

ELIZABETH CITY DART LEAGUE

Rules for the 2015-2016 Season

1. The Elizabeth City Dart League (ECDL) will consist of five (5) officers; President, Vice-President, Secretary, Treasurer, and Sergeant at Arms. All officers must have played in this league the previous year and played at least one third (1/3) of the season. Elections for the five officers will be held at the first meeting of each season by a majority vote of the ECDL Captains. The Secretary will be paid \$25.00 per team minus \$1 per League member for online statistics, and the Treasurer \$10.00 per team for the year. This will be paid at the season's end, out of league funds, after records are complete.
2. Each team must pay a \$100.00 sponsor fee, which is to be paid by the following Tuesday after the first meeting. Dart boards and supplies will then be issued by the ECDL. This fee is non-refundable and is used for supplies, dartboards, secretary fee, treasurer fee, awards party/picnic committee and awards party/picnic. Each team must submit a preliminary roster with the sponsor fee.
3. Any team which drops out of the ECDL prior to the end of the season will have to pay a penalty to rejoin the ECDL, equal to the cost of the sponsor fee for the year said team wishes to rejoin. No new materials will be received for this penalty. Penalty subject for two (2) years after the conclusion of the season which said team dropped out. If any team drops out prior to the end of the season, all points that the team earned will go to "0" all the way back to the beginning of the season and it will count as a BYE WEEK and not as a forfeit. All Win/Loss stats will go to "0" and all sharp shooter points will go to "0".
4. All teams must play in Elizabeth or a community that borders Elizabeth. Teams from Rahway, Clark, Cranford, Kenilworth, and Springfield are also permitted. New teams must be voted into the league by the existing teams and ECDL officers. A 75% or more "yes" vote is required.
5. Each team will have a roster, up to 12 persons, submitted to the ECDL Secretary no later than the 5th week of competition. If a team's roster is not turned in by the 5th week, the person's who have played thus far will be considered as their roster and will be considered frozen after the 5th week. For a player to change teams during the first five weeks, said player needs a release from their initial team captain prior to switching to another team. For a team to add a brand new player during any point of the season, a vote of the majority of the ECDL Officers must be attained.
6. The ECDL will start at 7:45 PM and you must have at least one (1) player present to start, with a 15-minute grace period for the first match only. Thereafter, players have five (5) minutes between matches to toe the line. If you do not have one (1) player present at 8:00 PM, the other team has the right to call a forfeit, if they do not want to wait. If a 4th player does not "toe the line" within five (5) minutes after completion of the 3rd match, the team will forfeit all points (27) for the Match Night.

7. If a player is not allowed in a tavern and the owner is not willing to let said player into the tavern for the match, then the said player may not shoot for that night. This rule is not to be used for a team to gain advantage of the other team. If the owner allows said player in the tavern for the night, it is the responsibility of the teammates to keep said player under control or the team will forfeit the Match Night.
8. All players must be at least 21 years of age to shoot. Violation of this rule will result in forfeiture of all points said person(s) were involved in.
9. Bumper Weeks will be determined at the 1st meeting.
10. General Tournament Rules of the American Darts Organization apply unless superceded by the ECDL Rules for said season. Changing Rules for a season is accomplished at the 1st meeting of a season by a majority vote of the ECDL Captains and Officers. Final decisions of disputes during a season are by a majority vote of the ECDL Officers unless otherwise stated within the ECDL Rules.
11. A Match Night will consist of the following singles and doubles matches:
 - Six (6) Singles 301 matches - [Double-in / Double-out] -- Play best 2 of 3 – 1 point per game, a sweep gets all 3 points.
 - Three (3) Doubles cricket matches - Play best 2 of 3 – 1 point per game, a sweep gets all 3 points.

During the play-offs the format will be:

The Home team of the play-off Match Night will have choice to shoot for the bull first on odd numbered matches and the Away team will have choice to shoot for the bull first on the even numbered matches. The second game of a match is Mugs Away. If a third game is needed, the loser of the bull from the first match has the choice of shooting for the bull first. Winner of the bull has choice to shoot first or second.

12. Qualification for playoffs will require that a player must participate in at least 33% of the total number of type of single and doubles matches for the season, including bumper week matches. Any time you need to know how many games a player has, contact the league secretary and the information will be given to you within a week.
13. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of dart. (ADO #47)
14. Players have five minuets between matches to toe the line.
15. The Hockey, a.k.a. the Toe Line:

A raised hockey, at least 1 1/2" high and at least 2' long, shall be placed in (a fixed) position at the minimum throwing distance, and shall measure from the back of the raised hockey 7' 9 1/4" along the floor to a plumb line at the face of the dartboard.

Should a player have any portion of his feet or shoes over the hockey line during a throw, all darts so thrown shall be counted as part of his throw, but any score made by said darts shall be invalid and not counted. One warning . . . shall be considered sufficient before invoking this rule. (ADO #50)

A player wishing to throw a dart, or darts from a point either side of the hockey line, must keep his/her feet behind an imaginary straight line extending from either side of the hockey line.

Center Bull Height = 5' 8" (ADO #51)

16. It is the responsibility of the player to verify his score, with the scorer, before removing his/her darts from the board. The score remains as written if one or more darts has been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In case of Doubles/Triples matches, such errors must be rectified prior to the next turn of any partner/player on that team. (ADO #35)
17. For a dart to score it must remain in the board **5 seconds** after the 3rd or final dart has been thrown by the player. The tip of the dart point must be touching the bristle portion of the board, in order for that dart to be counted as score. (ADO #32)
18. No dart may be touched by the thrower, another player, scorer, or spectator, prior to the decision of the Scorer. Should this occur, that throw shall be deemed to have been completed, . . . (ADO #33)
19. The Scorer may inform the thrower what he/she has scored and/or what he/she has left. The Scorer **MAY NOT** inform the thrower what he/she has left in terms of number combinations. It IS permissible for a partner, teammate, or a spectator to advise the thrower during the course of a Match. (ADO #39)
20. All-Star Points to be noted on score sheets:
 - High Open or Close of 95 points or more in _01-games.
 - 180's and 171's in _01-games.
 - In Cricket matches, three scoring triples, three double-bulls, or a variation of the two, will be known as "Three in a Bed".
 - 8, 9, and 10-dart games

21. Fifteen Dart Rule:

If a match is forfeited, at the time of forfeit, each player on the opposing team gets 15 darts per match for sharp shooter points. If a complete Match Night is forfeited, six people shoot 15 darts each for singles and six people shoot 15 darts for doubles cricket sharp shooter points,

22. Double One (X1) Rule:

If both players of a **singles** match are down to X1, **both** players have had 5 rounds at X1, and can not go out, the player who comes the closest to the Bulls Eye will be declared the winner of that

game. Only one (1) dart is to be thrown. It is now mandatory that after the 5th round both shooters will shoot the BULL to decide the winner of the match.

23. Team Dues are \$450.00 for the season and are non-refundable. All teams must pay in full by the 6th week of the season. A \$25/wk late fee will be assessed.
24. It is the responsibility of the away team to get the score sheet to the ECDL Secretary no later than Thursday, at 8:00 PM, following the match. Procedure for online statistics to be given by the ECDL Secretary.
25. The ECDL Officers may vote any team that forfeits two (2) matches during the regular season out of the League. Each team is responsible for their own money when a forfeit occurs.
26. If the ECDL has an odd number of teams, the team receiving the bye will be awarded all points for the match night and no dues are required for that week.
27. Snow Rules:

The ECDL Officers will decide if a match is to be called off due to inclement weather. If this occurs, each tavern will be notified by 6:45 PM and all members should contact their own team. The missed week(s) from inclement weather will be made up at the end of the season.

28. Postponement:

For a team to postpone a match, both the opposing team and the ECDL Officers must be notified 24 hours in advance and informed of a valid reason for the postponement. Further more, you must have a date set between both teams as to when the Match Night is to be made up, at the time of the postponement.

29. Prize Money: (based on 11 teams)

- 1st place for the season \$750.00
- 2nd place for the season \$500.00
- 3rd place for the season \$300.00
- 4th place for the season \$200.00

The winner of playoffs will receive \$200.00
The runner up of playoffs will receive \$ 100.00

If the League expands or if the total number of teams is reduced, Prize Money will be recalculated on a percentage basis and/or more "places" would be paid out. Amounts to be determined by ECDL Officers.

30. Trophies and Awards:

All trophies and awards will be given out at the awards party or picnic, to be determined by ECDL Officers. A floating plaque will be awarded to the play-off champion team and will be

kept at the play-off champion's tavern until such time that it may be claimed by the succeeding year play-off champion. There will be floating sportsmanship award to be given out each year, and will be kept at each recipient's tavern until such time that it may be claimed by the succeeding year sportsperson. All floating awards are ultimately the property of the ECDL. The Champion and both 1st and 2nd place Regular Season teams will receive a plaque with each of said team's players for that season to be kept at the Sponsor's tavern.

To qualify for the Top Winning Percentage Singles Award, a player must play in at least 75% of the singles matches for the regular season including bumper weeks and the top three (3) players will receive \$25, \$15, and \$10 respectively. The top three (3) players in the High Open and Close category will receive \$25, \$15, and \$10 respectively. All other All-Star categories will receive pins.

31. Bumper or Play-off Match Home Team Conflict:

During a Bumper or Play-off Match, if a Tavern has two teams that are to play at home, then the 2nd team would have a choice to play at a neutral site, if one is available, or away at the lower seed's Tavern.

32. 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 of time 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 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.

33. Physical Violence:

The League will have **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 will be notified of the said players banning and time frame for which the banning will occur.