



## LEAGUE RULES

**IMPORTANT - READ THIS FIRST!!** It is the responsibility of the Captain and Co-Captain to read and understand the following rules set forth by the NYC Dart League so as to avoid unnecessary calls to the league regarding questions that can be answered within our rules as stated on these pages.

If within the first week of the season, questions or misunderstandings regarding the rules arise, then that would be the time to contact the league for clarification. If you do not contact the league, then it will be the league's assumption that said rules are understood and clear.

In Addition, Captains and Co-Captains should members of their team aware of these rules. "I didn't read the rules" or "I didn't know" will not be a satisfactory excuse for any violation by any player in the NYC Dart League. There may be instances where a situation is NOT in the rules. In this case, I will do my best to make a fair decision. Those of you that know me, know I am fair and try to appease both teams.

### **Section 1 - Representatives**

1. **Mike Trig** is should be contacted for all issues regarding the league.

### **Section 2 - Responsibilities of the Captain**

1. The Captain will always be responsible for the actions of their team
2. The Captain shall fulfill all requirements of rules of play on the night of play, including completion of the score-sheet and maintaining the master roster.
3. The Captain is responsible for the accuracy of the scoresheet, with your signature attesting to that. This includes All-Star points.

### **Section 3 - Sportsmanship**

- The NYC Dart League defines sportsmanship as conduct becoming to one participating in a sport. Such as fairness, respect for opponent and graciousness in winning or losing a game.
1. Attempts to distract an opponent while they are shooting will not be tolerated.
  2. Player has the right to stop playing until all distractions have ceased but remember, you are in a bar an there will be music talking, TV, so get used to shooting with noise.
  3. If requested by a shooter, all persons shall align themselves out of the throwers line of vision, and/or behind the position from which they are throwing.

4. The home team captain is required to see that visiting teams are treated courteously and not harassed in any manner.
  5. Visiting teams are expected to act as good guests. Visiting Captains will be responsible for their players and visitors brought with them.
  6. Complaints can be lodged with Mike and all persons involved will be disciplined accordingly.
  7. **PHYSICAL VIOLENCE** is subject to immediate suspension from the league (with the length of suspension to be determined by the league), whether said action is provoked or not, except in the case of self-defense.
- **CONSIDER THIS THE ONE AND ONLY WARNING IF FIGHTING IS BROUGHT TO OUR ATTENTION**

#### Section 4 - Rosters

1. Rosters must be handed in before start of the season.
2. Rosters must contain a minimum of 5 players up to the maximum of 12 players
3. Players on your roster must have participated in a minimum of 5 matches (5 weeks of play and 10 games) to qualify for play-offs.
4. In the event of a bye a player on the roster at that time will get credit for that week. For forfeits, only the team getting the forfeit will get credit. Same with missing sheets, only visitors will get credit since home team is responsible for sheets.
5. Most players are known throughout the league so the league will have the final determination on the players for your team.
6. Players are permitted to play for 2 teams on separate nights (Monday / Tuesday) but are **not** for 2 teams on the same night except for bartenders. Bartenders must choose a team for playoffs. Only one bartender is allowed per bar for only two teams.
  - A Bronze team is **not** permitted to have more than **1 player** who is rated a Gold shooter.
  - A Bronze team is **not** permitted to have more than **2 players** who are rated a Silver shooter.
  - A Silver team is **not** permitted to have more than **2 players** who are rated as Gold shooters.
  - League has final decision on above rules and rating of players. I know who the players are. I will do my best to keep teams in the division they belong in. There are exceptions. Last season, I had a team drop out and had no other choice where to put the replacement team.
7. **ABSOLUTELY NO ROSTER CHANGES** without calling Mike first. If you can't get me, text the change to me. If you play someone who has not been approved by the league BEFORE the match, you will lose any points he/she received PLUS the points of partner in double PLUS penalty points. This isn't brain surgery people. If a player isn't in the computer, **I will see it immediately when I enter the results from the scoresheet.**

If you need to add players to roster, you must have room. If you have 12 already, you have to drop someone in order to add someone. Anyone dropped is removed from computer and can **NOT** play again that season, so don't try to play them at a later match. **Again, I will see this when I enter scores and stats.**

If you are having problems with players showing up, call Mike and discuss it. We don't want forfeits and have teams dropping out of league.

## **Section 5 □ Set-up**

1. Home team is responsible for the host establishments playing court.
2. Home team will supply a good quality board for league play. It is suggested that the board used for league play is switched after play to ensure quality of the board throughout the season.
3. Board height shall be 5' 8" from floor to center of bulls-eye.
4. Throwing distance shall be 7' 9 1/4" from a visible, stationary throwing line on the floor.
5. If correctly installed, board should measure diagonally from center of bull to throwing line at 9' 7 3/8".
6. Board must be located in a brightly illuminated area with minimal shadows. Two bright lights a couple of feet apart should be used so there are no shadows. The lights should be about 2 or 3 feet away from the board for best lighting.
7. Scoreboard shall be located where both players and spectators of the match can easily read it.
8. Lighting should be affixed so that they do not interfere with the normal flight of a dart.
9. There should be a minimum of 3 feet of clearance around a player while at the line.
10. If there is more than 1 court at an establishment home team should decide which court to use .
11. Visiting team will have the final decision on the board (if more than one board) used for match play.
12. Both teams must approve the board before start of play. Once game has commenced, protests about board conditions will not be accepted.
13. If the board is not acceptable, a new board **MUST** be provided. (*HINT:* keep at least 1 new board stored in the bar)
14. If a new board is not supplied, the visiting team has the right to protest the match. (See Protests below)
15. I usually have new boards. Do not wait until last minute s I don't always have them. I get the cheapest staple-free boards I can and do not make a cent on them so please don't complain if you don't like them, get them someplace else.

## **Section 6 - Match Play**

### **PLEASE KEEP IN MIND, WE PLAY ON WEEKNIGHTS AND MOST PEOPLE HAVE TO WORK IN THE MORNING.**

1. **Matches begin promptly at 8:15pm**, 4 legal players must be present at host establishment and ready to play at 8:15pm This rule is enforced by captains. If the opposing player wants to call it, he can. Many times a match will get started while players are on the way to the bar.
2. Failure to have 4 players available can result in a forfeit in the match is not underway. Again, captains should call me if they are taking a forfeit for this. You must tell other team you are calling this forfeit in before you call.
3. If the first dart is not thrown by 8:30 the match may be called a forfeit against the team with 4 players or less. Same applies as above when calling this in.

4. If you are postponing a game, you must call it in as soon as possible and let the league know that the match is not being played.
5. In a doubles game it is permitted for one player to play against 2 opponents in the event a team has only 4 players but he only shoots once to the other team's two players.
6. The 601 match at the end is a three man match. If BOTH teams agree to 2 players, you may do that but BOTH must agree.
7. Line-ups are to be made with the match report folded in half so as to prevent opponent from viewing line-up.
8. Usually, the home team fills out line-up first. It doesn't really matter but if visitors insist, then home team must go first.
9. Captain or Co-Captain are the only players allowed to fill in line-up (Unless neither is present in the establishment)
10. Team Names, Date of play, Proper division (1, 2, 3 or 4), Day of play must be printed on match report
11. There will be no changes to a line-up once it has been opened unless opposing captain agrees.
12. If 1 player is playing in a doubles match alone, another player cannot be added once the sheet is opened even if he shows up late. You may put a name down if someone is on the way.
13. There is a 5 minute maximum time limit for practice throws in-between games.
14. A maximum of 5 minutes, under exceptional circumstances, shall be allowed in the instance of a player to leave the playing court during the course of a game.
15. Should said player fail to return after 5 minutes the game will be deemed forfeited in favor of the player present at the board.
16. If player returns after game has been forfeited, they are still permitted to play in another game that night.
17. If a player is put on scoresheet and does not show up that night, that player's name MUST be crossed out. Do not try this to get players eligible for playoffs.

## **Section 7 - Game Play**

1. 3 darts are required to start any game.
2. Darts are thrown at board and counted only if tip enters board first.
3. Any dart bouncing off the board or falling out of the board cannot be picked up and re-thrown (Not even if you catch it)
4. Any dart thrown and does not reach or touch the board also cannot be picked up and re-thrown.
5. Players **MUST** call out, in a loud and clear voice what was hit so it can be properly recorded.
6. Do not remove your darts until a score is agreed upon. Once darts are removed, your score is indisputable.
7. The next player **IS NOT** permitted to take their turn until the scorekeeper has completed marking the previous score.
8. At no time shall another player, scorekeeper or spectator touch a dart(s) in the board. Only the thrower is allowed to remove darts.
9. **ONE WARNING FROM OPPOSING CAPTAIN SHALL BE SUFFICIENT WARNING BEFORE INVOKING LINE RULE**

10. Should any player have any portion of their feet over the throw line before the dart is thrown, all darts thrown will not be counted and player shall forfeit their turn.
11. A player wishing to throw from either side of the throw line must keep their feet behind the imaginary line extending from throw line.
12. Once match has ended both captains must sign the match report.
13. **Original Page (White) MUST be sent in by Home captain.** Visitors should keep their copy in case Home team loses white copy and I don't get it. If you don't have a copy, I can't give you AllStar points.
14. Yellow copy goes to visiting team, pink goes in Home team's envelope. You should keep these sheets in case you need to prove scores or AllStar points at a later time.
15. **BOTH CAPTAINS must call in match scores immediately after match is finished.** You can do it on one call by handing phone to other captain if you wish. Text me or you can email it the next day if you want instead, just as long as I get it by 6 PM next day.

### **Section 8 - Scorekeeping**

**Scorekeeper must remain neutral in regards to both teams, under no circumstance shall a scorekeeper cheer or root on any player**

1. Scoreboard must be kept directly in front of player at throw line.
2. At anytime, a player can ask the scorekeeper what was hit, **NOT** what is remaining.
3. It is the player's responsibility to know what they have left. When in doubt check the board yourself, scorekeeper is not responsible for misinformation if asked.
4. Scorekeeper shall remain still with, no talking and no drinking while keeping score. This is distracting to the thrower.
5. Scorekeeper will keep their eyes focused on the board or scorecard not the thrower.
6. Scorekeeper shall record the score **BEFORE** darts are removed (To prevent any arguments)
7. The scorekeeper is responsible for accurate scoring.
8. Scorekeeper can be replaced with another player if any player feels the above rules have been broken.
9. If so desired and agreed by both captains, it is permissible to appoint a member of the visiting team as witness to dart totals and call out totals for both teams.
10. Make sure the correct player starts for your doubles team. If you shoot out of order, your score doesn't count and correct shooter should go.

### **Section 9 □ Make-ups and Forfeits**

1. Any match in which both team captains agreed to make up at a later date. I must be notified of this immediately.
2. You must arrange postponements with other team. We will give contact numbers but the league will NOT get involved in this.
3. All make-ups must be played within 3 weeks of the original scheduled date. If match isn't made up, both teams will receive 8 points each. If one team is not cooperative, you must let me know as soon as possible, NOT after two weeks are up.
4. Only a Captain or Co-Captain can authorize a make-up match. If Captain or Co is not available, the match is a forfeit.
5. If a date is decided upon and a team does not show they will have forfeited and the opponent will be awarded 15 points
6. If neither team (4 or more players) shows up, each team will receive a 0.

7. There will be absolutely no Make-ups after week 14. **ALL** Matches must be played by the start of week 15.
8. Forfeits and Byes count as 15 points (and a match played for eligibility purposes)
9. Forfeits are highly discouraged. If you forfeit a match when scheduled away, you now lose home advantage when you meet that team again.
10. If you forfeit two away games, you may be thrown out of league for rest of season. This will be determined by league as there may be exceptions. I do not like to do this if a team has a problem getting players to show.

### **Section 10 - Illegal Players**

#### **DO NOT ATTEMPT TO USE ILLEGAL PLAYERS**

1. Just do not do this. Your bar may not be allowed back the following season.

### **Section 11 □ All-Star Points**

#### **All-star points will be awarded in the following manner**

1. 100 or higher in a 501 game = face value
  - □ **R5 = 100**
  - □ **R6 = 120**
  - □ **R7 = 140**
  - □ **R8 = 160**
  - □ **R9 = 180**
2. 4 or more scorable corks in cricket:
  - □ **3 corks = 100**
  - □ **4 corks = 125**
  - □ **5 corks = 150**
  - □ **6 corks = 180**
3. 90 or higher when doubling on or off = face value
4. Only those players listed on the match report will receive the all-star points due to the forfeit.
5. Home team captain shall be responsible for recording all-star points on the match sheet. Away team captain is responsible for verifying the points are correct.
6. **UNDER NO CIRCUMSTANCE** will any all star points be awarded if they are not recorded on the match report.

### **Section 12 □ Web site**

1. Results, individual stats, rosters, etc. can be found and printed from web site.  
**<http://nycdarts.com>**.

### **Section 13 □ Protests**

1. If a team has a problem with playing conditions (Board, bar, lighting, opposing members) the Captain **MUST** call league rep.

**THE NYCDART LEAGUE RESERVES THE RIGHT TO ADD OR AMEND ANY OR ALL RULES AT ANY TIME FOR ANY PURPOSE DEEMED NECESSARY AT THE TIME.**

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