



www.arlingtondarts.com
2006 - 2007 Rules

I. SPONSOR

The cost of sponsorship is 250.00 per team, per year.

II. REGISTRATION

The cost of registration is \$50.00 per player. There are no weekly dues. Each paid player is entitled to attend the year-end banquet for free. There are no refunds of registration or sponsorship fees. The league will reschedule teams "home" games to "away" games until any balance owed by players or sponsors, is paid in full.

III. EQUIPMENT

Each bar will provide a **standard** black & beige dartboard. It must be **new** at the beginning of the season and replaced, if worn, during the season. The height of the board should be **5'8"** from the floor to the center of the bull. The throwing distance should be **7'9 1/4"** to the front of the line and **9'7 3/8"** measured diagonally. The board should be **brightly** lit with room around the throwing area free from traffic or distractions. (3-4 ft in any direction)

A scoreboard must be visible to all players so as to enable them to check scores. No electronic or dial scoreboards are allowed without prior approval from the league.

Each board and throwing area will be inspected and measured before the first match of the season. Any recommended changes must be made before week one. The league can schedule any "home" games to "away" games until the equipment problems are corrected.

If, in the opinion of one of the participating teams, an equipment problem exists, a protest shall be made to the home team captain **prior** to the start of the match. If the problem cannot be resolved, the match shall be played under protest. Protests should be filed following the procedure listed below. (Section XI)

Uniforms are not mandatory but are encouraged.

IV. FORMAT

There are 18 games in five sets with the total points adding up to 24. The home & away teams will alternate to begin each set. (As noted on the scoresheet *) The maximum number of games any one player can participate in is **four**. (2 singles, 1 501 Double and 1 Cricket Double) You cannot play the same game more than once. No player is allowed three singles games. Players in a division lower than their rating can play in a maximum of **three** games per match. A listing of these players will be posted on the website before week 1.

401 Singles – Fly in	4 Games	1 Point each game	4 PTS
Cricket Doubles	3 Games	2 Points each game	6 PTS
301 Singles DD	4 Games	1 Point each game	4 PTS
501 Doubles DD	3 Games	2 Points each game	6 PTS
Cricket Singles	4 Games	1 Point each game	4 PTS

V. PLAY

Starting time for "A" Divisions matches is 8:00 PM.* If the match is not underway by 8:15, a forfeit may be called. "B" and "C" division matches begin at 7:30 PM and forfeits may be called at 7:45. Only one player need be present to start a match. Once that game is complete and there are no other players ready to shoot, the match is forfeit. A match cannot be played by less than **four** players.

The away Capt. will fill out the scoresheet 1st. The home team will keep score. The scorekeeper can **not** discuss strategy with the players **at any time**. He is allowed to declare the score obtained, and if asked, the score remaining. He may not advise the shooter of any "out" combinations. If there is a mistake in scoring in "01", it must be corrected before the player with the incorrect score throws his first dart or the score stands. The exception shall be if the error is 100 pts or more, then it is corrected upon discovery. If there is an error in Cricket, the score will stand as soon as the next dart is thrown. (Assuming the score has been recorded before the next player shoots.) Scorekeepers should remain still until all three darts are thrown. The darts should not be removed until the scorekeeper has declared a score. The shooter accepts the score once he has removed his darts. It is the shooters responsibility to verify the score is correct. If a player touches or removes his dart from the board, his turn is complete and no other darts may be thrown. For a dart to count, the point must be touching the surface area of the board in a scoring number. Players shooting out of turn will receive a score of 0.

VI. ALL STAR PTS.

All Scores Of **95** Or Better In "01" Games Shall Qualify For All Star Pts.

All Scores Or **C6** Or Better In Cricket Games Shall Qualify For All Star Pts.

4 Or More Corks will also qualify as long as they all count in the scoring.

If the last dart thrown to end a game is a double or a triple, the additional points will count towards All Stars.

CRICKET

C6 = 120

C7 = 140

C8 = 160

C9 = 180

BULLSEYE

B4 = 120

B5 = 150

B6 = 180

50 bonus pts will be awarded to each winner of a doubles match.

100 bonus pts will be awarded to each winner of a singles match.

Players, who win individual games by forfeit, will be awarded bonus pts. They will not shoot for all star points, but will instead be given an automatic 100 points for both cricket and "01" games. (Singles & doubles players)

Remember; do not leave any blank spaces on the score sheets. Completely fill out the scoresheet for any game or match forfeits. You will receive Wins and Bonus points for match forfeits. You will receive Wins, Bonus points and All-stars for single game forfeits. Always use first and last names! The All-star payout formula will be determined by mid-season. Players shooting in a division lower than their player rating will not be eligible for All-star payouts.

VII. ROSTER

Each team may have a maximum of **12** and minimum of **8** players. A team may add more players during the season but will have to drop others to keep under the 12-man limit. These new players will also have to register before they can play. Dues are not transferable, meaning a player cannot take the place of somebody that has already registered and left the team once they have played a match. The league must approve all roster moves. If a team proposes a player that is above their division rating, they may be **denied**. Roster changes and registration fees must be turned in **one week before** new players can participate.

(Send check with scoresheet) If a non-registered player participates, the match may be declared a forfeit. The league can also reschedule the offending teams "home" games to "away" games until the balance owed, is paid in full.

A released player may play with another team but may not rejoin his original team for the rest of the season. There is a 3-week (match) waiting period before a transfer can play for the new team. The player cannot transfer from a higher Division team to a lower Division team without approval from the league. They will not be eligible for All Star prize money. All Star and Bonus points will be deleted any time a player changes divisions.

Substitutes may be added for \$25, **after** 8 full time players are registered. Subs are allowed to play 4 weeks. If they play a 5th week, an additional \$25 must be sent with the scoresheet that night or any game he has played in is forfeit. They must also be approved for any division lower than "A".

All rosters will be frozen around week **14***. No changes can be made to the roster after this date is announced. This includes the addition of substitutes.

All members must be present and play in at least %50* of scheduled matches to be eligible for the playoffs. A players name cannot be added to the score sheet if they are not physically present and participate in the match. Any team that adds a player's name that did not participate will forfeit the match and receive a score of 0.

***To Be Determined (Based on length of season)**

VIII. CAPTAINS

Each team will designate a team captain. The captain is responsible for maintaining the roster and turning in the scoresheets for home games. Both captains must inspect and sign the sheet. Each will keep one copy for themselves. The home team should also keep the third copy for their records. Each captain will submit a phone number and an e-mail address to be notified of any schedule changes or cancellations due to weather and are responsible for contacting their team members and sponsor. The captain is also responsible for the return of the Championship trophies in the same condition in which they were presented. Trophies must be returned by the last regular season game for engraving.

IX. SCORESHEETS

Each team will be given stamped & addressed envelopes to send in their scoresheets. Scoresheets must be signed by both captains before mailing. If they are not received by Saturday, 6:00 PM, one point will be deducted from the offending teams' season total points for each day it is late. This will not change the final score of the match. The offending teams' All Star points will not be counted even if the sheet is turned in at a later date. It is advised to mail no later than Wednesday. If a sheet is not received by the second Saturday, the match will be declared a forfeit and the home team will receive a score of 0. This will not be reversed. All Wins & All Star points will not count for the offending team. If the opposing team chooses to turn in its copy, only their Wins & All Star points will be counted. If neither team can produce a scoresheet by the second Saturday, they will both receive a score of 0 and there will be no All Star points assigned. Each team will receive one warning for late sheets.

If there are any questions concerning scoresheet changes, they must be e-mailed to the league scorekeeper by Saturday, 6:00 PM. Under no circumstances may a player add points to a scoresheet after it has been signed. Any team doing so will forfeit all awards. Periodically, the league for may request home and away scoresheets for comparison.

If you lose an envelope, mail or deliver scoresheet to:

Audra Murray
245 Windsor Street
Kearny, NJ 07032

Additional contact information can be found on the website at:
www.arlingtondarts.com

X. FORFEITS / POSTPONEMENTS

In the event of a forfeit, the score of the match will be determined by the formula in Section XIII. (Minimum 13 points) The offending team will receive **0** pts. The captain will enter a full lineup for all those in attendance on his team and each player will be awarded bonus points (Max 300, 4 games) according to their marked wins. (No all-star points will be given for match forfeits.) Always use first and last names!

A forfeit can be declared for the use of a non-roster player. If a forfeit occurs after the match is played, the winning team will receive the higher of formula pts or the score after playing the match.

A maximum of three team forfeits is allowed. After the fourth, the team will be dropped from the schedule for the remainder of the season. If a team forfeits the season, all teams will receive a bye in their place. If this occurs in the 2nd half, all scores and points will be counted for the completed 1st half. There will be no refunds to players or sponsors.

A game can be postponed only if both captains and the league agree. 1st half postponements must be rescheduled before the mid season break. 2nd half postponements must be rescheduled within 2 weeks of original play date unless it is in the last 2 weeks of the season. In that case, the match must be played before the next scheduled match. No match can be postponed due to the lack of players available. If the scheduled match is not made up on time, each team will receive a loss and a score of 0.

XI. DISPUTES / PROTESTS

Disputes are expected to be resolved privately between the team captains. If a problem cannot be resolved, either team may file a protest. Team captains must be notified and the point of protest must be noted on the scoresheet before play is resumed and the match is completed. Both captains must submit their written versions by letter or email before Saturday 6:00 PM for a ruling by the league. (pat@arlingtondarts.com)

All players must abide by individual bar or club policy. A postponement or protest cannot be declared for a player being banned by a bar or club.

Rules or decisions regarding protests or disputes from other leagues or organizations do not apply to the Arlington Dart League.

XII. PLAYOFFS

The playoff format will be determined during the second half of the season. All captains will be notified. It will be based on the number of teams in the league.

In the event that two teams are scheduled to play in the same location and there is only one playing board, the following will apply:

A team in a higher division will play home. If both teams are in the same division, the better record will play home. The other team will play in the opposing team's location. If the other team has another playoff match scheduled, the league will select a neutral site.

Playoff Rules:

Team standings for the playoffs are based on total points. The first tiebreaker is most wins, the second is least losses and the third is total points against each other during the season. If needed, a coin toss will decide.

All matches must be played to completion. Any team that forfeits in the playoffs will be ineligible to receive prize money. There is no option to split prize money between teams. If no match is played, no prize money will be distributed.

In the event of a tie, two players will be selected by each team to play a one game sudden death doubles cricket match. A coin flip will decide the choice for bull. A player from a higher rated division can only play in a tie breaker if the opposing team also chooses a higher rated player.

XIII. FORFEIT CALCULATION:

Forfeits will be calculated by the following formula:

Total Pts / Weeks Played <minus> Total Pts / Weeks Played <plus> 13
 (The difference of Avg. pts. per week + 13)

Examples:

Week 17

Elks	195/15= 13	13	Avg. Pts per week		
LCC	113/14= 8.07	-8			
<hr/>			= 5 + 13 = 18 Pts	SCORE: ELKS 18	LCC 0

Week 8

Max's	81/7= 11.57	12	Avg Pts per week		
LCC2	76/7= 10.85	-11			
<hr/>			= 1 + 13 = 14 Pts	SCORE: Max's 14	LCC2 0

Week 14

Elks 2	97/12= 8.08	8			
Hartley's	106/11=9.64	-10			
<hr/>			= No Gain + 13 = 13 Pts	SCORE: Elks 2 13	Hartley's 0

NOTICE

Changes in the rules could occur during the season if modifications are required or an unforeseen need arises. All captains will be notified of any changes.

It is traditional for the home team to provide a light snack during the match.

All visitors to the North Arlington Elks Club must sign the register. Other clubs may require sign in before you can enter.