

New York Dart League
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Rules & Regulations
Fall 2018 Revision

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OVERVIEW

All dart events played under the supervision of the **New York Dart League** (NYDL) will be played generally in accordance with the American Dart Organization (ADO) rules* (see <http://www.adodarts.com/pdf/TournamentRulesBooklet.pdf>). Any supplemental rules stipulated by the NYDL will govern. In any differences between the following NYDL rules and the ADO rules, the NYDL rules shall take precedence. The NYDL reserves the right to amend or add to these rules for any purpose deemed necessary without prior notification.

The New York Dart League assumes no responsibility for accident or injury during events.

Sportsmanship

Good sportsmanship is the required attitude before, during, and after all NYDL events. Heckling or other harassment is strictly forbidden. It is the responsibility of both team captains to maintain order during league match play. (This applies to anyone present, even if they are not team members.) Repeated use of foul or insulting language, or threats or actual physical violence shall be considered just cause for disciplinary action, which can include being penalized match points or other such penalties - up to and including being dropped from the league. The NYDL does **not** pre-empt any of a host establishment's options for dealing with unruly patrons, including members of either team. So, behave accordingly please. If a member of an NYDL team behaves in a manner that is not permissible in an establishment, they should be warned once. If they fail to modify their behavior, the bar personnel **should** ask them to leave. Being a member of the league **does not** give any right to remain in a bar after having been asked to leave.

Any team experiencing, or simply witnessing, poor sportsmanship should notify the league in writing. The more information available to the League Management, the better such issues can be dealt with. All reported incidents will be taken seriously and investigated. Offending parties - players, teams, or even bars - will be warned or, if warranted, expelled from the NYDL.

Rules Disputes

If a dispute in the interpretation of the NYDL rules occurs during an event at which the League Management is not present:

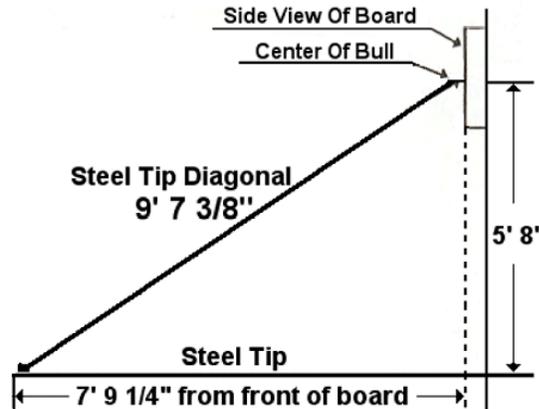
- a) Contact the League Management by email Contact@NewYorkDartLeague.com
- b) If you are unable to contact League Management by email, the event should continue, **but** the fact that it is being played under protest **must** be recorded by either captain in the appropriate box on the score sheet. A brief written description of the dispute **must** be emailed to the league along with a photo of the score sheet. The league will contact both captains and, after discussion, make a ruling.

* Note: NYDL is currently affiliated with ADO.

Section A - Playing Court

1. The home team captain is responsible for the host establishment's playing court. All attempts should be made to follow the ADO regulations, however all teams should understand that they are sponsored by these pubs and modify their expectations accordingly. For example, a 2' clearance on either side of the oche may not always be available.
2. The dart board shall be a standard 18" bristle board with the standard 1 - 20 clock pattern. (See ADO rules for specifics.)
3. The host establishment shall supply a good quality board for league play. To ensure board quality throughout the season, it is suggested that this board be used for league play only. If there are more than one board in an establishment, it is the home team's right to choose the board to be used.
4. Both the home and away team must approve the board prior to beginning the match. If the board is not acceptable, a new board shall be supplied. (Hint: have at least 1 new board stored in the bar.)
5. The scoring wedge for 20 shall be at the top (12 o'clock) position and shall be the darker of the two wedge colors.
6. The center of the bull's eye shall be at 5' 8" (68") from the floor (assuming a flat, non-sloping floor). If there is a slope to the floor, take this into account. By using the correct length to the throw line (oche) and the diagonal measurement, the sloped floor can be compensated correctly. The diagonal from the center of the double bull to the oche is 9' 7 3/8" (115.375")
7. The oche shall be 7' 9 1/4" (93.25") from the **face** of the dart board (***not*** from the wall under the board) and should be at least 2' wide. Darts shall be thrown with both feet behind the oche. If possible, the oche should be raised, but this may not be feasible in many establishments. If the oche is a line on either the floor or a mat, the front edge (closest to the dart board) of that line should be considered to be at the proper throwing distance. In those

cases where it has been established that the proper throwing distance is at the back edge (furthest from the dart board) of the line, the home captain shall inform the opposing team.



8. There should be at least 3' of clearance behind the line. This area should not be encroached upon by players waiting to throw.

9. The board must be brightly illuminated with a minimum of shadows. The lights should be located so that they do not interfere with the normal flight of the darts.

10. The dart board and scoreboard should be located in an area where the players will not be subject to distractions while throwing. The scoreboard should be located where it can be easily read by both players and spectators. While it may not be possible to follow the ADO guidelines, a "best effort" must be made.

11. Electronic scoring may be used in League matches. If requested, the home team shall provide a spotter next to the board to verify points scored or remaining during a turn. Otherwise, normal "written" scoring on a chalkboard or whiteboard must still occur. Electronic aids, such as calculators, may be used to assist in written scoring.

12. Playing courts are subject to inspection and acceptability for league play is at the discretion of the League Management. Non-acceptability of a playing court is a valid reason to play a match under protest; such a protest **must** be made by the visiting team captain **prior** to the match commencing. It should be remembered, however, that NYDL matches are played in **bars**, and the playing areas may be less than perfect. **Play the match.**

Section B - Throws

1. All darts are to be thrown by, and from, the hand.

2. A "throw" (or turn) shall consist of 3 darts unless the game is completed with fewer.
3. Any dart bouncing off, or falling out of the board, shall not be re-thrown. Darts accidentally dropped at the oche (i.e., not intentionally thrown) may be picked up and thrown.
4. No dart in the board shall be touched until all 3 are thrown. If a player touches a dart in the board during his throw, the throw is then deemed complete and only darts thrown up until that point shall be scored.
5. Darts must be thrown with both feet behind the oche. Any darts thrown with a foot (or feet) over the oche shall count as part of the player's turn, but they do not score [this rule shall be invoked after one warning to the player that he or she is throwing from over the line].
6. For a dart to score (a) its point must be embedded in or touching the scoring area and (b) it must remain in the board until retrieved by the thrower (except in a case where the thrower requires assistance due to physical injury or disability).

Section C – Team Profile

Registrations

1. All players must be at least 21 years of age.
2. A team shall consist of a **minimum of 4 players**. A **maximum of 9 players** are permitted on a roster at any given time. Therefore, in order to add a player to a full 9-player roster, another player must be removed. [The NYDL does not charge for roster adjustments.]
3. Rosters submitted during the team registration period prior to a new season must have the minimum four players. Rosters may be modified by emailing the League prior to the close of the registration period. Registrations submitted after the close of the registration period may be honored at the discretion of the league but are not guaranteed entry to the season. Rosters shall be frozen after the close of the registration period until after the first match is played, at which point rosters can be added to or changed.
4. Submitted rosters must include telephone and email contact information for the team captain and co-captain (such contact information for the remaining team members is also requested). Submitted rosters without the required contact information will not be accepted.

Adding/Dropping Players

5. Any player who has played in a match for one team and is subsequently dropped from that team cannot be added to another team playing on the same night during the same season. Dropped players who have not played in a match can be added by another team.
6. Dropped players may be re-signed by their former team if 4 playing weeks have passed since they were dropped. If they are dropped a second time, they cannot be re-signed a third

time. [Playing weeks are those weeks in which matches, or byes, are scheduled; holiday weeks do not count.]

7. No new player roster additions will be accepted after Week 10. However, if a player had been dropped from a team, and that player had already qualified to participate in the playoffs (i.e., had participated in at least 5 matches) they can be re-signed up until Week 12.

8. New or re-signed players must be registered with the league office at least 12 hours in advance of their participation in an event.

Playoff Eligibility

9. A player must have participated in at least 5 weekly matches to be eligible for playoff competition. For all players, except the captain, participation in a match means that they have played at least once during the evening. For captains, signing the score sheet will count as participation even if he or she does not play. For subdivisions with fewer than 8 teams, only one Bye week can be credited as a week of participation. Full match forfeits (players must sign the scoresheet to get credit for the match) or a week in which a player's only listing is an individual game forfeit can be counted towards the 5-match requirement.

Ineligible Players and Penalties

10. No team shall utilize a player not on their roster and use of such an illegal player will result in penalties. At a minimum all games played by the illegal player will be recorded as forfeit losses to the opposing team. The offending team may be subject to further penalties - up to and including forfeiting the entire match and possible disqualification for the remainder of the season:

- **First infraction** - All points scored by the illegal player will be credited to the opposing team. If the illegal player has scored no points, 1 point shall be deducted from the offending team's score for each event (501 singles, cricket and/or 501 doubles) in which the illegal player has participated (these penalty points will not be added to the opposing team's score, since they will already have received the points for winning those games).
- **Second infraction** - All points scored by the illegal player will be credited to the opposing team. Double the points the illegal player could have scored will be deducted from the offending team's final match overall score (these extra penalty points will not be added to the opposing team's score). The League may also consider disqualification of the offending team for the remainder of the season. In addition, if a team is found to have used illegal players, League Management reserves the right to withhold any trophies or awards the team or its members may have won.
- **Third infraction** - The offending team shall be expelled from the League for that season, and, at the discretion of the League Management, the following season.

THE NYDL WILL NOT TOLERATE USE OF ILLEGAL PLAYERS.

11. As league matches are played in bars, all players should be able to show proof of identity if they are questioned by the opposing team. If there is a question regarding identity, and the player involved has no proof with him or her, they must print and sign their name on the back of the score sheet (or a separate sheet) that is to be emailed in to the league office. The League will investigate to determine whether the player in question is a legal player.

Players Team Choice

12. Players may choose to play on any team they wish, except as described in this rule.

Prior to the start of the season the League Management will review team rosters to determine if a player is playing in a division below their abilities and in which they would preclude other players from a fair opportunity to win awards. If the League determines that such a situation exists, the captain of the team involved will be contacted and given a choice of the following options:

a) Prior to the league schedule being set, the captain may agree to have his team "bumped up" to the next higher division.

b) The player can choose to transfer to another team as long as they have not yet played for their current team. (If they have already played, per Section C-4, they are not allowed to transfer.)

c) The player may remain on the team, but be "sanctioned." There are two levels of sanctioning:

i) Modified sanctions - The player would not be eligible for any individual awards (all star team, high score, etc) except for the 171+ Club, the Marks Club, and the Corks Club. The player may participate in the singles and doubles competitions only at a higher level.

ii) Full sanctions - As with modified sanctions, the player would not be eligible for any individual awards (all star team, high score, etc) except for the 171+ Club, the Marks Club, and the Corks Club, and the player may participate in the singles and doubles competitions only at a higher level. In addition, the number of events a fully-sanctioned player may participate in at each match shall be limited as follows:

Sanctioned Players

- If a team has one fully-sanctioned player, that player may only take part in 2 of the 3 events of a regular league match (three events = 501 Singles / Doubles Cricket / 501 Doubles). This applies even if it means that the team will play shorthanded in the third event. It is up to the team captain to choose which event not to play the sanctioned player. (Two events is the maximum allowed - the captain can choose to play the sanctioned player only once, or not at all.)

- If a team has two fully-sanctioned players, those players may only participate in no more than 3 events in total between them (i.e., out of the 6 possible slots for those 2 players, they may be listed only 3 times). If only one of the sanctioned players is present, that player is limited to only 2 events. Again, these limitations apply even the team must play shorthanded in some events.
- During the post-season (special tie-breaking qualifying matches and any playoff match) each fully-sanctioned player may only participate in one event each night, including any 1001 tie-break.
- Violation of these limitations during the regular season will result in the same penalties as for the use of an illegal player (see Section C-10).
- During the post-season, violation these limitations will result in a match loss for the offending team.
- The League Management will determine which level of sanctioning shall be applied.
- After the league schedule has been set, only options “b” and “c” will be available.
- The above notwithstanding, a player from the A division who would be fully sanctioned will not be permitted to play in Division C.

If the league finds that a player's true ability was intentionally hidden to circumvent the above options and allow a superior player to join a lower division team, the league reserves the right to remove that player from the roster immediately, withhold any awards won prior to this issue coming to the attention of the league, and take further sanctions against either the team (such as removing points scored by the individual), the captain, and/or the player.

Team Division Changes

13. In order to keep skill levels in the different divisions as equitable as possible, teams in divisions (Monday) A, B, and C that win their division playoffs will be moved up to the next division (winning teams from C move up to B and winning teams from B move up to A; teams from Monday A move up to Premier division; Tuesday A teams cannot move up); teams winning their regular season sub-division may be moved up at the discretion of the League. If a team designated to be moved up to a higher division disbands, the players on that team will only be permitted to play in that higher division and cannot join a team in a lower division. Exceptions for individual players may be requested and will be decided by the League Management based upon that player's previous individual statistics and on the team or bar history. [N.B. - In all divisions (A, B, and C) the subdivision number is only for record keeping purposes and does not indicate any ranking.]

Unsportsmanlike conduct

15. The NYDL reserves the right to ban any player from NYDL sanctioned events for unsportsmanlike conduct, falsifying match report information, playing illegally on a second NYDL team on the same night in the same season, abandoning a match prior to its completion or other reasons of a similar nature.

Section D - Match Format:

1. - A Division and Premier Division:

- 4 sets of singles 501 (SS/DF) - 3 legs per set - 1 point per game.
- 2 sets of doubles Cricket - 3 legs per set - 1 point per game.
- 2 sets of doubles 501 (DS/DF) - 3 legs per set - 1 point per game.

Total games = 24

Total points = 24

2. - B Division:

- 4 sets of singles 501 (SS/DF) - 2 legs per set - 1 point per game.
- 2 sets of doubles Cricket - 3 legs per set - 1 point per game.
- 2 sets of doubles 501 (DS/DF) - 2 legs per set - 1 point per game.

Total games = 18

Total points = 18

3. - C Division:

- 4 sets of singles 501 (SS/DF) - 2 legs per set - 1 point per game.
- 2 sets of doubles Cricket - 2 legs per set - 1 point per game.
- 2 sets of doubles 501 (DS/DF) - 2 legs per set - 1 point per game.

Total games = 16

Total points = 16

Section E – Match Timing & Scheduling

1. Start time is 7:30 PM.

2. The match board shall be cleared for warm-ups at least 30 minutes prior to match time for player practice.

a) After the initial practice session, each player is limited to 3 practice rounds (9 darts) before their set; no practice darts should be thrown between the games of a set.

b) Once play has commenced, the play should continue without delays. A player is permitted 5 minutes to repair damaged equipment. Otherwise all three darts in a round should be thrown without undue delay to be considerate of your opponent(s). Do not interrupt a game or set to buy a drink in the middle of a game or set; have another team member get it. Likewise, smoke breaks should be taken only before or after a player's set is played.

3. Postponements

a) A match may be postponed and rescheduled by mutual consent of both captains prior to the match. If a captain requests such a postponement by 10 AM the day of the match, it should be granted by the captain of the opposing team. A team is not required, but may elect, to grant a postponement after 10 AM the day of the match. It is advisable to copy the league on any correspondence between captains about postponements.

b) Both teams involved **must** notify League Management separately (by email at newyorkdartleague@gmail.com) at the time of the postponement request so the league will know who made the request and if the advance notification aspect of this rule has been complied with.

c) Both teams **must** also notify League Management when and where the make-up match will be played.

d) A team may request postponements only twice during a season. Postponements granted at another team's request do not count towards this limitation, nor do matches played within 3 days of their originally scheduled date (matches postponed for 4 or more days do count towards the limit).

e) A third postponement request in a season will not be honored. Matches played in advance of the scheduled date do not count as a postponement. Teams in this situation who cannot field at least two players for the match will receive a team forfeit.

f) For weeks 1 through 12, any postponed match must be made up within 2 weeks of its originally scheduled date and before week 13. Both teams must notify the league, no more than 7 days after the postponed match's original date, about the time and place of the make-up match. Failure to do so may result in a 2 point per week penalty for both teams until the make-up date is confirmed. A three-day extension to the agreed make-up date may be allowed if both teams concur with the additional delay. Otherwise, if the match is not played by the agreed make-up date, the League may penalize both teams by deducting 2 points per week until the match is played.

g) Failure to make up a week 1 through 12 match within the 2-week time frame may result in a 2 point per week deduction for both teams.

h) Week 13 matches may be postponed no more than 2 days.

i) Week 14 matches may not be postponed. (Special cases will be addressed by League Management; it may be possible to play a match prior to its scheduled date.)

j) The make-up date should be mutually agreed by both teams. The team that granted the postponement to the requesting team has final approval of the make-up date. If there is a problem with scheduling the make-up match, the League Management will

assist in obtaining a mutually agreeable date. It is the responsibility of the team that requested the postponement to ensure that the match is played. If the teams cannot agree on a make-up date, the League reserves the right to award a forfeit win to either team based upon its judgment as to which team is at fault.

k) If a postponed match is not made up before the end of the season and League Management has not yet awarded a forfeit, the League can split the team points involved, $\frac{1}{2}$ for each team, provided that those points would have no effect on the playoff standings. If the points would affect the playoffs, both teams failing to make up the match will receive zero points for that match.

4. If fewer than four players from a team have arrived, a match can be started as long as there is ONE player present.

a) By 7:45 pm, the player(s) present from the shorthanded team must fill out the line-up of players for the 501 singles portion of the match. All players present for the team(s) that is shorthanded must be listed to play. Other players from the team who are not yet present should also be listed to complete the line-up, unless an agreement is made between the captains on how the empty slots will be filled (e.g., in the order the absent players arrive). Under no circumstances should a match be delayed to wait for a specific player if there is another team member available to play.

b) Immediately after the 501 singles line-up is submitted, play shall commence with the players who are present.

c) So as not to delay the match, it is acceptable to play out of order (e.g., if a player scheduled to play second has not arrived, but the player scheduled to play third is present, the third match should be played before the second). As each match ends, another should follow immediately.

d) If there is only one player present for the shorthanded team who has played their singles games, the shorthanded team will have 5 minutes for one or more other players to arrive. If they do not, the match will be recorded as a full match forfeit win for the team that is not shorthanded and the games already played will not count. To be credited with being present and to receive their all star points, all players from both teams must print and sign their names on the back of the score sheet or on a sign-up sheet that must be emailed to League Management.

e) If at least 2 players are present for the shorthanded team at the end of the singles 501 games, they will have 5 minutes in which to fill out their doubles cricket line-up. Immediately after submitting the line-up, play shall commence with the players who are present. As soon as the first cricket game is completed, the team with a full complement of players is not required to (but may, if it wishes) "go back" and play any missing singles games.

f) The same procedure applies if a team is still shorthanded after the conclusion of the cricket: the shorthanded team has 5 minutes to fill out its 501 doubles line-up and play shall commence immediately. As soon as the first dart of the first 501 doubles game is thrown, the team with a full complement is not required to (but may, if it wishes) "go back" and play any missing games - singles 501 or doubles cricket.

g) During the doubles events, one player playing against two (playing "Canadian") gets only one turn. For example: Team 1 - Player 1, Team 2 - Player 1, Team 2 - Player 2, then Team 1 - Player 1, Team 2 - Player 1, Team 2 - Player 2, etc. If the solo player's partner written in the submitted line-up arrives, they cannot join a game in progress, but can join subsequent legs of the same match.

h) If both teams are playing shorthanded such that they are each playing with only three players, doubles events must be played "Canadian" (one-against-two) in the following manner: The home team shall put their single player up in the first set of games and the away team shall put their single player up in the second set of games. In a three-on-three circumstance no points shall be awarded for any unplayed singles 501 games.

i) Based upon this rule, an entire match is forfeit if no one from the opposing team is present at 7:45 pm or if the second member of the opposing team does not arrive at the match by 5 minutes after the first player present has completed his singles games. If this is the case, the team present should email the league immediately to confirm the time.

j) A team may substitute for an absent player with another legal player who is not already scheduled for play in that event of the evening. You cannot substitute for a player in an event once that person's set has started. The person who was substituted for is not allowed to play for the remainder of the match. This rule is meant to apply in situations where a player fails to make it to the match or for some unforeseen reason must leave before their turn to play is reached. The two captains should discuss this situation together before the substitution is made. These changes should be made in good faith, not as a method to view the opposing team's line up and react to it. If a player is substituted for because they believe they must leave, and then finds out that they do not, they should, after discussion by the two captains, play as originally scheduled, unless their match has already started.

5. Recording a forfeit

In order to properly record a full match forfeit and players' all star points, the team present must email a score sheet to the League along with a sign-up sheet with the signatures of all players present attesting to their attendance. If a team is playing away, the bar should still supply a score sheet. If a score sheet is not available, note this in the email to the League and use a blank sheet of paper instead. Remember to include the following info:

Monday or Tuesday League

Date

Division Letter and Subdivision Number

Home Team Name and Pub

Away Team Name and Pub

Team(s) present and players present (all players must sign the sheet).

6. Forfeit Penalties

a) If a team forfeits one full match during weeks 1 through 10, it can continue the season. It will be eligible for the subdivision team awards, but will not be eligible for the playoffs.

b) If a team forfeits one full match during weeks 11, 12, 13, or 14, it will be forfeited out and removed from play immediately. It will not be eligible for the subdivision awards or the playoffs.

c) If a team forfeits two full matches in the season, it will be forfeited out and removed from play immediately. It will not be eligible for the subdivision awards or the playoffs.

d) If a team forfeits two matches per season in consecutive seasons, its registration for the following season will not be accepted.

e) If a team forfeits the second to last match or the last match of the season (week 13 or 14), all players on that team who were not present at the match will be banned from participation in all NYDL events for one full year (2 seasons). League Management may make exceptions to such bans if extenuating circumstances are found to exist.

Section F – Scoring

1. All Star Points

The individual all star point levels will differ by division, but are the same on either Monday or Tuesday night. Captains are responsible for correct scoring on the score sheets; incorrect or missing all stars will be invalidated and could be cause for disciplinary action.

A Division and Premier Division:

501: On = 95 & up; Out = 95 & up; Throws = 95 & up.

Cricket: Rounds = 6 & up; Corks = 4 & up

B Division:

501: On = 90 & up; Out = 90 & up; Throws = 95 & up.

Cricket: Rounds = 5 & up; Corks = 3 & up

C Division:

501: On = 90 & up; Out = 90 & up; Throws = 90 & up.

Cricket: Rounds = 5 & up; Corks = 3 & up

In 501 games, if a player busts his score, the score for that turn does not count towards the game and it does not count towards all star points. For example, with 80 remaining a player hits a double 20 and a triple 20 – no all star points are scored because the total of 100 points busted the score and the turn does not count.

In Cricket games, marks - either rounds or corks, only count if they are included in the scoring. For example, with an opponent already closed on 16's and the player having two 16's, he then throws a triple 16 and a triple 15 - no all star points are scored because only one of the 16's counts.

2. All Star Points Score Sheet Notations shall be made using the following conventions:

a) 501:

Points as thrown (95 = 95, 8T0 = 180, etc.). Circle special items (High On, High Out, 171 and up).

High ons are only scored in Doubles 501. To indicate a high on, write S + the score, and circle it. Use commas or parentheses between other scores.

High outs are scored in both singles and doubles 501. To indicate a high out, write F + the score, and circle it.

b) Cricket:

Write the scores as usual - R5, C3, etc. – the League will translate them into the point values.

Circle rounds of 9 and 5 or 6 corks. Otherwise, use commas or parentheses between the scores.

Points will be scored as follows:

Round 5 = 100, Round 6 = 120, Round 7 = 140, Round 8 = 160, Round 9 = 180.

3 Cork = 100, 4 Cork = 125, 5 Cork = 150, 6 Cork = 180.

3. Line-ups

The line-up for the match events is completed by both captains in "the blind" and posted before each event.

For doubles events, the players must play in the same order they are listed on the line-up for either the two games or the three games involved. (The players cannot switch the order of play.)

Each team's captain is responsible for informing his players of the playing order.

4. Starting Order

The visiting team starts the first set of the match. Subsequent legs for the same participants are "mugs away" (losers first). The next set is started by the home team regardless of who won the preceding game in the preceding set). The alternation then continues for each set. (This order of play is indicated on the score sheets by A - for away and H - for home on the score sheets. Just remember additional games for the same opponents are always mugs away.)

If the match is being played out of sequence, or if one or more of the sets is not being played due to an individual forfeit, the away / home designation is based upon the slot on the line-up sheet, not on the last group played.

5. The home team is responsible for supplying the scorekeeper (chalker). The scorekeeper must be a member of any NYDL team or a league official. Scorekeepers should follow proper scorekeeping etiquette:

- a. Scorekeepers shall not talk while keeping score
- b. Scorekeepers shall not move about while keeping score, they should stand still
- c. Scorekeepers shall not look at the shooter, they should stand facing the board
- d. Scorekeepers shall not call out a score, of one dart or all three, unless asked by the shooter
- e. Scorekeepers shall not tell a shooter what to shoot or what combination to shoot for an out
- f. Scorekeepers shall not change a score unless it is brought to the attention of both shooters (teams).
- g. Scorekeepers shall not change a player's score if that player (or his team mate) has shot again and a second score written down. An error in a shooter's score stands unless it is corrected before he (or his teammate) shoots again.
- h. Scorekeepers shall not lean out to see where a dart is nor shall he follow the darts with body or head movements
- i. Scorekeepers shall not show any sign of disgust, excitement or favoritism while at the scoreboard
- j. Scorekeepers shall not change the side of the scoreboard for a player's (team's) score in a three leg match; if a players' score is kept on the left side of the scoreboard for the first leg, it should continue to be kept on the left for the second and third legs.

6. Removing Darts

To ensure correct scoring and prevent arguments, a player's score must be chalked or called out prior to his darts being removed from the board. 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 (except in a case where the thrower requires assistance due to physical injury

or disability). The opposing player(s) or captain may request that the darts not be removed until the scoring is checked and approved.

7. Changes To Correct Mistakes

For 501, 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 once the opponent has thrown a dart.

8. Throwing Out Of Turn

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 the next turn to get the play back in correct order, in which case his or her partner has effectively lost a turn.

9. Coaching

Coaching is allowed. A player can ask the scorekeeper what was hit or what score is remaining at any time. The scorekeeper cannot advise the player as to what to throw with remaining darts. When a scorekeeper is giving a score remaining in a 501 game, he or she should always give the total points, not the double out information (e.g. the scorekeeper should say "eighteen remaining," not "double nine"). However, other members of the team or the player's partner can advise the player about strategy. If a scorekeeper incorrectly reports the score remaining in a 501 game when the player is shooting for an out and the shooter hits the out, the result is a win. In all other circumstances, it is the shooter's responsibility to verify their score.

The opposing team shall not 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.

10. Responsibility For Recording

The home team is responsible for recording the game scores and all star points on the score sheet. The visiting team must check the accuracy of the score sheet information, including the all stars. Once both captains (or their designees) have signed the form, the NYDL considers the information to be correct and final. Falsification of any of the data will be cause for league sanctions. Use the correct notation - R6 does not count in 501 games and 120 does not count in cricket games; incorrect notation will not be counted.

11. Protest

If the match is being protested, indicate it on the appropriate box of the score sheet. Then write a brief description of the problem and email it along with the score sheet. Both captains should give their versions of the issue. The score sheet must still be completed, photographed and emailed.

12. Making Score Sheets Available

The score sheets are to be made available during the evening's match to other "interested parties" providing they are league members, such as members of other teams in your division or subdivision. However, the match is not to be interrupted. The score sheets need only be made available at the natural break points of a match (i.e., between events or after the match is completed).

13. Score Sheets

The score sheets are available on www.NewYorkDartLeague.com and have been distributed to each team. Both home and away team captains are responsible for taking a picture of the completed scoresheet and submitting it to League Management via email to NewYorkDartLeague@gmail.com. Captains should take care to ensure that the entire score sheet is clearly visible, in clear focus, and well lit. The League recommends pinning the score sheet to the dartboard to be photographed. Both captains must submit a picture of the score sheet. Repeated missing score sheets may result in point deduction.

Fill out the score sheets fully and correctly, making sure the following information is provided:

- Date
- Division Letter
- Sub-Division Number
- Home Team Name
- Home Team Pub
- Visiting Team Name
- Visiting Team Pub

If any of this information is missing, 1 team point will be deducted from each team. If any information is incorrect, 2 team points will be removed from each team.

Print the players' full names.

Write neatly. (If the score sheet cannot be read, scores and all star points cannot be properly credited and recorded,)

After the match is completed, both captains (or their designees) should review and sign the score sheet. The score sheet should then be photographed and **emailed to the League (Newyorkdartleague@gmail.com)**. It is required that both teams photograph and email the score sheet separately in the event that one copy is hard to read.

Email the copies immediately and in all cases within 24 hours of the match. Late score sheets are a problem. Consistent late score sheets from a team may bring disciplinary action.

14. Full Forfeit Match Scores

Scoring for full match forfeits differ by division. In all cases the forfeiting team receives no points.

A Division and Premier Division

Forfeit occurring in weeks 1 – 7: The “winning” team initially receives 13 points for the first match forfeit; however, if the team scores more than 13 points against the forfeiting team in their second match, the first match score will be increased to the higher score.

Forfeit occurring in weeks 8 – 10: The “winning” team receives the higher of either 13 points or their previous score against that opponent.

Forfeits occurring in weeks 11 – 14: The “winning” team receives no points, the forfeiting team is removed from play and all points previously scored against the forfeiting team by other teams will be removed back through week 8. All points scored against the forfeiting team from week 1 through week 7 remain as scored.

B Division

Forfeit occurring in weeks 1 – 7: The “winning” team initially receives 10 points for the first match forfeit; however, if the team scores more than 10 points against the forfeiting team in their second match, the first match score will be increased to the higher score.

Forfeit occurring in weeks 8 – 10: The “winning” team receives the higher of either 10 points or their previous score against that opponent.

Forfeits occurring in weeks 11 – 14: The “winning” team receives no points, the forfeiting team is removed from play and all points previously scored against the forfeiting team by other teams will be removed back through week 8. All points scored against the forfeiting team from week 1 through week 7 remain as scored.

C Division

Forfeit occurring in weeks 1 – 7: The “winning” team initially receives 9 points for the first match forfeit; however, if the team scores more than 9 points against the forfeiting team in their second match, the first match score will be increased to the higher score.

Forfeit occurring in weeks 8 – 10: The “winning” team receives the higher of either 9 points or their previous score against that opponent.

Forfeits occurring in weeks 11 – 14: The “winning” team receives no points, the forfeiting team is removed from play and all points previously scored against the forfeiting team by other teams will be removed back through week 8. All points scored against the forfeiting team from week 1 through week 7 remain as scored.

15. Bye Scores and Bonus Teams Points

Any team that has a scheduled BYE match will receive ½ the team points available for their division. (A Division and Premier Division teams will receive 12 points. B teams will receive 9 points and C Division teams will receive 8 points.)

If a subdivision has less than 7 teams (a bye and a forfeit out) or if 2 or more subdivisions in a division have only 7 teams, a bonus team point will be awarded if offsetting free teams play an extra match to fill in the gaps. The goal is for the teams and the bars not to miss too many matches and to avoid long intervals between matches.

The bonus points will not be the actual score of the extra match, because the opposite free team may not be equal for all teams left in the subdivision. (e.g., the second place team might get to play the other subdivision's last place team, while the two first place teams might be paired against each other.) Therefore, the winning team will receive one bonus point, thereby scoring 1 point more than half the team points available for the bye week. (However, the bonus point will only be awarded if both teams have a minimum of 4 players participating or the shorthanded team wins the match.) The losing team will receive ½ of the available points. If the extra match ends in a tie (12 – 12, 9 – 9, or 8 – 8) then the teams play a 1001 point tiebreaker game for the extra point (four players per side, straight start/double finish, coin flip to determine which team starts). If the teams both decide not to meet, no bonus points will be given.

If a team plays an extra match, only the team members playing in the match will receive their weekly average all stars and credit for attendance. Members not present or who do not play, do not get credit. If teams elect to play the extra match, they must notify the league in advance and submit a match report as usual.

16. Full Forfeit Match Individual All Star Scores

Each player signing the score sheet as present will receive their average weekly all star point total. (If this occurs before week 5, an adjustment will be made after week 5 to achieve a fair average.) This will now include the all stars for the forfeiting team's players who are present, providing they also print and sign the sheet being emailed in.

Only team points will be adjusted if a team forfeits out; the individual all stars scored or assigned will not be removed.

17. Individual Event (501 Singles / Cricket Doubles / 501 Doubles) Forfeits

Each player or players slotted in the line-up to play against missing opponents will be credited for wins in the games they should have played. In addition, they will receive their average all star points for that event. (If this occurs before week 5, an adjustment will be made after week 5 to achieve a fair average.) These players will not be credited with any award levels, such as high-ons, high-outs, corks, etc.

Section G - Standings

1. The season standings within the various subdivisions will be determined by highest point total.

2. Ties

a) If a tie exists for

- (i) First place, the resolution of which will yield a first place team and a second place team;
- (ii) Second place, the resolution of which will yield a second place team and a third place team; or
- (iii) Fourth place, the resolution of which will yield a fourth place team and a fifth place team

The tiebreaker will be the head-to-head scores of the two teams. If the head-to-head score is also a tie, the tiebreaker will be total wins. If total wins is also a tie, a special match will be played following the last regular season match. (See rule H-1(b))

b) Ties for third place

Ties for third place need not be broken since both teams qualify for the playoffs and no awards are given for those finishes.

c) If there is a tie that cannot be resolved by the tiebreaker head-to-head scoring rule, and there is insufficient time to organize the special match needed to resolve the issue, then 4th place will be chosen by comparing the following criteria until a decisive difference is found:

- (i) Number of matches won by each team. (Win = 1 point more than ½.)
- (ii) Points scored against the 2nd place team. If still tied then points scored against the 3rd place team. Continuing against the 4th – 5th – 6th – 7th - 8th and then finally the 1st place team. If there is still no difference, the special match must be played.

Section H - Playoffs

1. Qualification

- a. **Teams that finish the regular season in first, second, third and fourth place in their subdivision are eligible for their division's playoffs.**
- b. **Qualification through special matches**

Special matches will be governed under playoff rules: the 1st team to score 1 point more than half the total match points is the winner and fully-sanctioned players may only take part in one event.

(i) Eligibility: Any player eligible to play in the Week 14 match is eligible for the special match; they do not need to have played 5 times during the regular season to be eligible. However, participation in the special match does not count as match participation to qualify for playoff eligibility.

(ii) Match Location: Since each team will have played each other 2 times, the match site will be determined by either a toss of the coin (by the League) or if both captains mutually agree that one pub is preferable. The team from that pub will be the home team.

- (iii) Special Match Tie: If the special match ends with a tie score, then a 1001 point, straight start/double finish, tiebreaker game will be played. Each team will use 4 players. If a team is "playing short" that night, no one throws twice in a round. For example, the short team would get three turns per round to the opponents full 4 turns. A flip of a coin will decide which team starts. The team losing the tiebreaker will be considered the runner up.

2. Eligibility

As stated in Section C-9, a player must have participated in at least 5 weekly matches to be eligible for playoff competition. For all players, except the captain, participation in a match means that they have played at least once during the evening. For captains, signing the score sheet will count as participation even if he or she does not play. For subdivisions with fewer than 8 teams, only one Bye week can be credited as a week of participation. Full Team forfeits or a week in which a player's only listing is an individual game forfeit can be counted towards the 5-match requirement.

3. Playoff seeding and byes

The 1st place teams will be seeded in the playoff bracket.

If possible the 1st place teams will also be given a bye in the first round of the playoffs.

If there are extra bye's to be awarded in the bracket, the 2nd place team with the best overall winning percentage will receive the first extra bye. (The next 2nd place team by winning percentage would get the next, etc.)

4. Brackets

a. Playoff brackets will be posted on the NYDL website following the conclusion of the regular season.

b. If a B or C division is composed of two subdivisions: If a B or C division is composed of only two subdivisions, the playoffs will be seeded. The first round playoff bracket will be: Sub1-#1 vs. Sub2-#4, Sub2-#2 vs. Sub1-#3, Sub2-#1 vs. Sub1-#4, Sub1-#2 vs. Sub2-#3. Only the first place teams are guaranteed the home field advantage.

c. If a division is composed of 3 subdivisions: If a B or C division is composed of 3 subdivisions, thus creating a playoff bracket with a BYE, then the BYE will be given to the 3 subdivision winners and to the 2nd place team with the best record. The remaining 8 teams will play the first round, each paired against a team from another subdivision, the winner of which will play one of the BYE teams.

d. If a division is composed of 4 or 8 subdivisions: If a division is composed of 4 or 8 subdivisions, thus creating a playoff bracket without a BYE, then the champions will be seeded and the champions' opponents will be chosen at random from amongst the 4th place finishers. (Since the NYDL playoffs do not permit meeting another team from one's own subdivision in the first round, if that occurs during the selection of the champions' opponents, that selection will be returned and another choice made.) The second place teams will then be randomly seeded and their opponent's selected at random from the remaining 3rd place finishers. (With the same 'no opponent from your own subdivision' rule applying.)

5. Playoff Match Schedules

Playoff schedules will be posted on the NYDL website. The playoff schedule dates are firm dates. The league may agree to allow the teams to reschedule to another mutually agreed

upon date if it will not impact the rest of the playoffs or the awards, but it is highly unlikely. All teams should plan to play on the dates listed.

In divisions with more than one subdivision, matches will be one legged until the final, which will be two legged (home-and-home). In divisions with one subdivision, both the semi-final and final will be two legged. In a two legged, home-and-home, match each team has the opportunity to play at home.

6. Match Locations

a) The subdivision champion team's first playoff match will be scheduled at home. If a bar has more than one subdivision winner, the league will determine how many playoff matches can be held in the establishment. The bar and/or teams will be asked to choose which team will be scheduled at home.

b) The subdivision championship teams receive "the home field advantage" throughout the entire playoffs. This means that the subdivision champions will always be scheduled at home for playoff matches up until the finals, which is a home & home double match. The league will determine if other playoff matches can be scheduled at the bar at the same time, or as stated above, the number of playoffs the bar may have at one time. If champions meet before the finals, the League Management will make the determination of which team is to be home.

c) If a division has only one subdivision, the second place team will also be a home team - provided this does not interfere with 1st place team's home field advantage. In this case the playoffs will be seeded. The semifinal match will be the first place team vs. the fourth place team and the second place team vs. the third place team. Both semi-finals and finals will be home-and-home matches, with each team having the opportunity to play at home, with the semi-final and final round being won by the first team to score 1 more than the total available single-match points (i.e., first to 25 in A, first to 19 in B, and first to 17 in C). By vote of the Fall 2016 season captains meeting, all playoff matches are played in the same Away-Home order as regular season matches and as indicated on the league scoresheet.

7. Winning a Playoff Match

A playoff win for a 1 legged match is 1 more than half of the total points in a match (9 in C, 10 in B, 13 in A and Premier). In a 2 legged (home and home) match, a win is 1 more than the total points in a match (17 in C, 19 in B, 25 in A and Premier). If a playoff match ends with a tie score, then a 1001 point, straight start/double finish, tiebreaker game will be played. Each team will use 4 players. If a team is "playing short" that night, no one throws twice in a round. For example, the short team would get three turns per round to the opponent's full 4 turns. A flip of a coin will decide which team starts.

Section I - Awards

1. Team Awards

- a) Subdivision Champions - individual awards for team members and the host bar.
- b) Subdivision Runner Ups - host bar award.
- c) Division Champions - individual awards for team members and the host bar.
- d) Division Runner Ups - host bar award.

2. Individual Awards by Division

- a) Division Tournament Singles Champion
- b) Division Tournament Singles Runner up
- c) Division Tournament Doubles Champions
- d) Division Tournament Doubles Runner up
- e) Division High On
- f) Division High Out
- g) All Star Team Members - highest total all star points (4 per division).
- h) Division Most Valuable Player - The award will be decided by the most points a player contributes to his or her team. Each singles win will count as 1 point. Each doubles win will count as ½ point. A 'Canadian' win counts as a full point. If there is difference in the number of matches played in the subdivisions due to byes or forfeit outs, an adjustment will be made after week 14 to even the playing field. (If Division A consists of more than 1 subdivision, MVP awards will be presented for each subdivision separately.)
- i) Division Female Top All Star - highest total all star points scored by a woman (1 per division with a minimum of 3 women playing in the division. If Division A consists of more than 1 subdivision, All Star awards will be made for each subdivision separately.).
- j) Division Female Most Valuable Player - highest winning percentage (numbers of wins ÷ number of games played). To be considered for this event the player must have played in at least 33% of the games possible. This method is used for the ladies award because they are often limited in the number of games they play. (1 per division with a minimum of 3 women playing in the division.)

3. Other Individual Awards

- a) 171+ (including Ton-80's)
- b) Round 9
- c) 5 & 6 Corks
- d) Canadian Winner (for winning a game playing solo against 2 opponents)

4. The awards ceremony will be held at the home pub of one of the full division winners (space permitting). "Sister" bars are acceptable, or if need be, a neutral location will be chosen.

Section J – Tournaments

1. The Singles and Doubles Events for the Monday and Tuesday Leagues are combined, but separate events will be held for each Division (Premier, A, B, and C).

2. Eligibility

Beginning Spring 2017, players in C and B division may play in more than one singles/doubles tournament during a season. Division C players may play in any one or more of the C, B, and A Division tournaments; Division B players may play in one or both of the B and A tournaments. Division A players may play in the Division A event or the Premier Division event; Premier Division players may play only in the Premier event. Players who participate in events above their division level play at that event without a handicap.

Players who play on both Monday and Tuesday nights, but in different divisions, must play in the higher division at a minimum.

A player must have previously played in a weekly team match in order to be eligible to participate in either the division Doubles or Singles competitions. (A Full Team Forfeit or a BYE week does not count for this requirement, but an individual game forfeit would be allowable.)

Women who are registered on a team's roster in any division are eligible for the Women's Tournament even if they have not yet played in a match. Because the Women's Tournament is open to players in any division, players will be handicapped according to their division for this event.

League Managers are allowed to participate in the Doubles and Singles Events even if they are not currently on a team, in which case they will be ranked according to their most recent full season's ranking. For doubles events, the League Managers can play with other managers or any other qualified league member who does not have a partner from their own team.

3. Doubles Partners

Doubles partners must be from the same team, if available. A player cannot prearrange to play with a partner from another team and if there is another

“solo” player from his team present he must play with that player. If there are more than one “solo” players from different teams at the doubles event, the League will randomly pair them.

Playing partners must play together throughout the doubles event; if one player must leave, the partnership forfeits.

4. Gameplay

Singles and Doubles are both 501, Cricket alternating. Singles 501 is played straight start/double finish and Doubles 501 is played double start/double finish.

5. Game Start

A bull shot will determine who starts the match.

At the start the winner of a coin-toss has the option to shoot for bull first (“show” a bull) or have the loser of the coin-toss shoot for the bull first (“see” a bull).

Subsequent legs are “mugs-away” until a tie-break, if needed.

For a tie-break, the loser of the original coin-toss has the option to “see” or “show” a bull; the winner of the bull shot will have the option of choosing the tie-break game (501 or Cricket) or starting the game.

Bull shot rules for NYDL tournaments are whoever is closest to the center of the bullseye; darts do not necessarily have to be in the single or double bull, but darts thrown outside the “triple” ring don’t count and must be thrown again.

6. Format

- a) Divisions B & C - best 2 out of 3 until the finals. The final round is 4 out of 7.
- b) Divisions A and Premier- If there are fewer than 24 players: best 3 out of 5 until the semifinals, semifinals - best 4 out of 7, finals - best 5 out of 9. If there are 24 or more players: best 3 out of 5 until the finals, finals - best 4 out of 7.

Section K - Fees and Payment

1. The NYDL fee is currently \$350.00 per team. This payment is due at the beginning of the season. Checks can be made payable to New York Dart League LLC and can be mailed to:
New York Dart League LLC
330 West 45th Street, LH
New York, NY 10036
2. Any team whose fee is not paid after week 3 is subject to a \$50 late fee. Any team whose fee is not paid by week 8 is subject to an additional \$50 late fee (\$100 in total). Any bar that is in arrears by the end of the regular season (week 14) will not be eligible to host teams in the following season until the arrears, including late fees, are paid in full; teams will not be

allowed to register such bars as their host bars. Bars that were in arrears and who make payment before registration for the following season opens, will also be required to pay the following season's team fees in advance.

3. Each team is required to pick up its package containing the items for the season at the site specified by the League Management. Usually, it is the Thursday night before the first night of play for the season. Someone other than the captain of the team may make the pickup, especially for bars with more than one team. It is the responsibility of the captain and team to be at their first match and to have the League materials at their home matches. Failure to pick up the league materials for your team from the scheduled package pickup or failure to make alternate arrangements in advance may result in a 1 point per week deduction.

These Rules will be applied fairly and equally to all teams.

Just as a reminder, the idea is to have a nice friendly (but competitive) dart match and season. We are not looking to create lawyers to "use the rules" to anyone's advantage. Nor are we trying to stifle the enjoyment we all get from playing darts. Try to play the matches with these intentions and not be a "stickler." If you have a problem - **EMAIL US IMMEDIATELY.** Perhaps we can solve it.

League Contact Information

**New York Dart League, LLC
330 West 45th Street, LH
New York, NY 10036**

League E-Mail: NewYorkDartLeague@gmail.com or Contact@NewYorkDartLeague.com
League Web Site: www.NewYorkDartLeague.com

Shoot Well & Good Darts!