

ISLAND WIDE DART LEAGUE

32 President Street
Staten Island, New York 10314
761-1025

LEAGUE RULES

1. Captains

Teams are responsible for designating a team captain. Captains may delegate responsibilities to another player when necessary. In general captains (i) must be aware of the rules for match play and all changes to those rules as published, (ii) also verify all information entered on score sheet during match play, (iii) help new players become familiar with the rules of match play, and (iv) handle match protests properly, whether filed by or against their team.

2. Sportsmanship

We play darts for many reasons and at many skill levels, but one thing to never lose sight of is that this is just a game. On match night we are all representatives of not only the sport but our team, bar and league as well.

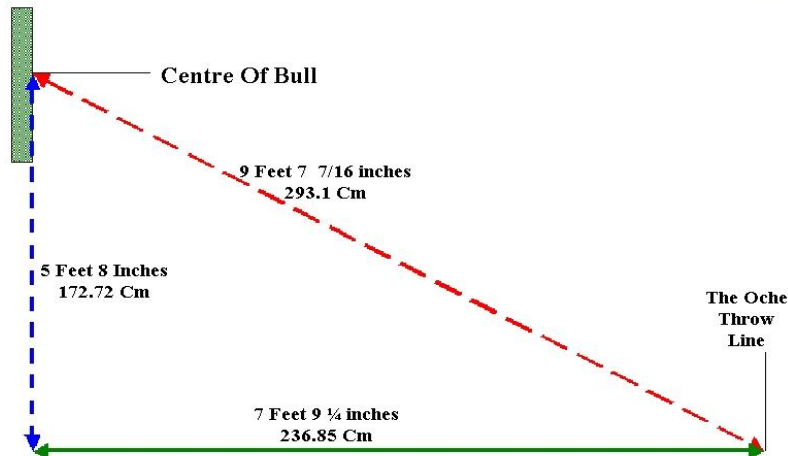
The Island Wide Dart League will not held be held responsible for or tolerate the misuse of the equipment used, player harassment or physical violence. Suspensions and expulsions mandated are swift for violators. **PLAY NICE!!**

3. Personal Conduct

- A. Heckling, antagonizing and bullying opposing players is strictly prohibited.
- B. Harassment with regard to race, gender or any discriminatory action will result in an immediate suspension.
- C. It is the team captain's responsibility to maintain the best order during the match.
- D. Any player caught willfully cheating in any manner will be suspended from the league.
- E. The league requests that all players be of legal drinking age and it assumes no responsibility for players who are under the legal drinking age. If a player is not admitted into a bar because of his/her age, the team captain will have no recourse but to substitute the player, or play short.
- F. You must be 18 years of age to play in the league.

4. Set-Up Requirements

All matches must be played on a 20 point clock-faced bristle dartboard, placed 5 feet 8 inches from the floor to the center bull, with the black 20 wedge place at 12 o'clock. The foul line must be placed 7 feet 9 1/4 inches from the **face** of the board and must be a width of 18 inches from either side of the cork. All wires on the board must be in good condition. The double and triple wires must be within 1/32 of an inch of the normal 3.8 of an inch measurement. The board must be positioned so that it is readily available to the players. It must be well anchored and well lit. The scoreboard must be placed in an area accessible to the shooter at all times.



For bars with dartboards set up with bar stools in front of the throwing line, the area must be cleared while the match is on. Captains of teams in bars with more than one team playing at home on the same night are responsible for keeping the throwing areas as clear as possible. Bars with more than one team playing at home, the bar owner decides which team has board preference.

Pool tables situated near the dartboard must be closed if any team or player thinks it is interfering with the game. The visiting team may file a protest if their request to close the pool table is denied.

5. Match Day and Time

A. Game time is 8:00 P.M. with a grace period of 15 minutes. Matches **should** be underway by 8:15 P.M. A team must have a minimum of 4 players to play a match to avoid forfeiting the night. **A team must have a minimum of three players in the bar to start 401/501 singles.**

B. Line-ups are to be filled out in the blind. The home team captain fills in their '01 singles. After filling out your '01 singles, fold the sheet in half and hand it to the away team captain. Use an envelope to cover your side of the sheet. Teams that are caught looking at the other team's line up before filling out their own will forfeit those games. (not the match) The away team starts the match and play alternates from that point on. Players do not have to be present to have their names inserted into the line-up.

C. If a player/players are not present when his/her game is up, the opposing captain has the option of skipping that game and returning to it when the player/players arrive or calling the game a forfeit and advancing to the next game.

D. Once the line-up is filled out, a player may be substituted in the line-up, the player that is removed will be ineligible to play the remainder of the match. **NO EXCEPTIONS.**

EXAMPLE: If both captains fill out the sheet for singles 401/501 and a captain wants to cross out a player and play someone else in that players spot after both teams have filled in their lineup, the player crossed out cannot play the rest of the night.

E. No player can be substituted in Cricket singles. If a player was entered into cricket singles and cannot play for whatever reason, that game is forfeited and the other team receives that point.

F. Coaching is allowed from any person at the players request only.(**except the score keeper, the scorekeeper cannot tell the shooter what to shoot at**) A player may request where their dart has landed and what score is remaining from the scorekeeper at any time. The scorekeeper **cannot** tell the player what darts to throw.

G. If a player's name is written down twice in the same set of doubles (meaning they are in 2 out of the 3 501 or cricket), one of those games will have to be played 2 on 1(same way it would be played if a team only had 5 players, refer to section 7-K) Which game that will be will be determined by a coin toss. Heads for the first game the name is written in and tails for the second game it is written in.

6. Match Reports/Format

A. Match reports will be on 2-part NCR paper. Both team captains must retain a copy of the report for their records. **The home team captains must e-mail the original white copy and the away team captain e-mails the second sheet (yellow sheet) to dartsheets@gmail.com.** Any team that does not Email their copy will not receive all-star points or match points until both sheets are received by the league.

B. Divisions 2-8 matches are played to 18 points:

- 3 501 Singles (straight on, double out);
- 3 Cricket Doubles
- 3 501 Doubles (double in, double out).
- 3 Cricket singles

No player in divisions 2-8 can play both singles matches.

C. Division 1 matches are played to 20 points:

- 4 401 singles (straight on, double out);
- 3 Cricket Doubles
- 3 501 Doubles (double in, double out)
- 4 cricket singles

Division 1 ONLY – 2 players may play 1 game in each set (4 games)

D. Fill out score sheets fully and correctly:

Home team name

Away team name

Date

Division

NEATLEY PRINT PLAYERS FULL NAME IN EACH GAME

E. If we cannot read the players name they will not be awarded all star points

F. High on, High off, corks, Ton 80's & round 9's should be written next to the player's name that threw it and also recorded at the bottom of the sheet.

G. Missing reports must be into the league by week 13. Both teams will receive zero points/all stars if reports are not received.

7. Scoring:

A. Score keeping alternates between both teams throughout the match. **The home team score games the away team start** and **the away teams score the games that the home team start**.

B. To ensure correct scoring and prevent arguments, a player's score must be chalked or called out prior to their darts being removed from the board. If there is a question about the score for that round, the darts will still be in the board to authenticate it. Only the shooter may remove their darts.

C. The score keeper is not to touch any darts in the board. If the scorekeeper touches a dart in the board that dart is considered dead and that players throw is over from said "touched dart".

D. **In 501**, any problems or errors in calling the score must be corrected before **that players** next throw or the points stand as called. **In cricket**, in accordance with the inherent "strategy" involved in the game, corrections in arithmetic must be made before the **next player** throws, if they are not corrected the score written stands.

E. In 501, if you hit your out and throw another dart and it hits a number, it is a bust and score reverts to what was left before you threw round. **NO EXCEPTIONS.**

F. It is the responsibility of the scorekeeper to, at the request of the player, to tell him/her what is scored and what is remaining. The scorekeeper cannot advise the player as to what numbers to throw at in either '01 or cricket.

G. SCOREKEEPERS:

1-Scorekeepers shall not talk while keeping score

2-Scorekeepers shall not move about while keeping score, stand still

3-Scorekeepers shall not look at the shooter, face the scoreboard

4-Scorekeepers shall not tell a shooter what to shoot for

5-Scorekeepers shall not change a score unless it is brought to both shooters attention

6-Scorekeepers shall not call out the score for each dart thrown

7-Scorekeepers shall not show any reaction to the darts being thrown

8-Scorekeepers shall not touch any darts in the board.

9-Scorekeepers are to stand up at the scoreboard/tablet.

H. All Electronic scoring devices must have the apps that assist the player turned off during league play. ie: what darts to throw when going for an out in '01 and how many points +/- they have in cricket

7. Rules of Play

A. All games are to be played on ONE (1) board, unless fully agreed upon by BOTH captains. Practicing or shooting on a board next to the matchboard is strictly prohibited during a league match. In the event that a team requests to play on TWO boards for ANY reason and the opposing team refuses, the match will be played on ONE board only. A forfeit will be issued to any team trying to force or bully an opposing team into playing on two boards. If this situation arises CALL THE LEAGUE IMMEDIATELY!!!

B. A team that is short the minimum of 6 players to play a complete match will forfeit games where they are short players.

C. Player's foremost foot must be behind the line. A warning should be given to the shooter that their foot/feet are over the line. If the shooter does not comply, notify the league via e-mail and they will be dealt with (try and take a photo and attach to e-mail)

D. Any dart bouncing off, falling out of the board, shall not be re-thrown. If a player accidentally drops a dart and it falls over the throwing line, it may be picked up thrown

E. If a player throws a dart in anger or the flight falls off, he or she CANNOT re-throw the dart.

F. If a player finds that the throwing conditions are unacceptable due to noise or movement he or she must state this BEFORE throwing, not afterwards.

G. If a dart is thrown and is hanging in the board, the player may run up and save it, but by doing so, he or she forfeits any remaining darts they may be holding.

If a second or third dart is thrown and the hanging dart is knocked out, the dart that fell out does not count.

H. If a dart is thrown, pops out is caught before it hits the ground - it counts as a "good catch". It MAY NOT BE THROWN AGAIN. If you are brave enough to try this - remember the dart league does not pay hospital bills.

I. The game is over when the winning dart is thrown. There will be no all-stars given for darts thrown after the winning dart has been thrown.

J. In cricket, if a player needs 2 bulls to win the match and hits a single bull with their first dart then a double bull with their second dart, the person receives credit for 3 bulls and the all-star points, **ONLY** if the other team's bulls have not been closed. If the other team's bulls are closed you **DO NOT** get credit for 3 bulls.

K. If a team only has 5 players for the match it is permissible for a person to play a doubles match by them self. That person will be at a disadvantage by throwing 3 darts to the other teams 6 darts.

L. For a dart to score, it must remain in the board until that player has retrieved their darts from the board. The tip of the dart must be touching the bristle portion of the board in order for it to count.

M. If a dart lands in to the shaft of another dart it does not count.

N. 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 to stand. If the score is allowed to stand, the same player must throw the next turn to get play back in correct order, in which their partner has lost their turn.

P. Doubles matches – Once a doubles match has started, if the shooter listed is not in the bar at the time of his/her turn, their partner must play two against one.

8. Rosters

A. Rosters submitted at registration prior to a new season must have the minimum 6 players. Rosters may be modified by emailing the league prior to package pick up. Once packages are picked up, rosters cannot be changed until after week 3. Roster may contain up to nine (9) players.

B. Rosters **cannot** be changed until after week 3. New players can start playing week 4.

C. A completed roster must be handed in at the time of registration. **INCOMPLETE ROSTERS WILL NOT BE ACCEPTED. NO ROSTERS WILL BE ACCEPTED OVER THE PHONE OR E-MAIL.**

D. Each player must have participated in at least **5 matches** (not 5 games) to be eligible for post-season play. Byes and forfeits against a team will count toward weeks played as long as a player has played at least one (1) match at the time of the Bye or forfeit.

E. All roster changes must be emailed or called into the league before a player can participate in any match. **There is a \$5 fee for each added player to your team.** Fill out the **PLAYER CHANGE FORM** in your package and e-mail it to dartsheets@gmail.com. The fee can be paid through PAYPAL using **“Friends and Family”** to iwdarts@gmail.com account. Failure to do so will result in all points won by that player to be forfeited to the opposing team.

F. Points will not be awarded to a non-registered player or anybody playing under another player’s name. Any points won by the non-registered player will automatically be awarded to the opposing teams score.

G. Any player added must be in good standing with the league. And will be at the leagues discretion.

H. Only team captains and co-captains are allowed to make roster changes. Changes will not be accepted from any other player or bar owner.

I. Any player who has played in a match for one team and is dropped from that team cannot be added to any other team for that season.

J. A player can only play for **one team** during a season. This includes bar owners, bartenders and the neighborhood drunk.

K. Any team playing someone not on their original roster or not sending in a roster change on or before week 10 will lose those points won by said person to the opposing team. No new players can be added after week 10, reason being they cannot play in the playoffs.

9. Forfeits, Byes and Make-Ups

A. There must be four players present to avoid a forfeit.

B. Any team that forfeits twice is ineligible for the play-offs.

C. A team may forfeit twice and still win their division but are ineligible for play-offs.

D. TWELVE (12) points are awarded to the non-forfeiting team the **first 7 weeks of the season**. In the **second half of the season** the non-forfeiting team will receive 9 points plus the difference in position meaning, if the 8th place team forfeits to the 1st place team, the first place team will receive 16 points and so on. Zero (0) points are awarded to the forfeiting team.

E. A team may request only 2 make-up matches per season.

F. Make up games the first 7 weeks have until week 8(mid-season break) to be made up.

G. No make-up matches are allowed after week ten (10). All make-up matches must be played by week twelve (12).

H. The league will not be responsible for teams that arrange make-ups on their own without contacting the league.

I. If a team cannot attend a scheduled match, that teams captain or co-captain must notify the opposing teams captain or co-captain. (e-mail the league and we will give you the captains/co-captains email address)The opposing team's captain or co-captain has the option of rescheduling the match. If the opposing team's captain or co-captain is unwilling to reschedule, the team unable to make the match will receive a forfeit. **The team asking to reschedule a match has to agree to the night that the opposing team has chosen or take the forfeit. They are doing you the favor....**

J. Matches can no longer be re-scheduled the day of the match. If your team is short players, play short. You must call or email the league by 9 pm on Monday.

K. In the event of a forfeit, fill in the names of the players that you have played in the 6 singles games only. Fill in the home and away team names and date. Mail the white copy to the league.

L. If a team forfeits 2 matches per season in consecutive seasons, that team's registration will not be accepted the following season.

M. Any team that forfeits 2 matches during the season will forfeit all awards won by players on that team.

N. If a team drops out of the league, teams in that division will receive the proper forfeit points as per the rules for 1st & 2nd half of the season.

O. In the event there is a bye in your division, each team member will be credited with 1 week towards the 5 week minimum for playoff eligibility, each team will get 10 points and no all stars points.

10. All-Star Points

A. All-star points are earned by throwing the following rounds:

100 or higher in 501

5 or more score able hits in cricket (divisions 2-8)

6 or more score able hits in cricket (division 1)

R5 = 100, R6 = 120, R7 = 140, R8 = 160, R9 = 180

three or more score able corks in cricket

3 = 100, 4 = 125, 5 = 150, 6 = 175

90 or higher in doubling on or off (high on only counts in doubles games)

B. If there is a forfeit in your division, you will receive 100 all-star points for singles only and be credited with a singles win.

C. **Any all-stars not on the match report sheet will not be counted. Check the report before you sign it. NO EXCEPTIONS.**

D. **EXPLANATION OF TRIPLES HIT**– if a triple is thrown and you already have a mark on that number(you already hit 1 or 2 of that number) and the others teams number is closed, it does not count as 3. So, if you throw 3 triples, it is not a R9. It would count as a R7 or R8. That goes for ALL the combinations, R5,R6,R7,R8,R9

CORKS – If you already have a cork scored and throw 3 to end the game it does not count as 3 if the other team has them closed.

11. Protests

A. The captain of any team may file a protest for any irregularity of a match.

B. The opposing team captain must be notified at the time of the protest. **Then the match will be played to the conclusion.**

C. The match report must be e-mailed as usual.

D. The protest must be called into the league at the time of the match. The league will review the complaint and if necessary, a meeting will be held with the two captains to settle the matter.

12. Awards

A. Each division winning team will receive individual shirts and a plaque for the winning bar. The following will also earn an individual award:

Division MVP
Round 9 in Cricket
High-Out

700 Club
High On
High Score

T80 in 501
All-Star Team
6 corks

B. A player must have played in a minimum of 1 game on 3 separate match nights in order to receive any awards.

C. A team plaque and \$450 will be awarded to the Division 1 playoff champions and also to the Division 2-7 playoff champions for winning their respected playoffs.

13. Play-Offs

A. Play-offs start two weeks after the regular season ends. Divisions 2-8 are played on **Tuesdays and Thursdays**. Division 1 play on Tuesday's only.

B. In a division of eight, top four teams make the play-offs.

C. If there is a tie between 2 teams in the division, the team with the higher total of combined scores from the 2 regular season matches will decide what place the team's finish.

If the combined score is also a tie between the 2 teams tied for 1st place, a 1 night playoff, first team to 10 will determine the winner.

In the event there is a tie amongst 3 or more teams, there will be a 1 night 6 person 1,001 round robin to be played in a neutral bar determined by the league.

D. Divisions 2-8 matches are played until one team reaches ten points. In the semi-finals & finals, teams will play each other twice. The matches will be played until one team reaches nineteen (19) points. These matches will be played over two nights, (1 game at each teams bar). First night score of 14-4 or better, teams have the option of finishing the match in one night.

Division 1 matches are played until one team reaches 21 points. These matches will be played over two nights, (1 game at each teams bar). First night score of 16-4 or better, teams have the option of finishing the match in one night.

E. If the score is tied after 501 doubles, a 1001 six-player, straight-on, double-out is played to determine the winner. **A coin toss will determine which team will begin 1001. Home team calls the flip**

F. If both teams have less than six players and at the end of the match the total score is not 19 points, 501 singles is played again until a 19 point total is reached.

G. You must call the league with your score at the conclusion of your match on Tuesday and call back on Wednesday to see where your team is playing on Thursday. Call in your score at the end of Thursday night's match and call on Saturday to see where you are playing the following Tuesday.

H. Any scheduling conflicts between I.W.D.L. regular matches or I.W.D.L. playoffs with any outside leagues, tournaments or playoffs will not be heard.

I 1. No games are to be rescheduled in the play-offs. NO EXCEPTIONS.

I 2. Accommodations sometimes have to be made for teams whose bar may be holding special events/party's or have large dinning crowds on Thursday's. If the home team cannot host a match and cannot find an alternate place to play the league will try to find a neutral host. If one cannot be acquired unfortunately that team may have to forfeit. Sorry

J. All star points, round 9's, Ton80's, High on's & out's do not count during playoffs.

14. LEAGUE CHAMPIONSHIP

A. The league championship is a 1 night match of the division 1 playoff champions vs. the division 2-8 playoff champions.

B. Division 1 format will be used. It is a 20 point match, first team to 11 wins.

C. A team plaque will be awarded to the winning teams bar.

16. Other Important Notes

A. If a team pays the registration fee, and is unhappy with the bar they are playing out of, they can move to another establishment barring any conflict with existing teams at new establishment and may only move one time only. If the bar pays the registration fee, the team must remain at that bar for the remainder of the season. A team is not able to pay the registration fee after the bar has already paid the fee unless the bar owner is willing to let you go.

B. Please correct any misspellings and return to the league. The league will assume that all names are correct unless the league is properly notified.

C. **Due to the high cost of printing, any team that loses their envelope will be charged a \$25.00 replacement fee which will be paid by the team, not the bar. The envelope is the teams responsibility.**