

# SACO RIVER DART LEAGUE – RULES & REGULATIONS

## ARTICLE 1 -

Section 1 - Dartboard shall be placed 5'8" from the center of the bull's eye to the floor. The front edge of the toe line (edge closest to the board) shall be 7'9 1/4" from the surface of the board. The diagonal measurement from the center of the bull shall be 115" to the front of the toe line. Dart setups must be approved by the Saco River Dart League to be sanctioned for play. If a setup is moved, your Area Director must be contacted in order to re-sanction the setup.

## ARTICLE 2 - TEAM PROFILE

Section 1 - To apply to become a member of a SACO RIVER DART LEAGUE team you must complete a Individual Membership Form and include the necessary membership fee.

Section 2 - Team rosters must be submitted with complete player information and Sponsor dues.

Section 3 - Roster Changes: Any player added after the final seeding meeting may not be used in a match until approved by the Board of Directors and their membership fee is received. Changes will only be accepted for the first 3 weeks of the season unless granted a waiver by the Board of Directors.

Procedure:

Team Captain notifies the Area Director.

1. The Area Director calls the Statistician to obtain pertinent stats on player to be added.
2. The Area Director then calls all Board members until a majority vote is obtained.

## ARTICLE 3 - SEEDING PROCESS

Section 1 - Teams will be seeded according to the most recent individual season(s) stats available. If no verifiable stats are on file, the previous season's Division average will be used. The top four player's stats are averaged for a team stat.

Section 2 - The Saco River Dart League may require any team to move up or down a division, depending on the percentage and/or the number of teams in the division for which you are applying.

#### ARTICLE 4 - DATES AND TIMES OF MATCHES

Section 1 –

Matches shall start at 7:00 PM unless otherwise agreed by the Captains (if changing times of matches please notify Sponsor and Area Director).

Section 2 - Rescheduling due to inclement weather requires the Captains to contact one another and set up a date before the following week of regular season play. The home team Captain must notify the Area Director of the new date.

Section 3 - Forfeit

If a team forfeits a match all members will be suspended from the Saco River Dart League for one (1) season and shall forfeit any awards, both team and personal.

All points are nullified as if they hadn't participated that season.

#### ARTICLE 5 - MATCH

Section 1 - No player may shoot in more than one singles game and no more than three doubles games. Each doubles game shall be played with a different partner.

Section 2 - In order to promote a timely match, both teams are encouraged to eliminate warm-up shots between games.

Section 3 - Closest to the cork goes first in each game. The match sheet shall designate which team has the option to cork first in a given game by an arrow in that game's row. Should a re-throw be needed, the second shooter shall shoot first.

Section 4 - On shooting cork, if the second dart knocks out the first dart, the shooter of the dart that fell shall re-throw.

Section 5 - Any person shooting in a game may shoot for the cork, but the lineup on the match sheet must be followed thereafter.

Section 6 –A & B Division singles games are 301, best of 3, double in and double out. Ton points shall not be recorded in the specialty points section for a 3rd game, only (180) ton-eighty shots, high ins and high outs.

C & D Division singles games shall be a single 501 game. double in and double out

Section 7 - All team 01 games for all Divisions shall be 801. All games shall start and end on a double.

Section 8 - Both Captains are responsible for running a smooth and timely match. (When in doubt on a rule, call an Area Director.)

## ARTICLE 6 - SCORING

Section 1 -It is the Shooter's responsibility to check the score to make sure that it is accurately recorded (before they pull their darts)

Section 2 - At the shooter's request, the scorekeeper may announce the amount scored (by the shooter's darts) and/or the shooter's remaining score.

## ARTICLE 7 – INSTRUCTIONS FOR FILLING OUT MATCH REPORT

Section 1. Please print all information in a legible form.

Section 2. All match report sheets are to be filled in triplicate.

Section 3. Both Captains must initial any mistakes or changes made on the match report sheet.

Section 4. Record the all-star points and specialty shots in the appropriate section of the match report sheet on an ongoing basis throughout the match.

- All-star points are scores of 100 or more (tons) in an 01 game.
- The highest in and out shot (100 or greater) in any 01 game should be recorded in the appropriate boxes at the bottom of the match report sheet.
- Specialty shots in cricket are Round of 9 (three triples ranging from 20-15 that are scoreable) and six corks (three double bulls).
- A High Average award will be given in each Division. To qualify, you must play 3/5 of the possible games in the season. For example, in a 15-week season, 45 games would qualify, or 42 games in a 14-week season.

Section 5. Total the points for each team and record the score in the appropriate box. Total points for both teams should equal 11.

Section 6. Total a rating for individual players, consisting of points attempted and earned for each game in which the player shot.

- Rating points are assigned to games as follows: 1 point per player for team 01 games, 2 points per player for cricket games, and 3 points per player for singles games. Total points attempted for your team equals 40. Total points earned for both teams combined equals 40.

Section 7. No Shows – If a player written on the match report did not play in any games, the Captain will write NO SHOW in the blocks provided for tons hit during play, and no further calculations for this player are required that night.

Section 8. Both Captains must sign the completed match report sheet. Insert the white copy into the stamped envelope provided with the League's address on it, give one copy to the visiting captain, and keep one copy for their records.

Section 9. A one point (1) penalty shall be assessed to the home team for each of the following reasons:

- The match report sheet is not properly completed. Unreadable entries will be considered incorrect.

- Failure to mail the match report sheet with a postmark within 24 hours after the match is played, or 48 hours if the day after the match is a holiday.

## ARTICLE 8 – TIE BREAKING RULE

Section 1. To break a tie between any teams to determine playoff matches, a four part system shall be used:

- The team possessing the most wins would be seeded highest.
- The team that won more matches against the other tied team(s).
- The team that took the most points against the other tied team(s).
- The Board would set up a playoff tiebreaker, if needed.

The Saco River Dart League Board of Directors reserves the right to determine any unspecified issues, or topics not covered in the Rules and Regulations.