

Sussex County Dart League Bylaws and Tournament Rules

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BYLAWS

A: NAME

A: I – The name of this league shall be the SUSSEX COUNTY DART LEAGUE (SCDL)

B: OBJECTIVES

The objectives of the SCDL are:

B: I – To promote dart competition among area residents, of all abilities, which are interested in playing darts in the spirit of fun and good sportsmanship.

B: II – To encourage responsible adults to patronize the area Pubs, Taverns and Restaurants.

B: III – For the participants to expand and build relationships among fellow Sussex County residents.

B: IV – For the players to administrate a dart league that ensures quality conditions and atmosphere for dart enthusiasts to play and enjoy the sport of darts.

C: FEES

C: I – A non-refundable sponsor fee of \$125 per team will be paid with the registration of each team. This fee will be collected to help offset a portion of the league's costs of awards, trophies, dartboards and other expenses the Governing Board deems necessary and appropriate. (The league-supplied dartboard should only be used for league play.)

C: II – A non-refundable registration fee of \$15 will be collected for each player on a team's roster at any time the name is placed on the roster. An initial roster with a minimum of 6 players should be presented to the League Secretary at the leagues Organizational meeting prior to the start of the season. An eligibility period of 6 weeks will exist where players may be added or dropped from a team's roster. Players added during the eligibility period are also required to pay the non-refundable registration fee prior to their initial participation.

C: III – Dues in the amount of \$65 is required for each player on a team's roster. **The Dues MUST be paid in full on or before the conclusion of the eligibility period.**

C: IV – All fees must be paid in full by the conclusion of the eligibility period. Only players, who are paid in full by the start of play after the eligibility period, will be eligible to play in any match (including play-offs) after that date. Failure to meet any of the league requirements will result in that player's expulsion or suspension from the league. If the expulsion or suspension of a player results in a team with less than 6 players the team will be forced to disband. Dues paid by the other members of the said team will be refunded. Registration fees will not be refunded under any circumstances.

C: V – It is the captain's responsibility to collect and deliver all fees from his players to the league prior to the eligibility deadline.

C: VI – Full payment of player dues and registration fees, as well as compliance with all other membership requirements entitles that member the opportunity to participate in all league sanctioned activities and functions including; weekly matches, special tournaments, play-offs and the annual awards ceremony. There may be an additional charge for guests accompanying a member to league affairs.

C: VII – All Monies must be mailed directly to the Treasurer 4 Panther Lake Rd, Andover NJ 07821

D: MEMBERSHIP

D: I – The privilege of membership is open to anyone who is a Sussex County area resident; who has an interest in darts as a competitive sport; who has reached the legal age for the consumption of alcoholic beverages in the State of New Jersey; and is prepared to show proof of age. (The league strongly encourages the practice of a designated driver.) Membership may be denied to any person, team, sponsor or location the league chooses. The term of membership shall be for one season.

D: II – Any Pub may sponsor a maximum of (2) teams. A Pub will be defined as liquor license holder.

D: III – The privilege of a membership in the league may be revoked or restricted by the Governing Board for behavior that is deemed un-sportsmanlike or creates disharmony within the league. Complaints against a player or team must be submitted in writing to the Governing Board. A meeting of the Governing Board will determine the disposition of the complaint.

D: IV – A roster must be recorded with the secretary (at least (2) weeks prior to the start of the season) at a meeting of the Governing Board and the participating team captains. If a team captain cannot be present at this meeting, the roster must be submitted to the secretary prior to its taking place.

D: V – The roster will consist of a minimum of 6 and a maximum of 12 players per team. Roster additions/deletions can be made prior to play at the conclusion of the eligibility period provided; 1) the total number of players on a team roster does not exceed 12

players; 2) the added players have met the membership requirements including registration fee; and 3) the added players have paid their dues in full prior to the expiration of the eligibility period. (Rosters are CLOSED at the start of play After eligibility period.) After the initial roster is handed in, a team **may not** add any player (s) that have an average greater than the team's average. Unless it does not affect that team's divisional placement, which will be decided by the governing board.

D: VI – There will be **NO** “Substitute Players”. Only those that have met all membership requirements may participate in any match.

D: VII – A sponsor may be a member of a team and/or a team captain but cannot serve as a league officer.

D: VIII – The following information must be registered with the League Secretary by the first week of play: The Teams Name, Captains Name, Captain's Phone Number, and Captain's Address; the Sponsor's Pub Name, Pub's Address, Pub's Phone Number, A Pub Contact, Pub's Contact's Phone Number, and Pub Contacts Address; as well as all Players Names, Addresses' and Phone number's

D: IX – A player can only play for one team in the league during any one season (no Trades.)

D: X – Any team that forfeits two or more matches due to an insufficient number of players, late arrivals, etc., may be forced to disband at the discretion of the Governing Board.

D: XI – Any league member, who assaults another league member during the course of the season at any league-sponsored event, will be suspended for at least one full year. Assaults are not limited to physical actions or abuses but will also include verbal attacks, throwing of darts or any other activity the League Governing Board deems inappropriate. At any time the police are called to a league function the League President must be notified within 24hrs, at which time the board will meet to impose immediate suspension to player(s) involved. Reinstatement of the suspended member will only be considered after the year suspension has passed and the member has proven to the league that his/her behavior will not be repeated.

D: XII – Teams will be allowed to supplement or expand their rosters after the Christmas break, providing the new players adhere to all league membership requirements. Registration fee and Dues must be paid in full before matches resume after the Holiday break.

D: XIII – Privilege of membership is at the discretion of the League. It is the prerogative of the Governing Board to extend (or deny) membership to any player, team, sponsor or establishment it deems appropriate.

D: XIV – A player must play a minimum of 25 seasonal games to be eligible to play in the playoffs.

E: ADMINISTRATION:

E: I – The League Governing Board shall consist of a duly elected League President, Vice President, Secretary, and Treasurer (It is Permissible for one person to hold multiple offices or positions). Any player that has been suspended from the SCDL, may **NOT** hold office. Members may only run for one (1) board position per year. The Board may opt to appoint Directors whose powers and voting rights will be limited to what the Board deems appropriate.

E: II – League Captains meetings are closed to spectators. Only board members, directors, invited guests and one team representative (preferably the team captain) will be admitted. At League Captains meeting, where a vote must be taken, **ONE** vote per represented team from last season and one vote from each league officers will be cast to determine the majorities' position. In the event a Board member is also a team captain; a member of that team may cast a vote on behalf of that team. In the event of a tie vote, the League President will settle the matter.

E: III – Sponsors must supply each Team with; adequate chalk, lighting, score board, and a quality dartboard. Failure to do so may result in the suspension from the league. Should the sponsor fail to provide proper playing conditions, a complaint should be registered in writing with the Governing Board by a team captain. Upon receipt of any complaint the corresponding site shall be inspected prior to its next home match. Any confirmed infraction detected must be rectified before play can resume at that location. (Matches may be moved, at the direction of the Governing Board, to the away team's location or some other free location.) It is the Captain's responsibility to ensure a proper playing area and playing conditions are constantly maintained at his or hers respective location. (THE LEAGUE DARTBOARD IS FOR MATCH PLAY ONLY, TAKE THE LEAGUE BOARD DOWN AFTER EACH MATCH.)

E: IV – Both Captains are responsible for the accuracy of the score sheets. Each captain's signature attests to the fact he or she has reviewed the score sheets and verified its contents. It is the Home Teams Captain's responsibility to ensure the score sheet is filled out completely, accurately and neatly. The Statistician will award forfeits for incomplete or poorly completed score sheets.

E: V – It is **BOTH** captains responsibility to ensure the score sheets are delivered to the league. Score sheets must be mailed directly to the League Statistician provided it is Post Marked before 5 PM on the Thursday following the match. –OR- Score sheets may be faxed. In the event of an emergency score sheet may be phoned into the League

Statistician prior to the 7:00 PM Friday deadline. (ONLY one emergency per season will be tolerated.) Both Captains must mail or fax stats to their respective statisticians. Failure to meet one of these requirements will result in that team forfeiting their personal stats for the first offense. The second offense will result in the captain's dismissal as captain of that team. He/she may still play on the team, but the team must elect another captain

E: VI – Trophies and Awards will be announced and distributed at the annual awards ceremony. The Governing Board prior to the conclusion of the season will determine the date and location of the awards ceremony (as well as the awards to be given).

E: VII – A playoff format and the Governing Board will determine playoff dates at least one month prior to the conclusion of the season.

E: VIII – If a team is disbanded or is suspended from the league; all teams who have already played the disbanded team will be awarded wins for those matches with all individual statistics expunged for those matches. (**Exceptions to this rule are C-9's, 180's, and hi ins & outs**). Teams scheduled to play the disbanded team after the suspension will receive "byes".

E: IX – All Match disputes or disagreements should be settled privately between both captains BEFORE play. All agreements between captains are final. However, if the captains cannot come to an agreement, the match should continue (if possible) and notification of a forth-coming protest should be indicated on the signed score sheet.

E: X – Every player has the right to lodge protest, complaint or comment with the League. Protests, complaints, or comments may only be communicated to the League via the team captain. Protests must be recorded in writing and sent to the league secretary within one week of the alleged incident. The Governing Board will then decide the disposition or resolution of the matter.

E: XI – Every player, team and sponsor who is a member in good standing in the league implicitly agrees to abide by the league By-laws and Rules. The penalty for infractions of the League By-laws and/or Rules will be dictated by this document or determined by the Governing Board. The Board's enforcement powers include, but are not limited to suspension, expulsion, forfeiture, and/or monetary fines. The Board is also granted the power to waive any penalty or rule it deems necessary or appropriate.

E: XII – The league Governing Board reserves the right to; amend, clarify, change and/or add any rules the Board deems appropriate. The team captains will be kept apprised of significant rule changes.

E: XIII – Captains are free to play matches prior to their regular schedule. Score sheets for these pre-played matches should be held and submitted in accordance with the original schedule.

E: XIV – Matches should only be postponed under extreme circumstances (such as inclement weather). Notification of postponed matches to the League President and statistician is mandatory. Postponed matches should be made up within Three weeks of the original schedule. Under no circumstances will they be allowed to be made up after three weeks. If the captains can not decide if the circumstance is extreme, a board member must be notified, and the board will determine if the circumstances warrant a make up game, and a make up date will be given(if the captains can't decide). The team that does not show at the scheduled time will be given a forfeit.

E: XV – A salary will be paid to the league statistician for his services. The payment will be made at the conclusion of the season provided he has performed his duties adequately. The amount of this salary shall be the lump sum of \$800.

E: XVI – In the event that an opposing team shows up with (4) or (5) players and the match is played; the player that plays the singles game of cricket or “01” against a blank (opposing team whose player is absent) will get the win. He or she also gets to throw nine darts for cricket or “01” points.

-TOURNAMENT RULES -

F: GENERAL

F: I – the interpretation of the entire tournament rules shall rest with the Governing Board, whose decisions shall be final and binding.

F: II – Good sportsmanship shall be the prevailing attitude throughout all games, Matches and tournaments. Failure to practice good sportsmanship may result in, but is not limited to, a player or team's disqualification, suspension or expulsion from the league.

F: III – The league assumes no responsibility for accidents or injuries incurred during or as a result of League activities.

G: PROCEDURAL

G: I – Matches should begin promptly at 7 p.m. Each team must have at least 4 players present by 7:20 p.m. on the scheduled night of competition for the match to begin. Matches MUST start by 7:20 p.m. or the team responsible for the delay shall forfeit the entire match (24-0). No personal statistics will be recorded for the matches that are forfeited. **(THIS RULE IS AT THE DISCRETION OF THE CAPTAIN)**

G: III – All matches should be played on the Official League dartboard.

G: IV – No more than 10 minutes may elapse between games to avoid a forfeiture of the game for the team responsible for the delay. It is the captain’s responsibility to have his/her players ready to play when his/her turn arises.

G: V – A maximum of 5 minutes (to facilitate: dart repair, coaching, refreshments, bathroom visits, etc.) May elapse between darts being thrown in any match. Delays of greater than 5 minutes will result in the conclusion of that turn being forfeited.

G: VI – Games must be played in the order in which they are written on the score sheet. (No make-up games.)

G: VII – Players arriving late for a match may only participate in those games that have not started. If a player arrives after the start of a set he may play in that set if and only if his/her name was entered on the line-up for that set prior to its start. No substitutions or changing of playing positions may be made during the playing of a set.

G: VIII – No player may participate in more than one game per set.

G: IX – Only players and the scorekeeper are allowed inside the playing area. The playing area is defined as a 2-foot buffer zone around the board, throwing line, and scoreboard. Opposing players must stand at a minimum of two (2) feet behind the throwing line while waiting for his/her turn. (see scoreboard)

H: THROW

H: I – A player’s turn has concluded after he/she has thrown three darts, or he/she has won the game, the set or the match in a lesser amount. A dart is considered thrown if the player’s arm has moved in the forward direction towards the board. Thrown darts that bounce out, fall out or miss the board do not count towards the player’s score nor can they be re-thrown (with the exception of those darts thrown at the bull to start the game (see Beginning the match)).

H: II – All darts must be thrown from the hand.

H: III – Should a player or spectator touch any dart, which is in the dartboard during a turn without the permission of the scorer, that throw shall be deemed invalid and not be re-thrown.

H: IV – Any dart bouncing off, or falling out of the dartboard, shall be deemed invalid and not be re-thrown (with the exception of “throwing for cork” to start the game.)

I: BEGINNING THE MATCH

I: I – All games begin by throwing for a “cork”, with the player whose name is adjacent to the “*” on the score sheet shooting first. The player who throws closest to cork starts

the game. The scorekeeper will make the determination of which dart is closest to the cork. The dart must remain in the board in order to count when throwing the cork. Additional throws may be made when throwing the cork, until such time as the player's dart remains in the board.

I: II – The second thrower may acknowledge the first thrower's dart as an INNER or OUTER Bull (cork) and ask for that dart to be removed prior to his/her throw. Should the 2nd thrower dislodge the dart of the 1st thrower, a re-throw will be made with the 2nd thrower now throwing first. Re-throws shall be called if both darts are anywhere in the INNER bull, or both darts are anywhere in the OUTER bull. Should a re-throw be necessary, the person who shot 2nd will now shoot 1st. Decisions of the scorer are final.

I: III – It is permissible for a doubles team to participate with fewer than the required number of players, provided that team forfeits a turn (s) in rotation, equal to the number of missing players. The missing player (s) may not join a set in progress, but are allowed to participate in subsequent sets in that match.

I: IV – Line-ups for doubles matches must be played in the order in which they were written on the score sheet.

J: SCORING

J: I – The home team must provide a scorekeeper for the entire match. The scorer shall remain as motionless as possible while scoring and should remain facing away from the thrower.

J: II – The Home Team's score is always kept on the left side of the scoreboard.

J: III – The scorekeeper cannot coach a player during the match unless it is the team captain. He/she can indicate what has been scored; he/she may not suggest what a player should shoot at. If the scorekeeper does coach his/her player, the player may be forced to forfeit the balance of his turn. It is permissible for a partner, teammate or a spectator to advise the thrower during the course of the match. (It is the player, and the player's teams, responsibility to verify the scorekeeper's accuracy.)

J: IV – Do Not Pull darts from the board until the score keeper has verified your score. It is the responsibility of the player to verify his score with the scorekeeper before touching or removing his/her darts from the board. It is the obligation of the scorekeeper to determine the score. The score remains as written if one or more darts have been touched or have been removed from the board without the acknowledgement of the scorekeeper. If the dart falls out before the scorer has determined its placement the dart does not count. The point of the dart must be touching the bristle portion of the board to be considered "sticking".

J: V – Arithmetic errors during “01” matches must stand as written unless corrected prior to the beginning of that individual’s or teams next throw. The league will enforce standardized “01” score keeping as follows: the total points scored per turn will be recorded on the inside of the scoreboard with the total number of points remaining on the outside of the scoreboard.

J: VI – Scoring errors during Cricket Matches may only be corrected prior to the opposing player’s 1st dart being thrown.

J: VII – For the purpose of scoring (particularly starting or finishing) A “01” match, an INNER BULL will be considered a double ‘25’ (or 50 points). During cricket matches the INNER BULL has a point value of 50 and the OUTER BULL a point value of 25 points.

J: VIII – Cricket points: C-5’s and higher should be recorded on the score sheet by a captain. Only darts that put chalk on the board will count towards cricket points. (Single Bulls count as 2 cricket points; Double Bulls count as 3 cricket points.)

J: IX – “01” points: 95 or more points scored per turn in “301” and “501” should be recorded on the score sheet by a captain.

J: X – The league will keep statistics Based on 2.5 Games Per Week for: Match wins, losses and ties; Match points (Wins => 2 points, Ties => 1 point and Losses => 0); Team total games won and loss; individual “01” points; individual Cricket points; High Ins, High Outs, “C-9’s” And “Ton-80’s”. League Standings will be determined by overall Match Points. In the event of a tie, the first tiebreaker will be determined by overall match wins by a team, and the second tiebreaker will be determined by the overall game wins by a team. The method will be used to determine Play-off seeds (and Wild Card Slots).

J: XI – If the league statistician opts to keep individual players statistics for wins or losses, only games actually played will be considered. (Game won or lost by forfeit will not be counted.)

J: XII – If a match is tied (12-12) at the conclusion of a Play-Off match, one six person game of “1001” should be played to determine the winner of that Play-Off Match.

K: EQUIPMENT

K: I – Darts used in match play shall not exceed an overall maximum length of 12 inches, nor weigh more than 50gm per dart. Each dart shall consist of a recognizable point, barrel and flight.

K: II – The Dartboard shall be a League approved 18-inch English Bristle dartboard in good condition and used only for league play. The placement of the board and the throwing area should be in such that the throwers are not distracted or interrupted by

other players or patrons. It is the captain's responsibility to ensure the official league dartboard is only being used for league play.

K: III – The placement and condition of the throwing area shall be approved by the Governing Board prior to the season's first match. This includes board height, lighting, and playing area.

K: IV – The throwing area should have a minimum of a 2-foot buffer zone (see diagram) surrounding the board, throw line and scoreboard that is unobstructed and kept clear from spectator and patron traffic.

K: V – The minimum throwing distance shall be 7 feet 9-¼ inches. The board height shall be 5 feet 8 inches (see diagram).

K: VI – The throw line (or hockey) shall be marked with tape or a similar flush marking device that is at least 2 feet long and placed 9 feet 7 ½ inches to the front edge of the tape

to the center of the bull (see diagram). Should a player have any portion of his/her feet or shoes over the hockey line during a throw, all darts so thrown shall be counted as part of his/her throw, but any score made by said darts shall be invalid and not counted. One warning by either team captain shall be considered sufficient before invoking this rule.

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

K: VIII – The lighting shall be affixed in such a way as to brightly illuminate the board, reduce and minimize shadows cast by thrown darts and not physically impede the flight of the darts.

K: IX – The scoreboard shall be placed (or mounted) within a reasonable lateral distance from the board (less than 4 feet) which allows the scorer to see the thrown darts easily while being visible to all players (thereby enabling them to check present scores) and must be clearly visible to the shooter at the hockey.

N: GLOSSARY OF TERMS

Board (dart, Governing, score) – This document refers to three types of “BOARDS”, Dartboard, Scoreboard, and the Governing Board

Byes – Refers to games, sets, or matches won by default or forfeiture. (No darts are thrown.)

Dues – Amount paid by each member of the league (\$65 for each player)

Forfeits – Games won by default, rule violation or bye. Forfeits are scored 24-0 in favor of the team not responsible for the forfeit.

Governing Board – Consists of the President, Vice President, Secretary and Treasurer.

Hockey – The throw line.

Line Up – The order in which the names are written on the Official Score Sheet.

Match – A collection of games, and sets. The SCP2PDL plays a match consisting of 24 games in 4 sets of 6 games each.

Member – An eligible player who has met all membership requirements.

Official Dartboard – An 18-inch English bristle dartboard approved by the Governing Board for use.

Registration Fee – Fee paid to register each name on a team roster.

Roster – A list of each teams eligible players.

Scorer, Scorekeeper – A designate of the Home team whose responsibility it is to determine the score of each throw and log it on the scoreboard.

Set – A group of games during a match. (i.e. 6 games of 301, 3 games of doubles). The SCP2PDL plays 4 sets during a match. (1 set of 6 games 301, 1 set of 3 games of double cricket, 1 set of 3 games of 501 and 1 set of 6 games of singles cricket)

Turn – A player’s throw.