

South Mountain Dart League Rules

An entrance fee of \$50.00 per team is to be paid by the sponsor and \$5.00 per player is to be paid when the first game is played by the player. Fees will be used to operate the league and purchase plaques, trophies or return cash payments to winning teams and players.

All captains are responsible for seeing that the \$5.00 owed by each player is paid to the treasurer.

Each player will pay 35 cents for each game he or she plays. This \$5.25 per team per match will be paid to the league midway and at the end of the season.

All entrance fees will be paid to the league secretary or treasurer who will deposit the money in a checking account.

All teams must provide the following:

- A. A wooden dart board and frame.
- B. Fluorescent light with shade.
- C. Arched toe board.
- D. #1 white feathered darts
- E. Score sheets.

Board height is 63" to the center of the cork. Distance from the center of the cork to the curved arch of the toe board is 9 feet diagonally. (7'3" from the face of board to arch of toe board when measured on the floor.)

Team rosters are open all season.

When a player shoots a game for a team, he or she may not shoot for another team during that season.

If a team drops out of the league competition during the regular season, team members may join another team. However, all outstanding money owed must be paid before doing so.

A team sponsored by a club or tavern may change sponsors during a season provided that

- A. The team remains intact.
- B. The team repays the sponsor the full sponsorship fee.
- C. The new location is in Cumberland County and within a 12 mile radius of Carlisle.

A player must shoot 40% of the total games in the season to qualify for a plaque, trophy or monetary prize. In the event of a forfeit, all players present at the match will receive credit for five games played toward meeting the 40% qualification requirement only. A postcard must be submitted by the home team captain identifying all players present at the match.

A player must shoot 33% of the regular season games to qualify for playoff games. In the event of a forfeit, all players present at the match will receive credit for five games toward meeting the 33% qualification requirement only. A postcard must be submitted by the home team captain identifying all players present at the match.

The team captain is responsible for contacting the opposing team when his or her team must reschedule or relocate the match. If this need is known sometime in advance, contact should be made at this time. Same day postponement or relocation must be by 6:00 PM or forfeiture occurs. If the opposing captain cannot be contacted, contact a league officer or another team captain to verify your intent. In such instances, any necessary ruling or decision will be made by the President. If you must reschedule, attempt to play the match within one week on either side of the regularly scheduled match.

Matches will start at 7:00 PM. A grace period of 15 minutes is allowed. If a team does not have 2 players ready to shoot by 7:15 PM, the match is forfeited to the opposing team unless the opposing team captain is willing to delay the starting time. (Reason and discretion must prevail between the teams in these situations.)

When a team forfeits a match, the opposing team is awarded 6 wins.

In the event one team has only two players, it is required to play the match. At the end of each game, the captain of the three player team can drop the score of one player of his choice. Following the drop score, the 70% handicap is calculated. Important: All such scores must be recorded on the card sent to the secretary and will be included in individual player statistics.

In the event a team shoots an entire match with only 2 players, this is still considered a legal match. However, on the 3rd occurrence the team with the 2 players will be penalized one win to the opposing team and penalized one win from each of the previous occurrences. Occurrences do not have to be consecutive.

In the event a third player should arrive after the match has begun, the team must play the remaining games in accordance with established league rules.

The visiting team is entitled to the board for practice between 6:30 and 6:45 PM. This activity is left to the mutual discretion of both teams.

Any player who steps over the throwing line while shooting or after releasing the last dart will receive a warning from the opposing captain. A subsequent infraction will result in forfeiture of points scored by each illegal dart.

If a player shoots out of turn, his or her score will not count. If the player shoots his or her first dart at the wrong inning, the remaining two darts may be shot at the correct inning.

If a dart falls out of any inning before the score is called, the score of the dart does not count. Do not prolong calling the score. Team captains or another player should call the score if the player is not present.

Call the score before pulling the darts from the board. Also, placing of a clearly visible finger count on the board will help the scorekeepers.

Split wire goes to the highest score.

The average each shooter has at the end of the previous year's match will be used as his or her average for the first nights match (5 games). The total of each game played, divided by the number of games played will determine the new year's average. The previous year's average will not be counted in determining the new year's average. If he or she is a new shooter, his or her average will not be determined until the end of the match.

Five (5) games will be played per match with three players from each team competing in each game. The visiting team is required to submit a game roster to the home team first.

Scoring is as follows:

- A. 1 point for each game won.
- B. 1 point to the team with the most total points.
- C. Total of 6 points per match.
- D. Tie games will be decided in extra innings beginning with the 10th inning. One ninth (1/9) of a team's handicap is counted in each extra inning. Example:
 - a. 1 through 4 point handicap = 0 point award. Per extra inning
 - b. 5 through 13 point handicap = 1 point award.
 - c. 14 through 22 point handicap = 2 point award.
 - d. 23 through 31 point handicap = 3 point award.
 - e. 32 through 40 point handicap = 4 point award

If total match points are tied, the captains will choose 3 shooters to throw the 11,12,13 innings handicap system will be used.

Extra innings play is not included in computing a player's average.

Scoring is based upon a 70% handicap. In the first week at the end of each match, each player's average of games played is figured. Now begin with game one and handicap all games played. Persons who do not shoot the first week establish an average in the same manner.

How to score:

Total the averages of the home and visiting teams each game. Apply the 70% handicap on the difference between the team's total averages and award those points to the lesser team. At the end of each game, add the actual points (sub-total) to the handicap points to determine the total team score. Award one win to the team with more points. After 5 games, add each teams total points and award 1 win to the teams with the higher number of points.

An average of 0.50 or over goes to the next highest whole number. Example: An average of 35.50 to 36.49 is a 36 average. An average of 35.49 to 34.50 is a 35 average.

Stamped postcards addressed to the Secretary – Treasurer will be provided to each team captain. Home team captain is responsible for mailing the completed card immediately following a match and telephoning the total number of points per team, the high game of the match and the names of players scoring white horses. **Failure to call by the night following a match will result in the home team forfeiting the games they won in the match.**

Each completed postcard must include:

- A. The name of each player and actual score of each game played.
- B. Circle the highest individual score of the match.
- C. List the name of all players who scored a white horse (9 per inning).
- D. List the number of wins and losses by each team. Last name and first initial must be used. If two players have identical last names and first initials, the team captain must identify the players in order for the Secretary – Treasurer to keep accurate records. Do not list first names only!

Each team is responsible for maintaining a record of games played and the average of each member. Approximately once each month, the Secretary – Treasurer will send each team a statement of each member's average and the number of games played. If the averages provided are different from those maintained by the team, the team captain or scorekeeper should attempt to resolve the difference with the Secretary – Treasurer before the day of the next match. If unable to do so, use the team maintained average, but the team captain must notify the opposing team captain of the discrepancy. Once the game is completed, the outcome will not change at a later date to compensate for an average adjustment.

All teams will compete in the playoff tournament. This will be a single match elimination played using the regular season rules, except Rule 14 (allowing a 2 player team to compete) does not apply in playoff competition. Each team must field 3 players. Every effort must be made to shoot the match within 5 days following the regular schedule playoff date. Forfeiture is not an acceptable option!

Match is determined by best of 6 points.

A tie match in playoff competition will be decided by shooting an additional game(s) until the tie is broken. Handicapping is in accordance with regulation play.

The team that finishes first will play the last place team and so forth.

If there is a tie in the final standings the tiebreaker will be determined by head to head matches And If that is tied then we will use actual number of darts scored (Handicapped points will not be included in determining opponents for position matches.)

Team position in the league is determined by the number of games won.

The following cash, plaques or trophies will be awarded:

- First place regular season
- Top 10 shooters with the highest average.
- Playoff champion
- Highest number of white horses.
- Most improved from the prior year based on eligibility in both years
- Highest female shooter

Harassment of opposing players during a match is prohibited. Extend all players the courtesy you expect to receive while on the line.

Excessive use of foul language will not be tolerated. Team captains are responsible to the league for the conduct of team members. Persistent displays of such conduct will result in suspension or exclusion.

Fighting before, during or following a match is unacceptable behavior and person provoking fights will be suspended or expelled beginning with a first time offense.

Each week the Secretary – Treasurer will send each team the league standings and will send the weekly results to the Sentinel and monthly to the Guide.

If an amendment or addition to the rules is necessary, a special meeting of the team captains will be held for discussion and resolution.

On each score sheet will be a card printed to keep track of all players totals and all the games they played. A picture of the card will be taken and sent to the secretary the night of the match.