

Bristol County Dart League

Rules & Regulations

Revised 2016

The leadership of the Bristol County Dart League consists of a 5 member Board of Directors elected by the membership.

The 5 members consist of:

1. President
2. Treasurer
3. (3) Statisticians from A, B and C Division

The Board of Directors may appoint committees for various duties to assist in the efficient operation of the league. If the league decides to go to more than 3 divisions, a new statistician may be appointed, but will not be a voting member of the Board of Directors.

Emergency decisions may be made by the President in lieu of a meeting of the Board. However, the decision will be reviewed by the Board of Directors at the next regularly scheduled meeting. No member of the Board of Directors may vote on any matter that involves his/her team and/or sponsor.

All meetings of the Board of Directors shall be closed to the members; except by special invitation.

Board members are required to attend all meetings of the Board of Directors. A total of three unexcused absences, or two consecutive absences in the same year; will result in removal from the Board. An “unexcused absence” will be determined by the Board members.

ARTICLE 1 – EQUIPMENT

- A. All BCDL sponsored competition, including tournaments and playoffs, shall use Standard English bristle boards with a 20-point clock face of the hand-wired type with a Red Double Bull and a Green Single Bull.
- B. Dart boards shall be placed 5’-8” from the floor to the center of the bull’s eye with the 20 bed at the top center. The back edge of the toe line (Edge closest to the shooter) shall be 9’-7 3/8”

measured diagonally from the center of the bull's eye. The toe line shall be 36" long (18" either side of center). A player must have at least one foot within the 36" width of the toe line area. Any player who shoots outside the 36" width of the toe line must yield to a player who is shooting on the adjacent board.

- C. All sponsoring establishments are required to provide a minimum of two playable boards and two (Mounted) scoreboards for each team they sponsor. Scoreboards must be easily seen and readable by a player standing at the toe line.
- D. All sponsoring establishments must have a FULL Liquor License in order to play in the league.
- E. The sponsoring establishment will be responsible for supplying and maintaining the dart boards, scoreboards and lights used for league play; and such boards and equipment must be in acceptable playing condition to the home and visiting teams. The dart boards shall be firmly anchored and well lighted.
- F. An inspection committee shall be appointed by the Board of Directors. All sponsoring establishments will be inspected 2 weeks prior to the start of each half. After initial approval of equipment and setup; any subsequent changes in equipment and setup must be re-inspected before the next scheduled match (With the exception of replacing identical, but worn equipment, such as dart boards). Failure to do so may result in loss of match points.
- G. Darts shall be no longer than 8-1/4" and no heavier than 55 grams.

ARTICLE 2 – SCHEDULES & FEES

- A. League competition is scheduled for Monday nights.
- B. Any match which must be re-scheduled requires mutual consent of the involved team captains and must be played as soon as possible but no later than the last week of each half. The Board of Directors may re-schedule any match or matches to maintain an equitable and efficient competition schedule.

- C. There will be one week immediately following the end of the 2nd half to make up any matches not played during the regular season. If there are no makeup matches, playoffs will begin the week after the end of the 2nd half.
- D. The home team captain must notify the statistician of their division by 6:00pm Tuesday that a match has been re-scheduled and he/she will not be receiving a match report from the originally scheduled Monday match.
- E. Starting time for the first game is 7:30pm. The first dart must be thrown by 7:45pm; or the match is subject to forfeit. 4 players per team must be in the building and rosters filled out by 7:30pm.
- F. Player fees are \$25 per player per half and Sponsor fees are \$175 per team per half and must be paid-in-full at the first meeting each half.

ARTICLE 3 – MATCH PROFILE

- A. The match profile changes from time to time. Captains will be informed of any changes before the start of the season.
- B. Players cannot play in more than 3 games for the night. In addition; a player cannot play in more than 2 Single Crickets, or in more than 2 Single 501's, or in more than 1 Partner's game in a match.

ARTICLE 4 – ORDER OF PLAY

- A. The home team has choice of boards to be used for play. The playing boards must be made available by the Sponsoring Establishment for League use no later than 30 minutes prior to the start of the match. All warm-up activity must be completed by 7:30pm. NOTE: After the practice session, each player is allowed only four rounds (12 darts) for final warm-up before a game.
- B. The player from the home team has the option of diddling first in every leg. **In partner's games, the player listed first for the**

home team on the match report will start every leg of the game. Either player playing in a partner's match may throw the diddle.

If the first player throws a single or double bull; the dart **MUST** be pulled from the board to allow the second player a clear shot.

If the second thrower in a diddle knocks the first thrower's dart out of the board; both darts will be thrown again.

If the second thrower's dart "Robin Hoods" the first dart; the second thrower will carefully remove his/her dart; as to not remove the first thrower's dart and the second player will throw again.

All "Bounce-Outs" will be thrown again.

All single bulls are considered equal; resulting in both darts being thrown again. All double bulls are considered equal; resulting in both darts being thrown again. In determining the closer of 2 darts to the bull; the scorekeeper shall determine the winner. However, the darts must **NOT** be touched in determining the winner. Pulling, or straightening out of the darts is an unreliable way to determine the closer dart. If the scorekeeper is in any doubt; have both throwers throw again for the diddle.

- C. The playing line-up for a match must be completed "Blind" prior to the start of the first game. All playing slots must be filled in with the name of a registered player (Or the word *forfeit* when a team has fewer than 6 players present). If, during the course of a match, a player scheduled to play is not available; the captain may substitute an eligible player in his/her place. The list of eligible players is limited to the names on the match report prior to the start of the match; and by the restrictions in **ARTICLE 3**. The names of all eligible players shall be placed in a container from which the captain of the opposing team will draw a name for each slot to be filled.
- D. The submitted line-up will be the playing order for the match. Each of the games will be played in the order listed on the

match report (Including playoffs). If a player is not present when his/her name is called; the game may be postponed until the end of the games in that bracket (Singles Cricket, Singles 501 or Partner's games). At that time, if the player scheduled to play is still not present; a substitution may be made in accordance with PARAGRAPH "C" above.

ARTICLE 5 – TEAM PROFILE

- A. A team shall consist of not less than six players and not more than nine players. All players must be of legal drinking age, because matches are held at establishments that serve alcoholic beverages. Captains are responsible for obtaining proof of age if necessary. If a player is discovered to be underage; both the player and the captain will be suspended for the remainder of the season.
- B. Adding up to two players to the roster will be allowed at the midseason break providing that the nine player maximum is not exceeded. Any player moving to another division must be approved by the Board of Directors. If a team needs more than two players to reach the minimum of six; it will need the approval of the Board of Directors.
- C. Any player that is in the top 50% of a division (W/L Average); will only be allowed to drop (1) division, and no lower, for a period of two years. Any player that is in the bottom 50% of a division (W/L Average); will only be allowed to drop (2) divisions, and no lower, for a period of two years.
- D. A player may only play on one team in the league.

ARTICLE 6 – FORFEITS

- A. A forfeit will be declared for failure of a team to attend a scheduled match. A team is considered not in attendance if less than four players show for the match. With a 15 game format, 8 points will be awarded to the team in attendance. There will be

no individual wins or losses recorded. The match report must be signed by the Captain of the team declaring the forfeit and submitted to the statistician.

A team having the minimum of four players but less than six players will forfeit the respective number of points for each game not played. In Partner's games where one team only has one player; the light team will have the option to forfeit. If the game is played, the team with one player will miss one turn in each round of play. Players listed opposite a forfeit will not receive credit for an individual win; but the point for a team win counts. A team may play shorthanded (Less than 6 players, but more than 4) as many times as necessary during the season however, once a team has reached 5 forfeited individual or partner games (Not matches), the team will lose 1 additional point for every forfeited game thereafter This rule assists with players that show up to play and do not get the opportunity to play because another team consistently forfeits games by not having enough players that show up.

- B. Forfeits may also be declared for the use of an unregistered player. The penalty is a loss of all points won by that player (And any partners in a team game), plus a team loss of one point for each game the illegal player participated in.
- C. A team that forfeits two matches in a half will be reviewed by the Board of Directors for further play in that season. All points won from the team (If eliminated) will be subtracted from the standings. Individual statistics will not be affected. This applies to any set of circumstances that result in a team leaving the league before the end of the season.

ARTICLE 7 – SCORING

- A. The Captain of each team is responsible for providing a scorer for each match. Scorers must be from one of the two teams playing against each other and must be a member of the BCDL. The HOME TEAM will have the choice of scoreboards for the night.

- B. The Captain of the home team is responsible for writing the entries on the match report. The visiting team is responsible for checking that all entries are correct. In the event that the home team captain is unable to enter results; he will appoint someone to take his place. Under no circumstances will any person not appointed write on the match report. All entries must be made as they occur. The HOME TEAM is responsible for mailing, emailing, or texting the match report to the Division Statistician. **Match reports must be sent to the Statistician by 6:00pm Wednesday evening. Statisticians will post up-to-date statistics on the BCDL website NLT 11:59pm Friday night barring any unforeseen circumstances.** Failure to submit the match report on time will result in a loss of 1 point for the team. The second time a report is late will result in a loss of 2 points. The third time a report is late; it will be reviewed by the Board of Directors for further penalties.
- C. The scorekeeper must call out the player's score for each turn before the player takes his/her darts from the board. **A PLAYER MUST NOT TOUCH HIS/HER DARTS UNTIL THEIR SCORE IS CALLED AND POSTED.** The penalty is a loss of that turns score. A dart with its point under a wire shall score the number it entered, not where the tip lies.
- D. Any changes made to correct mistakes in scoring (Addition or Subtraction) must be made before the next turn of the player or team against whom the mistake was made. Obvious mistakes, such as subtracting 100 from 401 with a result of 201 can be corrected at any time during the match, as these are inadvertent mistakes which sometimes go unnoticed for many turns.
- E. If a player throws out of turn, the opposing team has the option of having the round thrown again or letting it stand as thrown.
- F. The scorekeeper may only tell a player what amount is left. If the scorekeeper tells the player an incorrect amount, the throw will stand as is. **IT IS THE RESPONSIBILITY OF THE PLAYER TO**

KNOW HIS/HER OWN SCORE. Also, the scorekeeper may not suggest numbers to throw at. However, a player may receive coaching from any of his/her teammates.

- G. All scoring in the “01” games must include the score for each throw and the score remaining.
- H. The scorekeeper shall face the scoreboard and remain still, so as not to distract the thrower until all three darts are thrown.
- I. A player may demand a new scorer from the opposing team captain at any time and for any reason.
- J. **A PLAYER MUST HAVE BOTH FEET BEHIND THE TOE LINE.** If an opposing player notices a line violation, he/she should tell the captain. That captain should then ask the other captain (Or a player from the other team, if the captain is unavailable) to watch the player in question. If a line violation is observed, the player should be warned by a member of his/her own team. Using the same procedure as above, if a 2nd violation occurs then the captain of the opposing team has the option of declaring the throw invalid and the next player takes his/her turn. After a 3rd confirmed violation, the offending player shall forfeit the match. Under no circumstances shall the violating player’s throw be interrupted by talking to him/her while the player is at the line. If you observe a player with a foot over the line as he/she begins their throw, immediately (And quietly) get someone from the opposing team to watch.

The following Ten Commandments for being a good scorekeeper were borrowed from the Blackstone Valley Dart League.

- 1. You should not smoke, drink or move about while the shooter is at the line.**
- 2. You shall not look at the shooter while he/she is shooting. Face the board, and try not to distract the shooter when erasing.**
- 3. Do not lean out to see where a dart has landed, or follow the darts with body or head movements. Keep still!!**

- 4. Do not call out the score of a dart, or darts, or indicate if a dart is “in” or “out” or what is “left” unless asked.**
- 5. Never tell a shooter what to shoot, or offer any strategies in Cricket, it is illegal.**
- 6. Do not change a scoring error until both players, and teams have your full attention. Stop play immediately after a player’s final dart and before the next player gets to the line.**
- 7. Keep opponents score on the same side of the scoreboard throughout the match. It would help if the home team was always listed on the left.**
- 8. Try not to show any signs of disgust or excitement over the quality of darts being played.**
- 9. Keep the last round of scoring visible on the scoreboard while erasing previous rounds when you run out of room to write the score.**

If you cannot follow the above rules, at least honor the request for a new scorekeeper without an argument.

ARTICLE 8 – PROTESTS

- A. The Captain of any team may file a protest for any irregularity that may occur in any match. The opposing team Captain must be notified at that time that the match is being played under protest from that point on. The words “UNDER PROTEST” must be written on the front of the match report. The protesting captain must then send a letter of explanation to the Division Statistician postmarked no later than the next day or hand-deliver to the statistician by Thursday of that week or the protest will be null and void. It is recommended that the letter be included with the match report (It can be written on the back of the report). The short time to file a protest is necessary because some protests have to be resolved before the next**

night of play. The Board of Directors will then meet to resolve the dispute as soon as possible.

- B. Unless conditions are intolerable or unplayable, every effort should be made to complete a match. It is to everybody's advantage to play a match on the designated night. However, it is possible to suspend one or more games or even the entire match if the Captain deems that the conditions warrant it. This includes any situation in which the Captain feels that harassment or unsportsmanlike behavior by opposing players will lead to a physical confrontation. A Captain should not hesitate to pull his/her players out of such a situation. Captains must allow the Board of Directors to settle potentially violent disputes between teams, and not try to settle them themselves.

ARTICLE 9 – CONDUCT

- A. Heckling or other harassment is strictly forbidden. Talking or other activity near a thrower for the express purpose of distracting him/her is not allowed. Good sportsmanship must dictate behavior. Players found guilty of unsportsmanlike behavior will be penalized. The league must not only consider rowdy players to be disturbing to league members but must also consider the sponsoring establishment. Players who are out of control can offend other non-league patrons of the bar. It is the responsibility of both Captains to maintain order during league play. This type of behavior must be formally protested in order for the Board to take action.
- B. Any player suspended for any reason, will, upon a second offense, be expelled from the league for the remainder of the season.
- C. A 3 point team penalty will be imposed for a first occurrence of unsportsmanlike conduct, a 6 point penalty for a second offense and indefinite team suspension for a third offense.
- D. The President may discipline a member for "cause" whenever in his judgment; the best interests of the League will be served

thereby. For purposes of this section “cause” shall mean one or more instances of unruly, wanton or dangerous conduct demonstrated by a member at League functions or where such member is otherwise representing the League. “Cause” shall also mean any other act or activity, detrimental to the league, described in the Rules & Regulations. Such discipline may be in the form of fines, sanctions, suspensions or expulsions from the League. Any member aggrieved by the act of the President in disciplining such member may appeal such decision to the Board of Directors by delivering written notice not more than (10) days after the date of imposition of the discipline, unless the giving of written notice is waived by the Board of Directors. The Board of Directors shall thereupon hold a hearing at which the entire Board of Directors shall be present and the member shall be entitled to present evidence and be heard on the matter. The Board of Directors shall notify the member of the hearing date at least (3) days prior thereto. At such hearing, the decision of the President may be overruled or modified upon the affirmative vote of a Majority Rule of the members of the Board of Directors. The decision of the Board of Directors shall be final, binding and conclusive. If, however, the member does not notify the Board of Directors within the (10) day period as aforesaid, the decision of the President shall be deemed final, binding and conclusive on the member.

ARTICLE 10 – DISPUTES BETWEEN TEAMS AND SPONSORS

- A. If a dispute arises between any sponsoring establishment and a team that prevents a team from playing a scheduled match, the home team Captain will notify the Division Statistician not later than the next day. The Division Statistician will consult with the Board of Directors to reschedule the match prior to the end of the half.
- B. The Board of Directors will take appropriate action to resolve the dispute or the team is responsible for finding another

suitable establishment prior to the next home match. The establishment must have suitable equipment per ARTICLE 1.

ARTICLE 11 – TEAM CAPTAINS

- A. Team Captains are responsible for the orderly conduct of all league sponsored matches.
- B. Captains are required to attend all Captain's meetings called by the Board of Directors. Failure to attend will result in a penalty of (5) points subtracted from their team score for the 1st missed meeting, (10) points for the 2nd, (15) for the 3rd etc... A Captain may appoint a representative from the team to go to the meeting without any penalty being imposed.
- C. Captains or their representatives must show up within the time designated by the Board of Directors at all meetings (Usually 7:00-9:00pm). 9:05pm is not acceptable, nor will the Board of Directors make any phone calls to ensure your team is playing. **IF YOU ARE NOT THERE, YOU DO NOT PLAY!**
- D. It is the responsibility of every Captain to maintain a current address and phone number with the Division Statistician in order to ensure communication between the League and the Captain. Captains may provide the name and number of someone who will reliably relay messages. However, it should be noted that any messages not received and any penalties resulting are solely the Captains responsibility.
- E. Failure of a team Captain to fulfill his/her responsibilities to his/her team and/or the League may cause him/her to lose the position.
- F. All team Captains are expected to have a copy of these rules at all matches in the event that a dispute or question concerning rules or procedures arises. Whenever changes to the rules are made, team Captains will receive a notice of the changes.
- G. Generally, the Captain of a new team is the person who formed the team. However, once a team has been accepted by the League and has begun play, the team may elect a new Captain

at any time by a simple majority rule vote. The new Captain must then immediately notify the Division Statistician of the change.

- H. Captains are required to bring a copy of the previous week's stats to each match so their players may read them.

ARTICLE 12 – STANDINGS

- A. Team standings will be total accumulated points minus any penalty points assessed during the season.
- B. Individual standings will be computed by average (Wins/Games) and by All-Star points (Points/Legs). All-Star points are awarded for any countable score of 100 or more in a single turn in "01" games. All-Star points are NOT awarded in Partner's games.
- C. In a division where there are only 4 teams, only the TOP 3 teams will make the playoffs. The #1 seed will have a first week playoff bye while #3 plays at #2 and the winner will then play at the #1 seed for the Championship.
- D. All division stats will be posted on the BCDL website at www.bristolcountydartleague.com
- E. The minimum number of games for a player to be eligible for post-season play is calculated by multiplying the number of matches in a season by 0.75 (Example: A 6 team division plays 30 matches in a season; therefore the minimum number of games is $0.75 \times 30 = 23$ games). Note: Fractions are always rounded up.
- F. In the case of a tie at the end of the season, the following tie-breaking methods will be used:
 - 1. TIE FOR FIRST PLACE: There will be a playoff using the regular season format. The home bar will be decided by the toss of a coin. Whoever wins the playoff will be declared the 1st place winner of the Division.
 - 2. TIES FOR 2ND THROUGH 4TH PLACES

1st TIE-BREAKER: The team with the most matches wins for the season. (Example: Team “A” has 20 wins and 10 losses. Team “B” has 19 wins and 11 losses. Team “A” is awarded the position.)

2nd TIE-BREAKER: The team with the most head-to-head wins. (Example: Team “A” plays Team “B” a total of six times. Team “A” wins 4 of the matches and Team “B” wins 2 of the matches. Team “A” is awarded the position.)

3rd TIE-BREAKER: The team with the highest head-to-head point total. (Example: Team “A” plays Team “B” a total of six matches. Team “A” scored a total of 48 points in those matches and Team “B” scored a total of 42 points. Team “A” is awarded the position.)

4th TIE-BREAKER: The teams will have a playoff using the regular season format. The home bar will be decided by a coin toss.

ARTICLE 13 – SPECIAL AWARDS/TROPHIES

WIN/LOSS AVERAGE: The minimum number of games defining eligibility is calculated by multiplying the number of matches in a season by 1.5 (Example: with 6 teams in a division resulting in a 30 match season, the minimum is $1.5 \times 30 = 45$ games).

ALL-STAR AVERAGE: Eligibility for this award is determined similarly, but legs, not games are used. Multiply the number of matches in a season by 1.5 to find the required number of legs (Example: with 8 teams in a division resulting in 28 matches in a year, the minimum is $1.5 \times 28 = 42$ legs).

ROUND-OF-NINE: a Round of Nine in Cricket is defined as 3 Triples in one turn. They do not have to be different Triples. However, each of the nine marks must count. If your opponent has closed the 18's, and you only need one mark to close the 18's, then a Triple 18 will

not be considered part of a Round of Nine since two of the three marks were wasted.

TON-80: There will be an award for scoring 180 points in one turn of "01". However, it will not count if you bust on that turn.

SIX BULLS: There will be an award for 3 Double Bulls in Cricket in one turn (Provided all 6 Bulls count).

HIGH ON & HIGH OUT: There will be an award for the highest OUT in Single's and Partner's "01" and for the highest ON in Single's "01" only in each division. High On's thrown during Partner's "01" DO NOT COUNT.

FOUNDER'S TROPHY: The Founder's Trophy will be awarded to the player with the highest W/L Average in each division.

ROUNDS-OF-NINE, T-80'S, 6 BULLS and High Out (Not On) will count during Partner's games AND Playoffs.