

Hub Lakes Dart Schedule 2019

11Jan	18Jan	25Jan	01Feb	08Feb	15Feb	22Feb	01Mar
6 @ 1	1 @ 3	7 @ 2	3 @ 5	4 @ 2		4 @ 6	5 @ 7
2 @ 5	7 @ 4	6 @ 3	2 @ 6	1 @ 5		7 @ 3	4 @ 1
3 @ 4	5 @ 6	5 @ 4	1 @ 7	6 @ 7		2 @ 1	3 @ 2
7 - Bye	2 - Bye	1 - Bye	4 - Bye	3 - Bye		5 - Bye	6 - Bye

Playoff – Top 4 teams make playoffs. 1 seed will play 4 seed and 2 seed will play 3 seed. Higher seed will host game. If higher seed does not have a board, then an agreed upon location will be determined.

Make up week – 08 Mar 2019 – If not needed as a make up week, this will be the first week of the playoffs.

First playoff games – 15Mar2019

Championship – 22Mar2019

Schedule and statistics will also be tracked here: <http://www.yourleaguestats.com/darts/hub/index.php>

Contact List					
Team Number	Lake	Captain	Email	Phone	Address
1	Rock Ridge	Russ/Jim Prunty	rususkaldy@gmail.com	973-647-0741	
2	Cedar	Dave Luer	dluer@optimum.net	973-229-8348	134 Cedar Lake East Denville
3	Indian	Jimmy Krzyzanowski	Jimmyski1@verizon.net	973-294-6577	93 East Shore Rd. Denville
7	Rainbow	Ira Marootian	iramarootian@verizon.net	973-224-3631	20 Rainbow Trail Parsippany
5	Lake Par	Randy Vyskocil	randy.vyskocil@westernunion.com	973-760-7394	N/A
6	Arrowhead	Bill Condon	wmc4099@gmail.com	201-841-7525	12 Lakewood Dr. Denville
4	White Meadow	Fred Rhinehart	z28techecef@yahoo.com	973-713-9360	100 White Meadow Rd Rockaway

Dart Rules

1. Playing Court

- 1.1. The dart board shall be a standard 18" bristle board with the standard 1 - 20 clock pattern.
- 1.2. The scoring wedge for 20 shall be at the top (12:00) position and shall be the darker of the two wedge colors.
- 1.3. The home team will supply a good quality board for league play. It is suggested that the board is used for league play and then switch to ensure quality boards throughout the season. If there is more than one board in the establishment, it is the home team's right to choose the board to be used. If both teams agree prior to the match, two boards may be used for the match.
- 1.4. The center of the bull's eye shall be at 5' 8" (68") from the floor assuming a flat, nonsloping floor). If there is a slope to the floor, take this into account. By using correct length to the foul line (hockey) and the diagonal measurement, the sloped floor can be compensated correctly.
- 1.5. The diagonal from the center of the double bull to the hockey line is 9' 7 1/2" (115.5").
- 1.6. The foul line or oche shall be 7' 9 1/4" (93.25") from the front of the dart board and at least 2' wide. (Note: This measurement is taken from the front edge of the board, not the wall under the board.) If possible the oche should be raised. Again, because of our establishments, this may not be feasible. If the hockey is a line on either the floor or a mat, the line is officially the front edge (closest the dart board).
- 1.7. There should be at least 3' of clearance behind the line. Including all players except for the player currently shooting.
- 1.8. The board must brightly illuminate with a minimum of shadows. The lights should be affixed so that they do not get in the way of the normal flight of a dart.
- 1.9. The score board should be located where it can be easily read by both the players and the spectators of the match.
- 1.10. The dart and score boards should be located in an area where the players will not be subject to distractions while throwing.

2. Throws

- 2.1. All darts are to be thrown by, and from, the hand.
- 2.2. A "Throw" consists of 3 darts unless the game is completed in less.
- 2.3. Any dart bouncing off, or falling out of the board, shall not be rethrown. (No, you do not get to throw it again if you catch it!)
- 2.4. If any player touches a dart in the board during a turn or throw, the throw is then deemed completed. In other words - don't touch the darts in the board until all 3 are thrown.
- 2.5. If a player throws from across the line, the darts thrown count as part of his or her turn, but they do not score.

3. Team Profile

- 3.1. A team will consist of at least 6 players (to ensure no forfeited points).
- 3.2. A player must have participated in at least 1 weekly match to be eligible for playoff competition. For captains we are adding the following special exception: If the captain is

present during the match, but does not play, and signs the score sheet that is submitted - that will count as a week's participation towards playoff eligibility.

4. Match Format

4.1. Each match will consist of the following games:

Game Type	Number of games
Singles 401 (SS/DF)	4
Doubles Cricket	3
Singles 301 (DS/DF)	4
Singles Cricket	4
Doubles 501 (SS/DF)	3

4.2. Each match will begin with a bull shot to determine which team shall throw first.

4.2.1. It is the home team's right to choose to shoot first or second at the bull.

4.2.2. If the bull shot is for a doubles match, the player whose name was written first on the line-up will shoot the bull for his/her team.

4.2.3. If the player shooting first hits a bullseye (single or double), it is the right of the player throwing second to have the dart removed if he/she chooses prior to throwing.

4.2.4. If both players hit a bullseye a reshoot will take place. It matters not who hit the bullseye closer to the center.

5. Scoring

5.1. One point will be awarded per individual competing in the game (one point for singles and two points for doubles), with the exception of the final doubles 501 game which will be worth 3 points. A total of a possible 25 points.

5.1.1. The line-up for the evening's events is completed by both captains in "the blind" and posted before each event. Any player listed in a doubles match may shoot for cork, regardless of position on scoresheet.

5.1.1.1. Only fill out the line-up for one game type at a time.

5.2. In the event a team has less than 6 players, the captain will fill out the line-up using the players available. For every game that does not have a competitor from the team, that team shall receive an automatic loss and the opposing team shall receive an automatic win.

5.2.1. It is permissible for a doubles team to participate with one player, provided that the team forfeits a turn in rotation for the missing player. The missing player may not join a game in progress.

5.2.2. No player can play twice in one game type. No player can play in more than 4 game types.

5.2.3. The automatic win will not count for the player for individual points purposes.

5.2.4. The home team will have the choice to shoot first or second at the bull to determine the start of each game.

5.2.5. The home team is responsible for supplying the chalker. Chalkers should be made aware of the proper etiquette of chalking. No unnecessary movement or talking. / Do not look at the player on the line. / Do not call out a score or if the dart is in or out unless asked by the player. / Time any drinking or smoking to avoid distracting the players. / etc.

5.2.6. The player's score must be chalked or called out prior to removing the darts from the board. This is to prevent arguments. If there is a question about the score for that round,

the darts will still be in place to authenticate it. Only the player may remove his or her darts. (Unless previously agreed cases where the player has a physical reason that would delay the play.) The opposing player(s) or the opposing captain may request that the darts not be removed until the scoring is checked and approved.

5.2.7. For 01 games, any changes to correct mistakes in scoring or chalking must be made before the next turn of the player or the player's partner in doubles. This includes mistakes due to either the score marked or mathematical errors in either addition or subtraction. Once the same team has thrown again, no corrections are allowed. In cricket, corrections are not permitted after the opponent has thrown.

5.2.8. If a player throws out of turn, the opposing team has the option of either requiring the correct player to throw or allowing the score made to stand. If the score is allowed to stand, the same player must throw for the next turn to get the play back in synch. In which case, his or her partner has effectively lost a turn.

5.2.9. Coaching is allowed. A player can ask the chalker what was hit or what score is remaining at any time. The chalker cannot advise the player what to throw with remaining darts. When a chalker is giving a score remaining in a 01 game, he or she should always give the total points, not the double out information (e.g. the chalker would say eighteen, not double nine). However, other members of the team or the person's partner can advise the player with strategy.

5.2.10. The opposing team cannot call out numbers or strategies while their opponent is on the line. This includes loudly talking about possible outs for their own team, as overhearing these numbers may confuse the player on the line.

6. Standings

6.1. The season standings will be determined in the following manner.

6.1.1. Match win/loss record

6.1.2. Highest games wins total.

6.1.3. If a tie exists, the tie breaker will be the head to head scores of the two teams.

7. Notes on Scorekeeping

7.1. The Scorekeeper Shall Not move about while keeping score, stand still. That includes any gestures or head movements indicating an on dart.

7.2. The Scorekeeper Shall Not look at the shooter, stand facing the board.

7.3. The Scorekeeper Shall Not call out a score, of one dart or all three--- unless the shooter asks you.

7.4. The Scorekeeper Shall Not tell a shooter what to shoot for or what combination to shoot, for an out.

7.5. The Scorekeeper Shall Not change a score unless it is brought to the attention of both shooters (teams).

7.6. The Scorekeeper Shall Not change a score - regardless - if that player (team) has shot again and a second score written down. An error in a shooters score MUST be corrected before the player (team) shoots again or it stands.

7.7. The Scorekeeper Shall Not lean out to see where a dart is or is going nor shall he follow the dart with body or head movement.

- 7.8. The Scorekeeper Shall Not show any sign of disgust or excitement while at the scoreboard.
- 7.9. The Scorekeeper Shall Not leave the scoreboard area within a game unless a replacement is standing ready to fill in.

Date:					
Home Team:		Visiting Team:			
Singles 401 (Straight Start)					
All-Star	Home Player Name			Away Player Name	All-Star

Doubles Cricket					
All-Star	Home Player Name			Away Player Name	All-Star

Singles 301 (Double Start)					
All-Star	Home Player Name			Away Player Name	All-Star

Singles Cricket					
All-Star	Home Player Name			Away Player Name	All-Star

Doubles 501 (Straight Start)					
All-Star	Home Player Name			Away Player Name	All-Star

Final Score	
Home Score:	Away Score:
Home Signature:	Away Signature:

Cricket Rules

Numbers in Play: 20,19,18,17,16,15, and bull's-eye.

The objective shall be to 'own'/'close' certain numbers on the dartboard, and to achieve the highest point score. The player/team to do so first, shall be the winner.

Each player/team shall take turns throwing. (Three darts in succession shall constitute a 'turn'/'Inning'.)

To close an inning, the player/team must score three of a number. This can be accomplished with three singles, a single and a double, or a triple.

Once a player/team scores three of a number, it is 'owned' by that player/team. Once both players/teams have scored three of a number, it is 'closed', and no further scoring can be accomplished on that number by either player/team.

To close the bullseye, the outer bull counts as a single, and the inner bull counts as a double.

Once a player/team closes an inning, he/they may score points on that number until the opponent also closes that inning. All numerical scores shall be added to the previous balance.

Numbers can be 'owned' or 'closed' in any order desired by the individual player/team. Calling your shot is not required.

For the purpose of 'owning' a number, the double and triple ring shall count as 2 or 3, respectively. Three marks will close an inning.

After a number is 'owned' by a team, the double and triple ring shall count as 2 or 3 times the numerical values, respectively. Winning the game:

- a. The player/team that closes all innings first and has the most points, shall be declared the winner.
- b. If both sides are tied on points, or have no points, the first player/team to close all innings shall be the winner.
- c. If a player/team closes all innings first, and is behind in points, he/they must continue to score on any innings not closed until either the point deficit is made up, or the opponent has closed all innings.

301/401/501 Rules

Numbers in Play: All the numbers are in play, but some receive greater use than others. The 19 and 20, for instance are used extensively for scoring points since they are the highest numbers on the dartboard. All the numbers may be used to throw the necessary doubles in the game.

This game is generally played by two people but can be played by teams. Each player starts with 301 points. The goal for each player is to reach zero, exactly, by subtracting the amount they score in a turn from the amount they had left from the previous turn. The player cannot start subtracting until they double in (hits one of the 21 doubles on the dartboard including the double bull). Once the double is hit, then all scores will count. To end the game, the player must also double out (ie. If they have 32 left, then they will need to hit a double 16 to win. If they then hit a single sixteen, leaving 16, their next target would be a double 8. If they should hit more points than they have left, then they have busted. Their turn is over and they will resume with the same score they started with on that throw the next time it is their turn to throw.). If they hit the double leaving them zero points, then they have won the game.

401/501

All players/teams start with 501 points. Unlike 301, you do not have to double-in, but can start on any number. Each player/team subtracts the amount they score from the amount they have left. To win, like 301 above, the player/team will need to double-out to reach zero.

Individual Points

Players will be awarded 100 points for a singles game win and 50 points for a doubles game win. These scores will be added to the player's all-star point (see below) to give a players ranking.

All-Star Points

All-star points are awarded to players for good rounds of darts.

301 & 501 Games

High-Ins and High-Outs are awarded to a player if 90+ points are scored on an in or out. Note that High-Ins are only awarded in games where doubling in is required.

When 95 points or greater are scored in a single turn, the total points scored will be added to that players all-star points.

Cricket

During a single turn All-star points are awarded as follows for the scores of C5 through C9 values, **C-5=100, C-6 = 120, C-7 = 140, C-8= 160, C-9 = 180**. (E.g. 2 triples and a double would be marked as a C8). When a player throws the dart that wins the game and that dart increases the All-Start point value to a C6 or higher, then the All-Star points will count (Example 1, A player needs 3 Bulls to win and hits a Single, a Single then a Double to win the game, this will count as a C6. Example 2, a player needs three 15's and 3 Bulls and hits a Triple 15, Double Bull, Double Bull, this will count as a C7). Along the same lines when a player throws the dart that wins the game any remaining darts that are thrown after the winning dart will not count towards All-Star points.

Note: Single bulls are worth 2 scoring darts and double bulls are worth 3 scoring darts.

Under no circumstance may a player add All-star points to the score sheet after they have been filled out.