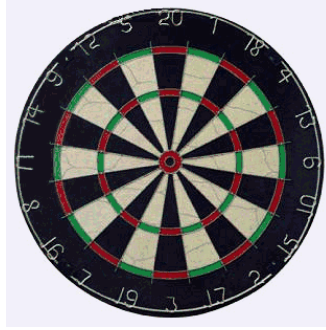


Gotham City Dart League Rules



Brooklyn Dart League / Brooklyn Women's Dart League Brooklyn Saturday Dart League / Brooklyn Summer Dart League

FALL 2011 Revisions:

- PLAYERS MUST APPEAR IN 7 REGULAR SEASON MATCHES TO BE ELIGIBLE FOR PLAYOFFS. ONLY ONE FORFEIT or BYE CAN COUNT AS AN APPEARANCE
- POSTPONEMENTS: TEAMS WILL NOT BE REQUIRED TO PLAY AT A ROAD BAR UNTIL ANY POSTPONED GAMES ARE MADE UP. IF A TEAM POSTPONES A GAME AT YOUR BAR, YOU DO NOT HAVE TO GO TO THEIR BAR UNTIL THE GAME IS MADE UP. IF THE SCHEDULE CALLS FOR YOU TO GO TO THEIR BAR BEFORE COMPLETING A MAKE-UP, YOU DO NOT HAVE TO GO TO THEIR BAR IN THAT "ROUND" ON THE SCHEDULE. THEY MUST COME TO YOUR BAR FIRST.

SPRING 2009 Revisions:

Game start time is 8:15. Forfeit time is 8:30.

Four (4) players are needed to play a match. You can start with as few as one (1) but if there is not a person present for the next game within five (5) minutes of the previous game ending then it is a forfeit game. Another (5) minutes is given for another player to arrive, if they don't then another forfeit is awarded. This goes on again, (5) more minutes, if another player is not there then the ENTIRE match is FORFEITED. 17 points will be awarded to the team that called the forfeit. If the match is forfeited then the team who is being awarded the forfeit must fill out the singles side of the sheet (all 6 singles games) and each captain must sign and fax it in.

Postponing a match must take place at least 24 hours in advance. Any postponed game MUST be made up before the end of the season.

Scorekeepers can (when asked) give the remaining score, sum of hit darts, but can not give the out combination unless it is the captain keeping score.

The Scorekeeper should be fair. Anyone on your team can give you your outs and guide you. No outsiders should be assisting you with any games. The scorekeeper can tell the opposing team what they have left. Only someone on your team should be keeping score and when keeping score that is what you do. Please do not talk to fellow shooters or be on the phone – do not be distracting to the people shooting.

There will be a 10 point team score penalty for any team that forfeits a match. Subsequent forfeits will result in a team score penalty of 15 points for each additional infraction. Teams with two or more forfeits in the season can not compete in the play-off's.

BYE GAME POINTS: If 6 players show = 18 team points, plus all stars. 5 Players = 16 points plus all stars. 4 Players = 14 points, plus all stars.

Article #1 – EQUIPMENT

All league competition, including tournaments and play-offs shall be conducted on an English bristle 20 point clock-faced dart board. Dart boards shall be placed 5 feet 8 inches from the floor to the center of the bulls-eye with the 20 bed at the top, center, this wedge shall be black in color. The foul line will be 7 feet 9 ¼ inches from the surface of the board, measured along the floor and will be 36 inches wide (18 inches to either side of the center) a minimum of 36 inches in back of the foul line. The sponsoring body (owner of the franchise, pub or club) will be responsible for supplying and maintaining the league play dart board which must be deemed acceptable to both home and visiting teams. All league dart boards shall be firmly anchored, in excellent condition and well illuminated. **A new dart board at the beginning of the season is to be used exclusively for league competition.** The dart board should be positioned so that it is readily available. A Scoring surface must be provided and located in such a position that the current and prior score may be easily read by the players. The dart board wire spider must not be broken and the double and triple rings must be within a tolerance of 1/32” of the normal space measurement of 3/8”. All playing conditions are subject to the approval and discretion of the playing courts committee.

Article #2 – DATE AND TIME OF MATCHES.

A schedule of all league competition will be posted at the beginning of each season. This schedule will contain the date, location, and time for all matches, make-up dates and any special news. **Any event not underway 5 minutes after conclusion of the previous event is subject to a forfeit of that events games.** Each match game within an event must commence within 5 minutes or be forfeited. A match may be re-scheduled or delayed throughout the mutual consent of the concerned team captains after consulting with his/her respective team members. **Notice to re-schedule a given match must be given to the league director at least 24 hours prior to originally scheduled match, unless postponement is caused by an emergency.** Teams postponing a match have until the end of the season to agree on a make-up date, and if one can not be mutually agreed to, the league will select a date for any make-up game. Scheduled start times. There is a 15 minute grace period to start a match before a forfeit can be called, as follows;

Tuesday Mixed	8:15 PM start time	8:30 PM forfeit
Thursday Women’s	8:15 PM start time	8:30 PM forfeit
Summer League	8:15 PM start time	8:30 PM forfeit
Saturday League	6:30 PM start time	6:45 PM forfeit

No later than 30 minutes prior to the time competition is scheduled to begin, the playing board shall be cleared of play by the management of the establishment. The board shall then be declared open and will be made available for player warm-up. All warm-up activities must be completed by scheduled match start time. **IMPORTANT- After practice session each player is allowed only one round (three darts) for practice for each match.**

In the event of inclement weather, the start of any match can be delayed by up to thirty minutes. The league will endeavor to, whenever possible, post a weather delay message on its answering machine.

Article #3 – MATCH PROFILE

Each match consists of the following profile; () = per game point value

Tuesday Mixed	Women's League	Saturday/Summer League's
6 singles; (2)	6 singles; (1)	2 doubles 501 s-on/d-off (2)
- 3 singles 501 s-on/d-off	- 3 501 s-on, d-off	2 doubles cricket (2)
- 3 singles cricket	- 3 cricket singles	2 doubles 501 d-on/d-off (2)
3 doubles 501 d-on/d-off (2)	3 doubles cricket (2)	2 doubles cricket (2)
3 doubles cricket (2)	3 doubles 501 d-on/d-off (2)	2 doubles 501 d-on/d-off (2)
1 triples 601 d-on/d-off (3)		1- "4on4" 1001 s-on/d-off (3)
27 points match total	*18 points match total	23 points match total

Players from each team can play in only one singles event per match. (Tues. & Women's)

Saturday and Summer league rosters are open only to regular local players from the Tuesday and/or Women's Leagues.

In the event of a match ending in a tie, a 6 person on 6 person 1001 game, single on-double out (away starts) shall be played to break the tie.

The playing line-up must be completed by both team captains on the master sheet before the first match starts. **The match line-up is to be made blind and is to be posted prior to the start of each event.** Visiting team fills the lineup first. A player on the evenings line-up does not have to be present when the line-up is posted, however, player must be ready to play immediately when his/her turn to play comes about. **If a player who was written down is not present at the time of his/her game, the player can be replaced by another player on his/her team who has not yet been written into the line-up. Once a player's name has been scratched from the line-up, he/she can not play in any more games in said match.** A no time may a team member play in more than one game in any event.

The home team has the prerogative of choosing the board in which the match is to be played if there is more than one board in the establishment.

If a forfeit is declared, all of the players on the winning team must sign the evening's match report. The report must be mailed to the league office for a team to be credited with a forfeit win.

Practice: A player can not throw any practice darts once his/her game has started. This includes darts thrown at any other dart board in the establishment. Violation of this rule will result in forfeiture of game.

Any disputes that arise during the course of play must be settled in a private conference of the captain's only.

Article #4 – TEAM PROFILE

A team shall consist of up to 12 players who will be properly registered with the league. All players must be at least 21 years of age.

Team rosters may be changed or added to anytime AFTER the third match of the season, but rosters can not be changed or added to after the conclusion of play on week #8. All new players will be subjected to the \$5.00 new player registration fee and must be registered with the league not less than 24 hours before playing his/her first match. **USE OF ILLEGAL OR IMPROPERLY REGISTERED PLAYERS CAN RESULT IN FORFEITURE OF POINTS, THE MATCH, OR EVEN SUSPENSION OF A TEAM FROM THE LEAGUE.** Saturday league and Summer league rosters can be

changed at any time during the season. The league must get at least 24 hours prior notice on any roster changes. Emergency roster changes must be submitted to the league for consideration and approval.

Any player who is dropped from a teams roster, and **who has played** in at least one of the season's matches, will be ineligible to re-register with another team until a new season begins. A player who has **not** played for his/her team and is then dropped will be eligible for registration with another team during the current season.

If a team is short a player in any event, the short team may place their players in any position in the line-up, at their discretion.

SINGLES: If a player has no opponent, mark a W-F in his/her box on the score sheet. For the **Tuesday mixed league, 200 automatic all star points will be credited to that player. In the Women's league, 150 automatic all star points will be credited.**

DOUBLES: If a team is short by one player, and plays a doubles event "light" (two against one), no automatic all star points will apply. On the **Tuesday** league, if any cricket doubles game has no opponents, mark a W-F on the side of the team that will be receiving the forfeit points. **Each player named therein will receive 100 automatic all star points for that game.**

Article #5 – FORFEITS

A forfeit can be declared for failure of a team to attend a scheduled match. The team gaining the forfeit match will be credited with match points as follows; (for forfeit times, see article #2)

Tuesday League : 18 points

Women's League: 13 points or average of points scored vs. that opponent

Saturday and Summer Leagues: 16 points

The league may adjust, at its own discretion, the forfeit points after the conclusion of the regular season using an average of points.

FORFEITING TEAM PENALTY: (adopted Spring 2009): Tuesday League only, In addition to other remedies and/or penalties, teams that forfeit a game will lose 10 points in the standings on their first forfeit, thereafter — 15 points per subsequent forfeit. Teams with two forfeits in the same season can not compete in the play-off's.

Teams that forfeit may not be allowed to compete in the play-off's and will not be eligible for any awards nor titles. After two forfeits, they will also be dropped from the schedule at the discretion of the league. All points will be adjusted for any remaining teams in that division. If any team should forfeit out of the league, in the interests of fairness to the other teams in the division, scores may be adjusted on previously played matches, at the discretion of the league directors.

A forfeit may be declared for the use of an unregistered player. The use of one unauthorized team member may result in the entire match being forfeited. It is the teams responsibility to accept the penalty of playing short handed if they cannot field a team with only registered players.

A forfeit can be declared if an opposing team fails to report with at least 4 players for the match. All matches must begin by the forfeit time listed in article #2. A match can begin with one player (team), but the second player (team) must be present at the end of the first game. The same general rule applies for each subsequent game.

In the event of a forfeit, the winning team must have at least 4 members of the team sign the match report. They will each receive all-star points as listed in article #4. (Any members of the forfeiting team that show up should sign the match report, too.

A team having a minimum number of players but unable to field a full team will forfeit the respective number of points for each game not played and for team events will miss one turn for each missing player in each round of play.

Penalty - Any team that forfeits will receive no points for the evenings match. **Two forfeits can result in the team (and its players) being dropped and not allowed back into the league for 6 months.** Forfeit of a team in any of the play-off matches will be considered a loss and the team will be dropped from the remaining matches.

Article #6 – SCORING

The visiting team throws first for the first game and the order of play alternates from then on, as listed on the match report sheet.

The captain of the home team is responsible for providing a scorer for each match. The option of scoring may be executed by the players themselves during the match. The home team is responsible for providing a score recorder who will attend to the evenings entries on the match report. The visiting team is responsible for having someone check the match report entries as they are made and to see that information and names are correct. A signed match report that is received by the league will remain as received for record purposes.

The score of a player must be called out either by the player or an official score caller prior to the player taking his turn's thrown darts from the board. For a dart to score, it must remain in the dart board until the score has been called.

These rules prevail for all thrown darts and the foul line rule will be enforced. A player must have both feet behind the foul line for each throw. If he/she has one or both feet over the line, the score for that turn may be invalid. A violating player should be warned immediately about his line foul by the opposing team captain.

Any changes made to correct mistakes in scoring or calling must be effected before the next turn of the player or team against whom the mistake was made, either in his/her favor or against. The number that is thrown for is the number that counts. Errors in addition or subtraction must be corrected before the next throw.

If a player throws out of turn, the team mate who missed the turn loses their turn and gets no points for said turn. The opposing team has the option of allowing the thrown point total to remain as the throwers next legal turn. The opposing team also has the option of throwing out the scored points and allowing the offending player to re-throw their darts when their legal turn comes up.

Coaching is allowed from any person **at the request of the thrower.** A player is also allowed to ask the scorekeeper what score remains at anytime (or what score was hit), but should not seek advice about what to throw for. In team events, a player may consult with his/her teammate concerning play strategy at any time during his/her throw. A game is over when the winning dart has been thrown. This dart must be called by the player and/or acknowledged by the scorer. **Once the scorer has acknowledged the darts in the board, the darts can be pulled.**

5

All star points will be credited when, in a single turn (3 darts), a player scores any of the following and that score is recorded on the weekly match report.

Mark	Tues Mixed	Women's	Sat/Summer
High Score:	100 and up	85 and up	180 only
Round of marks:	5 and up	5 and up	Round 9 only
Corks:	3 and up	3 and up	3 and up
High On:	80 and up	60 and up	80 and up
High Out:	80 and up	60 and up	80 and up

High score is the total points scored in a turn in an "01" game. Report the total score for the turn. Round of marks is the number of scored cricket hits in and number of corks. Report the number of marks scored. (R#)

High on may only be scored in a double start "01" game. This is the score for the turn in which a player opens the game.

High out is the score for the turn in which a player ends an "01" game.

NOTE: High on and high out scores may only be recorded one time on the match report sheet. These scores will automatically be credited to a players all star total.

Player all star standing will be based on the total of all stars reported as follows:

- Total all star points received in an "01" game
- 20 points for each mark in a round of marks: (R5=100, R6=120, R7=140, R8=160, R9=180)
- 25 points plus 25 points for each cork in a round of corks: (3c=100, 4c=125, 5c=150, 6c=175)
- Total points scored for high on our high out.

A large score in an "01" game that causes a bust does not count towards all star points. A triple or a double of a number where only 1 is needed for a close counts only as one mark scored, provided the opposing team is closed on the number. A double cork where only a single cork is needed to end a game will only count as one cork hit.

Note: In a cricket round, where the player hits a round 5, consisting of two numbers plus 3 corks, the mark can be written as a (R5+3c). 100 all star points will be awarded for the round 5, plus 3 corks will be added to the total corks for that player for the season. For a round-6, write it up as (R6+3c). Player will get 120 all star points and 3 corks added to total. The same goes for R7, and 4 corks)

Article #7 – REPORTING SCORES/MATCH REPORTS

Upon the conclusion of a match, the match score is to be called in to the league. It will be the responsibility of the HOME captain to call in the scores. **Failure to call in the score can result in a 5 point team penalty for each and any missed "call-in" on or after the second missed call within a season.**

It is the responsibility of EACH captain to mail their copy of the evenings match report to the league as soon as is possible. The home captain will provide a mailing envelope for the visiting captain.

Article #8 – PROTEST

The captain of any team may file a protest for any irregularity of a match. The opposing team captain and his team must be notified at the time of the protest that the game/match from that point is being played under protest. The match shall then be played to conclusion. The protest must be called in immediately and filed with the league in

writing within 24 hours after the match in question. The protest must also be written on the match report sheet. The match report sheet must be treated the same as a match report sheet that is not under protest. It must be mailed to the league office as soon as is possible.

Article #9 – PERSONAL CONDUCT

Captains are responsible for playing venue for all matches including singles, doubles, and championship play-off's.

Heckling or other harassment is strictly forbidden. It is the home team's responsibility to maintain the best of order during league play.

The repeated use of foul or insulting language and/or resorting to physical violence shall be considered just cause for the penalizing of the offender and his team up to 27 match points and/or suspension.

Article #10– DISPUTES

If a dispute arises between the management of a pub and members of the pub's team causing a member or members of the team to be prevented from playing in the pub, the franchise for the team will remain with its owner, pub, or club. The franchise will remain the property of the pub so long as it can field a team. If the franchise is the property of the team then it will move to wherever the team relocates itself.

If a pub's management no longer wants to field a team or the franchise, a majority of the roster team members can take the club to another establishment and complete the season's playing schedule.

Article #11 – SPECIAL EVENTS

.1 - In the Tuesday mixed league, a singles "01" event may be scheduled during each season. The location of the event will be posted prior to the event. The format will be the same as in our "501 singles", best of 3 games advances until finals which are best of 5 games. The top two players will advance to the conference finals, location to be posted. Best of 3 games advances until finals, which are best of 5 games. The top 2 players from the conference will advance to the league finals, best of 3 games advances until finals, league finals are best of 7 games. A flip of the coin will determine who shoots for the bull first, closest to starts the first game. Winner of coin toss decides who shoots for cork first. Thereafter, games are mugs away (loser starts), until the rubber, or final game, where the loser of the original coin toss will "call" for the cork shot. In the Tuesday mixed league, a team cricket event may be scheduled during each season. The location of the event will be posted prior to the event. The format will be the same as in our "cricket doubles", best of 3 games advances until finals which are best of 5 games. The top two teams will advance to the conference finals, location to be posted. Best of 3 games advances until finals, which are best of 5 games. The top 2 teams from the conference will advance to the league finals, best of 3 games advances

until finals, league finals are best of 7 games. A flip of the coin will determine who shoots for the bull first, closest to starts the first game. Winner of coin toss decides who shoots for cork first. Thereafter, games are mugs away (loser starts), until the rubber, or final game, where the loser of the original coin toss will “call” for the cork shot. Teams will consist of 2 players from the same team within the respective division.

All players from within the respective division are eligible to compete in divisional events. A \$5.00 per player fee will be collected at the event and all monies will be paid out as follows: 75% to the winner(s), and 25% to the runner(s) up. Cash awards will apply for divisional events only. Conference and league champions will receive an award after the conclusion of the season. Each pub selected to host an event must collect the money and run the tournament. Each pub must have a minimum of two boards in good condition for play, with proper lighting.

Other tournaments may be scheduled by the league at any time and rules will be posted if they are different from the above.

.2- PLAY-OFF’S: In a 6 team and 8 team divisional schedule, unless otherwise posted, the top 4 positions in each division will qualify for the playoffs. All rules will apply. Playoff schedule will be posted after the conclusion of the regular season. Players must have played in at least 5 regular season matches (**7 on Tuesday**) to be eligible for play-off games. Players will be given credit towards games played for any forfeits received by your team provided that their name and signature appears on a properly filled out match report sheet. (You must submit a match report sheet when you receive a forfeit from another team) Additionally, up to one “bye” (or forfeit) per season may be credited to a player in any given season. Play-offs are single matches, and advance as follows;

Tuesday Mixed: 14 points advances until league finals, 28 points wins.

Women’s League: 13 points advances, until league finals, 25 points wins.

Playing courts for conference play-offs will be assigned as follows:

First round: First and 2nd place teams should get a home game in the first round.

Subsequent rounds: Home field preference shall be given to any teams who have not yet had a “home scheduled match.” If both teams had the same number of home scheduled playoff matches, the higher finishing (place in their division) team shall get the home game unless both teams met head to head in an odd number of games during the regular season, whereupon home field will be given to the team who hosted the other team only one time out of the three regular season meetings.

League finals: Are to be played home and away, with the choice given to the higher team. (Highest conference finish and so on).

Tuesday league conference finals are single match, 14 points wins. Top two teams from each conference advance to league finals, 14 points advances, finals are home and away, 28 points wins league.

*home scheduled match: When a team is given “home field”, the team has the choice of playing home or away.

PLAY-OFF NOTE:

Women’s league play-off matches will be scheduled on Thursdays.

Tuesday Mixed League: Play off matches will be scheduled on Tuesday’s and some Thursday’s, when necessary due to time constraints.

The Captain's and/or the league director have the right to reschedule play-off games in case of scheduling conflicts, etc.

Article #12 – PLAYER RATINGS & DIVISIONAL BALANCE

The league will maintain records for the purposes of rating each player. Upper tier players should play in upper divisions, and lower tier players should play in the lower divisions.

If any team should place on their roster any “higher level” player that the league deems to be mismatched for that division, the following penalties may be applied:

- Forfeiture of any all-star points for that player for the entire season.
- Player will be ineligible for personal all-star points.
- Player will not be allowed to compete in divisional singles and doubles events.
- Player will not be eligible for individual awards.

If a team should place more than one such player on their roster, the aforementioned penalties can be imposed as well as possible suspension from the league of the offending players or even the offending team, and shall be decided by majority vote of the league (or division) captains.

Article #13 – TIES

Divisional Ties: In the event of a tie at season's end, the following rules shall apply: The won-lost record between the two tied teams (only the games played between the 2 tied teams shall be counted) shall determine the winner. If this formula does not resolve the tie, then points scored between the 2 tied teams (only the scores from games played between the 2 tied teams shall be counted) shall determine the winner of the tie. If either of these formula's does not resolve the tie; and both tied teams are playing each other for the last match of the regular season, a 6 person on 6 person 1001 game, single on-double out (away starts) shall be played to break the tie. If both teams are not at the same location, then a regulation match must be played until there is a winner, location to be determined by coin toss.

Play-Off Ties: If any play-off game, or round, should end in a tie, a 6 person on 6 person 1001 game, single on-double off game shall be played to determine the winner. A coin toss will determine which team starts the match.

ARTICLE 14: CAPTAINS COMMITTEE

The captains committee shall be comprised of one captain from every team in the league. A majority vote of the captains is necessary to adopt or change any rules.

For the purposes of resolving disputes within any certain division, it may be possible for only the captains within the affected division to resolve the situation.

CONCLUSION: Any rules not covered in this guide may be found in the A.D.O rules. Final interpretation of any of the rules herein will be made by the league directors. Major changes in the playing rules will be made only through a vote by a majority of the captains, or the rules committee.

Trophies will be awarded to the top players and teams shortly after seasons end.

Trophies must be picked up within 30 days of awards presentation, or will be forfeited.

Any questions to rules please consult your captain. Captains can call the Gotham City Dart League at 718-258-4944 with any questions. .

