



Rules and Regulations

*Revised and Adopted
by the Board of Officers*

October 2009



I. Preface / Introduction

Welcome to the New Haven Dart League. To those who have just entered the sport and to those who have been active playing "League Darts", it is with some importance that we review the reasons why we all choose to play darts. For each of us there is an element that attracts our interest. To some just stepping out with good friends, enjoying the camaraderie of sport is enough while others are seeking perhaps to sharpen their shooting skills; honing strategies with games played in " league competition" in order to better prepare themselves for whatever level of darts they may want to pursue.

Regardless of any particular reason, it should always be remembered that darts, league or otherwise is a team sport that is intended to promote good competition, goodwill and hopefully lasting friendships among all who choose to compete.

By remembering to respect each other as people first, unique for what each one of us brings to the game and sport, we can begin to know what it takes to become "Winners".

Begin each game with a handshake or word of encouragement for your opponent, play fair and follow the unwritten rules of good sportsmanship. In doing this, we are all "Winners" regardless of who takes out the game dart.

II. Roster Guidelines

A. Each team will select a captain, who will be responsible for sending a list of player's names, addresses, and phone numbers to the league secretary before the season starts. The captain will also be responsible for recording and checking scores, keeping a record of all-star points, calling in the score and mailing in the score sheet. All scores and stats need to be input onto the NHDL web site. www.NHDLDARTS.com

B. The NHDL will abide by the rule of a limited roster. Any additional shooter not already on the roster can only be someone who has NOT shot for any other team in the league during that season. This additional player will not be allowed to shoot for another team in the league for the remainder of the season. Any team breaking this rule will be considered to have an illegal player.

C. If a 12th or illegal player shows up on any roster, all games won by this player will be deducted from the team's score, and those points will be awarded to the Opposing team. EXAMPLE: C Division, play 301 lose 1 pt... Play cricket lose 2 pts. Play 501 lose 2 pts. A and B Divisions double the point loss. Also any team using an illegal player a 2nd time will be expelled for the rest of the season.

D. Each team is allowed to use a player free for one week. If the 'freebie' plays a second week, their player's fee must accompany that weeks score sheet or that player will be considered an illegal player and penalized as such.

E. In order to shoot in the 'playoffs' a player must have shot in 50% or more of their team's matches. If there are any questions regarding a player's eligibility to shoot in the playoffs, contact the league secretary PRIOR to the beginning of the playoffs to resolve the issue.

F. In order to be eligible for regular season 'team awards/individual awards' a player must play at least 2 weeks and have paid their player's fee. In order to be eligible to shoot in any

NHDL hosted "special event", a player must shoot 35% of their total team matches. If a tie breaker match is needed, it will NOT count as a match played for award or event purposes.

G. Any team that finishes 1st in their division or color in the winter season MUST advance to the next division where they shall remain for 1 full year (1 summer season, 1 winter season). They may return to the lower division after this time if their team finished last in the higher division. A team is considered the same team if 3 or more of the winning team remain the same, less than 3 players and the team may remain in the lower division, but if at any time during the year a 4th player appears on the lineup, the team will be considered an illegal team for that division and removed from the schedule and the bye rule will be in place.

H. No one under the legal drinking age will be allowed to play for a team participating in the NHDL regular season or any other NHDL sponsored function or special event.

III. Player / Sponsor Fees & Responsibilities

A. An entrance fee of \$150 for winter and \$100 for summer per team will be due from the team sponsor prior to the start of each new season. Each team shall pay dues of \$20 per player for the winter and summer season. Paid roster for players and bar fees: The first six players on the roster are considered due in advance and must be paid at the start of each session. After the sixth player, additional players will be considered substitutes and must pay league dues after their second match played. If a substitute's dues are not paid in a timely fashion (typically within one week of their second match played), the player will be considered illegal and penalized as such. IT IS THE CAPTAINS RESPONSIBILITY TO KNOW WHEN THE PLAYER HAS PLAYED HIS SECOND MATCH - IT IS NOT THE LEAGUE'S RESPONSIBILITY TO INFORM A CAPTAIN THAT A SUBSTITUTE PLAYER HAS DUES OWING.

B. All monies collected by the League, from players, team sponsors, and other sponsors will be used for League expenses, at the discretion of the Board of Officers.

C. Captains have the right to ID players. If a player is caught playing under another player's name, the team will forfeit the match and the opposing team will receive a minimum of 10 points or the opposite average loss of the team forfeiting. A second forfeit signifies ejection from the league and all members must pay fines prior to re-entry into the league.

D. Any individual, team, or sponsor that owes money to the NHDL from a prior session will not be allowed in league play until such monies due are paid in full. A player that owes dues from a prior session will be considered an illegal player if his/her name appears on another team's roster in a subsequent session.

E. There will be mandatory captains meetings each season on the night of schedule pick-up (prior to the start of the season) and on other occasions when deemed necessary by the Board of Officers.

F. When in doubt call an official.

G. All records are public domain.

H. The NHDL assumes no legal responsibility for accidents or injury during or involving NHDL match or special event play.

IV. Match Format & Game Rules

A. All games will be played on Thursday nights (Winter & Summer). They will start at 8pm with a 15-minute grace period to 8:15. All playoff games will start at 7:30 due to the longer matches. No shooter may shoot out of turn as it is shown on the score sheet. No shooter may enter a game after their turn in that event has passed.

B. Team captains will separately prepare their lineup on a score sheet. The team captain will then enter the team name, date, color, and division on top of the sheet and enter player names without changes. Both captains will sign the score sheet at the end of the match and the home team will mail the original copy to the NHDL in the pre-addressed envelope provided. Both captains should retain one copy of the score sheet for their records. Once a lineup is posted changes will not be allowed.

C. Matches will be played in this order: a) 6 individual 501 games(A div only), single start/double finish. b) 3 two-person cricket games, fall out rule applies. c) 3 two-person 501 games straight start/double finish. A Division plays best of 3 for all games, B Divisions play 2 games of everything. C Division plays all games 1 time.

D. A 301 or 501 game is concluded at such time as a player/ team hits the double required reducing their remaining score to zero. Any and all darts thrown subsequently shall not count for score. During the match, any combination of darts thrown which exceeds the remaining score shall be considered a "bust" and will not count as score. The score will remain as written prior to that player's turn. There is no bust in cricket. Fast finishes, such as 222, 111, or Shanghai etc. will not be allowed.

E. Home team will have choice of boards on which games will be played.

F. No player shall practice shooting on another board while actively participating in a game.

G. Games will be scored as follows:

A Division (all games - best of 3)	B Division (all games played twice)	C Division (all games played once)
501 single - 1 point per game	301 - 1 point per game (2X)	301 - 1 point per game
Ckt doubles - 2 points per game	Ckt - 2 points per game (2X)	Ckt - 2 points per game
501 doubles - 2 points per game	501 - 2 points per game (2X)	501 - 2 points per game
TOTAL - 18 POINTS	TOTAL - 36 POINTS	TOTAL - 18 POINTS

H. The home team shall notify the secretary by phone the night of the match no later than twelve noon the following day as to the final score. Failure to do so will result in a penalty of 5 points subtracted from the home team's score. The score may be left on the recorder. The phone number is provided on the score sheets. Please state home team first and their score, followed by the visiting team and their scores. In addition the score shall be written on the score sheet in the provided space. Score sheets must be mailed within 48 hours in order to keep all-

star points up to date. If not received within two (2) weeks of a match a two (2) point penalty will be deducted from the home teams' total. A 2 point penalty will be assessed for each additional week the score sheet has not been received. Points will not be re-instated.

I. Any discrepancies in total team scores must be brought to the attention of the Secretary or statistician or the rules and protest committee within two (2) weeks of the posted standings. Any discrepancies left unchallenged after this two week time period will remain as posted.

J. Coin Toss - The visiting team will call the toss of the coin to begin the game. Winner of the toss has his/her choice as to whether or not his team will throw for cork first. Coin toss and cork throw will precede each game

K. All games will begin by throwing cork. When throwing the cork, the dart must remain in the board in order to count. If bounce out occurs, additional darts may be thrown until a dart remains in the board. If the second players dart dislodges the first player's dart, a re-throw will be made with the second player throwing first. Double cork beats single cork. If a tie occurs, the players will shoot for cork again but in reverse order. If the first dart thrown is a single or a double cork, that dart may be removed by the chalkers at the opposing player's discretion.

L. It is permissible for one member of a team to shoot corks, but the player listed first on the score sheet must start each game.

M. No player, scorer, or spectator may touch a dart thrown by the shooter.

N. Should a player touch any dart that is in the dartboard during his or her throw, that throw shall be deemed to be over.

O. In team matches, if a player throws out of turn, his score will be removed and the scheduled player will shoot for score. The player who threw out of turn will forfeit his next scheduled turn.

P. The foul line must be observed. It will be 7 foot 9 & 1/4 inches from the face of the board and extend parallel to the board's face. The diagonal measurement from the center bull to the foul line is 9 foot 7 & 3/8 inches. The player is not be allowed to step over the edge of the line nearest to the board.

*18 inches either side of the center of the bull is the width of the hockey line. Players should shoot within this distance. The height of the board should be 5 foot, 8 inches from the floor to the center of the bull.

** The Elected Board of Officers reserves the right to inspect the area of play and make recommendations if necessary. I.e. new boards, lights, etc.

Q. Foot fault rule & penalty: Any player whose foot extends over the hockey line shall be penalized as follows: if a player observes a shooter with his/her foot over the hockey line he should bring it to the attention of his captain. In turn the captain should notify the captain of the offending team of infraction. No penalty will be given for first offense, but if it occurs on next or succeeding turns all throws with foot over the hockey line will be counted for no score. Do not interrupt shooter at any time during throwing of darts. Common sense and Good Sportsmanship should prevail at all times.

R. For a dart to score, it must remain in the board for 5 seconds after the player has thrown the third dart.

S. The point of the dart must be touching the bristle position of the board in order for that dart to be counted for the score.

T. A dart's score shall be determined: by the side of the wire at which point the dart enters the bristles of the board.

U. Call your turn score and let the Scorekeeper verify it before pulling your darts.

V. It is the responsibility of the player to verify his/her score before removing his/hers darts from the board. The score shall remain as written by the scorer if one or more darts are removed. In accordance with the strategy involved in the Cricket game no alterations in score shall be allowed after the opposing team shoots their turn.

W. Errors in arithmetic during '01' games must remain as written unless they are corrected prior to the team in question's next throw.

X. Check that your remaining score is correct before your next throw. No score corrections will be made after throwing again, mistakes must remain as written.

Y. Do not change a score if that player has shot again and a second score has been written down.

Z. Do not call out shooters mistakes or changes while the scorekeeper is writing or when your opponent is on the line. Let the scorekeeper finish the calculation before you start your next throw.

AA. Any disagreements between players that are not specifically covered in the rules and cannot be settled by their respective Captains shall be settled by the Rules and Protest Committee. The League Board of Directors shall act as the Rules and Protest Committee should a Rules and Protest Committee not be active or has not been elected or appointed by League Membership at the time of the disagreement.

BB. Good sportsmanship should be the prevailing attitude throughout the match and the season. The Board of Directors will take appropriate action against any complaints of misconduct. If you have a problem, you must make a written complaint to the Board.

V. Scorekeeper Recommendations

- A. All chalking shall be done on a scoreboard in view of shooters, not behind at a table.
- B. The Scorer should not call out the score of thrown darts, or the score remaining unless asked by the shooter+.
- C. The scorer may inform the thrower what he has scored and/or what is left - if asked to do so. The scorer may not inform the thrower what he has left in terms of number combinations or double outs. The score will be written as the number of point's left and not the double finish left.
- D. Do not talk or move about while keeping score remain still. Do not look at the shooter - stand facing the scoreboard. Do not lean out to see where a dart is or follow the darts with body or head movements.
- E. Do not show signs of disgust or excitement when chalking - be impartial.
- F. Members from opposing teams SHALL alternate as scorers for each match. Home teams first then visitors second.

VI. All Star Structure and Definition

A. All-star points are to be recorded on the score sheets in the columns provided (far left hand column for home team and far right hand column for visiting team). Remember to use a ballpoint pen on these score sheets, as you are making three (3) copies. Below is a breakdown of what constitutes all-star points and how to record them.

Ton (T) - Scored when darts thrown during a player's turn in "301" or "501" add up to 95 or more points. The total score hit should be recorded on the score sheet (i.e., 95 through 99, "T" for an even hundred points, T-40 for 140 points, T-51 for 151 points, etc.).

Ton-80 (T-80) - Achieved by hitting the Triple 20 with all three darts during a player's turn and should be marked clearly on the score sheet.

High In - Any time a player hits a double in to start 301 games only, and the total score for all darts thrown during a player's turn add up to 95 or more points, it should be noted on the score sheet as a high in (i.e., T- In, T-20 IN, T-51 IN, etc.)

High Out - Any time a player hits a double out to finish either a 301 or 501 game and the total score for all darts thrown during the player's turn add up to 95 or more points, it should be noted on the score sheet as a high out (i.e., T OUT, T-20 OUT, T-51 OUT, etc.).

Cricket All-Stars - All-stars during a cricket game are scored when the darts thrown during a player's turn score six (6) or more hits that count on the scoreboard either toward closing numbers or toward accumulating points. Some examples of Cricket All Stars and how to record them are as follow:

Triple 20, Triple 19: "6 Hits"

Triple 19, Single 18, Double 18: "6 Hits"

Triple 17, Triple 16, Single 15: "7 Hits"

Triple 20, Triple 19, Triple 18: "9 Hits"

Remember that the hits must count on the scoreboard. For example: your team scored two single 20's during their first turn and the opposing team closed 20's on their turn. If your next player shoots a triple 20, it will only count as one hit to close the number. Any darts thrown exceeding those needed to close a number, win a game, or match do not count as hits towards all-stars.

6 Dart '301' Game - If a player shoots a 301 game in 6 darts from start to finish (a perfect game), make a special notation on your score sheet.

3 Corks - If a player shoots 3 or more corks during his/her turn in a cricket game, this should be noted on the score sheet. (This is counted as an All Star) Mark the number of hits, such as "3 corks" "4 corks" "5 corks" or "6 corks".

VII. Trophies and Awards

A. Individual Awards - The 1st 3 highest all-star scoring players in each division of play receive a plaque for their accomplishment. Plaques are also awarded to the player(s) that record the High-In or High-Out, and 9 Hits in Cricket. A mug is awarded to each player tossing their 1st T-80 during regular season play. Players will receive a plaque for each additional T-80 after that - 1 mug per person, not per season.

B. Team Trophies - Individual Trophies or T-Shirts if selected as the team choice will be awarded to all 1st and 2nd place teams along with an engraved team "Bar Plaque" in any and all six (6) team divisions during regular season play. All 3rd place teams will receive an engraved team "Bar Plaque". Individual Trophies or T-Shirts if selected as the team choice will be awarded to all 1st, 2nd and 3rd place teams along with an engraved team "Bar Plaque" in any and all eight (8) team divisions during regular season play. All 4th place teams will receive an engraved team "Bar Plaque".

VIII. Cancellations and Forfeits

A. The Board of Officers will decide game cancellations due to weather. Notification of cancellations will be left on the League call-in line by 7 PM on match night. Team captains should call and then notify their team members. This will eliminate massive tie-up of the phone lines. The league will determine when weather cancellation make-ups will be played.

B. If cancellation of a game is necessary due to conditions other than the weather, it is the responsibility of the team captain to notify the opposing team captain and the team pub. The opposing team captain may invoke the forfeit rule (4C) if not called in a timely manner. It is not the responsibility of the league secretary to reschedule said match. The match must be made-up within 3 weeks of scheduled date. The Executive Director reserves the right to set a date within reason if needed. If position week falls within that period, 9 points will be given to each team for

each game to be made up (to average their position). These points will be subtracted again following position week. If teams have not made up match within the required time, '0' points will be awarded both teams.

C. Teams forfeiting will receive zero (0) points for their scheduled match. Teams receiving the forfeit will receive either a minimum of 10 points or their average, or, if the forfeit is after the halfway point, the team receiving the forfeit will get the opposite average loss of the team forfeiting; for example, the team forfeiting has a total of 22 points, divided by the number of weeks played (11) that gives them an average of 2 points per week. The team receiving the forfeit will then get 16 points.

D. Any game may be shot shorthanded to avoid forfeits. A minimum of four players from an established roster is needed to start a match. If there are fewer than four (4) players, the match will be forfeited. If a team shows up with only 5 players, they will be allowed to shoot five (5) 301 matches, 2 cricket games with 2 players each, for the third cricket game, only one player may challenge the opposing team's 2 - member team but will not be allowed to shoot his absent partner's turn, if absent player arrives during the game, they will be allowed to shoot their turn. The same would apply in the 501 game, in which the remaining players may shoot against a full complement from the opposing team but will not be allowed to shoot the missing team member's turn, again, if absent players arrives, they will be allowed to shoot on their turn.

E. There is a \$5.00 fine penalty per roster player who does not show up, causing their team to forfeit. The players that are present must fill in their side of the score sheet proving those present along with the opposing team's line-up. This score sheet must be mailed in to verify the forfeit match.

F. No points will be awarded to the offending team until fines are paid in full.

G. Any team that forfeits TWO (2) matches during one season will not be allowed to play the remainder of the scheduled matches in that season. Any team scheduled to play a team, which has forfeited out will receive 10 points (a bye), or your average win total, whichever is highest.

H. Each forfeit that a team commits requires payment of the fine. That is the first forfeit requires payment of \$5.00 per offending player and no points are awarded until fine is paid. Points will not be awarded retroactive. The second forfeit the team commits requires payment of another \$5.00 per offending player and that team is excluded from playing matches for the remainder of the scheduled matches in that season.

I. Offending players will not be allowed to sign up for or shoot on a NHDL team until their fine is paid in full and the league board is assured of the player's commitment not to repeat the infractions. These players will be listed on the illegal player list until this matter is cleared up.

IX. Organizational Structure and Responsibilities

A. The NHDL having evolved to a stature that required an organized placement of direction recognizes the need to utilize a guiding unit of order. This order is currently achieved through the election of Board of Officers\Committee members. Division representatives, sponsor and representatives team captains each Position is acquired through the "vote" process.

B. The positions for nomination are: President & Vice president, Divisional Representatives (1 for each Division) "A", "B" "C", and Sponsor Representative. Treasurer, Secretary/Statistician are to be board appointed and will have voting power on the Board. The ADO Representative is an appointed position and does not have voting power on the Board of Directors. Totaling (6 elected positions and 3 appointed positions.)

C. All nominees are to be members of the NHDL in good standing with the exception of the Sponsors representative position; he/she must be only a sponsor in good standing with the NHDL.

D. Nominations for the Board of Directors/Committee members: President, Vice president, Division representatives, and Sponsor Representatives are taken every (2) two years prior to the start of the winter season in sufficient time to hold an informed election of officers. The term of office is (2) years and includes responsibility for 4 playing seasons (2 winter, 2 summer). Absentee or non-participating representatives may be addressed by a majority of the Board and a resolution will be instituted as fits the purpose.

E. Team Captains are to be appointed by their own team members at the start of each playing season

F. Election of officers is secured through a majority vote of NHDL members. Each legal NHDL member (No monies or fines outstanding) is allowed to cast one (1) vote for each position being contested at the time of elections.

G. Sponsor Representation will be through a closed vote of sponsors only (1) one vote per each sponsor. Sponsors may submit their choice to the board at the time of the election. This choice of representation shall be arrived at through and by a majority vote of NHDL sponsors only.

H. The members of each team appoint Team Captains. It is required that a co-captain also be appointed by the Captain in the event of team Captain's absence. Any or all team members are responsible for monitoring the Captain's/Co-Captain's antics.

I. Additional committee(s) positions will be created as needed through the election process. Using the standard format sheet, any member is allowed to make a request for it.

J. The responsibilities of positions include the following specific guidelines: The board of positions President, Vice president, Treasurer, Secretary ADO representative and Statistician are responsible for the gaining and specific guidance of all NHDL activities to include responsibility of organizing each playing season, all special events (i.e. Nutmeg Cup exhibition, ADO Association shoot, singles/doubles shoot, banquets, etc.).

K. The Board shall be responsible for interpretation of standings, rules and enforcement of the same; also for all concerns of players/teams/sponsors and division representatives. All decisions pertinent to the aforementioned parties shall be done in accordance with the "written rule" of the Book and deviation to the standing rule book can only be done so after review by the board and a majority vote involving all affected parties, example: a problem pertaining to a player in the "A" Division should only be handled and voted upon by the "A" Division Representative and all "A" Division Captains only. In order to call a special vote consideration, a written request

must be forwarded to the Board's Secretary and approved by a 4/7 majority of the entire board. Any member of the NHDL may initiate a request through his/her Divisional Representative, by Captain.

L. The division representative shall be responsible for bringing the concerns of their division to the attention of the board and acting in-line with the majority of their respective division team captains.

M. The sponsor representative shall be responsible for bringing the concerns of the sponsors to the attention of the board and acting in line with the majority of all sponsors of the NHDL.

N. The board members shall be required to attend board meetings when requested, in order to better promote the interests of both the players and sponsors involved.

X. Standard Format to Be Used For Review Process

A. NHDL members who wish to submit requests or suggestion of any item/items concerning the NHDL will use a standard format.

B. Request/suggestion format is as follows: All requests, suggestions, protests shall be written and sent to the NHDL Secretary. The executive board league Secretary will then notify all board members via letter or phone or e-mail. The board will instruct its Secretary to notify the respective members of the scheduled meeting or special session to address the formal written concerns presented.

XI. Playoff Procedures

A. The NHDL playoffs will be played on an 18 point system for the A and C Divisions. B Divisions will use a 36 point system. This means that the team captains will prepare their rosters as in a regular game. You may change your roster after each sheet until one-team reaches a total of 18pts or 36 pts depending on division, at which time the match will end. This may involve playing up to 3 separate rosters.

B. Remember that scores must be called in following your match and the score sheet must be mailed in. Only those players who have played at least 50% of their teams regular season matches are eligible to participate in playoff games. Teams using an ineligible player will forfeit the match and the opposing team will receive the win. Home team is the team seeded higher

C. There is only one winner of the playoffs. This team is considered the divisional champ for the season. All eligible players will receive a divisional champion dart shirt. In addition, a traveling trophy may be awarded to the team to be kept at their sponsor bar until completion of the following season.

D. The first week of playoffs will begin on the second Thursday following the end of the season. In the event of a tie at the end of the regular season the Secretary will notify the team captains by Saturday after the last match. Tie-breakers are as follows:

1. Head to Head wins/losses during the regular season;
2. If still tied, total points during head to head matches;
3. If still tied, a standard match will be played for the position. If this is necessary, the team holding the highest points position before the tie occurred will be the home team for this match.

E. The top four teams from each skill level (A, B, C,) within their region will participate in NHDL playoffs.

F. Fifth place teams may also participate if determined to be eligible in order to insure a balanced number of teams that can be played down to a final match in that skill level.

G. If needed, a 5th place team will be awarded a playoff position by reviewing the end of the season (regular) standings. The highest overall point winner(s) amongst the 5th place team(s) will be called upon to fill the "WILD CARD" spot(s) as needed

H. 1st place teams will always be placed by final point total (regular season) first, then all remaining teams will be placed after. It is possible for a 3rd place team from one region to be placed higher than a 2nd place team if final point totals allow.

The first week of playoffs (example):

- 12th place team plays 5th place team (5th at home)
- 11th place team plays 6th place team (6th at home)
- 10th place teams plays 7th place team (7th at home)
- 9th place team plays 8th place team (8th at home)

The second week of playoffs:

- 1st place and second place teams are combined with remaining teams in playoffs.
- 1st place team plays lowest place team remaining (1st at home)
- 2nd place team plays next to lowest place team remaining (2nd at home)

The third week of playoffs:

- Highest seeded remaining team plays lowest seeded remaining team.
- 2nd highest seeded remaining team plays' next to lowest seeded remaining team.

The fourth week of playoffs:

The remaining two teams will play at the higher seeded teams establishment to determine league champion.

*NOTE: with the league growing as much as it has, the above may change on a season-to-season basis.

I. If you have any questions regarding this procedure, contact your league secretary before your playoff match.

J. Two (2) teams having home privileges at the same establishment during playoffs with only two (2) certified dartboards may select one of the following options to secure those privileges.

1. Have two (2) additional dartboards installed and certified by an NHDL board member prior to the start of the playoffs. Contact the League Office - Prior to the start of playoffs to have the boards certified.

2. The highest seeded team in the playoffs has 1st preference to play at home. Should the teams have identical seeds the team with the highest winning percent during the regular season shall have the home privileges during the playoffs. Should either of the teams lose their playoff match the home privileges revert to the remaining team.

3. The lower seed:

a) May elect to play their match on another night - preferably on a night that is agreeable to both the home and away teams. It is the responsibility of the lower seed Captain to contact the opposing team Captain to set-up the match. The match should be played prior to the normal Thursday playoff date. Notify the League Office prior to the match of your intent to play on a different night. Call the score in after the match on the night the match took place.

b) May elect to play their match on Thursday at a neutral site. This must be confirmed with the opposing Captain and the League Office must be notified prior to the match.

XII. Summer League Rules and Format

A. You may have a maximum of 12 people on your roster. If a player shoots a second week, that player will owe the NHDL the set player's fee.

B. Players fees are to be received no later than the third week of play (with one weeks grace) or the team will not be awarded any of the match points they may have won from that point on until paid in full. Points will not be awarded retroactive.

C. All other winter league rules will apply.

XIII. Dart Boards & Lighting (NHDL's Recommendations)

Many players, team captains, sponsors and other interested parties have asked the NHDL to institute rules and regulations concerning dart board and lighting conditions in our sponsoring establishments. Although this would appear at first glance to be a good idea, it poses many problems. Each of our league sponsors have varying amounts of space available, different budgets to work within, and, let's face it, different levels of enthusiasm in support of their dart team(s). Therefore, although actual rules governing board and lighting conditions would be extremely difficult to institute (and even harder to enforce), the following guidelines are presented as suggestions for setting up and maintaining a good playing environment.

A. The dartboard properly set up is hung 5' 8" from the floor to the center of the cork. The toe line is 7' 9-1/4" from the face of the dartboard. The diagonal measurement from the center of the cork down to the toe line is 9'7-3/8".

B. The dartboards used should be the standard bristle-type dartboards. The toe line (also known as the hockey line or throwing line) should be parallel to the board and 36" in length.

C. The scoring wedge indicated by the 20 shall be the darker of the two wedge colors and must be the top center wedge.

D. Dartboards should be amply illuminated with minimum shadows on the playing surface. Track lighting or spotlights are recommended as the best overall.

E. The scoring surface should be mounted so that the scorekeeper can stand in close proximity without distracting the players. Scoreboards should be able to be easily read by the players, opponents, and spectators without interrupting the game.

F. Ideally, the dartboard(s) should be positioned so that they are readily available to players without any distractions to any throwers at any point of the game. Therefore, it is recommended that the board be placed away from an entrance or exit, rest rooms, juke boxes, etc. if at all possible. A well placed dart board encourages more play because the players are not distracted by other activity.

G. Sponsors are encouraged to replace the boards often (every few months or so depending upon the amount of play when not a league night). Rotating the boards at regular intervals will also prolong their life.