**HAVERHILL DART LEAGUE RULES – Effective 4/24/2025**

**These rules take precedence over anything posted on social media.**

**ARTICLE 1 - SPONSOR RESPONSIBILITY**

1. The sponsor will provide the dartboard(s), as follows: For all league competition, including playoffs and tournaments, shall be played on a standard English bristle board with a twenty point clock-face of the wired variety (i.e. with the wires separating the single, double and triple sections on the face of the board).
2. Dartboard shall be placed 5 feet 8 inches from the floor to the center of the bullseye, with the twenty beds at the top center. The front edge of the toe line (the edge closest to the board) will be 7 feet 9 1/4 inches from the surface of the board (9 feet 7 3/8 inches from the bull to the front edge of the line on the diagonal) and the line will be 36 inches or 18 inches to either side of center.
3. If the sponsor has more than one board, there will be at least 6 feet between the boards, measured center of the BULL to center of the BULL.
4. The sponsor will ensure the dartboard and backboard are firmly anchored and well lit.
5. The sponsor will make sure the dartboard is positioned so that it is readily available to the players and is without distraction (i.e. not directly next to an exit, entrance, restrooms, kitchen or bar). The dart players should not have to set up the dart board(s), scoreboards, or move tables and chairs in order to play their league match.
6. The dartboard must be in good condition. No bumps, missing wires, or missing bristles.
7. An out chart of reasonable size must be supplied, so that is it legible for the thrower.
8. The scoreboard will always be legible from the throwing line. The sponsor will also provide chalk or dry-erase markers, according to the type of scoreboard is in use. A tablet with DartConnect is an acceptable scoring device.
9. ~~The sponsor or management of the establishment will make sure that there is a separate board available for practice to all team members. Hardships will be left up to the discretion of the Board of Directors~~   
   Rule suspended in hopes of attracting new venues.
10. The league is no longer accepting venues that have member’s meetings scheduled on a Tuesday, unless the teams will be allowed to play in the venue during the meeting.

**ARTICLE 2 - TEAM PROFILE**

1. All members must be 21 years old.
2. A team roster shall consist of a minimum of 6 players and a maximum of 9 players, having a captain and co-captain. Any player on the roster can compete in any match, or league tournament, and their average can be used to determine division.
3. Rosters may be changed or added to until the Monday before the third week of the season, **subject to Board of Directors approval** and the added player(s) pays their player fees in full before playing any game. Violation of this rule will result in the deduction of points for the games that the unrostered player has played. The team is also subject to point deductions.
4. Once you play (have been on a roster and thrown darts in a game) for a team, you may not switch to another team or division. If you have not yet played (thrown darts) in a game, you may change.

**ARTICLE 3 - DUTIES OF TEAM CAPTAINS**

1. CAPTAINS AND THEIR PLAYERS MUST SIGN A WAIVER FORM THAT RELEASES THE HDL FROM ANY DAMAGES THAT MAY OCCUR PARTICIPATING IN, AND/OR TRAVELLING TO/FROM MATCHES AND/OR TOURNAMENTS. FORMS WILL BE HANDED OUT AT THE CAPTAINS MEETING AND ARE EXPECTED TO BE RETURNED BY A SPECIFIC DATE. TEAMS ARE SUBJECT TO POINT LOSS IF THIS IS NOT COMPLETED ON A DATE/TIME SPECIFIED BY THE BOARD OF DIRECTORS. FORMS ONLY NEED TO BE SIGNED ONCE, AND IN EFFECT ANY TIME YOU PARTICIPATE IN THE HDL. THE SECRETARY WILL KEEP THESE WAIVERS ON FILE.
2. **START MATCHES ON TIME.**  **The start time is 7:30pm**. If a game has not started by 7:45pm, a forfeit of the game may be called.
3. 11:00 Rule – If you are just starting singles and it’s 11:00 pm, you MUST use two dart boards for singles matches IF a second, certified board is available, or as soon as one becomes available. You may use the practice board if it is certified. Scorekeepers may be from any team, or you may have a guest (spectator) keep score, if they know how. You may end up having to keep your own score, if there is no other person able to keep score. Keeping you own score is an option for this rule only. If you are keeping your own score, keep your darts in the board until you mark your score, or you both agree on your score.
4. Forfeiting –
   1. When players are already at the scheduled venue;  
      You MUST play when at least 4 (four) players are present at the venue. If 3 (three) or fewer players are present, the match can be played or rescheduled during the current season and before the playoffs.
   2. BEFORE people are at the venue (within reason) – if a team knows ahead of time they are going to have to forfeit the night, they must notify the opposing captain ASAP to avoid people heading to the venue for nothing (even though the league hopes the players will still go to support their venue if they’re the home team). Please try to notify the opposition by 6:30 pm. The match can be rescheduled during the current season and before the playoffs.
   3. We STRONGLY suggest you reschedule even if you play a double match the next time you meet, if no one can play another time. If you are having trouble rescheduling the Board of Directors reserve the right to reschedule any match, time, and place to maintain an equitable and efficient competition schedule. The match may be rescheduled to a night other than a Tuesday (during the current season and before the playoffs).
   4. If the entire match is forfeited, the team in the right will receive 6 points. The forfeiting team will receive zero points. If a team is unable to field enough players and forfeits TWICE during the season, the team will be barred for the rest of the season, and may be suspended for the following season, as well. The Board of Directors must know of any rescheduled or forfeited matches.
   5. A match report must be sent in, whether it’s a reschedule or forfeit; filled out according to Section 5a or 5b (as follows):
5. Forfeited Games or Matches individual points and notables –   
   1. MATCH forfeit - If an entire match ends up being forfeited, no individual points will be awarded and no one will earn notables. The match report will have the Week Number, Division, Date, Visiting Team, Home Team, the word “Forfeit” written on the proper side, and Total Match Points filled in, 6 for the team not forfeiting, 0 for the forfeiting team. The team in the right will fill out the match report. The captain that’s in the right will sign and send in the match report.
   2. MATCH reschedule - If a match ends up being rescheduled, the match report will have the Week Number, Division, Date, Visiting Team, Home Team, the word “Rescheduled” written on it. The home captain sign and send in the match report.
   3. GAME forfeit during a match, the no-show’s (or person having to leave) name must be lined out. Using a 9-dart warm up prior to shooting (if wanted), individual players will receive 9 darts for 601, 18 darts for cricket, and/or 18 darts for 501. This is, essentially 9 darts per leg.
6. The match reports MUST be filled out completely and correctly with the players’ **first** and **last** names. NO DRAWINGS OF ANY KIND will be allowed. The home team captain is responsible for TOP LINE of match reports: DATE, DIVISION and WEEK#.   
   Each captain is responsible for their team’s name on their side of the match report. The home team captain is responsible for maintaining the match report throughout the course of the night. Points may be deducted from the home team for any violations of this section. The match report must be easily read by the statistician.
7. All players’ spots must be filled in with a rostered player’s name or with the word “nobody”. AT NO TIME SHOULD A NON-ROSTERED PLAYER (a player that was not on the final roster, a player that is on the final roster but has not yet paid player fees in full, or a player added to the team without the permission from the Board of Directors after final roster turn in). Players will be listed on website.
8. Substitutions are filled in by placing the substitute’s initials in parenthesis next to the original player’s name. Example: Joe Player (T.P.). If the substitute plays, fill in the complete substitute player’s name, and cross off the player not playing. Example: ~~Joe Player~~ (T.P.) Tom Player**.** Please line through the player who is not playing. When this is seen the statistician will know that the substitute has played and will receive the points for the matches that he/she has actually played. If a person has not shown up and played, and no substitute was made, line out that person’s name. Stats for that person are negatively affected if this is not done.
   1. Player being substituted for must not be present. If a player is going to be late (or has to leave early), a change in the order of play may be asked for by the team affected by the shortcoming. Any 601 or Cricket game that has been skipped must be played before the start of the Singles games, unless it’s a singles game that’s being played out of order. Opposing Captain does not have to grant a change in the game format.
   2. Captains’ additional duties will include but are not limited to: reviewing match report prior to the beginning of first game. If initials are present or anything is unclear at this time the Captains must discuss how to proceed with what has been written. Upon agreement, the match will begin. The Match Report cannot be altered during the match without both Captains consent. If the scheduled player arrives late they must play in the game they have been written, as long as they have not missed their first turn of the first leg, at which time their name will be crossed off the sheet, unless it’s a 2 or more person team. If they arrive in time for the second leg of a cricket match, they may join the match at the start of the 2nd leg. Scheduled player arriving late cannot look at match report or who they are play and then decide to leave or play. This is considered manipulation of the match, and is poor sportsmanship and could result in point loss. As is stated in Article 8.
9. Emergency substitutions – If a player is not present to play their game, (was expected but didn’t show or had to leave unexpectedly), any rostered player not already playing that game-type may fill in even though their initials are not already written in. THIS DOES NOT MEAN SOMEONE MAY DECIDE TO LEAVE BECAUSE A) they don’t want to play the person they’re scheduled to play or B) someone that’s a more accomplished player is available to play. This is considered manipulation of the match, and is poor sportsmanship and could result in point loss, as stated in Article 8. See Article 4, Sections 1-8 for further info on this topic.
10. It is the captain’s responsibility to pass along all communications that he/she receives (stats, notables, banquet information, etc.). Failure to relay information could be subject to point deductions.
11. The captains are responsible for smooth running of the match.
12. Both captains must sign and return the match report, even if the match is protested, postponed (write the date postponed to on it), or forfeited. If the match is forfeited, see Section 5 in this Article (3). Board of Directors must be notified of any protested or postponed match.
13. Match reports must be emailed or sent as a text by 7:00pm on Wednesday. Failure to do so will result in point(s) deduction(s). The text/email address is hdlmatchreports@gmail.com. You may take a photo and send it via text messaging by putting the email address in where you would put the phone number. No physical drop-offs allowed any more, nor is faxing. We store the match reports electronically. If you are scanning, please use a low resolution, and scan it as a JPEG or PDF file.
14. Captains must settle any dispute in private conference. If the match is protested the HDL must receive written notice of protest by 7:00 pm by writing “PROTEST” and checking the box on the match report before it is signed by the captains. You cannot decide to protest after the match has been played, and everyone has gone home. The opposing captain has the right to know the match is being protested. ALSO, PUT PROTEST IN THE SUBJECT LINE OF YOUR TEXT/EMAIL.
15. A captain, co-captain or any player from your roster will be responsible to attend the protest meeting, or any meeting requested by the Board of Directors to represent their team. Protest meetings will be held as soon as possible and preferably before the next week of play.

**ARTICLE 4 - MATCH PROFILE**

1. **For all matches:**
2. Each match has a total of 11 **games, for a total of 11** points, and the division standings will be based on the total points scored by the team. Some games are one leg, some are the best of three legs.
3. All rostered members of a team can be used in any order or spot on their teams match report. No player can shoot twice in any one game-type (i.e. two 601’s, two Crickets, or two 501’s).
4. The match report will be filled out by the team’s captain or co-captain, filled out in the blind (NO PEEKING).
5. The submitted line up will be the playing order for that match.
6. The match will consist of the following order of play:
7. 2 games of 601, three person teams, double in, double out. Each win gets 1 team point and 1 individual point.
8. 3 games of Cricket, two person teams, 2 out of 3 legs. Each win gets 1 team point and 2 individual points.
9. 6 individual games of 501, 2 legs out of 3, straight in, double out. Each win gets 1 team point and 4 individual points.
10. The visiting team has option to throw first or second for cork to start the first 601, the first Cricket and the first 501. The match report has an asterisk next to the team or person who has the option.
11. ALL GAMES WILL START WITH A CORK-THROW. The outer ring of the bull is a single bull, and the inner ring is a double bull. If a tie occurs (both in the single bull , both in the double bull, or both equidistant from the outer ring of the bull) the same players will re-throw**;** reversingthe order of shooters. NOTE – Neither the scorekeeper nor player shall touch a dart while judging a cork-throw. If a dart bounces out of the board, it may be re thrown. If the next dart (opposing player) knocksout the dart that is currently in the board, the fallen dart may not be re-thrown. **Any bullseye (single or double) may be pulled out at the next thrower’s discretion. If the first round (or subsequent round) of darts are left in the bullseye, they ALL may be pulled at the next player’s request. Double bull beats a single bull**.
12. For games that are 2 out three legs - The loser of the first leg has option to throw first or second for cork for the second leg. **If a third leg is necessary, the person who does NOT have the asterisk has option to throw first or second for cork.**

**ARTICLE 5 - SCORING AND SCOREKEEPING**

1. The scorekeeper for first game should be from the home team. The second game would be scored by the visiting team. The remainder of the match will be scored using this rotation. Players, only through his/her team captain, and for a good reason may make a change of the scorekeeper. **Guest scorekeepers are allowed.**
2. The scorekeeper shall remain still and quiet at all times while scoring unless asked to verify a dart or score. No leaning in to see unless asked to check, **and then NO TOUCHING of the dart(s).**
3. The scorekeeper will announce the score and the player will verify it. The darts must remain in the board until the score is agreed upon.
4. Any changes to the score must be corrected while no one is shooting and in the following order:
   1. 601 and 501 games – the score must be changed before the team with the error shoots again. (e.g. I shoot, mistake made, you shoot, score is corrected, and I shoot now). Correcting of the score is not going to change any strategy.
   2. Cricket - the score must be corrected before the very next shooter, which is the opponent, unless shooting short. EXAMPLE - I shoot, the number isn’t marked closed, it must be marked closed before the next shooter. Not having a correct score will change the strategy of the next player.
   3. Errors in the hundreds scoring column can be changed when they are noticed (While playing 601, 45 is scored and the scorekeeper writes 456 instead of 556). Score keeper will wait until the player completes his/her turn, if they’ve started, correct the score, and then write down the new score. **The scorekeeper WILL NOT disrupt the next shooter, if they’ve begun their turn.**
5. The scorekeeper can only tell the player what has been scored and/or what is left. The proper way is to **write** the score and the remainder, temporarily, or enter it into DartConnect without pressing the Enter key. At no time will the scorekeeper tell any shooter what to shoot for.
6. The player is always responsible for knowing the correct score, and throwing at the right number (i.e. the scorekeeper says 30 and you think he says 13).
7. All scoring of 501 and 601 games must show the score for each turn and the remainder.
8. Notables will be gained from scores of 100 or better in 601 and 501 games. All points must count, busts do not count. They will be written as 100, 140, etc. (not T00, T40) on match report. Violation of this rule will result in notables not being awarded. They must be written clearly.
9. Cricket rounds of 6 or better count as well as 4 or more bulls eyes. Rounds of nine all triples must count. If the opposing team has their 20’s closed and you have only one, you hit a triple 20, triple 19, triple 18 that would be a round of 8 because you needed only two 20’s.
10. High on scores are no longer tracked, due to the elimination of the double on in singles.
11. High outs scores are 100 or better. It must either tie or beat the existing high out.
12. Third game notables do not count toward totals, however 180s, high outs, Round of nines, and Round of 6 corks, count for trophies. That is why they must be written as 1803G, R093G, etc. on match reports. Third game 100+ and rounds do not count towards HOT HANDS 9because not everyone plays 3 legs)..
13. Enter all notables on the match report, as they occur, not at the end of the night. The report cannot be changed once it is turned in, unless the error is fixed and the report is re-sent before 7:00 pm on Wednesday.
14. At no time during the match should any person other than the scorekeeper be beyond the throwing line. This also includes sitting at tables in the shooters peripheral vision. If this is a problem with the shooter the table will be moved.
15. MISCELLANEOUS GUIDELINES FOR NOTABLES

HIGH OUTS

All Divisions – minimum 100

CRICKET HOT HAND (Rounds scored in one night (3rd game doesn’t count))

DIVISION MINIMUM

A 20

B 16

C 14

D (and below) 12

’01 HOT HAND (100+ scored in one night (3rd game doesn’t count (because not everyone plays 3 legs)))

DIVISION MINIMUM

A 475

B 425

C 400

D (and below) 325

LOW DART GAMES

DIVISION MINIMUM

A – D 15

**ARTICLE 6 – PLAYOFFS and FINALS**

1. End of the Season Tiebreakers
   1. 10 to 14 week season – A head to head tiebreaker: the total points combined between the matches played against each other.
   2. 15 week season – a head to head tiebreaker: from the best of the 3 matches played during the regular season, not points accrual.
   3. Should a tie still remain, a 3 game match, using the overtime format, will be played prior to the first Playoff Tuesday. Date/Time/Local to be determined by the board of directors.
2. **To be eligible** to play in the playoffs and finals, players must play a minimum number of weeks as specified below;
   1. 10 week seasons – must play 6 games over 3 separate weeks.
   2. 12 week seasons – must play 8 games 4 separate weeks.
   3. 14/15 week seasons – must play 10 games 5 separate weeks.

Must play at least two games per night. They do not have to play all three games.   
DO NOT CALL/TEXT/MESSAGE A BOD MEMBER during the playoffs/finals to find out if a player is eligible to play, because you don’t recognize them, and/or have never seen them before. You can go to yourleaguestats.com/darts/hdleague, and look it up yourself. There is a column ‘WP’ which shows the weeks played. Hardships will be considered.

1. Playoffs will be played on Tuesday nights, only. Board of directors may from time to time need to adjust this rule due to holidays. Start time is 7:30 PM
2. The first round of playoffs will be a race to 12 game points, and 1st place plays 4th place, 2nd place plays 3rd place. The winners advance to the finals. The Board of Directors will schedule all playoffs matches.
3. The finals will be a race to 12 game points. The Board of Directors will schedule all finals matches.
4. In the event of any ties during the playoffs and/or finals, a tiebreaker will be played immediately following the match. The tiebreaker will consist of one game of 601, one game of cricket (best two out of 3, if that’s what your division plays), and one game of 501 (best two out of 3). AT NO TIME IS ANY ONE PLAYER TO PLAY IN MORE THAN ONE OF THESE GAMES. (I.E. IF YOU PLAY 601 YOU CAN NOT PLAY ANY OF THE OTHER GAMES DURING A TIE BREAKER).

**ARTICLE 7 – MISCELLANEOUS**

1. League officials reserve the right to reschedule any match, time, and place to maintain an equitable and efficient competition schedule.
2. In the absence of a team captain the co-captain is responsible for the match report for his team and any problems that may arise. In the absence of both, any member may take responsibility.
3. The toe line rule will be strictly enforced. While throwing a dart, no portion of a player’s foot or shoe may extend beyond the front of the line.
4. If a player throws out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as thrown. Playing order reverts to what was scheduled.
5. Except the scorekeeper, coaching is allowed by any other player. Please use one person, and not everyone screaming what to shoot for. If it’s your turn to keep score, and you want to coach the player, get someone else to keep score; you can’t do both.
6. The home team has the option of choosing which board to play on if there is more than one board. If there is more than one team playing at home, board choices are made by a coin toss, mutual agreement of home captains or house rules.
7. If a team drops out or is barred from finishing the season the following happens:

**15 WEEK SEASON**

If a team drops out during weeks 1-5, no points scored on that team will count. This includes all-stars, rounds and individuals points.

If it happens between 1-10, only weeks 1-5 will count.

If it happens between weeks 11-15, only weeks 1-10 will count.

**10 (or 14) WEEK SEASON**

If a team drops out between weeks 1-5 (1-7), no points will count. This includes all-stars, rounds, and individual points.

If it happens during weeks 6-10 (8-14), only weeks 1-5 (1-7) will count.

1. Players are to conduct themselves in a sportsman like manner at all times**.** This rule is intended to include extreme drunkenness, foul language, intentionally distracting other shooter, intentionally aggravating the opposition in any manner, slamming and throwing of darts at anything other than the dartboard, any physical violence (even days later), personal (non dart-related) matters that disrupt matches, kicking and/or punching walls. To file a complaint regarding this section, send an email to hdlmatchreports@gmail.com.
2. If a match is to be rescheduled, forfeited, or protested BOTH captains must email THE BOARD at [hdlmatchreports@gmail.com](mailto:hdlmatchreports@gmail.com) to notify the league of their intent within 24 hours of the original scheduled match to ensure both teams understand the change and schedule. If only one captain notifies us of a change, and there is a problem, the team that notified the Board of Directors will be in the RIGHT and will win the dispute and points for the forfeit.

10. NO CALLS or TEXTS/MESSAGES AFTER 9:00PM DAILY, **unless requested** and agreed upon (for anyone).

11. NO CALLS TO BOARD MEMBERS ON TUESDAYS, or discussions about rules/problems in person, unless it’s an

emergency. Board members would like their Tuesday night game night to be as enjoyable as possible.

If it’s an emergency, please put ‘911’ as your first word.

1. At no time will the HDL be held responsible for misspelled names on trophies, shirts, jackets, or plaques if this is the how the name is spelled on the final roster (how it shows in the stats). Nor will they be responsible for ordering the wrong size shirt or jacket, if it’s what’s written on the order sheet returned from the captain. NO EXCEPTIONS.
2. At no time will the HDL be responsible for information (problems, questions, playoff locations, etc.) not given to captains due to lack of addresses and/or telephone numbers missing from final rosters, including email addresses. NO EXCEPTIONS.

**ARTICLE 8 – PENALTIES AND POINTS DEDUCTED**

OFFENSE PENALTY

No showing at captains meetings 5 point loss

Late match report 1 point loss

Missing information on match report 1 point loss each piece

Unclear information on match report 1 point loss on each piece, and points won’t be awarded to the players if statistician cannot read them clearly.

Doodling of any kind on match report 1 point loss for home team (home team is responsible for maintaining match report)

Poor sportsmanship Points loss up to 10 points, ejection, or suspension. \*\*

Throwing darts at anything but the Points loss up to 10 points, ejection, or

dartboard and slamming of darts suspension. \*\*

Physical violence Points loss up to 10 points, ejection, or suspension. \*\*

Late Fees - the HDL will inform the Captains of any fees that are owed. All fees are due before the team is to play.

\*\*Board of Directors to determine punishment. If you are suspended you may appeal to the Board of Directors for permission to play in the season following your suspension.