

# Finger Lakes Dart League

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## **RULES AND REGULATIONS**

### **2011-2012 Season**

#### **ARTICLE I : EQUIPMENT**

- A. All League competition, including tournaments and playoffs, shall be conducted on a proper hand-wired, English bristle, 20-point, clock-faced dartboard. Boards with recessed bands for the double and triple areas are not allowed.
- B. Dartboards shall be placed 5'8" from the floor to the center of the bulls-eye, with the 20 bed at the top of the board. This bed shall be dark in color.
- C. The foul line shall be 7'9¼" from the surface of the board, and shall be no wider than 36" or 18" to either side of the bulls-eye.
- D. The proprietors will be responsible for maintaining a good quality dartboard that must be deemed acceptable by the League Inspection Committee. The League shall supply a new dartboard for each team entered in the League.
- E. All League-play dartboards shall be firmly anchored and well-illuminated for play.
- F. The dartboard shall be located so that it is available to the players without distraction to the shooters.
- G. A scoring surface must be readily visible to a shooter on the line.

#### **ARTICLE II: DATE AND TIME OF MATCHES**

- A. Competition shall begin on a date determined by the Officers and follow the regular season schedule.
- B. Starting time for the first game each week is 7:00 p.m. A match not underway by 7:15 p.m. is subject to protest and possible forfeit.
- C. Warm-ups shall not exceed nine darts per person.

- D. Match pairings will be called a minimum of two times with five minutes between calls. Should a player or team fail to report and start their match at the assigned board within the allotted time, a forfeit shall be called.
- E. Any match rescheduled through the mutual consent of the team Captains must be played before the next scheduled League night or forfeiture rules apply (see Article V). The League Secretary/Statistician must be notified of any rescheduled matches before the matches are to be played.
- F. Should a player's playing equipment become damaged or lost during the course of a throw, that player shall be allowed a maximum of five minutes in which to repair or replace the playing equipment.

### **ARTICLE III: MATCH PROFILE**

- A. Players will be shooting for a total number of points determined prior to the start of the season. The number of games and their format will also be determined at this time.
- B. The playing lineup shall be completed and posted before 7:00 p.m. The night's lineup is to be prepared blind. All playing spots must be filled in with a player's name. If a posted player is not present or is absolutely unable to continue play, one team member may play in the absent player's place. Once the substitution has been made, the original player will be ineligible to play for the rest of the match.
- C. Two regular members of a team's roster must participate in each match. Only two substitutes may be used per match.
- D. Matches should be played in the order designated on the score sheets. The players involved must be those designated on the lineup for that match. Within a game, players may shoot in any order. Playing order may be changed by mutual consent of the team Captains.
- E. A player may shoot in only one of each type of game.
- F. No later than thirty (30) minutes before commencement of a match, the dartboard shall be cleared of play by the proprietor/sponsor management. The board will then be declared open and available for League players' warm-ups. All warm-up activity shall cease at 7:00 p.m.
- G. The Captains are responsible for running the match smoothly. The first game shall begin no later than 7:15 p.m., and it is the prerogative of a Captain to declare a protest if the opposing team is not ready to play. In the event of a forfeit, the forfeiting team will lose all points achieved during that match.

- H. Any disputes that arise during the course of play must be settled in a private conference of the team Captains only.
- I. Any team needing to cancel or postpone a match due to weather, accident, illness, etc., must notify the opposing team Captain and the League Secretary/Statistician no later than 6:30 p.m. on the night the match was scheduled to be played.
- J. Home team Captains must turn in the match report form at the designated drop-off point by 8:00 p.m. on the Friday after the match. Failure to turn in the match report at the designated place by the designated time may result in a forfeit of all points won from that match.

#### **ARTICLE IV: TEAM PROFILE**

- A. Team rosters must be submitted before the first League match of the season. A team roster must contain four (4) paid, full-time members and not more than six (6) paid, full-time members. To replace a paid team member, the replacement must be a paid full-time member.
- B. Additions can be made to a team's roster subject to the approval of the Executive Committee, provided the new team member is not being carried on another team's roster.
- C. Substitutes must be provided by the teams involved. Substitutes must meet the following criteria and restrictions:
  - a. Rotating substitutes may be used, and they may participate for any team.
  - b. Except in playoffs, and whenever applicable, a substitute may not play in more than one division.
  - c. Substitutes must not be listed as paid, full-time members of any other teams in the Finger Lakes Dart League.
  - d. Sub fees must be turned in with the score sheet and so noted on the match report form. Unpaid sub fees will result in a forfeit of the games the substitute participated in, with the loss to the team of those points and of all individual statistics from those games.
  - e. Substitutes used in playoff matches must have been used in the regular season.

## **ARTICLE V: FORFEIT**

- A. If a match is not played as designated by the League schedule, the team Captains must make an effort to make up any match rescheduled through their own mutual consent. If the match is not played up within six (6) days from the originally scheduled time, the Executive Committee will schedule a make-up match. Any team that does not compete in the rescheduled match will be considered a forfeit. A score of seventeen (17) to zero (0) will be awarded to the non-forfeited team. The League Secretary/Statistician must be notified of any rescheduled matches before the matches are to be played.
- B. Exceptions to the rules of forfeiture will be governed by the League Officers. Any team may request a review of their case.
- C. A team forfeiting two (2) matches during the regular season schedule will be suspended from the League for the remainder of the season, forfeiting all entry fees and players dues paid.
- D. In the event of a team suspension, all matches and statistics involving the team will be removed from the League records.

## **ARTICLE VI: SCORING**

- A. The home team is responsible for providing a scorekeeper for all matches. Each player is responsible for his or her own score during team matches.
- B. The scorekeeper and the shooter must agree on the score for each turn, prior to the shooter removing his or her darts from the dartboard. For a dart to score, the dart must remain in the dartboard until the score has been called and posted.
- C. The American Darts Organization (ADO) rules shall prevail over all darts thrown, and the foul line shall be strictly enforced. A player must have both feet behind the line for each throw. If he or she has one or both feet over the line, the score for that throw will be considered invalid. A violating player should be warned by the opposing team's Captain.
- D. If a player throws out of turn, those darts shall not count and that player forfeits his or her next turn.
- E. Coaching is allowed by team members, opponents and/or spectators. The scorekeeper shall not tell a player what to throw at unless the player asks the scorekeeper for assistance. The scorekeeper may tell a player, upon the player's request, how many points the player has remaining at the start of his or her turn or at the end of each throw.

- F. All games will begin by throwing the cork. The visiting team shall throw first for the bulls-eye. The second thrower may acknowledge the first dart as an inner or outer bulls-eye, and request that the dart be removed prior to his or her throw. A dart must remain in the dartboard to count. Additional throws may be made when throwing the cork until such time as a player's dart remains in the dartboard. Should the second player's dart dislodge the first thrower's dart, the players shall throw for the cork again with the second thrower shooting first. Single bulls-eyes tie single bulls-eyes, and double bulls-eyes tie double bulls-eyes. Double bulls-eyes beat single bulls-eyes in all instances, including whether or not the single bulls-eye remains in the board or has been pulled.
- G. The awarding of team points, player points, cricket points and related matters shall be governed in accordance with the standards set forth in the Match and Scoring Profile for a given season (see Appendix A).

#### **ARTICLE VII: PROTEST**

- A. The Captain of any team may file a protest for any irregularity in a match. The opposing team must be notified at the time of the protest that the match from that point on is being played under protest. Protests must be made in writing to the League Secretary/Statistician, and must be postmarked within 48 hours after the match. The protest must also be indicated on the match report form and initialed by both team Captains.

#### **ARTICLE VIII: PERSONAL CONDUCT**

- A. All members of the Finger Lakes Dart League shall conduct themselves in a sportsmanlike manner. Throwing darts in anger, or at any surface except the dartboard, will not be permitted. Loud, abusive or profane language will not be tolerated. All members of the League are expected to conform to the code of behavior of the establishment in which the match is being conducted. Violations of this Article may result in sanctions against individual players or teams by the Executive Committee of the Finger Lakes Dart League.

#### **ARTICLE IX: AWARDS**

- A. Both regular players and substitutes must compete in at least two-thirds of the regular season matches to be eligible for awards.
- B. Awards are given to players for accomplishments as set forth in the Match and Scoring Profile for the given season (see Appendix A).

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## Match and Scoring Profile 2010-2011 Season

### I. MATCHES:

A match is composed of seventeen (17) games, each game earning one point each. The points are distributed as follows:

- Four (4) individual 301 games, double-in double-out, two legs per game. One point for each leg, for a total of 8 points.
- Two (2) doubles Cricket games, two legs per game. One point for each leg, for a total of 4 points.
- Two (2) doubles 501 games, straight-in double-out, two legs per game. One point for each leg, for a total of 4 points.
- One (1) team (4-player) 801 game, open-in double-out, one leg only, for one point.

Players may not play in more than one doubles Cricket game or doubles 501 game during a single match, unless the terms set forth in Article III(B) of the Rules and Regulations have been met.

### II. POINTS SCORING

#### A. PLAYER POINTS:

Player points shall be awarded when a player, during one turn, throws three darts for ninety-five (95) points or more in 301, 501 and 801 games only. They are added up each week and, upon the completion of the regular season, the player with the highest total of Player Points will receive an award at the end of the year. Distribution of awards after first place shall be at the discretion of the Executive Committee.

#### B. CRICKET POINTS:

Cricket Points shall be awarded when a player, during one turn, throws three darts that score five (5) or more times [i.e., one triple mark and two single marks (5 count), two triple marks (6 count), etc.]. A scoring dart is defined as a dart that either earns a player a mark towards closing a number, or earns points in the game. For example, if a shooter hits a triple 20, and his or her opponent already has two marks scored on 20, the shooter is only credited with one 20.

Cricket Points shall also be awarded when a player, during one turn, throws three or more bulls-eyes.

The number of Cricket Points awarded to a player will be based on the counters thrown or bulls-eyes thrown, in accordance with the following chart:

<u>COUNTERS THROWN</u>	<u>CRICKET POINTS</u>
5	1
6	2
7	3
8	4
9	5

<u>BULLS THROWN</u>	<u>CRICKET POINTS</u>
3	1
4	2
5	3
6	4

Two (2) bonus Cricket Points shall be awarded when a player ends a game with three (3) or more bulls-eyes.

Players will be awarded the maximum number of Cricket Points for any counters and/or bulls-eyes thrown in a turn *that do not count single darts more than once*. Please see the examples below for further clarification.

EXAMPLE 1: Player at the line hits D19, SB, DB to finish the game. The player will be awarded 3 Cricket Points (1 point for three bulls thrown, 2 bonus points for finishing the game with three bulls-eyes). The player will not be credited with a 5 count, and therefore will not earn an additional cricket point, because doing so would count the darts in the bulls-eye twice.

EXAMPLE 2: Player at the line hits T15, S16, DB to finish the game. The player will be awarded 2 Cricket Points (2 points for hitting a six count; no bonus points awarded because player must hit three or more bulls-eyes on a turn that finishes the match).

EXAMPLE 3: Player at the line hits T20, SB, DB to start the game. The player will be awarded 2 Cricket Points (2 points for hitting a six count; no bonus points awarded because the turn did not finish the game).

EXAMPLE 4: Player at the line hits T15, SB, DB to finish the game. The player will be awarded 3 cricket points (1 point for three bulls thrown, 2 bonus points for finishing the game with three bulls). The player will not be credited with a 6 count, and therefore will not earn two additional points, because doing so would count the darts in the bulls-eye twice.

Players shall write counters thrown on the match report, not the number of cricket points. The League Secretary/Statistician will convert the necessary hits when the statistics are generated.

Cricket Points will be added up each week and, upon the completion of the regular season, the player with the highest total of Player Points will receive an award at the end of the year. Distribution of awards after first place shall be at the discretion of the Executive Committee.

If any player disputes the computation or awarding of Cricket Points, the player may contact the League Secretary/Statistician, in writing and postmarked no later than 48 hours after the following match (e.g., if a player disputes points earned during the match in Week 1, the player has 48 hours from the end of the match in Week 2 to dispute the points). Exceptions to this policy will be at the sole discretion of the League Secretary/Statistician.

### **III. PERCENTAGES**

Win percentages for teams and individual players will be tracked over the course of the regular season. Win percentages for all games played (301, 501, 801 and Cricket), as well as overall win percentages, will be derived from dividing the total number of legs won by the total number of legs played.

Players with the highest winning percentages will receive an award at the end of the year. Distribution of awards after first place shall be at the discretion of the Executive Committee.

### **IV. HIGHLIGHTS**

Highlights are scores or accomplishments by individual players during a match that merit further recognition. Players who achieve any of the following accomplishments will receive an award at the end of the year:

- Highest In ('01 games only)
- Highest Out ('01 games only)
- Lowest Dart Out (301 only)
- 180s ('01 games only)
- 9 Counts (Cricket only)

Distribution of awards after first place shall be at the discretion of the Executive Committee. Awards for 180s and 9 Counts shall be given to all players who score the respective number. Highlights will be shown on the weekly statistics sheet throughout the season, which are available to team Captains before each match.

It is advised that all player points, cricket points and highlights be noted on the match report when they occur to prevent any disputes.