed, is paid in full.

A released player may play with another team but may not rejoin his original team for the rest of the season. There is a 2-week (match) waiting period before a transfer can play for the new team. The player cannot transfer from a higher Division team to a lower Division team without approval from the league. They will not be eligible for All-star prize money. All-star and Bonus points will be deleted any time a player changes divisions.



Substitutes may be added for \$40, **after** 8 full time players are registered. Subs are allowed to play 4 weeks. If they play a 5th week, an additional \$40 must be sent with the score sheet that night (or register online) or any game he has played in is forfeit. They must also be approved for any division lower than "A". All-star and team prize money will be forfeited to cover any dues that are not paid by players or sponsors. No changes can be made to the roster after a freeze date is announced. The freeze date will be in effect at the point when a new player would not be eligible to qualify for the playoffs. *This includes the addition of substitutes.

All members must be present and play in at least %50* of scheduled matches to be eligible for the playoffs. A players name cannot be added to the score sheet if they are not physically present and participate in the match. Any team that adds a player's name that did not participate will forfeit the match and receive a score of 0.

*To Be Determined (Based on length of season)

VIII. Captains

Each team will designate a team captain. The captain is responsible for maintaining the roster, the registration fees and entering match results on the league website for home games. Both captains must inspect and sign the sheet. Each are required to submit a picture to the league scorekeeper. The home team will keep the hardcopy score sheet and is responsible for match scoring and All-star updates on the league website. Each captain will submit a phone number and an e-mail address to be notified of any schedule changes or cancellations due to weather and are responsible for contacting their team members and sponsor. The captain is also responsible for the return of the Championship trophies in the same condition in which they were presented. Trophies must be returned by the last regular season game for engraving. If they are damaged, the team captain and/or the team sponsor will be responsible for replacement costs. Team Captains shall be responsible for the collection of dues and for the prompt payment to the League prior to the start of the season and as required for new players during the season.

IX. Score Sheets

New for 2018 and forward: Score sheet books will be replaced by single sheets of the scorebooks. Copies are available from the league or can be downloaded from the league website. The score sheets will be folded down the middle, the away team will fill out its players for the first match and then the home team will list its players.

Home team captains are responsible for updating match scores and All-star points on the league website. After updating the website, the score sheets must be mailed, emailed or texted to the league scorekeeper by both teams. If the score sheet is received but the website was not updated, the home team All-star points will not be registered. Score sheets must be signed by both captains at the end of the match. If the score sheets are not received by Saturday, 6:00 PM, one point will be deducted from the offending teams' season total points for each day it is late. A minimum of 3 points will be deducted for each occurrence. This will not change the final score of the match. The offending teams' All-star points will not be counted even if the sheet is turned in at a later date. Scans or pictures of the score sheets are acceptable as long as they are of high quality. They must be sent to the league scorekeeper email address. (Listed below).



If a sheet is not received by the second Saturday, the match will be declared a forfeit and the home team will receive a score of 0. This will not be reversed. All Wins & All-star points will not count for the offending team. If the opposing team chooses to turn in its copy, only their Wins & All-star points will be counted. If neither team can produce a score sheet by the second Saturday, they will both receive a score of 0 and there will be no All-star points assigned. Teams that have not logged their scores or submitted their score sheets during the final 2 weeks of the regular season may be excluded from the playoffs or forfeit the right to host the playoff match. The offending team may also be excluded from attending the year-end banquet and forfeit any team or all-star prize money. Each team will receive one warning for late sheets.

If there are any questions concerning score sheet changes, they must be e-mailed to the league scorekeeper by Saturday, 6:00 PM. Under no circumstances may a player add points to a score sheet after it has been signed. Any team doing so will forfeit all awards. The league scorekeeper will review home and away score sheets for comparison. No updates will be made by the league due to illegible writing, nicknames, or missing last names.

League Scorekeeper contact info:

Terry Chiappa
230 Lake Avenue
Lyndhurst, NJ 07071

Scan/photograph score sheet, and email it to: terriscards@comcast.net

Text: 201-543-8024

Additional contact information can be found on the website at: <http://www.arlingtondarts.com>

Summary

- Both teams will sign and take a picture of the score sheet at the end of the match.
- The home team captain will enter the scores on the league website.
- Both teams will send an image to the league scorekeeper to verify scores.
- The home team will keep the hard copy for their records.
- If scores are not entered and sent to the scorekeeper by Saturday, 6PM, penalties will be assessed.

X. Forfeits / Postponements

In the event of a forfeit, the score of the match will be determined by the formula in Section XIII. (Minimum 13 points) The offending team will receive 0 pts. The captain will enter a full lineup for all those in attendance on his team and each player will be awarded bonus points (Max 300, 4 games) according to their marked wins. (No all-star points will be given for match forfeits.) Always use first and last names!

A forfeit can be declared for the use of a non-roster player. If a forfeit occurs after the match is played, the winning team will receive the higher of formula pts. or the score after playing the match.

A maximum of two team forfeits is allowed. After the third, the team will be dropped from the schedule for the remainder of the season. If a team forfeits the season, all teams will receive a bye in their place. If this occurs in the 2nd half, all scores and points will be counted for the completed 1st half. There will be no refunds to players or sponsors.



A game can be postponed only if both captains and the **league** agree. Postponements must be rescheduled within 2 weeks of original play date unless it is in the last 2 weeks of the season. In that case, the match must be played before the next scheduled match. No match can be postponed due to the lack of players available. If the scheduled match is not made up on time, each team will receive a loss and a score of 0. **It is advised to agree to a makeup date at the time of postponement.** A team may not postpone a match if they already have a game to make up for a previous postponement.

XI. Disputes / Protests

Disputes are expected to be resolved privately between the team captains. If a problem cannot be resolved, either team may file a protest. Team captains must be notified and the point of protest must be noted on the score sheet before play is resumed and the match is completed. Both captains must submit their written versions by letter or email (triple20@verizon.net) before Saturday 6:00 PM for a ruling by the league.

All players must abide by individual bar or club policy. A postponement or protest cannot be declared for a player being banned by a bar or club.

Although they may be used as a reference, rules or decisions regarding protests or disputes from other leagues or organizations do not apply to the Arlington Dart League.

XII. Playoffs

The playoff format will be determined during the second half of the season. All captains will be notified. It will be based on the number of teams in the league.

In the event that two teams are scheduled to play in the same location and there is only one playing board, the following will apply:

- The league will decide which team shall play home if future-scheduling issues will be avoided.
- If there are no issues, a team in a higher division will play home. If both teams are in the same division, the better record will play home. The other team will play in the opposing team's location.
- If the other team has another playoff match scheduled, the league will select a neutral site.

Playoff Rules:

Team standings for the playoffs are based on total points. The first tiebreaker is most wins, the second is least losses and the third is total points against each other during the season. If needed, a coin toss will decide.

All matches must be played to completion. Any team that forfeits in the playoffs will be ineligible to receive prize money. There is no option to split prize money between teams. If no match is played, no prize money will be distributed.



XIII. Forfeit Calculation

Forfeits will be calculated by the following formula:

Total Pts. / Weeks Played Team A <minus> Total Pts. / Weeks Played Team B <plus> 13
 (The difference of Avg. pts. per week + 13)

Examples:

Week 17

Elks	195/15= 13	13 Avg. Pts. per week		
LCC	113/14= 8.07	-8		
		= 5 + 13 = 18 Pts.	SCORE: ELKS: 18	LCC: 0

Week 8

Max's	81/7= 11.57	12 Avg. Pts. per week		
LCC2	76/7= 10.85	-11		
		= 1 + 13 = 14 Pts.	SCORE: Max's: 14	LCC2: 0

Week 14

Elks 2	97/12= 8.08	8		
Hartley's	106/11=9.64	-10		
		= No Gain + 13 = 13 Pts.	SCORE: Elks 2: 13	Hartley's: 0

Notice

- It is traditional for the home team to provide a light snack during the match.
- All visitors to the North Arlington Elks Lodge must sign the register. Other clubs may require sign in before you can enter or be served alcohol.
- Changes in the rules could occur during the season if modifications are required or an unforeseen need arises. All captains will be notified of any changes.
- These rules are a general guideline, and cannot address every conceivable situation. Our guiding principle is good sportsmanship and fun. Do not presume that because different leagues may address an issue one way or another that the Arlington Dart League will follow suit. We believe in a conservative approach that the less rules the better.
- If there is a specific circumstance NOT addressed in the rules, then common sense and reasonableness should apply. If a league member believes something is NOT addressed in these rules that should be, then it should be brought to the attention of the League. The bottom line.....There should rarely EVER be a case where two teams cannot continue a match because of conflicting interpretations of a rule either addressed or unaddressed in these rules.
- The annual awards night dinner is **for paid team players on the roster of the Arlington Dart League only**. Guests must pay a fee to attend. There **are no substitutions** for players that do not attend.