

Cape Cod Dart League Rules and Regulations for Match Play

All rules and regulations, additions, deletions or changes may be made at the discretion of the Board of Governors (B.O.G.) of the C.C.D.L. by majority vote. The interpretation of these rules in relation to league events and match play shall rest with the B.O.G. whose decisions shall be final and binding. Protests after the fact will not be considered.

SECTION 1 – EQUIPMENT

1. All league competition, including Tournaments and Playoffs, shall be on a league issued board with a 20 Point clock face and must be approved by the division representative.
2. Boards shall be placed 5'8" from the floor to the center of the bull. The front edge of the toe line (edge closest to the board) will be 7' 9 ¼" from the surface of the board. The line will be a maximum of 36". Board measurements are to be confirmed by the board of governors.
3. The board shall be firmly anchored and WELL ILLUMINATED... designed to eliminate shadows.
4. The home pub should make every effort possible to ensure that the board and scoring surface are positioned in such a manner that they can be read by both spectators and players.
5. A copy of the C.C.D.L. Rules and Regulations must be on hand at all matches.
6. All home teams are required to supply a tablet for scoring purposes.

SECTION 2 – DATE AND TIME OF MATCHES

1. All League competition is scheduled for Wednesday night. Team Captains are responsible for having their teams report to matches on time, or to notify Opposing Captain of delays.
2. To reschedule any match should be done as follows.
 - A. Get prior approval by the board of governors.
 - B. Must be mutual consent of the involved Team Captains and bar.
3. Starting time for the 1st game is 7:00 PM SHARP. Match reports filled out in the blind. The first match must be started by 7:15pm. If the first match is not under way by 7:15pm the team responsible for not having their players to the line will lose that point. After the 1st game has been forfeited the 2nd game has until 7:30 to start or be forfeited. This will continue until 8:00 pm or the match can be forfeited.

4. Any changes to the start times of the games, order of the games can be moved if agreed on by captains. If you need to change a venue the captain/Co Capt. needs to go through the Board. 48 hours notice is minimum.

5. A forfeit may be declared at 8:00 PM if there is no contact from the opposing team and only one player is present to represent a team. In case of a forfeit, the team present and ready to play may be awarded 11/12 points. The Board of Governors reserves the right to reschedule any matches to insure an efficient, equitable and competitive schedule.

SECTION 3 – MATCH PROFILE

1. Each match will consist of the following ORDER OF PLAY IN B & C DIVISIONS.

- a. 501 doubles are single in/double out. These matches will have three teams of two. Choice for cork will follow the scorekeeper i.e., Whatever team is scoring will have choice for first or second throw of cork. In all divisions these will be one game.
- b. Cricket. These three matches will have teams of two. First cricket match will start with home having choice for cork in game 1. In game number 2 home will have choice for cork. In game 3 Away will have choice for the cork. These will be one game.
- c. 301 Singles, Single In – Double Out, best 2 out of 3, 1st game -Away will go first in match one. Loser of the first game has mugs away. If a third game is needed, then the winner of the first game has the choice of cork

2. Each match will consist of the following ORDER OF PLAY IN A & AA DIVISIONS.

- a. 501 doubles. These matches will have teams of two. Choice for cork will follow the scorekeeper i.e., Whatever team is scoring will have choice for first or second throw of cork. In Double A, they will single in, double out and best of three, cork every leg. In A, they will single in and double out, this will be one leg.
- b. Cricket. These three matches will have teams of two. First leg will start with home having choice for cork, remaining legs are cork every time. These will be best two out of three.
- c. SINGLES MATCHES: In A div they will be 401 straight in - double out best two out of three. In AA they will be 501 single in double out best two out of three. Away will go right in leg one, in leg two it is mugs away (loser of leg one goes right in for leg two) and if a third leg is needed the choice of cork goes to the winner of leg 1. The following matches will alternate starting between home and away.

3. When shooting for cork, closest to cork starts the game. If a tie occurs, the darts will be re-thrown in reverse order. A single or double bull may be pulled when requested by either shooter, after being recognized by the score keeper. Should the 2nd dart knock out the 1st from the board, both will be re-thrown in reverse order. When shooting cork to start a game, the dart must remain in the dartboard, in order to count.

4. In all 01 games, the losing player will have mugs away in the 2nd game. In the 3rd game the winner of the 1st game to choose to shoot 1st for cork, with above rules applying.

5. Any player can only play in one triples 601 or doubles 501, one cricket doubles and in one singles match.
6. No 1 player can play more than 3 points in a match.
7. All rostered players may be used in any order in any slot in their team's line-up. The submitted line-up will be the shooting order for the match. If a player for any game shoots in a game for which they are not scheduled, the Opposing team is automatically awarded the game point for that game (regardless of the outcome). The player who shot out of sequence may not shoot again, and the point for that originally scheduled game is also forfeited.
8. No later than 30 minutes before the start of a match, the night's playing board shall be cleared of play by the Pub Management. The board will then be open and available for play and warm-up. All warmup activities shall be completed by 7:00. After the warm-up session, players shall limit their pre-game practice to 12 darts.
9. Matches can be played with a minimum of 2 players. A match can start without a full team in attendance. When a game comes up and the listed player is not there or no team member substitute available, that particular point will be awarded to the opposition. If neither team has players available, no points will be awarded.
10. A team having a minimum of players but unable to field a full team will lose the respective points for each game not played. Doubles matches would have the light team throwing once for the opponents twice. If a posted player is not available for their singles match, and no other rostered player is available for substitution, the game point is forfeited.
11. A team that does not show for a scheduled match with a minimum of 2 players will be removed from play for a period of one year. Exceptions will be granted at the discretion of the B.O.G with the agreement of both team captains.

SECTION 4 – TEAM PROFILE

1. A team shall consist of an acceptable sponsor with minimum of 6 players (to not give away any points) & a maximum of 12 players who will be registered with the C.C.D.L. Only registered players in the Dartconnect system with good standing may play.
2. Sponsor fees (\$150.00 per team if three or more teams are \$130.00 per team) and Team registration (dues) shall be applicable for the period established by the Board of Governors (a season). Sponsor fees are expected to be paid in full by the 2nd (second) captains meeting of each season. Sponsor fees are to be considered Non-Refundable should the Team not have its registration (dues) paid in full by posted deadline and or fails for any other reason to remain in good standing throughout the season.

Sponsors are responsible for supplying snacks for the teams playing.

3. Team player dues are to be paid in full by the 3rd (third) week of the season. Dues are \$20 per player who has played at least 1 game during one of the first three weeks. If there is a player who is on the roster but has not yet played their dues are NOT due in. Any rostered player who's first week of play is between week 4-6 their dues must be paid when their name appears on the match report/Dartconnect in a match (money can be mailed to the CCDL or handed to any CCDL BOG member, payment arrangements can be agreed to between captain & Div. rep).

A) Loss of 2 non-returnable points if not paid by week 3

B) Loss of 4 non-returnable points if not paid by week 4

C) Removal of the Team and its members from league play and any scheduled league events for the remainder of the season. Any games played, as well as future games for the season shall immediately become listed as a BYE. Any All-Star Points awarded for completed matches will be void for both the Home and Away Teams.

4. Players must play 50% of the matches to qualify for the playoffs. (Example 12 matches you need to play in 6 matches, 14/15 matches you need to play in 7 matches.

5. A Team Captain shall be selected by the Sponsor or by team election and shall be required to attend all Captains' Meetings.

6. Tentative rosters are to be submitted at the First Captains Meeting with a minimum of six players. Any player added after the second captains meeting will not be eligible to play until week 4 with the approval of the board. All players' dues must be submitted in full by the third week of the season, this can be mailed, but postdated with a check no later than the Friday following the week three match. All monies must be by check; no cash will be accepted.

7. If a team is reduced to 6 players or less, the team captains may request from their division rep (with a minimum of 24 hours notice) the addition of non-rostered players until the end of the season.

8. If a sponsor does not want to field a team any longer; the team may move its rostered shooters to another Pub for the balance of the season with approval of the B.O.G. Sponsor fees will be non refundable.

9. Any player that participates in any match may NOT play for a different team that season.

Active Player- A person that has paid their dues and thrown a dart.

In Good Standing- Refers to paid and not in violation of any league rules and or conduct unbecoming a person.

Acceptable Sponsor- Refers to an establishment able to provide adequate environment as ruled for match play by the League.

SECTION 5 – SCORING & MATCH PLAY

1. The Team Captains will provide scorekeepers in rotation. A scorekeeper and/or coach must be an active player.
2. The scorekeeper shall face the board, stand still, and not disturb the shooter in any way. The scorekeeper should not be drinking, smoking, coaching, cursing or be involved in shooting encouragement; nor shall they interpret the rules of the game.
3. The scorekeeper shall show what has been scored and what remains in all games. scorekeeper shall adjust the board if turned. The scorekeeper must call out the player's score for each turn prior to the player removing their darts from the board. For a dart to score, it must remain in the board until the score has been called and posted. If a player pulls their darts prior to the scorekeeper acknowledging the total, then what the scorekeeper calls as the score stands.
4. If requested, the scorekeeper may only tell a player what has been scored with the darts thrown or what score is remaining or if requested to enter scores into dart connect to get a visual score remaining. The scorekeeper may not tell a shooter any combination for an out. If the scorekeeper tells a player by mistake a certain number to finish, and it proves incorrect, the turn stands as thrown. The player is responsible for knowing the correct score.
5. Any changes made to correct mistakes in calling or scoring must be affected before the next turn of the player or team against whom the error was made. Only obvious errors in addition and subtraction (such as deducting 50 from 501 and having a total of 251 left) may be corrected when they are discovered as they can go unnoticed for several turns.
6. The scorekeeper may be removed at the request of either shooter. A shooter has the option of scoring the match themselves. Should a dispute over scoring or the scorekeeper arise, the captains of both teams must settle the dispute by private conference.
7. A player must have both feet BEHIND the toe line. A violating player should be warned immediately by the opposing Team Captain if they have one or both feet over the line. After the second warning the score shall be invalid.
8. If a player shoots out of turn, the opposing team has the option of having the round re-thrown or allowing it to stand as thrown.

9. In team events, a player may consult with their teammates in that event at any time during their throw. In singles, the shooter may select any teammate of their choice for coaching at any point during the match. No outside coaching will be allowed.

10. A dart that bounces from the surface of the board or backboard shall be considered a "Thrown" dart; it may not be thrown again.

11. If there are any discrepancies in the shooting of the bull the team captains will be the ones to determine the outcome of who is closer or call to reshoot.

12. Only a member assigned by the BOG can make changes to Dart Connect.

13. Anyone other than the assigned Board member who makes changes to Dart Connect will be assessed 1 penalty point.

SECTION 6 – MATCH REPORTS

1. If the venue does not have Wi-fi the Capt./Co Capt. has to upload the match to Dart Connect by end of day on Friday or the team will be assessed 1 penalty point per day after Friday that it is not upload.

2. All Match reports should be filled out in its entirety (including all-stars) and signed by both Capt./Co Capt. If there is a problem with Dart Connect a screen shot should be sent to the rep.

*Home Captain save the match reports and the away Captain get a picture of it.

SECTION 7 – PLAYOFFS

1. The top 4 teams from each division will qualify for the playoffs. (Structure may be modified by the Board of Governors based on the number of Teams registered seasonally.) Playoff matches will start at 6:30pm. Match reports filled out in the blind in both regulation and overtime games.

2. In overtime no same two players can play in both doubles in AA & A division. In B & C no same two players can play in both crickets.

3. In the event of a tie within a division at the end of a season, team which advances is (until the tie is broken):

- a. The most points in head-to-head competition
- b. The best record in division (Win/Loss)
- c. The team with the highest Team All Star Total

- d. If still tied, winner of a coin toss.

SECTION 8 – PROTESTS AND PENALTIES

1. Any dispute during a match must be settled in a PRIVATE conference between the two Team Captains (and the scorekeeper, if requested). All decisions agreed upon by both Captains at that time shall stand.

2. If unable to settle a dispute a Captain of any team may file a protest for any irregularity occurring during match play.

To be considered a legitimate protest, the match report on which the irregularity occurred must be clearly marked "PROTEST". The matter will then be settled by the Board of Governors. Under no circumstances, save the threat of bodily harm, should a team fail to complete the match. If a team or individual players boycott all or part of a match, those points shall be lost regardless of the outcome of the protest. If a protest is upheld, a make-up match may be played at a neutral site. Point penalties may be levied at the Board's discretion.

3. For protests concerning playing conditions, after the 1st warning, the offending team has until the next scheduled home match to correct all problems. Non-compliance will result in the offending team playing all home matches at the nearest available neutral site until such time as the problems are corrected.

4. Penalties including loss of points, home court advantages, and player or captains' suspensions will be levied at the Board's discretion.

SECTION 9 – CODE OF CONDUCT

1. Verbal abuse, the threat or use of physical abuse, or acting in a physically threatening or intimidating manner is strictly forbidden and penalties and suspensions will be imposed. Any physical altercation will result in immediate suspension from the CCDL for all involved parties with the length of suspension to be determined by the CCDL B.O.G. ranging from 1 day to life. All parties will remain suspended till the CCDL BOG can meet to decide the outcome. It is both Captains' responsibility to maintain the best of order for league play. 2. The use of foul or insulting language or physical violence shall be considered just cause for the penalizing of any offender or team by the Board. Talking or acting in a manner designed to interrupt or delay match play, or for the express purpose of distracting a shooter will also result in penalties.

3. Team Captains shall make every effort to restrict or control an offending player. Offending players may not shoot for the balance of the match.

4. Violations of the Code of Conduct must be clearly noted on the Match Reports, including the offending Players' name and the nature of the offense.

SECTION 10 - TEAM MOVEMENT

1. A team playing in the Cape Cod Dart League should expect to move up to the next division for 1 season if they win the championship. If you decide not to play the next season you will be required to play in the higher division when you return to fulfill your obligation.

****In any season the B.O.G has the right to move up or down a team as needed to even out the brackets.***

2. If AA wins the championship two straight years (four seasons). The team must break up. Three players can stay together for a two season timeframe. Then the team can get back together if they choose.

3. Ranking of teams will be based on submission of a roster at the first captains meeting. The Board of Governors will have the final word on team rankings. Omitting a name to try and secure a lower division will not be permitted.

4. Penalties for not playing after the schedule has been posted for Team/Player are as follows: Players will be banned from the league for 1 calendar year (2 seasons).

5. All decisions can be appealed to the B.O.G. and will be heard by a minimum of five board members by players and/or sponsors.

SECTION 11 – CCDL SPONSORED EVENTS

1. To be eligible to play in any Cape Cod Dart League sponsored event, such as but not limited to Banquet LOD, Div. LOD, and Captain meeting LOD. A player must have either played in a min. of three matches (three different weeks) of the current season or 8 weeks of the previous season if the first event happens prior to the third week of that season.

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2007/Previously: July 2005 - August 2003 - February 2001 - July 2000 - April & May 1998 -
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