

# Yale Terrace Brewery Dart League

973-996-8601

## Rules & Regulations

All dart events played under the supervision of the **Yale Terrace Brewery Dart League** will be played in accordance with the American Dart Organization (ADO) rules (enclosed). As stated in Section 1 of the ADO rules, "any supplemental rules stipulated by local Tournament Organizers" will govern.

In any differences between the following YTB DL rules and the ADO rules, the YTB DL rules shall take precedence.

If a dispute in the interpretation of the YTB DL rules occurs during an event, there are two options:

1. Contact the League Management by phone if we are not present at the event.
2. If you are unable to contact us by phone, the event should be continued, **but** the fact that it is being played under protest must be recorded on the score sheet.

The **Yale Terrace Brewery Dart League** assumes no responsibility for accident or injury during events.

The YTB DL reserves the right to amend or add to these rules for any purpose deemed necessary at any time.

### Section 1 - Playing Court

1. The dart board shall be a standard 18" bristle board with the standard I - 20 clock pattern. (See ADO rule for specifics if needed.)
2. The scoring wedge for 20 shall be at the top (12:00) position and shall be the darker of the two wedge colors.
3. The center of the bull's eye shall be at 5' 8" (68") from the floor
4. The diagonal from the center of the double bull to the hockey line is 9' 7 ½" (115.5").
5. The foul line or hockey shall be 7' 9 ¼" (93.25") from the **front** of the dart board and at least 2' wide. (Note: this measurement is taken from the front edge of the board, **not** the wall under the board.)

The hockey should be raised.

6. There should be at least 3' of clearance behind the line.
7. The board must be brightly illuminated with a minimum of shadows. The lights should be affixed so that they do not get in the way of the normal flight of a dart.

8. The score board should be located where it can be easily read by both the players and the spectators of the match. Here too, it may not be possible to follow the ADO guidelines.
9. The dart and score boards should be located in an area where the players will not be subject to distractions while throwing.

## Section 2 - Throws

1. All darts are to be thrown by, and from, the hand.
2. A "Throw" consists of 3 darts unless the game is completed in less.
3. Any dart bouncing off, or falling out of the board, shall not be rethrown. (No, you do not get to throw it again if you catch it!)
4. If any player touches a dart in the board during a turn or throw, the throw is then deemed completed. In other words - don't touch the darts in the board until all 3 are thrown.
5. **Foot Faults** - If a player throws from across the line, the darts thrown count as part of his or her turn, but they do not score.

**One warning to the player is sufficient before this rule is invoked!**

In plain English - If you are warned and then throw from over the line the darts do not score but that was your turn and the next player is up.

## Section 3 - Team Profile

1. A team will consist of **at least 2 players**. The **maximum number** of players on the roster as active at any time is **4 players**. Therefore, if your roster is at 4 players and you wish to add someone, someone else must be removed.
2. A player must be at least 21 years of age.  
The first time a player plays in a league match for the season, he or she must print and sign his or her name on the back of the score sheet that their captain will be handing in. This signature will be used to match for individual all-star points in the event of a full forfeit described later in these rules. If the player does not provide a sample signature, any ruling that would use the sample will be in jeopardy.
3. **No roster changes will be accepted after week 3.**
4. *A player must have participated in at least 2 different weekly matches to be eligible for playoff competition.* For all players except the captain, participation means that they have played at least once during the evening.
5. Any player that is dropped from one team can not be added to another team during the same season if he or she has already played in one match. If they had not

played, they can be "resigned" by another team.

6. **If a team utilizes a player who is not on their roster, that player is "illegal". At a minimum any games played by that person are forfeit losses to the other team. The guilty team will be subject to further penalties - up to and including forfeiting the entire match and possible disqualification for the remainder of the season.** (First infraction - all points scored by the illegal player will be moved to the other team. Second infraction - either double the points scored by the illegal player or double the point the illegal player could have scored will be deducted from the 'offending team'. The other team will receive points only for actual games, the doubled penalty is subtracted from the violating team, but the other team does not receive those extra points. Third infraction - match can be declared a forfeit loss.)

**If there is a question as to a player's eligibility, contact the league by phone.**

10. **All players should be able to show proof of identity if they are questioned by the opposing team.**

The YTB DL reserves the right to ban any player from YTB DL sanctioned events for unsportsmanlike conduct, falsifying match report information, playing illegally on a second team or other reasons of a similar nature

#### **Section 4 - Match Formats:**

2 "matches" of singles 301 (DI/DO) - 3 legs per match – Best of 3 - **1** point per game.

1 "match" of doubles Cricket - 3 legs per match – Best of 3 - **1** point per game.

1 "matches" of doubles 501 (SI/DO) - 3 legs per match – Best of 3 - **1** point per game.

Max Total games= 12

Max Total point per team = 16

If a match ends with a tie score, then a 401 point (DI/DO) tie breaker will be played. Each team will use 2 players. If a team is "playing short" that night, no one throws twice in a round. For example, the short team would get three turns per round to the opponents full 4 turns. Home Team throws first.

#### **Section 5 - Dates & Start Times**

1. Start time First Set of Match is **3:30 PM.**
2. Start time Second Set of Matches **6:00 PM**
3. The match board shall be cleared for warm ups at least 10 minutes prior to match time for player practice.

- After the initial practice session, each player is limited to 3 practice rounds (9 darts) between games or events.
- Once play has commenced, the play should continue without delays. A player is permitted 5 minutes to repair damaged equipment. Otherwise all

three darts in a round should be thrown without delay to be considerate of your opponent(s).

Hint - don't disappear to buy a drink in the middle of a game or set. Have another member of your team get it for you.

4. Matches can be rescheduled or delayed by mutual consent of both captains prior to the match. If the opposing captain requests such a postponement one day prior to the match (by Saturday night), it should be granted. A team is *not required*, but may elect to, grant a postponement the night of the match. (See rule 7.)

**If you are requesting the match be rescheduled, notify the league at the time you make the request of the other team.**

There is no official "make up" date scheduled during the regular season. Any match

1. postponed must be made up within 2 weeks of the original play date. The make up date should be mutually agreed upon by both teams.

However, all matches must be made up before the 2nd to last match of the regular season. You are not permitted to postpone the 2nd to last match by more than 2 days. And you are not permitted to postpone the last match at all. (Special cases will be addressed by the league management. Based upon the circumstances it may be possible to play those matches early.)

2. You **must** notify the league when a match is being postponed.
3. You **must** notify the league when a postponed match is being made up.
4. A match can be started as long as there is **one** player from a team present. If there is at least one player, but less than a complete team, present the rules are as follows:
  - a) At 15 minutes after start time, the player(s) present must submit the line-up of players for the singles 301 section of the match. All players *present* (for the team(s) that are "short") at that time **must** be listed to play in this section. Other players from the team not present are also to be listed in order to complete this section.
    - b) **Immediately** after submitting the line-up the play shall commence with the players who are present. (Minimum warm ups only - 9 darts.)
    - c) As the missing players arrive they shall play. If they are present in order to match the line-up, it shall be played that way. If they arrive so that the play is out of order, that is acceptable. So long as each match ends, another follows immediately.

d) If all the players present from the short team have played and the missing player(s) are still not present, the short team will have 5 minutes after the singles match last played, if 1 **player** have not yet arrived, the match can continue

Again, **immediately** after submitting the line-up the play shall commence with the players who are present. (Minimum warm ups only - 9 darts.)

e) As soon as the first dart of the first cricket match is thrown, the team with a full compliment is **no longer required** to "go back and play any missing singles games. (See the scoring section for recording the 'forfeit wins'.)

The same method applies if the team is still short after the conclusion of the crick- et. (5 minutes to submit the 501 doubles line-up, minimum warm up - 9 darts, and then commence. As soon as the first dart of the first 501 doubles game is thrown, the team with a full compliment is **no longer required** to "go back and play any missing games - singles 501 or doubles cricket. (See the scoring section for recording the 'forfeit

a) wins'.)

h) During the doubles events, one player playing against two gets only one tum. For example -Team I Player 1, Team 2 Player 1, Team 2 Player 2, then Team I Player 1, Team 2 Player 1, Team 2 Player 2, etc.

If the solo player's partner arrives, he or she **can not** join a game in progress, but they **can** join subsequent legs of the same match.

i) Based upon this rule, an entire match is forfeit **if no one from the opposing team is present at 15 after start time**. If this is the case, the team present should call the league immediately, we will confirm the time and score the match accordingly (see below).

5. In order to properly record the score the forfeit and everyone's all-star points, the team present must still mail a score sheet. All players present must **sign** the back of the sheet attesting to their presence. If you are playing away, the bar should still supply you with the score sheet and envelope. If they do not, note this in your call and use a blank sheet of paper instead. Remember to include the following information

- ▶ Date
- ▶ Team present and players present (all players must **sign** the form) **[Both Teams]**.

6. If a team forfeits two full matches in a row, it will

7. If a team shows a history of two forfeits a season by having this occur in back to back seasons, we will no longer accept it's registration form.

**Do Not FORFEIT MATCHES**

## Section 6 - Scoring

1. Full Forfeit Matches Team Scores - the team scoring for full forfeits will differ by night (Monday vs. Tuesday) and by division. If the forfeiting team is remaining in the league (first forfeit for weeks I - I O), it will be scored as follows:

The team present receives the higher of either **12** points or their previous score against that opponent.

However, if it is the second forfeit, we will be adjusting the team scores by removing points scored against that team by the rest of the subdivision. This will be done based upon when the 2 forfeits take place.

2. Full Forfeit Matches Individual All Star Scores - each player signing the score sheet as present will receive their average weekly all star point total. (If this occurs before week 5, the adjustment will be made after week 5 to allow for a fair average to be compiled. The captain will be notified of the adjustment amounts with the week 5 score sheet.) This will now include the all-stars for the forfeiting team's players who **are** present, providing they also print and sign the sheet being mailed in.

Only team points will be adjusted if a team forfeits out. The individual all-stars scored or assigned will not be removed.

3. All Star Points - Captains are responsible for correct scoring on the score sheets, incorrect all stars will be invalidated and could cause disciplinary action.

**'01**            On= 75 & up.  
                  Out=75 & up.  
                  Throws = 95 & up.

In '01 games, if you bust, the score for that turn does not count towards the game **and** it does not count towards all-star points either.

**Cricket**        Rounds = 5 & up.  
                  Corks = 3 & up.

In cricket games, marks - either rounds or corks, only count if they are included in the scoring. For example, if the opponent already is closed on 16's and you have two 16's, and then you throw a triple 16 and triple fifteen's - no all star points are scored because only one of the 16's count.

4. All Star Points Score Sheet Notations - shall be made using the following convention:

01 - Points as thrown (95 = 95, 8T0 = 180, etc.). High In (301 only) and High Outs are scored. To indicate a high on, write HI or HO + the score, and circle it. Use commas or paren- theses between other scores.

Cricket Scoring Round 5 = 100, Round 6 = 120, Round 7 = 140, Round 8 = 160, Round 9 = 180, 3 Cork = 100, 4 Cork = 125, 5 Cork = 150 and 6 Cork = 180.3 Cork= 100.

5. The line-up for the evening's events is completed by both captains in "the blind" and posted before each event. **For doubles events**, the players must play in the same order they are listed on the line-up for either the two games or the three games involved. (The players can **NOT** switch the order of play.)

Each team's captain is responsible to inform their players what is the playing order. You can ask the person holding the score sheet, but it is not their job to stop and tell you.

6. The visiting team starts the first set of the match. Subsequent legs for the same participants are "mugs away". The next set is started by the home team (regardless of who won the preceding game in the preceding set). The alternation then continues for each set. {We are printing hints of **A** - for away and **H** - for home on the score sheets. Just remember additional games for the same opponents are always mugs.}

If the match is being played out of sequence, or if one or more of the sets is not being played due to an individual forfeit, the away/ home designation is based upon the slot on the line-up sheet, not on the last group played.

7. The home team is responsible for supplying the chalker. The chalker must be a member of any YTB DL team or a league official. Chalkers should be made aware of the proper etiquette of chalking. No unnecessary movement or talking. / Do not look at the player on the line. Do not call out a score or if the dart is in or out unless asked by the player
8. **The player's score must be chalked or called out prior to removing the darts from the board.** This is to prevent arguments. If there is a question about the score for that round, the darts will still be in place to authenticate it. Only the player may remove his or her darts. (Unless previously agreed cases where the player has a physical reason that would delay the play.) The opposing player(s) or the opposing captain may request that the darts not be removed until the scoring is checked and approved.
9. For '01, any changes to correct mistakes in scoring or chalking must be made before the next turn of the player or the player's partner in doubles. This includes mistakes due to either the score marked or mathematical errors in either addition or subtraction. Once the same team has thrown again, no corrections are allowed. In cricket, corrections are not permitted after the opponent has thrown.
10. If a player throws out of turn, the opposing team has the option of either requiring the correct player to throw or allowing the score made to stand. If the score is allowed to stand, the same player must throw for the next turn to get the play back in synch. In which case, his or her partner has effectively lost a tum.
11. Coaching is allowed. A player can ask the chalker what was hit or what score is

remaining at any time. **The chalker can not advise the player what to throw with remaining darts.** When a chalker is giving a score remaining in a 501 game, he or she should always give the total points, **not the double out information** (e.g. the chalker would say eighteen, not double nine). However, other members of the team or the persons partner can advise the player with strategy.

However, the opposing team can not call out numbers or strategies while their opponent are on the line. This includes loudly talking about possible outs for their own team, as overhearing these numbers may confuse the player on the line.

12. The home team is responsible for recording the score in games and the all star points on the score sheet. The visiting team must check the accuracy of the score sheet information, **including the all stars.** When both captains (or their designate) have signed the form, the YTB DL then considers the information correct and final.

The captain's [or the designate's] signature is attestation to the scoring **and the all-star points** on the sheet. Both captains are responsible that the information they have signed for is correct. Falsification of any of the data will be cause for league sanctions.

13. The score sheets are to be made available to other "interested parties" providing they are league members - such as members of other teams in your division or subdivision. **HOWEVER**, the match is **not** to be interrupted. The score sheets need only be made available at the natural break points of a match. They are between the singles and the cricket - after the cricket line-up is completed but before play has started, between cricket and 501 doubles - again after the doubles line-ups are complete but before play has started, and after the completion of the match.

**Print the players full names.**

**Write neatly.** (If we can't read it, we will not be able to properly credit the team and players their correct point values.)

**Hand in a copy to the bartender.**

14. Players required to sign the back of the **AND** any playoff match they play in as well. If a player's identity is questioned, and no signature sample is found, it will be considered the same as an obvious mismatch. (See the rules pertaining to illegal players.)

## **Section 7 - Season Standings and Playoffs**

1. The season standings for first, second, third, and fourth place within the various sub- divisions will be determined in the following manner.

- a) Highest point total.

If a tie exists for first place, the tie breaker will be the head to head scores of the two teams. If the head to head score is also a tie, a coin toss will determine the standing.



2. Teams placing 1st, 2nd, 3rd, **and 4th** in their subdivisions will "make the playoffs". The 1st place teams will be seeded in the playoff bracket.
3. The playoff schedule dates are firm dates. The league may agree to allow the teams to reschedule to another mutually agreed upon date, if it will not impact the rest of the playoffs or the awards. But it is highly unlikely. Both teams should plan to play on the dates listed.

## **Section 8 - Awards**

1. The awards ceremony will be held at a date to be determined
2. **Team Awards:**
  - a) Champions - individual awards for team members.
4. **Individual Awards by Division:**
  - a) Singles Champion
  - b) Doubles Champions
  - c) High On
  - d) High Out
  - e) High Single Night All Star Score
  - f) All Star Team Members - highest total all star points (top 3).

Most Valuable Player - highest winning percentage (numbers of wins+ number of games played). To be considered for this event the player must have played in at least 50% of the games possible.

5. **Other Individual Awards:**
  - a) 171+ (including Ton-80's)
  - b) Round 9
  - c) 6 Corks

## **Section 11 - Fees & Payment**

1. The YTBDL fee is currently \$25.00 per team. This payment is due prior to the beginning of the season.

**THESE RULES WILL BE APPLIED FAIRLY AND EQUALLY TO ALL TEAMS.**

Just as a reminder, the idea is to have a nice friendly (but competitive) dart match and season. We are not looking to create lawyers to "use the rules" to anyone's advantage.

Nor are we trying to stifle the enjoyment we all get from playing darts. Try to play the matches with these intentions and not be a "stickler". If you have a problem - **CALL US IMMEDIATELY**. Perhaps we can solve it right then on the phone.

**SHOOT WELL & GOOD DARTS!!**

