

BRONX SHAMROCK LADIES DART LEAGUE
OFFICIAL RULES AND REGULATIONS
Amended October 24, 2007

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I. Format / General

1.1 Sportsmanship

- 1) Conduct and attitude considered as befitting participants in sports, especially fair play, courtesy, striving spirit, and grace in losing.
- 2) Captains believing that an opponent displayed acts of bad sportsmanship must immediately bring it to the attention of one or more members of the committee.
- 3) It will be the responsibility of the committee to quickly address the issue.

1.2 Match Play Format

- 1) The match format for the season is an 18-point format broken down as follows:
 - (a) Section 1, Six (6) Single 501 straight start/double finish, 1 Point each
 - (b) Section 2, Three (3) Doubles Cricket, 2 Points each
 - (c) Section 3, Three (3) Doubles 501 double start/double finish, 2 Points each

1.3 Inclement Weather

- 1) In the event of inclement weather:
 - (a) The entire season will be pushed back as many weeks as necessary to account for Mother Nature
 - (b) Notification will be posted on the website, emailed or called to the Captains no later than 5:00 pm of the day of match play.
- 2) No matches are to be played. Stay home. Be safe.

1.4 Equipment

A. Dartboard & Scoreboard

- 1) All League competition, including playoffs and tournaments, shall be played on a standard 18" English bristle 20-point "clock-faced" dartboard.
 - (a) Team sponsors are responsible for supplying and maintaining their dartboard and scoreboard.
 - (b) If a dartboard or scoreboard is in poor condition and the away team registers a complaint that the board is unplayable, a call should be made to one of the committee members. A representative from the committee will go to the site and check the condition of the equipment in question.
 - (c) If the committee member(s) deems the equipment is not satisfactory, the home team will receive three (3) penalty points. The game will have to be re-scheduled and replayed with acceptable equipment prior to the next week of play. The committee will notify the bar if the equipment must be changed and in the event the bar does not comply, the team will continue to receive three (3) additional penalty points for each additional week until it is changed.

- 2) If an establishment has an electronic-type scoreboard the away (opposing) team can choose NOT to use the board and the home team must comply with that request. (added 2007)
- 3) Dartboards shall be firmly anchored and are to be hung 5' 8" from the floor to the center of the bull's eye with the 20 bed at the top center.
- 4) The toe line will be 7' 9 1/4" from the surface of the dartboard along the floor to the front of the toe line. Each site is required to have some sort of toe line ('ockey). The toe line should be 36" long, 18" each side of the board's center. The player is required to stand behind, not on, the toe-line.
- 5) A player wishing to throw a dart or darts from a point either side of the toe line must keep their feet behind an imaginary straight line extending 2 feet from either side of the toe line.
- 6) Lighting should brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.
- 7) There should be a 3' clearance behind the toe line.

B. Playing Area

- 1) Each establishment must provide an appropriate playing area that is free of distractions and spectators.
- 2) Scoring surfaces must be provided and located in (or be movable to) a position that makes the score easily readable by players and spectators.
 - (a) The scoreboard should be placed in front of the players so that they do not have to turn around.
 - (b) Supplies for marking and erasing scoreboards are the responsibility of the home team.
- 3) A rug or mat is required in front of the dartboard where tile floors are present.
- 4) Sufficient backing behind and around all dartboards is required.
- 5) Live music, jukeboxes, videogames and/or televisions that are too loud or distracting must be turned down or shut off if requested by the away team, within reason.

C. Darts

- 1) Darts shall not exceed a maximum length of 30.5 cm (12")
- 2) Darts shall not exceed a maximum weight of more than 50 grams per dart.
- 3) Each dart must have a recognizable point, barrel, and flight.

1.5 Fees / Prize Amounts

- a) The current fee for each team is \$175.00. This fee is to be paid no later than the captains (general) meeting, which is held prior to each season.
- b) Corresponding to this amount and depending on the number of teams participating in any given season, the following guidelines are used:
 - Playoff Champions - \$400.00
 - Runners Up - \$200.00
 - Challenge Cup Champions - \$100.00
- c) Award Night celebration - \$500.00
- d) Prizes for Dart achievements and individual awards - varies
- e) Doubles Tournament - \$200.00

1.6 Awards Night

- a) The awards night celebration will be held at the playoff winners' home bar.
- b) The awards night will be held on the Wednesday, two weeks following the league finals.

1.7 Open Draw Double Tournament

- a) In order to host the tournament the bar must have at least three (3) dartboards, have adequate space to hold all of the players, must have team members playing and must not have held the tournament before.
- b) The tournament format and date will be at the host teams' discretion.
- c) Prize splits will be at the discretion of the host bar depending upon the number of participants.
- d) The league donates prize monies as per section 1.4

1.8 The Committee

The committee is comprised of five (5) volunteer positions that are voted in by the league captains at the general captains meeting at the beginning of the winter season. Only 1 vote per team is permitted.

- a) President
- b) Vice President
- c) Statistician
- d) Secretary
- e) Treasurer

II. Team Rosters / Eligibility

2.1 General

A. Rosters

- 1) A team is comprised of a minimum of six (6) to a maximum of twelve (12) players.
- 2) Each roster must have a captain's name, address, contact telephone number and email address.
- 3) A team may add or drop players from its roster up to and including the (3rd) week of play at which time the rosters are considered frozen. Each

team is required to submit the frozen roster before the fourth week of play.

- 4) If an illegal player is suspected, she will be asked to show ID and the committee will be consulted immediately. If an illegal player is used, the captain and that player will be suspended for the rest of that season and the next season (see penalties).
- 5) A player may be dropped from one team roster and join another team only if that player has not participated in any league matches. Once a player participates in a league match during the first three (3) weeks of play, that player may not switch teams.
- 6) If a Team drops out prior to the third (3rd) week of match play, the players of the dissolved team are allowed to join another team
- 7) Team rosters not received prior to the fourth (4th) week of play, will incur match forfeits until the roster is received. Additionally the team will receive three (3) penalty points.

B. Match Night

- 1) Only the persons listed on the Official Team Roster are eligible to play during the regular season.
- 2) A full team for league match must have at least six players
- 3) A team may play a league match with as little as four (4) players
 - (a) Teams will forfeit missing player(s) single 501 games and lose that players turn during any double games (both cricket and 501).
 - (b) A player may not enter into the game once it has started.

C. Forfeited games

- 1) A team with three (3) players or less will forfeit the match. If a fourth (4th) player has not arrived by the time the third singles games is completed, the team will have forfeited the match.

2.2 Required Game Minimums

A. Standard player

- 1) In order for a player to be eligible for the post season, she is required to play in at least 1 game in at least 7 matches of a 14-week season.

B. Post Season Eligibility

- 1) Eligible players will be marked on the All-Star Listing after their halfway point has been reached. When a player attains playoff eligibility, an indicator will appear on the league stats.
- 2) Captains are ultimately responsible for tracking their own player eligibility. Every effort will be made to keep player eligibility data current. However, if for any reason, the player eligibility requirements for post-season play are required and not available, then Team Captains are to refer to their copy of the Match Play score-sheets from the regular season to verify player eligibility.

- 3) Player identification in the post season follows the same rules as for the regular season.

C. Bar-tenders

- 1) One bar-tender per team is allowed if she is the Wednesday night bartender on the frozen roster, can qualify for playoffs with four games played.

III. Standings

3.1 Standings

A. Match Record Keeping

- 1) Each match is eighteen (18) points. A Win goes to the team who has earned more than half the match points at the end of Match play.
- 2) The total of all points won throughout the season will determine the position of each team’s final standings for playoff games.

B. Tie Breaking

- 1) In the event of a tie in total match points at the end of the regular season, standings will be determined by the following to determine the higher seed:
 - (a) Total match games won (draws and byes not included)
 - (b) Team forfeits
 - (c) Penalty points
 - (d) Total points won at home

3.2 Seasonal Statistics

A. General

- 1) The League Statistician maintains the following statistics per season
 - (a) For the overall League
 - (1) Total Cumulative Team Game Points
 - (2) Total Individual Cumulative All-Star Points
 - (b) Special Achievements
 - (1) Best '01 game (fewest darts in a single game)
 - (2) Highest In (for '01 games requiring Doubling In)
 - (3) Highest Out
 - (4) 180's/R7-9's/(C3-6's)

3.3 All-Star Points

A. General

Game	What it is	What counts	How to Mark	What it is worth
01	Total Score	90 or better	T, T121	As scored
	Bull Start	Bull Start	BS70	50 points
	Bull Close	Bull Close	BC	50 points
	20 Dart Finish	20 or less darts	20DF	No extra points-season award

	High Open	80 or more in DOUBLE '01	HO80	As scored
	High Close	80 or more in SINGLE or DOUBLE '01	HC80	As scored
	171	3 Triple 19	Triple-19	171, plus season end award
	180	3 Triple 20's	Triple-20	180, plus season end award
Game	What it is	What counts (must need)	How to Mark	What it is worth
Cricket	R9	3 triple darts	R9	180 points
	R8	2 triple darts, 1 double	R8	160points
	R7	1 triple darts, 2 double	R7	140 points
	R6	2 triple darts or 3 double	R6	120 points
	R5	1 triple and 1 double	R5	100 points
	C6	3 double bulls	C6	180 points
	C5	2 double bulls, 1 single	C5	140 points
	C4	2 double bulls	C4	100 points
	C3	1 double & 1 Single bull or 3 single bulls	C3	80 points

B. Recording All-Stars

- 1) An All-Star shall be recorded in any given turn that the above criteria are met.
- 2) In Cricket, any count of marks as listed above shall be awarded as an All-Star. If it is a game winning shot the darts thrown all count for at least one scoring mark.
- 3) Awards will be given to Highest Open, Highest Close, 20 Dart Finish, Highest Score and 171 and 180's shot in a season.
- 4) All-stars in cricket will count. R5 included.

3.4 League Penalties

A. General

Penalty points will be levied for various infractions to the rules. Penalty points are defined for each section where they apply. What follows here is a basic overview of how the penalty points work.

- a) Penalties take away points from your cumulative Team Points for the season.
- b) If a penalty is associated with an infraction it generally means that a rule was broken which affects either fair play (cheating) or impairs our ability to manage the league (improperly completed score sheets, failure to call in score, etc...)
- c) Penalties **will** affect your standings so please do not take them lightly. Penalties accumulate for infractions that are not resolved.

B. Match Scores

- 1) Must be called into the designated number by noon the day following the match by the *Home Team* captain or designee.
Penalty - one (1) point

C. Score sheets

- 1) Match sheets for all teams must be in the hands of the statistician by the Monday following the match.

Penalty - one (1) point for each week, up to three, that the sheet is not received

D. Ineligible Player penalties

- 1) A player is deemed ineligible if not listed on the frozen roster.
- 2) Any team using an ineligible player will lose match points for all matches the player has participated in.

Penalty - twelve (12) points

- 3) The Captain and team members who used the illegal player will be banned from play for one (1) year (2 consecutive seasons).

Team members have the right to appeal the committee.

- 4) An emergency captains meeting will be called and both teams must attend if it is believed that an illegal player has played.

- 5) Team Captains are encouraged to verify opposing team roster and to contact the league officials if the identity of any player is in question.

- 6) Likewise, Captains must obtain proof of identity of their teammates in question if so requested by a fellow Captain.

- 7) Captains are hereby advised that the act of proving player identity of their own team and of opposing teams is an obligation of Captaincy. Teammates are expected to willingly provide identification if so requested.

- 8) Any valid government issued identification is valid for verifying player identity

3.5 Forfeits

A. General

- 1) The first and second time a team forfeits, it is scored as a team loss
- 2) The third (3rd) team forfeit will result in that team being DISQUALIFIED for further league play during that season.
- 3) If a team forfeits an away game in the first half of the season, they forfeit the home advantage in the second half of the season.
- 4) Forfeits during the last week of play will result in the team being DISQUALIFIED from championship playoffs and the challenge cup.
 - (a) Should a team forfeit because they feel they will not make post season play, the team will receive a warning the first time. The second time individuals who did not show up will be disqualified for the next season of play
- 5) In the case of a forfeit, both teams should send a completed roster to the statistician; otherwise players do not get credit for games

B. Match Night

Forfeits must be called in on the night the game was scheduled.

- (a) The score must be called in the night of play

C. Forfeit Penalties

- 1) All forfeit wins are worth twelve (12) points.
- 2) If a team forfeits an away game on the night of play, that team will be assessed a nine (9) point penalty. (amended 2006)
- 2) If the forfeit is in the last week of the season, the non-forfeiting team will get the greater of; what they scored in the first half or twelve (12) points. The forfeiting team will be prohibited from post-season play.

D. Drop Outs

- 1) If a team drops out prior to the half-way point of the season;
 - (a) Every team scheduled to play that team for the season receives twelve (12) points. If they already have met, the team will keep their score or twelve points (12), whichever is greater
- 2) If a team drops out after the half-way point of the season;
 - (a) Each team that played that team during the first half of the season will keep the points earned.
 - (b) Each team scheduled to play that team during the second half of the season will receive twelve (12) points. If a match has already been played, the team will keep their score or twelve points (12), whichever is greater.

IV. Night of Play (Regular season and Playoffs)

4.1 Team Procedures

- A) All league matches are scheduled to start promptly at 8:00 PM for both the summer and winter seasons

B) The Grace period

- 1) The grace period is a 20-minute leeway for the balance of teams to arrive at the host destination. It is **not** an alternate start time for the match. 8:00 pm is the official start time and both teams are required to start play at that time.
- 2) Away team members must make the home team aware of their arrival at the home team's establishment immediately upon their arrival.

C) Timeline for the start of play

- 1) One point deducted after twenty (20) minutes (8:20pm)
- 2) Additional point deducted after twenty five (25) minutes (8:25pm)
- 3) Additional point deducted after thirty (30) minutes (8:30pm)
- 4) Forfeit of game after forty five (45) minutes (8:45pm)

- D) In the event of inclement weather, a team may call the opposing team for an additional ten-minute (10) grace period.

4.2 Scoresheets

A. General

- a) Match sheets rosters should be filled in prior to the official match start time. This requires that at least one member of each team is present to complete their portion of the match score sheet. This need not be the team Captain.
- b) Make sure all names listed on the roster contain **BOTH FIRST AND LAST NAMES** for all players, no nicknames.
- c) Players names are not allowed to be added or dropped from this sheet once it has been exchanged with the opposing team at the beginning of the match
- d) A player may not participate in more than one game per section.
- e) Make sure all information is complete, accurate, and legible.
- f) All games and final scores point totals should be added up and recorded on each team's sheet. Total game points should add up to eighteen (18) points, unless each team was missing a player(s) in singles 501.

B. Filling in a Section Line-up

- 1) Captains have 10 minutes following the last game in a Section to complete a line-up for the next section.
- 2) There will be no break for food

4.3 Rescheduling

A. Regular Season

- 1) Teams are allowed to reschedule two (2) matches during a given season:
 - (a) Both Captains must agree upon the reschedule date.
 - (b) The Home Team captain must contact the statistician with the new date of play regardless of which team requested the rescheduling.
 - (c) A rescheduled match must be completed no later than week 12.
- 2) A team has to re-schedule a game if given two (2) days notice. After that, rescheduling is an option - not a requirement. The team asking for the reschedule is at the mercy of the opposing team. Every effort should be made to accommodate the requesting team in the spirit of good sportsmanship. They are not required to reschedule and may take the forfeit.
- 3) Once a match has been rescheduled, then it will be treated like a regularly scheduled match with regard to forfeits.
- 4) Matches should be played where originally scheduled, unless the teams agree to switch home/away in the first and second halves of the season.
- 5) The first and last two games of the season may only be rescheduled if it is played **BEFORE** the original night of play and only if both captains agree.

B. Post Season

- 1) Playoff games MAY NOT be rescheduled (extenuating circumstances and committee approval required)
- 2) Every effort should be made between captains prior to contacting the committee
- 3) Matches needing to be rescheduled must be completed in that same week

4.4 Pre Match procedures

A. Filling in the Roster

- 1) It is acceptable to fill in the score sheet while the balance of either team is in transit.
- 2) Make sure all information is complete, accurate, and legible.
- 3) Make sure all names listed on the roster contain **BOTH FIRST AND LAST NAMES** for all players.
- 4) Match sheets Rosters must be filled in prior to the official match start time. This requires that at least one member of each team is present to complete their portion of the match score sheet. This need not be the team Captain.
- 5) If a player(s) is missing the captain may leave that slot(s) blank in any position she chooses. However she must write forfeit (F) next to the name of the missing player(s). The missing player does not get loss or credit for the game missed.

B. Filling in a Section Line-up

- 1) Captains have 10 minutes following the last game in a Section to complete a line-up for the next section.
- 2) Once both teams complete the line-ups for a given section, no changes or substitutions will be permitted.
- 3) Any games left completely blank by one team or the other are forfeit.
- 4) If a player (s) is missing, the captain may leave that slot blank at any position she chooses, but she must write "F" next to the name. The missing player does not get a loss or credit for the missed game.

4.5 Starting Match Play

1. The Referees

The referees are the scorekeeper from the home team and a caller from the away team.

2. When is a dart considered thrown?

A dart is considered thrown if it leaves the player's hand during the forward-motion of the act of throwing and lands forward of the line.

- a) Darts that are bobbled during this motion are considered thrown if they land in front of the foot line
- b) May be re-thrown if it lands behind the line

3. Players are ultimately responsible for their darts thrown; if you disagree, Do Not Remove Your Darts
4. Once darts have been removed from the board, the caller and markers score is final. If a correction is needed, it must be made before the next player on one's own team shoots.
5. Only players in a given game may challenge the decision and make a visual verification.
Example: If, while trying to double in, a player asks the referee if he/she hit the intended double, and the referee say yes, then he/she may continue play as though the double was hit even if upon retrieval of the darts it is observed that the double was actually missed
6. A player's turn ends after
 - (a) The player has thrown his three (3) darts toward the board;
 - (b) Having "busted" in -01
 - (c) Having won the game
 - (d) If a player throws out of turn, the score for that throw is invalid and no score shall be marked. The offending player will not be penalized further, but the correct order of play shall be restored immediately thereafter.
7. If one or more of a player's darts become damaged or lost during the course of a turn, that player shall be granted 5 minutes in which to repair/replace the affected darts.

4.6 After the Match

A. Recording Match Results

- 1) Both teams are responsible for recording game and match results accurately.
- 2) Verify each participating player's **FIRST AND LAST NAME** is filled in on the Roster portion of the score sheet and with-in each section.
- 3) Each team Captain or the Captain's Delegate is required, upon completion of the match, to:
 - (a) Verify all-stars and special achievements for BOTH teams
 - (b) Tally their own teams win/loss records
 - (c) Verify score sheet heading information (Home Team, Away Team, Division & Conference, week # & Date)
 - (d) Verify section scores and final score.
- 4) Each team Captain or team member signature is required on the score sheet. Signatures indicate that both Captains are in agreement with the recorded information.

B. Reporting Match Results

The Home Team's final responsibility of the night is to **CALL IN THE FINAL SCORES** include both teams and scores. The score must be called in by 12:00 pm on the day following the match. (see penalty points)

(Continued)

C. Mailing in the Score sheet

(1) Both teams are responsible for making sure their own score sheet is mailed to the standings coordinator - white copy only. Keep the yellow copy for your files. Captains should also circle their signature on their copy of the score only, this enables the standings coordinator to identify that it is your sheet.

(2) The sheets must be in the hands of the statistician by 5:00 pm on the Monday following the match. (see penalty points)

V. Playoffs

5.1 General

A. All Divisions

- 1) All teams will either participate in the playoffs or challenge cup based upon the number of teams in that season (the committee shall determine the brackets). Amended 2007
- 2) The Higher seeded team shall always be declared the "Home" team.
- 3) In the event a bar has two (2) or more teams in the playoffs, the team with the higher points (seed) takes precedence.
- 4) The "Home" team has the option of playing at their establishment on the first or second night. That decision by the Captains or designee must be made by the Sunday just prior to the Match.
- 5) The dartboard and scoreboard should be in reasonably new condition or the home team forfeits the first three (3) games of '01. The away team gets these points. A committee member should check the boards prior to the match but the protest must be made before the match starts.
- 6) Official start time during playoff is 8:00 pm.
- 7) Teams shall race to 19 or more points
- 8) Teams shall play the regular season games and use the regular season score-sheets to record Playoff Match Play.
- 9) The playoffs are held over two nights, Wednesday and Thursday
- 10) Score reporting and score sheet procedure is the same as that of the regular season.
- 11) In the event of a tie match (each team reaching 18 points), after the second night of play, there will be a sudden death playoff consisting of five (5) 501 single games, straight in/double out required. Home captain flips a coin; away captain calls the coin toss. Winner of the coin toss decides if her team wants to shoot first, third and fifth or second and fourth games. Captains then make up their lineup listing their 5 players on the back of the sheet. The first team winning three of these games is the winner.

(3)

5.2 Finals

- 1) Teams play the same format as described above for Playoffs.
- 2) The finals are held over two nights, Wednesday and Thursday (amended 2007)

- 2) Committee members are encouraged to participate (if not involved) in the scoring responsibilities.

VI. Games Rules

6.1 Rules for all '01 games

A. The Inner Bull

- 1) For the purpose of starting and finishing a game, the INNER BULL is considered a double 25.

B. Busting

- 1) The 'BUST RULE' shall apply,
 - (a) If the player scores one less, equal, or more points than needed to reach zero, he has "busted".
 - (b) The score reverts to the score prior to the beginning of her throw.)

C. Doubles/Team Considerations

- 1) No player may participate on more than one Doubles Team in any given section of the match.
- 2) No player may throw again until her teammate has completed her throw.
- 3) It is permissible for a partner, teammate, or a spectator to advise the thrower during the course of a Match.

D. Double-In Games

- 1) For '01 games requiring a double start, no darts shall count as score for that player/team until a dart, during one of their turns, successfully lands in any doubles area of the board. Score reduction starts with that double.

E. Scoring

- 1) For a dart to score
 - (a) It must remain in the board after the 3rd or final dart has been thrown by that player.
 - (b) The tip of the dart point must be touching the bristle portion of the board.
- 2) No dart may be touched or in any way disturbed prior to the decision of the scorekeeper. This includes the thrower, the opposing player or team, the scorekeeper, or a spectator.
- 3) If the player removes her darts before the scorekeeper records a score, that throw shall be deemed completed, and a score of zero shall be recorded for that players turn
- 4) A dart's score shall be determined from the side of the wire at which the point of the dart enters the board.

5) The Scorekeeper shall mark the board so that scores made are listed in the outer columns of the scoreboard, and the totals remaining are listed in the two middle columns.

6) The Scorekeeper may

(a) Inform the thrower, **upon the thrower's request**, of the following:

(1) What he/she has scored

(2) What he/she has remaining.

(b) He/she **should not** inform the thrower of the remaining score in terms of "outs."

F. Winning the game

1) A game is concluded at such time as a player/team hits the 'double' required to reduce their remaining score to zero.

2) Any and all darts thrown subsequently, shall not count for score

6.2 Point Cricket

A. General

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

2) Cricket shall be played using the numbers 20, 19, 18, 17, 16, 15, and both the inner and outer bull (cork).

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

4) To close a turn, the team must score three of a number. This can be accomplished with three singles, a single and a double, or a triple.

5) Once a team scores three of a number, it is 'owned' by that 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 team.

6) To close the bulls-eye, the outer bull counts as a single, and the inner bull counts as a double.

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

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

9) 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.

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

B. Winning the game

- 1) The team that closes all innings first and has the most points, shall be declared the winner.
 - (a) If both sides are tied on points or have no points, the first team to close all innings shall be the winner.
 - (b) If a team closes all innings first, and is behind in points, 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.