

SACO RIVER DART LEAGUE

RULES & REGULATIONS

Spring 2007

ARTICLE 1 - EQUIPMENT

Section 1. All league competition, including tournaments and play-offs shall be on a standard English bristle dart board with a 20 point clock face, of the hand wired variety, that is, with wires on the outside of the board separating the single, double, and triple sections. The bull's eye (cork) may be of the type, which is insert.

Section 2. Dartboard shall be placed 5'8" from the center of the bull's eye to the floor with the 20 bed at the top center. The front edge of the toe line (edge closest to the board) shall be 7'9¼" from the surface of the board and no less than 18"(9" from either side of the center of the bull's eye). The [diagonal measurement](#) from the center of the bull shall be 115¾" to the front of the toe line. Dart setups must be approved by the Saco River Dart League to be sanctioned for play. If a setup is moved, your Area Director must be contacted in order to re-sanction the setup.

Section 3. The Sponsor shall be responsible for supplying and maintaining the league play dartboard, which must be acceptable to both home and visiting teams.

Section 4. The dartboard shall be firmly anchored and lighted by a fluorescent bulb, minimum of 20 watts and 18" in length.

Section 5. The dartboard shall be positioned so that it is readily available to the players without distraction to the shooter.

Section 6. "The Ten Commandments of Scoring" (attachment 1) must be located in such a manner that it can be read by the scorekeeper.

Section 7. A dry erase or chalk scoring surface in good condition must be provided, and located in such a manner that a) it can be read by the shooter, and b) that the scorekeeper may see what is scored without violating the 10 Commandments of Scoring.

Noncompliance of the above Article should be reported to your Area Director.
The Area Directors have the authority to move the match to a sanctioned board.

ARTICLE 2 - TEAM PROFILE

Section 1. To encourage team expansion, the opportunity to become a member of a SACO RIVER DART LEAGUE team shall be open to anyone 21 years of age and older.

Section 2a. All rosters must be submitted with complete player information and player and Sponsor dues.

- Teams in divisions with the 6-person format must have at least 6 players registered **and paid**, with a maximum of 9 players.
- Teams in divisions with the 4-person format must have at least 4 players registered **and paid**, with a maximum of 9 players.

Section 2b. If captain and co-captain have the same phone number, they shall designate some other responsible teammate as alternate contact person and provide that name and phone number on the roster.

Section 3. Any league member that has been barred from any of our Sponsors' locations may not play in a match at those locations. **PUB RULES COME FIRST.** A match shall not be rescheduled to another location because of this player.

Section 4. Any player that shoots one game for a team in the Saco River Dart League cannot play for another team in the Saco River Dart League during the same season.

Section 5. Roster Changes: Any player added after the final seeding meeting must be pre-approved by the Board and may not be used in a match until approved.

- **Part A** - For the first **THREE** weeks, changes are permitted with prior Board approval. Changes must be requested and approved by the Monday before the match in which you wish to use the new player, as outlined below:
 - **Steps for the highest division:** Team Captain notifies the Area Director. The Area Director informs the Statistician and Treasurer of the player addition.
 - **Steps for all other divisions:** Team Captain notifies the Area Director. The Area Director calls the Statistician to obtain pertinent stats on player to be added. The Area Director then calls all Board members until a majority vote is obtained. The Area Director then notifies the team Captain, the Treasurer and the Statistician as to whether or not change has been approved.
- **Part B** - Adding players after three weeks:
 - If your roster drops below (6) six registered players for a 6-person format or (4) four registered players for a 4-person format, you may request to add a player or players not to exceed (6) six or (4) four respectively by submitting a letter to the Board.
 - The Board shall then take it up no later than the next regularly scheduled Board meeting. The requesting team Captain or representative must be in attendance at the meeting.
 - The requesting team's roster shall be limited to these (6) six registered players or (4) four registered players depending on format, for the remainder of the season.

Section 6. THE BOARD RESERVES THE RIGHT TO DENY THE ADDITION OF ANY PLAYER IF THE ADDITION OF THE PLAYER WOULD HAVE RESULTED IN THAT TEAM BEING SEEDED IN A HIGHER DIVISION AT THE SEEDING MEETING.

Section 7. In order to play in a playoff or finals match, a player must have played at least one game in 1/3 of the matches during that season, rounding up if necessary.

Section 8. The Captain shall communicate decisions that affect a player's status as a member of the team or the Saco River Dart League directly to that player before the decision is communicated to the Area Director or Board of Directors.

ARTICLE 3 - SEEDING PROCESS

Section 1. Teams will be seeded according to the following process:

- Use the most recent stat available to determine the person's average.

- If no verifiable stats on file, use previous season's division average from the division being requested.
- Must have 10 games in a season to be verifiable.
- Adjust percentages by 10% for each division change.
- Example: a player who earned 65% as a C player would be considered to have a 75% average if applying to D, but only a 55% average if applying to B.
- Average the top four or six players' stats, depending on whether the requested division plays a 4- or 6-person format.
- Exception: Use verifiable stats first, even if they are lower than players using the division average.

Section 2. The Saco River Dart League may require any team to move up or down a division, depending on the percentage and/or the number of teams in the division for which you are applying.

ARTICLE 4 - DATES AND TIMES OF MATCHES

Section 1. Matches shall start at 7:30 PM with a 15-minute grace period, unless otherwise agreed by the Captains involved (if changing times of matches please notify Sponsor and Area Director). All boards must be open for practice by the competing teams 1/2 hour prior to scheduled starting time.

Section 2a. Rescheduling due to inclement weather requires team Captains to contact one another and set up a date before the following week of regular season play.

- The home team Captain must notify the Area Director of the new date.
- The Area Director then notifies the Statistician.
- All efforts should be made to play at the originally scheduled Sponsor.
- In the 6-person format, if your team has at least 3 players you must play.
- In the 4-person format, if your team has at least 2 players, you must play.

Section 2b. Under any other circumstances contact your Area Director for approval of reschedule. **NO FORFEITS SHALL BE ALLOWED UNDER ANY CIRCUMSTANCES, SEE ARTICLE 4, SECTION 4.**

Section 3. In case of a home Sponsor scheduling conflict where the home team cannot host a match; the match shall be played at the visitor's Sponsor if a board is available. If no board is available at the visitor's Sponsor, the match must then be played at a neutral location sanctioned by the Saco River Dart League. If there is a problem with this, please contact your Area Director immediately.

Section 4. Refusal to play:

- In the 6-person format, if less than 6, but at least 3 members of a team are present for a regular season match, the match must be played. If less than 3 members of a team are present for a regular season match it shall be considered a refusal to play.
- In the 4-person format, if less than 4, but at least 2 members of a team are present for a regular season match, the match must be played. If less than 2 members of a team are present for a regular season match it shall be considered a refusal to play.
- If a team refuses to play any match, the members of the team shall be suspended from the Saco River Dart League for the remainder of that season and the next regular season. Any points earned by other teams against the suspended team, including ton points and specialty points, shall be

subtracted from the standings and future scheduled matches against the suspended team shall be considered as byes. The portion of the season affected shall be at the board's discretion.

- **Quarterfinal, semifinal and final matches may not be rescheduled under any circumstances. Any team who refuses or is unable to play any of the aforementioned matches shall be suspended from the Saco River Dart League for one (1) season and shall forfeit their trophies.**
- **ARTICLE 5 - MATCH PROFILE**

Section 1. Match lineups are to be completed by 7:30 PM except when there is a shortage of players subject to the provision of Article 4, Section 1. Only registered players may shoot in a match. Any player on your roster whose dues are paid is a registered player. Any team using unregistered players shall be subject to a (1) one-point deduction for each unregistered player as well as a (1) one-point deduction for each game they played in.

Section 2. Home team must call out the full names of the players for each game.

Section 3. Warm up shots must be kept to a maximum of nine (9) per player.

Section 4. Closest to the cork goes first. The match sheet shall designate which team has the option to cork first in a given game by an arrow in that game's row. A cork shot is determined by the point of entry (**neither player nor scorekeeper should straighten out the dart**). The second shooter may acknowledge the first dart as an inner or outer bull's eye (cork) and ask for that dart to be removed by scorekeeper prior to their throw. The thrower's dart must remain in the board to count. Additional throws must be made until a dart remains in the board.

- A re-throw shall be called if the scorekeeper cannot determine which dart is closer to the cork, or if both darts are anywhere in the outer cork, or if both darts are anywhere in the inner cork. The decision of the scorekeeper is final. Should a re-throw be needed, the second shooter shall now shoot first.
- On shooting cork, if the second dart knocks out the first dart, the shooter of the dart that fell shall re-throw. Any person shooting in a game may shoot for the cork, but the lineup on the match sheet must be followed thereafter.

Section 5a. In a 6-person format, no player may shoot in more than one of the same games, i.e. one singles, one doubles, and one three-person game.

Section 5b. In a 4-person format, no player may shoot in more than one singles game and no more than three doubles games. Each doubles game shall be played with a different partner.

Section 5c. A player in violation of section 4a or 4b shall be subject to the same penalties as an unregistered player.

Section 6. If a player on the lineup is not present at the sponsor location at the beginning of the game (i.e. after cork is shot), they may not play or be replaced, but they may play in a subsequent games for which they have been marked down, provided they are present before the cork for that game is thrown.

Section 7a. All team 01 games for all divisions shall start and end on a double.

Section 7b. A and B divisions shall play 301, best of 3, double in and double out for their 01 singles games. The loser of the first game shall have **option** to cork first in the second game. If a third game is needed, the home team player calls the coin toss, and the winner of the toss has **option** to cork first. Ton points shall not be recorded in the specialty points section for the 3rd game, only (180) ton-eighty shots, high ins and high outs. See Article 7, Section 6 for instructions on filling out the match report.

Section 7c. All 501's for C division shall start and end on a double.

Section 7d. All 501's for D division shall be straight in, double out.

Section 7e. A Leg/Match is concluded at such time as a player/team hits the double required to reduce their remaining score to zero. Any and all darts thrown subsequently shall not count for score.

Section 8. The Captains are responsible for running a smooth match. Any dispute during a match must be settled in a **private** conference between the two Captains, or Co-Captains, if the Captains are not present. **(When in doubt on a rule, call an Area Director.)**

Section 9. In the event that a match is played under protest, complete the match, state the reason for the protest on the back of the match report sheet and send it in. The reason **must** include the rule, regulation or by-law you feel was violated. The Area Director must be verbally notified of all protests. No protests shall be accepted if made verbally without written backup. To be valid, a protest must be written and signed by both Captains (Co-Captains, if the Captains are not present). Captains' signatures are not an indication of agreement, but an acknowledgment of the protest. If a Captain refuses to sign a protest, call your Area Director at once. A one-point (1) deduction penalty may be imposed for refusal to sign.

Section 10. Complaints can be made in writing to the Board no later than one week after the match was played. Any complaints submitted to the Board may be referred to the Area Director who may review and make a decision or turn it over to the Protest Committee/Board.

Section 11. The Board, and not a protest committee, shall deal with complaints from Sponsors.

ARTICLE 6 - SCORING

Section 1. Do not step over the toe line until you have released your dart. If the shooter has one or both feet over the line, the opposing team Captain should notify the Captain of a player in violation immediately. His or her Captain should then warn the player in violation immediately. A player shall be allowed one warning per **match** before any throw may be declared invalid.

Section 2. The only persons that are allowed over the toe line during a game are the shooter(s) as described in section 1 and the scorekeeper.

Section 3. The scorekeeper shall not touch the darts in the board at any time unless requested to pull a cork.

Section 4. **Do not remove your darts from the board until they have been verified and marked.** The scorekeeper has final verification. When the shooter pulls his or her darts he or she is accepting the score as marked.

Section 5. Corrections to addition or subtraction mistakes in scoring must be made before the next player from the team against which the mistake was made shoots, regardless of whether it is or not in his or her favor. Common errors in the hundreds column may be corrected anytime during the game. If an error occurred in the tens or ones column that mistake may be corrected if no player from the team has shot. If a dart has been thrown by the team that the mistake is against, the score may not be changed. **IT IS THE SHOOTER'S RESPONSIBILITY TO CHECK THE SCORE!**

Section 6. In team events a player may consult with teammates playing in that particular event and/or with the team Captain concerning strategy at any time during the player's turn. In singles events, the player may consult with one (1) teammate of his or her choice and/or the Captain during the game. **No coaching of the coach shall be permitted.** The Captain of the team may not act as coach if acting as scorekeeper. **THE SCOREKEEPER MAY NOT ACT AS A PLAYER'S COACH.**

Section 7. All scoring in the 01 games must show the score for each turn as well as the score remaining. The previous score and the score for the last turn must be crossed out so that only the current score is showing.

Section 8. If a player shoots out of turn the team forfeits that turn and receives no points, provided that this is brought to the attention of the team before the next shooter on the same team's score is posted. Proper shooting order is then resumed. The offending shooter forfeits their next turn.

Section 9. At the shooter's request, the scorekeeper may announce the amount scored (by the shooter's darts) and/or the shooter's remaining score. **The shooter is responsible for verifying that the information the scorekeeper provided is correct.**

- If the scorekeeper gives the shooter the incorrect remaining score and the shooter shoots that incorrect remaining score, the darts stand and the shooter either busts or has the difference left as the new remaining score.

Section 10. A scorekeeper shall follow the 10 Commandments of Score Keeping. (See [attachment 1](#))

ARTICLE 7 - INSTRUCTIONS FOR FILLING OUT MATCH REPORT

Section 1. Fill in the names and divisions of the team on the proper sides, home team on the right.

Section 2. Fill in the date and week number that the match is being played on.

Section 3. Fill in the complete name (first and last) of each player in the appropriate line up spots. Lineups are to be filled out completely in the blind before the first game. Home teams should fill out the match report sheet in advance, visiting teams should have lineups in a separate sheet of paper to be transferred to the match report sheet by the home team Captain. **Please print all information in a legible form.**

Section 4. All match report sheets are to be filled in triplicate.

Section 5. Both Captains must initial any mistakes or changes made on the match report sheet.

Section 6. Record the all-star points and specialty shots in the appropriate section of the match report sheet on an ongoing basis throughout the match.

- All-star points are scores of 100 or more (tons) in an 01 game.
- For divisions that play singles two out of three, tons scored in the third game do not count as all-star points. High ins, high outs, and 180s scored in the third game are still recorded as specialty shots. Specialty shots scored in the third game must be circled so the Statistician knows not to count them as ton points.
- The highest in and out shot (100 or greater) in any 01 game should be recorded in the appropriate boxes at the bottom of the match report sheet.
- Specialty shots in cricket are Round of 9 (three triples ranging from 20-15 that are scoreable) and six corks (three double bulls).

Section 7. Total the points for each team and record the score in the appropriate box. The team with the highest number of points is the winner. Total points for both teams should equal 11.

Section 8. It is mandatory to do a rating for individual players (i.e. points attempted and points earned for each game a player shot in). Home team Captains are responsible for recording these points on the match report sheet.

- Rating points are assigned to games as follows: One point per player for the team 01 game, two points per player for cricket games, and three points per player for singles games.
- For example, player A is listed in team 01, one cricket and singles. Player A attempted 6 points and if player A wins in cricket and in singles, but loses in the team game, this player earned 5 points.
- For the 6-person format, **total points attempted for your team equals 36. Total points earned for both teams combined equals 36.** For the 4-person format, **total points attempted for your team equals 40. Total points earned for both teams combined equals 40.**
- This rating system is used in the seeding process for all of our teams.

Section 9. Both Captains must sign the completed match report sheet. The home team Captain should carefully review the sheet before signing, as it is his or her team that shall be penalized for inaccurate or incomplete information. Insert the white copy into the stamped envelope provided with the League's address on it, give one copy to the visiting captain, and keep one copy for your records.

ARTICLE 8 - PENALTIES

Section 1. If a team registers a player who is underage, the Captain, Co-Captain and the underage player shall be suspended from the league for the remainder of the season and the next regular season. The underage player may reapply for membership upon reaching the age of 21 with a valid proof of age.

Section 2. Any formal (written) complaint received from a Sponsor regarding the use of controlled substances on their premises may result in immediate suspension of the individuals involved for one (1) calendar year.

Section 3. Players from a team that withdraws from the league after the final seeding meeting shall be penalized from playing on any Saco River Dart League team for the remainder of that season and next regular season.

Section 4a. Repeated failure by a team Captain to submit match report sheets, call in match results, or Captains exhibiting conduct unbecoming a Captain shall be cause for dismissal as a team Captain.

Section 4b. In addition, said Captain shall be subject to the following penalties for (2) full seasons: barred from being a Captain or a Co-Captain, not allowed to participate in any SRDL banquets, and may not run for any Board position.

Section 4c. A second offense of this rule shall also result in said Captain being barred from being a Captain or Co-Captain in the SRDL for life.

Section 5. In addition to reimbursing the League for any expenses associated with a bounced check, the team presenting such a check shall lose 2 points per incident.

Section 6. A one point (1) penalty shall be assessed to the home team for each of the following reasons:

- The match report sheet is not properly completed. Illegible entries shall be treated as incorrect.
- Failure to mail the match report sheet with a **postmark within 24 hours after the match is played, or 48 hours if the day after the match is a holiday.**
- Failure to call in the match report within 24 hours after the match is played, with the division, week number, team names and final score.

Section 7. Failure to follow any rule, regulation, or procedure of the SRDL may result in a one (1) point deduction per infraction, at the Board's discretion, if no other penalty is specified herein.

ARTICLE 9 - PERSONAL CONDUCT

Section 1. The repeated use of foul or insulting language and or heckling shall be just cause for penalizing the offending team and players involved. The Area Director may impose a one to three point penalty. If warranted, the offending player(s) may be referred to the protest committee for review. The Area Director **MUST** refer any player involved in more than one alleged offense to the protest committee. **Physical violence shall result in permanent suspension from the Saco River Dart League.**

Section 2. Talking by team members of the opposite team within earshot of the shooter for the express purpose of distracting the shooter is not only impolite but displays poor sportsmanship and that could result in a penalty. If, after being given a warning by the opposing team's Captain to stop, a team still violates this rule, the Area Director and/or the protest committee may impose a one or two point penalty.

ARTICLE 10 - TIE BREAKING RULE

Section 1. To break a tie between any teams to determine playoff matches, a four part system shall be used:

- One point shall be given to each tied team for each match it won during the regular season. The team then possessing the most points would be seeded highest.
- One point shall be given to the team that won more matches against the other tied teams.
- One point shall be given to the team that took the most points against the other tied team(s).
- The Board would set up a playoff tiebreaker, if needed.