

UNION COUNTY DART LEAGUE

(Please note Any Rule not specifically addressed here will be governed by the DARTS REGULATION AUTHORITY which can be found at our website. Changing Rules for a season is accomplished at the 1st meeting of a season by a majority vote of the UC DL Captains and Officers. Final decisions of disputes during a season are by a majority vote of the UC DL Officers unless otherwise stated within the UC DL Rules.)

1. The Union County Dart League (UCDL) will consist of five (5) officers; President, Vice-President, Secretary, Treasurer, and Sergeant at Arms. All officers must have played in this league the previous year and played at least one third (1/3) of the season. Elections for the five officers will be held at the first meeting of each season by a majority vote of the UC DL Captains. The Secretary will be paid \$25.00 per team minus \$1 per League member for online statistics, and the Treasurer \$10.00 per team for the year. This will be paid at the season's end, out of league funds, after records are complete.

2. Each team must pay a \$500.00 League Fee. Sponsor are encouraged to pay at least \$100 towards this fee. Fees are to be paid by the following Tuesday after the first meeting. Dart boards and supplies will then be issued by the UC DL, unless prior arrangements are made with UC DL Officer. Payment plans are available to venues with more than one team. This fee is non-refundable and is used for supplies, dartboards, awards party/picnic committee and awards party/picnic. Each team must submit a preliminary roster with the Players First Name, Last Name and email address.

3. Any team which drops out of the UC DL prior to the end of the season will have to pay a penalty to rejoin the UC DL, equal to the cost of the sponsor fee for the year said team wishes to rejoin. No new materials will be received for this penalty. Penalty subject for two (2) years after the conclusion of the season which said team dropped out. If any team drops out prior to the end of the season, all points that the team earned will go to "0" all the way back to the beginning of the season and it will count as a BYE WEEK and not as a forfeit. All Win/Loss stats will go to "0" and all sharp-shooter points will go to "0".

4. All teams must play in Union County or a community that borders new teams must be voted into the league by the existing teams and UC DL officers. A 75% or more 'yes' vote is required.

5. Each team can have an unlimited roster, submitted to the UC DL Secretary prior to league start date. League Start Date is October 4, 2022 and roster submission date is September 25, 2022. Please email Player First, Last Name and email address to elizabethcitydartleague@yahoo.com . Rosters can be amended one day prior to each match. For a player to change teams during the first five weeks, said player needs a release from their initial team captain prior to switching to another team. For a team to add a brand-new player during any

point of the season, a vote of the majority of the UCDL Officers must be attained.

6. The UCDL will start at 7 :00 PM and you must have at least one (1) player present to start, with a 15 Minute grace period for the first match only. Thereafter, players have five (5) minutes between matches to toe the line. If you do not have one (1) player present at 7:30 PM, the other team has the right to call a forfeit, if they do not want to wait. 2 players must be present to compete in the match.

a. If a team has 2 players present, they will be slotted in the first 2 games. The following singles will be forfeited. In doubles the team short will have the option of playing 2 v 2 and forfeiting one of the two sets or playing 1 vs 2, missing a turn where the vacant player would have shot. A 3 person team will be required to play the first 3 games, forfeit game 3 and play 1 vs 2 in 2 of the Doubles Sets.

b. Forfeits will scored: 18 Points

7. If a player is not allowed in a tavern and the owner is not willing to let said player into the tavern for the match, then the said player may not shoot for that night. This rule is not to be used for a team to gain advantage of the other team. If the owner allows said player in the tavern for the night, it is the responsibility of the teammates to keep said player under control or the team will forfeit the Match Night.

8. All players must be at least 21 years of age to shoot. Violation of this rule will result in forfeiture of all points said person(s) were involved in.

9. Bumper Weeks will be determined at the is 1 meeting.

10. Match Night will consist of the following singles and doubles matches; home first and mugs for game 2. Game 3 Closest to the Bull:

- Four (4) Singles - Play best 2 of 3 - 1 point per game. A sweep of the first 2 gets all 3 points.

Match 1: 301 - Double-in / Double-out

Match 2: 501 – Straight-in / Double-out

Match 3: Cricket (Closest to the Bull Starts)

Match 4: Home Team Blind Choice (if cricket closest to the bull starts game 1)

- Two (2) Doubles 501 matches - Straight-in / Double-out - Play best 2 of 1 - 1 point per game. A sweep of the first 2 gets all 3 points.
- Two (2) Double's cricket matches - Play best 2 of 1 - 1 point per game. A sweep of the first 2 gets all 3 points.

During the play-offs the format will be:

The Home team of the play-off Match Night will have choice to shoot for the bull first on odd numbered matches and the Away team will have choice to shoot for the bull first on the even numbered matches. The second game of a match is Mugs Away. If a third game is needed, the loser of the bull from the first match has the choice of shooting for the bull first. Winner of the bull has choice to shoot first or second.

11. Qualification for playoffs will require that a player must participate in 33% of weeks played, including bumper week matches. Any time you need to know how many games a player has, contact the league secretary and the information will be given to you within a week. The UCDL will have a list of players and their playoff status on the website.

12. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of dart. An Out Chart Must Also be visible.

13. Players have five minutes between matches to toe the line.

14. The Hockey, a.k.a. the Toe Line:

A raised hockey, at least 1 ½" high and at least 2' long, shall be placed in (a fixed) position at the minimum throwing distance, and shall measure from the back of the raised hockey 7' 9 ¼" along the floor to a plumb line at the face of the dartboard.

Should a player have any portion of his feet or shoes over the hockey line during a throw, all darts so thrown shall be counted as part of his throw, but any score made by said darts shall be invalid and not counted. One warning ... shall be considered sufficient before invoking this rule. (ADO #50)

A player wishing to throw a dart, or darts from a point either side of the hockey line, must keep his/her feet behind an imaginary straight line extending from either side of the hockey line.

Center Bull Height= 5' 8" (ADO #51)

15. Team will use Dart Connect. 3DA, Left and Right Out Charts will be present. It is the responsibility of the player to verify his score, with the scorer, before removing his/her darts from the board. The score remains as written if one or more darts has been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In case of Doubles matches, such errors must be rectified prior to the next turn of any partner/player on that team.

16. For a dart to score it must remain in the board until removed from the board. The tip of the dart point must be touching the bristle portion of the board, in order for that dart to be counted as score.

17. No dart may be touched by the thrower, another player, scorer, or spectator, prior to the decision of the Scorer. Should this occur, that throw shall be deemed to have been completed.

18. The Scorer may inform the thrower what he/she has scored and/or what he/she has left. The Scorer MAY NOT inform the thrower what he/she has left in terms of number combinations. It IS permissible for a partner, teammate, or a spectator to advise the thrower during the course of a Match.

19. All-Star Points to be noted on score sheets:

- High Open or Close of 95 points or more in '01 games.
- 180's and 171's in '01 games.
- In Cricket matches, three scoring triples, three double-bulls, or a variation of the two, will be known as "Three in a Bed".
- 8, 9, and 10-dart games

20. Fifteen Dart Rule:

If a match is forfeited, at the time of forfeit, each player on the opposing team gets 15 darts per match for sharp-shooter points. If a complete Match Night is forfeited, six people shoot 15 darts each for singles and six people shoot 15 darts for doubles cricket sharp-shooter points,

21. Double One (XI) Rule:

If both players of a **singles** match are down to X1, **both** players have had 5 rounds at X1, and cannot go out, the player who comes the closest to the Bulls Eye will be declared the winner of that game. Only one (1) dart is to be thrown. It is now mandatory that after the 5th round both shooters will shoot the BULL to decide the winner of the match.

22. Team Dues are \$500.00 for the season and are non-refundable. All teams must pay in full by the 6th week of the season. \$25 a week late fee will be

assessed. Total League Costs is Team Dues \$400 + \$100 Suggested Sponsor Fee = \$500. Unless a payment agreement with the UCDL has been established.

23. It is the responsibility of the away team to ensure the match has been saved properly in Dart Connect.

24. The UCDL Officers may vote any team that forfeits two (2) matches during the regular season out of the League. Each team is responsible for their own money when a forfeit occurs.

25. If the UCDL has an odd number of teams, the team receiving the bye will be awarded all points for the match night and no dues are required for that week.

26. Snow Rules:

The UCDL Officers will decide if a match is to be called off due to inclement weather. If this occurs, each tavern will be notified by 6:30 PM and all members should contact their own team. The missed week(s) from inclement weather will be made up at the end of the season.

27. Postponement:

For a team to postpone a match, both the opposing team and the UCDL Officers must be notified 24 hours in advance and informed of a valid reason for the postponement. Furthermore, you must have a date set between both teams as to when the Match Night is to be made up, at the time of the postponement.

28. Prize Money:

1st place for the season 15% of League Fees
2nd place for the season 10% of League Fees
3rd place for the season 6% of League Fees
4th place for the season 4% of League Fees
5th place for the season 2% of League Fees
6th place for the season 1% of League Fees
The winner of playoffs will receive 4% of League Fees.
The runner up of playoffs will receive 2% of League Fees.

If the League expands or if the total number of teams is reduced, Prize Money will be recalculated on a percentage basis and/or more "places" would be paid out. Amounts to be determined by UCDL Officers.

29. Trophies and Awards:

All trophies and awards will be given out at the awards party or picnic, to be determined by UCDL Officers. A floating plaque will be awarded to the play-off champion team and will be kept at the play-off champion's tavern until such time that it may be claimed by the succeeding year play-off champion. There will be floating sportsmanship award to be given out each year and will be kept at each recipient's tavern until such time that it may be claimed by the succeeding year sportsperson. All floating awards are ultimately the property of the UCDL. The Champion and both 1st and 2nd place Regular Season teams will receive a plaque with each of said team's players for that season to be kept at the Sponsor's tavern. To qualify for the Top Winning Percentage Singles Award, a player must play in at least 75% of the singles matches for the regular season including bumper weeks and the top three (3) players will receive \$25, \$15, and \$10 respectively. The top three (3) players in the High Open and Close category will receive \$25, \$15, and \$10 respectively. All other All-Star categories will receive pins.

30. Bumper or Play-off Match Home Team Conflict:

During a Bumper or Play-off Match, if a Tavern has two teams that are to play at home, then the 2nd team would have a choice to play at a neutral site, if one is available, or away at the lower seed's Tavern.

31. Unruly Behavior:

ANY player that acts in a manner that is detrimental to the team, opposing team or the establishment where the match is being played **WILL BE BANNED** for a period of time that will be determined by the League Officers. Causes for banning a player include Unruly behavior, verbal intimidation that is threatening, extremely poor sportsmanship, lying and/or deception to a league officer or representative of the league or damage to the premises of the establishment. All captains will be notified of the said players banning and time frame for which the banning will occur. Depending upon the severity of the incident the said player could be banned anywhere from a minimum of 2 playing weeks to a full year.

32. Physical Violence:

The League will have **NO TOLERANCE** for physical violence (fighting, physical threats) that happens on the night of a match. This will result in an immediate suspension of being eligible to play in the next match for all parties involved in the incident. After the league reviews the situation there will be further suspensions and/or ejections from the league for a period determined by the league officers. All captains will be notified of

the said players banning and time frame for which the banning will occur.



HOME TEAM

AWAY TEAM

(Home shoots 1st each Set, Mugs Second Game, Closest to the Bull 3rd)

SINGLES

SHOOTER	GAME BEST OF 3	SHOOTER
	301 (DI/DO)	
	501 (SI/DO)	
	CRICKET	
	HOME CHOICE Closest to the bull shoots 1 st Game 1	

DOUBLES 501 (SI/DO)

SHOOTER	GAME BEST OF 3	SHOOTER
	MATCH 1 – FIRST SHOOTER	
	MATCH 1 – SECOND SHOOTER	
	MATCH 2 – FIRST SHOOTER	
	MATCH 2 – SECOND SHOOTER	

CRICKET

SHOOTER	GAME BEST OF 3	SHOOTER
	MATCH 1 – FIRST SHOOTER	
	MATCH 1 – SECOND SHOOTER	
	MATCH 2 – FIRST SHOOTER	
	MATCH 2 – SECOND SHOOTER	

SHARPS = ALL SCORES 95 + and High Ins/Outs 75 + (Write IN or OUT)
 Marks of 5 or more C5, C6, C7, C8, C9, and B3, B4, B5, B6
 Complete Singles first, 501 and Cricket