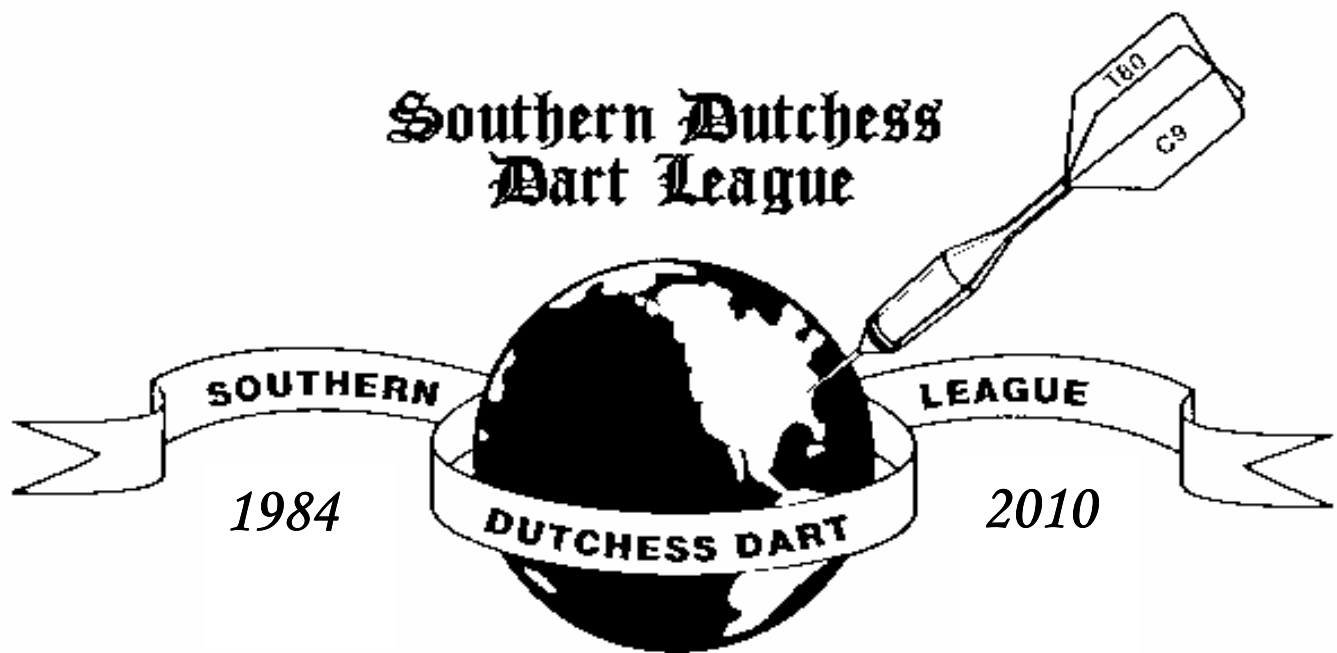


Southern Dutchess Dart League



“Playing Darts In The Hudson Valley For 26 Years”

Rules and Regulations

Revised

January 2010

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Southern Dutchess Dart League Rules

ARTICLE I - EQUIPMENT

- A) All league competition, including tournaments and play-offs shall be conducted on a properly wired (no bright wires) English bristle 20 point clockfaced black & white (or practical resemblance of) dartboard (with double & triple wires only).
- B) Dartboards shall be placed 5 feet 8 inches from the floor to the center of the bullseye with the 20 bed at the top center; this wedge shall be dark colored.
- C) The foul line will be 7 feet 9 1/4 inches (93 1/4") from the surface of the board to the front of the toe line, measured along the floor and will be no longer than 36 inches, 18 inches to either side of center.
- D) The sponsoring body will be responsible for supplying and maintaining at least one league play dartboard. Each board must be acceptable to both home and visiting team Captains.
- E) All league play dartboards shall be firmly anchored and well illuminated. Lights should be positioned so as not to interfere with the flight of darts.
- F) The dartboard should be positioned so that it is readily available to the players with a minimum amount of distraction to the thrower.
- G) The ceiling height in the playing area shall be a minimum of seven feet.
- H) A suitable scoring surface must be provided by the home team, and located in such a position that the score can easily be read by the throwers. (Please NO Chalk)

ALL ABOVE CONDITIONS MUST BE MET AT LEAST ONE WEEK PRIOR TO START OF SEASON AND MUST BE MAINTAINED THROUGHOUT ENTIRE SEASON

- I) Any violation or irregularities of the above rules shall be brought to the attention of the home team Captain or representative prior to the start of the match. If major infractions cannot be resolved to the satisfaction of both team Captains or representatives, and said conditions seriously impede the performance of the players, the match shall be rescheduled as per ART. VI, SECT. G. an investigation and hearing by the rules committee will follow. The decision of that inquiry shall be final. Teams electing to play but wishing to file a written complaint regarding any irregularities are encouraged to do so.

ARTICLE II - DATE AND TIME OF MATCHES

- A) Each team shall play the teams in its respective division two (2) times during a season. With the exception of enactment of ART. V, SECT. F & G.
- B) Fall Season Roster Night shall be in early August
 - 1) Captains Meeting to follow two (2) weeks after that night. Two weeks after the completion of playoffs, roster night for the Spring Season will commence with Captains Meeting as per Art II par B1
- C) All league competition will be scheduled on Tuesday nights.
- D) Starting time for a scheduled league match shall be 8:00 P.M.
- E) The League reserves the right to schedule or reschedule any match to maintain an equitable and efficient competition schedule.
- F) If there is sufficient inclement weather to create hazardous road conditions (i.e. ice or snowstorms), the league officers shall make a decision to cancel the evening's matches. This decision shall be made prior to 6:00 P.M. and posted on the website along with E-mail and phone notification.

ARTICLE III - MATCH DEFINITION & PROFILE

- A) Each match shall consist of three (4) events: for sixteen (16) point's total.
 - 1) 501 Singles - four (4) individual 501 double out only games, by four (4) different players. Each game shall have a one (1) point value.
 - 2) Cricket Doubles - two (2) two man teams consisting of four (4) different players. Each game shall have a two (2) point value
 - 3) Cricket singles – four(4) individual cricket games, By four(4) different plaers.
 - 4) 501 Doubles - two (2) double-in/double-out games, by two (2) two man teams consisting of four (4) different players. Each game shall have a two (2) point value.
- B) All registered members of a team can be used in any order in any position on their team's playing line-up, providing they sign-in on score sheet prior to start of their match play.
- C) If players are expected to be late, they must be listed on both the sign in side of the score sheet as well as in the event column, (if they are playing in that game).
 - 1. A late player must be there by their turn at the board or they forfeit that game only. (Ref: ARTICLE VI. SECT. A, PAR. 1).
 - 2. It will be at the captains discretion as to what order these late players shall shoot in, regardless of which position they are listed in the event column. (i.e., the 6th player shows up prior to the 5th player, he may proceed to shoot the opponents 6th player. When the 5th player arrives, he may proceed to shoot his opponent next).

3. The players that were there on time at the matches beginning shall have already shot their games in proper order before SECT. C. PAR. 1 & 2 shall be enacted.
- D)** Once the line -up has been submitted for an event, there can be no substituting of players not listed for that event, unless by mutual consent of both team Captains.
- E)** It is the home team's privilege of choosing which board the match will be played on if there is more than one board in the establishment, as long as the board is not disputed under any section of ARTICLE I.
1. Home team will have choice to shoot first for Bull to start each game.
 2. If the dart falls out, it will be re-shot.
- F)** No later than thirty (30) minutes prior to match time, the board shall be cleared of non-league shooters. At this time, the board shall be declared open for S.D.D.L. members' warm-up and practice. This shall be the board that the match will be played on.
1. If a player is practicing between games he/she must relinquish the board to the players that are up next game upon request.
 2. Any player who is actively shooting a game will not be allowed to practice between shots. (This includes after a bust is thrown)
 3. Each player currently beginning a game may take up to six (6) warm up darts prior to the start of his/her game.
- G)** The Captains are responsible for the smooth running of each match. The Captains present or their respective representatives must settle any disputes that arise during the course of play.
- H)** Coaching by team Captain or representative only.
1. The above person may be the caller or scorer
- I)** Players must be at the line for their throw of the darts without a delay. If a player delays a game, a forfeit will be enacted.
- J)** Each team captain is responsible for getting their match score sheet to the league secretary or said team shall be penalized three (3) points from the match.
1. By Mail must be postmarked by no later than the following day.
 2. By Hand must be hand delivered no later than 48 hours following match.
 3. By Fax or Email must be received no later than 48 hours following match.

ARTICLE IV - PLAYOFFS PROFILE

- A)** The top three (4) teams in each division shall be eligible to compete in the playoffs.
 - 1) In the event of a tie at the end of the regular season a review will be made of the one on one play between the teams involved. The team with the most wins shall prevail; in the event of another tie a shoot-off to sixteen (16) points will be played.
 - 2) If a modified small division format is used, the top two (2) teams will be eligible to compete.
- B)** The 2nd. place team shall play the 3rd. place team, with the 1st. place team playing the 4th. place team.
- C)** Each team's match will be conducted as per ARTICLE III.
- D)** All playoffs shall be determined by the first team to reach seventeen (17) points within two (2) matches regardless of the number of games left. These matches will be played on Tuesday and Thursday nights.
 - 1) In the event of a 16 - 16 tie, the winner shall be determined by a four (4) man, 1001 shoot off, straight in double off.
- E)** The league championship will consist of the winners of the playoff in each Division competing as defined as per this ARTICLE.
- F)** To be eligible to shoot in the playoffs and receive a trophy for such, a member must shoot in at least half (1/2) of the season's matches. (I.e. if the season is 16 weeks long; eligibility 8 weeks min)

ARTICLE V - TEAM & DIVISION PROFILE

- A)** A team shall consist of no more than eight (8) players, all of which must be over the age of 18 and must be registered with the SDDL. All eight (8) players may if so desired, compete in the match.
 - 1) Each team will be assessed a fee of \$25.00 per season to help with the cost. This fee is the responsibility of the players on said team.
- B)** No team shall have more than one (1) player rostered who shot on a team from any preceding level division during their last season played in the SDDL or equivalent (with exception to any other provision of these rules). If the officers determine a second player has been rostered his/her games will be null and void.
- C)** A team captain must submit a roster no later than two week's prior to the start of the season. This roster shall be submitted to the leagues Secretary.
- D)** Names on team rosters may be added or deleted at anytime up to mid - season. The League Secretary must have written notification of the addition prior to the player throwing his/her first dart.

1. May be phone submitted; prior to the start of an evening's match. A written submission must follow along with that evening's match score sheet.
- E)** Any player who is dropped from a team's roster for any reason, who has played in at least one (1) of the season's matches will be ineligible to re - register with another team until a new season begins.
1. A player who has not played for their team and is dropped will be eligible for registration with another team that same season.
- F)** The top two teams from each division may move up to the next division at start of next season of play.
- 1) If a modified small division format is used, the top team will move up.
- G)** The last two teams from each division may move down to the next division at start of next season of play.
- 1) If a modified small division format is used, the last team will move down.
- H)** Division size will be determined by the following standards:
- | | |
|-------------|---------------|
| 1 Division | 6 - 8 teams |
| 2 Divisions | 9 - 16 teams |
| 3 Divisions | 17- 24 teams |
| 4 Divisions | 23 - 32 teams |
| 5 Divisions | 33 - 40 teams |

ARTICLE VI - FORFEITING & RESCHEDULING

- A)** Game forfeit will be declared for the following reasons:
1. Failure of a player to be present for their designated game regardless of the order in which he/she is shooting. (Ref: ARTICLE III SECT. C.)
 2. Any team using an ineligible player will forfeit all games in which such player participated and will receive a three (3) point penalty for the use of said player.
 3. When a team cannot field a full compliment of players, those games that cannot be shot will be forfeited.
 4. Failure of a player to sign score sheet will constitute forfeit of any game(s) played by said player. (Ref: ARTICLE III. SECT. B.)
 5. Delay of game. (Ref: ARTICLE III. SECT. I)
- B)** In cases where one (1) player is shooting two (2) opponents in a doubles event, no forfeit shall be enacted.
1. The one-man team shall have 1 turn (3 darts) at the board for every 2 turns (6 darts) of the opponents.
- C)** If a team drops out of the league prior to the completion of first half of the season, all scores (including all-stars) involving such team will be adjusted to show a bye (0 points), even if a team has shot.
1. If it is after the first half of the season, the first half scores shall remain as submitted (including all-stars), and the second half scores shall show a bye as in accordance with SECT. C. of this ARTICLE

- D)** It is the non-forfeiting team Captain's responsibility to report the forfeiture in writing by sending it along with the completed Match Score Sheet to the league's Secretary by the following day.
- E)** A forfeit may be appealed in writing to the League through the Rules Committee within one week from the time of forfeit.
- F)** If a game is not shot due to a player from each team not being present for their respective game, it shall be deemed a forfeit and no points will be awarded for that game only.
- G)** Rescheduled match due to a violation of the rules & regulations.
 - 1. This rescheduled match shall be played prior to the next regularly scheduled Tuesday night match at a time and place of the visiting team's choice.
 - 2. The League Secretary must be notified within 24 hours of such a rescheduling.
 - 3. It is the option of the home team to appeal such an action within the 24-hour time period, in writing.
 - 4. It is the responsibility of the visiting team Captain to submit in writing, the infraction encountered, within 24 hours of the match, to the League's Secretary.
- H)** Any rescheduled match other than that covered in ARTICLE VI, SECT. G shall be played prior to the next regularly scheduled Tuesday night match. The league's secretary shall be notified of any rescheduling by both team Captains within a 24 hour time period.

ARTICLE VII - SCORING

- A)** The Captain of each team is responsible for providing a caller or a scorer for each game of an event during the match.
- B)** Calling
 - 1. A caller will total the score at the end of a players turn unless requested by such thrower to check darts.
 - 2. If there is an error on the call, the darts must not be pulled from the board until the discrepancy is settled. If the darts are pulled by the thrower, the score shall stand as called.
- C)** Scorekeeping
 - 1. A scorer shall keep a running tally of the dart points thrown by the people playing.
 - 2. A scorekeeper may only tell a thrower what number remains when requested by said thrower.
 - 3. He/she may not give advice as to what points should be shot.

D) Scoring Errors

1. If a scorer gives the shooter the wrong remaining number, the toss stands as thrown.
 - a. **A PLAYER HAS THE ULTIMATE RESPONSIBILITY OF THROWING AT THE CORRECT POINTS.**
2. Any changes made to correct mistakes in scoring must be effected prior to the next turn of the player or doubles team against whom the error was detected, either in his/her favor or against.

ANY SCORING CHANGES MUST BE MADE IN ACCORDANCE WITH THE ABOVE SECTION D.2

- E)** A player must have both feet behind the front of the toe line for each dart thrown. A violating player will be penalized as follows:
1. 1st time immediate warning by the Opposing Team Captain
 2. 2nd time the throw shall be deemed invalid for every dart thrown that is in violation of this rule.
- F)** If a player shoots out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as thrown regardless of points scored by such thrower.
- G)** A dart landing in front of the toe line will be scored only if the shooter's arm is in motion towards the dartboard, otherwise it will be eligible for re-throw without penalty.

ARTICLE VIII - ALL-STAR POINTS

- A)** All-Star points shall be defined as follows:
- 1) Single 501 off of 90 or more points. In Double 501 a round on or off of 90 or more points. In any '01 game, any combination that equal 100 or more points.
 - 2) In cricket, any combination of 6 or more points shall be deemed a C6, C7 ...etc.
 - 3) In cricket, three (3) or more bulls-eyes shall be deemed a B3, B4 ...etc.
 - 4) For an all-star point to be eligible, it must score within the game.
 - 5) In Cricket, If a combination of points and bulls-eyes are scored for an all-star point, it may only be scored as a C number or a B number not both.

Example: C3 and B3 = scored as C6 and not B3 or B3 and not C6

- B)** The eight (8) players from all the divisions who have scored the most All-star points shall determine the S.D.D.L. All-star Teams.

ARTICLE IX - PROTESTS

- A)** Any team Captain may file a protest with the league for any rule violations within a match. The opposing team must be notified at the time of the protest and the rest of the match played to its completion under the rule.
1. The protest shall be submitted in writing within 24 hours after the disputed match.
 2. The Weekly Score Sheet shall be handled in the same manner as not under protest.
 3. The written protest may be sent to the league secretary with the Weekly Score Sheet.

ARTICLE X - PERSONAL CONDUCT

- A)** Any complaints of rude or abusive conduct and acts of aggression or physical contact will be investigated by the League Rules Committee and if warranted, a team member may be disqualified from further play for the rest of the season. Players displaying rude, abusive and/or unsportsmanlike conduct will be penalized in the following manner:
1. Rude or Abusive Conduct

1st time	A warning
2nd time	Forfeit of all games of said player(s) for that match.
3rd time	Expulsion from league for remainder of current season
 2. Acts of aggression or physical contact

1st time	Expulsion from league
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- B)** Any player, under the state drinking age caught drinking during a dart match at any sponsor's establishment will be penalized in the following manner:
1. To be expelled from the league until he/she reaches the age of twenty-one (21).
 2. The match will be stopped at that point and all games will be forfeited.
 3. The team whose player has been expelled will receive no points for that match and the opposing team will receive a point average (not to exceed 18 points) which will be decided at a special Captains meeting.

ARTICLE XI - SPONSORSHIP

- A)** A sponsoring body must be located within the following boundaries: (with the exception of a league vote)
1. On the South the Dutchess and Putnam border.
 2. On the East US Rte. 22 (This includes any bar or tavern whose driveway is accessible from Rte 22.)
 3. On the West the Hudson River.
 4. On the North US Rte. 55 Westbound (This includes any bar or tavern whose driveway is accessible from Rte 55.
- B)** A sponsor shall provide the league entrance fees of \$100.00 to the team captains.
1. This fee shall be submitted to the League Secretary on roster night.
 2. A five (5) point penalty will be deducted from your team score if fees are not paid.
 3. Two (2) weeks after fees are due a certified letter will be sent to both sponsor and captain. If Fee's are not received within two more weeks team will be dropped from league.
- C)** Sponsor shall also be responsible for:
1. Supplying items in ART. I, SECT. A, E, H
 2. Maintaining items in ART. I, SECT. A,B,C,E,H
 3. Supplying either food or snack to players(snack may consist of chips, pretzels or popcorn)
- D)** Disputes between a sponsor and a team/team member shall be handled as follows:
1. If the dispute causes a member(s) of such team to be prevented from playing in said pub, the franchise for the team will remain with its owner, pub, or club.
 2. If the franchise is the property of the team, then it will be allowed to move to wherever the team chooses to relocate itself.
- E)** If the pub's management no longer wants to field a team of the franchise, a majority of the rostered members may take the club to another establishment and complete the season's playing schedule.

ARTICLE XII - LEAGUE OFFICERS & COMMITTEES

- A)** The league officers shall consist of the following:
1. President
 2. Vice President
 3. Recording Secretary
 4. Treasurer (may be held in conjunction with the vice president or

recording secretary)

B) Election protocol will be as follows:

1. League officers shall be elected to a term of two (2) seasons, at general meetings scheduled just prior to the end of the winter season (March).
2. To be eligible to seek election a member must have shot during two (2) consecutive seasons. (present one included)
3. All officers will be elected by majority vote of all members present.
 - a. To be eligible to vote a member must have shot during the past term.
4. A league member must submit in writing a letter of intent to run no later than 30 days prior to elections and must be present at such meeting to be nominated and elected.
 - a. Exception if circumstances are such he/she cannot attend said meeting (i.e. medical emergency, work schedule, etc...) a written intent of officer ship will be accepted by the league at said meeting.
5. Incumbent officers shall remain in office until the completion of the present season.

C) Vacated Offices

1. Next ranking officer will step up into vacated office.
2. There will be no election in this case unless the number of officers fell below two (2).

D) Meetings (General and Captains)

1. The League shall conduct one (1) General Meeting per year the purpose of this meeting will be for the conduction of the leagues' social business and election of officers.
2. Captains Meetings will be held as deemed necessary, (see SECT. E this ARTICLE).

E) The RULES COMMITTEE shall consist of all officers and captains (or designee) within the league.

1. This committee will be responsible for conducting and voting on all the league official business.
2. This committee shall conduct meetings as deemed necessary by a majority of the league's officers.
3. 50% of the committee must be present and vote at said meeting in order for the motion to become official and/or valid within the league.
4. All propositions will be discussed at the meeting at which it was proposed; voting will then take place at the next scheduled meeting.
5. No rule will take effect during the course of a season, any amendments to the rules or new rules will take effect at the start of the next season.
6. Any team not represented at a complete captains meeting by either their captain or his/her representative will have a three (3) point penalty imposed on said team.
7. Any person acting as a designee or representative at a captains meeting or rules committee meeting must be a rostered player of the team he/she is representing.

- F)** Committees can be formed at a captains meeting for whatever purposes deemed necessary, committees shall consist of league members.

ARTICLE XIII - TROPHY PROFILE

A) Regular Season:

1. Ind. Trophies: for the first & second place team players in each division.
2. Bar Plaques: for the first & second place team in each division.
3. High On Plaque: awarded one (1) per league (not per division) to highest on as per ARTICLE VIII. SEC. A PAR. 1.
4. High Off Plaque: awarded one (1) per league (not per division) to highest off as per ARTICLE VIII SEC. A PAR. 1.
5. All-Star Plaques: ten (10) plaques (or 5 places whichever is less) awarded for top all stars per division.
6. Top Win Plaques: three (5) plaques (or 3 places whichever is less) awarded for top wins per division.
7. T80,C9,B6 Plaque: individual plaques awarded to all players in league who achieve these throws.

B) Playoff Season:

1. Individual Trophies: for the overall league championship team players.
2. Travel Plaque & Cup: awarded to sponsoring body of overall Championship team.
3. Bar Plaques: Plaques awarded to any 3rd place team (regular season) who move on to represent their division in the championships
4. T80,C9,B6 Plaques: Individual plaques awarded to all players who achieve these throws during playoffs

C) Special Events:

1. The league will issue Trophies or Plaques at league sponsored events as it deems appropriate.

APPENDIX

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