

NORTH SHORE DART LEAGUE

RULES & BY-LAWS

"One man practicing good sportsmanship is far better than 50
others preaching it." Knute K. Rockne

Membership Fees

1. NSDL dues are \$30.00 per person, per session. A new session will officially start at the captains meeting prior to the first night of scheduled play.
2. \$120.00 is due by first week of play, dues for a new player being added must be collected the very night he/she has begun play. Money must be cash app and turned in by the regular weekly deadline. (Thursday) If player's Dues are not turned in, that player's games will not be counted and considered a forfeit. This player will be considered non-active. This is the Captain's Responsibility.
3. Additional league formats may cause dues to be revised/adjusted as necessary, based on formats and needs of that particular session.

Players/Team Profile

1. A team shall consist of not less than (4) players and not more than 8 players. A player may register for any team he wishes. However, he is locked into that team once the first dart is thrown in a game/match for the remainder of the session. If he chooses to leave the team, or dismissed from that team by the team captain, he will not be allowed to join another team for the remainder of that session.
2. **In order to establish fair play and an accurate power ranking, a team player must play in at least 5 matches (nights) and a minimum of 15 games during a regular session. Or 4 matches (nights) and a minimum of 12 games for a twelve week or shorter session to be eligible for play-offs and to be considered for a team's "top 4" when deciding team power ranking. If a player has not met the minimum game requirement, their previous power ranking when they met the minimum games will be used for establishing their team's "Top 4".**

3. A Player may be added to a team up to the last 5 weeks of the session. The player must be added to the bottom of the score sheets prior to the sheets being forward to the league, again with fees sent by Cash App. Both team captains at the end of that week's match/leg must note acknowledgment.
4. There will be no subs from one team to another!

Director – Duties include but not limited to:

- Oversees all NSDL operations and acts as the spokesperson for the NSDL
- Chairs and Presides over all meetings
- Responsible for notifying members and Captains of upcoming meetings in advance.
- Shall make decisions by utilizing the Rules of Play and By-Laws approved by the members. In the event the Rules of Play and By-Laws are not applicable, the Director shall discuss the matter with the remaining members.
- Responsible for keeping other members advised of his position and/or actions on all NSDL members.
- The Director is a signer on the NSDL bank account and is responsible for presenting the awards at the end of Session Dart Party.

Executive Director – Duties include but not limited to:

- Responsible for assisting the Director and conducts all meetings in the absence of the Director.
- Acts as a mediator for minor NSDL matters.
- Maintains and assures all host establishments are in compliance with NSDL Standards, Rules and Regulations.

Secretary – Duties include but not limited to:

- Responsible for keeping minutes of all members (including proper records of how each member voted on all issues) and Captains meetings.
- Responsible for providing a copy of the member meetings minutes and voting results (of all votes on proposals and rule changes) to each member for approval before publication to the NSDL.

- **Responsible for informing teams/players of any updates and changes and maintaining an accurate record to be filed for future reference.**

Stacionian – Duties include but are not limited to:

- **Responsible for maintaining active player list and team rosters, coordinating teams and solicitation new players/teams.**
- **Serves as the first person consulted, by email only, regarding interpretation of the Rules of Play.**
- **Receives all official NSDL Protest, grievances and complaints and is responsible for forwarding these to the Executive Member.**
- **Responsible for initiation grievances based on multiple complaints regarding an NSDL Member on behalf of the NSDL.**
- **Responsible for levying penalties against NSDL Members or teams for Rules of Play violations.**
- **Responsible for collection and updating weekly stats which shall be completed and distributed no later than 7:30 PM Monday night.**
- **Assists the Director with presentation of awards at the end of session Dart Party.**

General Information

1. If possible, the league shall have (3) sessions in a year, which are: Spring, Summer and Fall sessions. In between sessions there must be at least a two week break not to exceed three Tuesdays.
2. Rule updates/amendments will be forwarded to all team captains for future sessions prior to that session beginning.
3. Once the league begins, all rules are final and will not be changed until the end of that session after review and approval.
4. All conflicts/disputes during league play must be brought to the Stacionian by email only.

Equipment

1. Darts used in NSDL events shall not exceed on overall length of 30.5cm (12 inches), nor weigh more than 50gm per dart. Each dart shall consist of a recognizable point, barrel and flight.
2. Dart Boards should be a standard 18" bristle board and shall be of the standard 1-20 clock pattern and be firmly mounted and anchored. The scoring wedge presented by the 20 shall be the darker of the two wedge colors and shall be positioned at the top dead center. The standard dartboard for the NSDL shall be constructed with no staples and thin wire borders. Examples are the Winmau Blades, Blade 5 or 6.
3. Minimum throwing distance shall be 7'9 1/4" from the front of the Oche' to the face of the board. The dartboard height should be 5'8" from the floor to center bull. The diagonal measured from the center bull to the front of the oche' should be 9'7 1/2". Only a 1/4" variation is allowed on any of these measurements.
4. A minimum of (2) foot clearance measured laterally from the edge of the dartboard and in either direction, extending back to (3) feet beyond the oche' that is to be maintained free of encumbrances, obvious distractions or obstructions. When more than one board on the same wall is used, minimum of six (6) feet shall exist between the centers of those boards.
5. Scoreboards should be mounted within a maximum distance of (4) feet of the dartboard and at no more than a 45-degree angle to the board. Lighting must be affixed in such a way as to brightly illuminate the board surface, minimizing shadows, and not physically impede the path of the darts. The light source should not adversely affect the thrower's view of the board. Scoreboards must be easily visible to both teams.
6. A standard out chart listing suggested finishing double for 01 games **MUST** be posted in a conspicuous place so to be legible from the oche'.

Sportsmanship

1. Good sportsmanship shall be the prevailing attitude throughout the league, and any attempt to distract an opponent while he/she is shooting will not be tolerated. Complaints may result in disciplinary action according to the NSDL.
2. If so, requested by the thrower, all spectators and players must align themselves out of his/her line own vision or behind his/her line from which they are throwing.
3. **Physical violence of any kind will not be tolerated.**
4. Remember, darts start and end with a hand shake.

Captains Duties

1. Captains and co-captains are responsible for, conduct of his team, accuracy of the score sheets, attending all captains meetings, properly registering new members of his team and insuring that his home location maintains proper standards of equipment.
2. Providing acceptable replacements for him in the event that he/she cannot attend a scheduled Captains meeting and maintaining accurate win/loss records on each individual on his team.
3. Captains or their acceptable replacements that do not attend meetings will be deducted five points for their teams. Captains or replacements must sign in within 30 minutes of the scheduled meeting time or by the end of the meeting whichever is longer.
4. Captains are responsible for providing a scorekeeper for each game.

Procedural Game Play

1. All teams shall play their matches on the scheduled league night, which is Tuesday each week. Starting time for league matches is 7:30 p.m. A match begins

once both team captains' exchanges and records score sheets for each match. 'If a match does not begin by 7:45 p.m., it is subject to a forfeit. This determination will be made by the waiting captain's discretion.

2. The home team may choose the dartboard on which the match is to be thrown. In the event that both captains agree, a match may be played on two dart- boards (if there are two certified boards available) in a format agreed to by both captains. Any board on which a league match is played must be certified and a signed board certification sheet must be displayed near the board. A player that is throwing in a match will not be allowed to practice on the opposite board while the opponent is throwing.

3. The home team will provide the scorekeeper for the first game of a match and from there the teams will alternate providing the scorekeeper. In a match played on two boards, each team shall be responsible for providing a score -keeper on one board throughout the match.

4. The scorer for each game shall be a person acceptable to both captains. Should the choice of score -keeper cause dissension, it shall be the responsibility of the home team to provide an acceptable replacement.

5. The score keeper' official duties are judging the cork, determining the position of each player's dart in the board before he/she removes them, and judging the validity of each dart's score. He is also responsible for tallying the score of each game played.

6. The score- keeper should keep his/her eyes on the board and remain still so as not to distract the thrower. Should a dart land in a hard to determine position, he shall remain still until the player's throw is complete and then determine the score. He should never ask for another person's opinion on the shot. The score -keeper may inform the shooter what he has scored and/or what he has left. The score- keeper may not inform the shooter what he/she has left in terms of scoring combinations or strategy. (It is permissible for a shooter's partner or teammate to advise him/her during the course of the game).

7. Only players and scorekeepers are allowed inside the playing area during a game. One coach is allowed in the throwing area between throws to advise a

player but must leave the throwing area during the players throw. Opposing players & spectators must remain two (2) feet behind the player at the Oche' (toe line).

8. Once called to the oche' (toe-line) for a game to begin, a player must cork with five (5) minutes for forfeit the game.

9. For a dart to count toward the cork, it must hit and remain in the scoring portion of the dartboard until both throws are complete. Should a dart bounce out or hit outside of the scoring portion of the board, it is to be re-thrown. Additional throws may be made until such time as the dart remains in the scoring portion of the dart- board. Should a dart fall out of the board during the cork, a re-throw will occur with the second player having the option of throwing first. Should the second throw dislodge the first dart, a re-throw will occur with the second player having the option of throwing first.

10. The scorekeeper shall require a re-throw when both darts fall within the inner bull, the outer bull, or if the scorer is unable to determine which dart is closer to the bulls-eye. A double bull beats a single bull. The decision of the score- keeper is final.

11. All re-throws shall commence with the second player having the option of throwing first.

12. Should the first dart thrown toward a cork land in either the inner or outer bull, the second thrower may request that the scorekeeper remove the dart. Should the dart be removed without the request of the second player, a re-throw will occur with the second player having the option of throwing first.

13. Should a player's equipment become damaged or lost during a game, the player will be allowed a maximum of five (5) minutes to repair/replace the equipment. During a game, the player is allowed to leave the playing area for a maximum of five (5) minutes should it become necessary, and the player may exercise this right only once (1) per game.

14. A throw shall consist of three (3) darts, unless a game is completed with fewer and all darts must be thrown one at a time by and from the hand. Should a

thrower touch any dart already in the dart- board prior to the completion of this throw, that throw shall be deemed completed at the touch. Scorekeepers are allowed to touch the dart when deciding review of which player is the first to begin from a cork.

15. Any darts bouncing off or falling out of the board prior to the completion of a players throw shall not be re-thrown. (Excluding the cork).

16. Should a player have any portion of his feet or shoes over the oche' (toe-line) during a throw, all darts so thrown shall be counted as part of the throw, but their score shall not be recorded. One warning can be giving by the opposing team captain or the scorekeeper shall be sufficient to invoke this rule. In the case of a physically impaired player, any and all equipment used by the player should also remain behind the oche (toe- line).

17. A player wishing to throw a dart from a point either side of the oche' (toe-line), must remain behind a line extended laterally from the oche'.

18. It is responsibility of the shooter to verify his score before removing his/her darts from the board. The score remains written if one or more of the darts is removed from the board prior to verification.

19. Errors in math must stand as written unless corrected prior to the player's next throw. In case of doubles team games, the error must be corrected prior to the next turn of any player/partner on that team. The above may be waved in the spirit of good sportsmanship provided that both team captains agree.

20. The side of the wire that at which the point of the dart enters the board shall determine a dart's score. If a dart should land between two wires, the point will be scored at the higher score.

21. The inner narrow band shall score triple the number value assigned to that wedge. The outer narrow band shall score "double" the wedge value.

22. The outer ring of the bull's eye shall score as a "single bull" (25 points) and the inner ring shall score as a "double bull" (50 points).

23. In double/team games no player shall throw until each teammate scheduled to throw before him/her has completed their throw.

24. For a dart to score, it must remain in the bristle part of the board until after 3rd dart is thrown and removed by the thrower.

Ghost Play

1. In a doubles or team game, it is permissible for a team to throw with fewer the required number of players, provided that the burdened team forfeits the missing player's place in the throwing rotation. The number of forfeited turns per throwing rotation must equal the number of missing players. Once a game has progressed past the missing player turn, the missing player may not join the game in progress, but is eligible to play in future games of the match.

2. In a double or team game, no player may throw until the teammate ahead of him in the rotation has completed his throw. It is the responsibility of each player to follow the order listed on the scoreboard. Any deviation from the original order of throw shall result in the team with the deviation receiving a score of zero (0) for the individual whose turn was taken by the out of order player. That turn shall be considered forfeited and it will be the other teams' turn to throw in proper order, provided that the mistake is noted prior to the completion of another turn by the offending team. If the deviation is not detected prior to the completion of the offending team's next throw, the adjusted line up shall stand for the remainder of the game. Any further deviations from that adjusted line up shall result in the mandatory forfeit of the game by the offending team.

Score Sheets

1. Lineups must be completed blind by each team captain in a match or their designated representative prior to each leg of a match. Each section of a match (single 301, double 501, single cricket, double cricket, triple 801 and super cricket) is considered a leg. Prior to the leg, the sheets should be exchanged which will result in the opposite team completing the lineup and all is recorded.

2. All playing spots must be filled with an eligible player's membership number before the sheets are exchanged. A team "ghost" should be used whenever a

player fails to show up for a game that he is scheduled to play. At no time should a membership number be listed if that player did not actually play in the game.

3. If the posted player is absent or otherwise incapacitated, the captain may:

a). Forfeit the game in the case of singles, or allow the other listed player to play alone in the case of doubles.

b). Substitute another player, who is not listed in the event for the posted player. Only one substitution will be allowed per match and the original posted player is prohibited from playing in the remainder of the leg should he arrive or become re-capacitated.

4. Players may be listed in any order on the score sheet. They must play in the order listed within each leg line up. As in doubles, the first player listed first is considered the first player to begin the game of both teams. Any member of that team may cork first. Who ever corks first does not have any effect on that portion of the game.

5. All players must have their full name (first & last) written on each score sheet prior to the first match. This should be done on the left side of the score sheet. All membership numbers should also be placed in the appropriate square next to the game in which the player is playing. This must be followed throughout the course of the matches. Every player must have a membership number next to his games played.

6. All stars must be listed properly in order for the players to be given credit. All all-stars must be listed on both teams score-sheet, and signed by both captains at the end of the night matches prior to turning in score-sheets. Any sheets that are not signed by the captains, points will not be counted for.

7. Captains on both teams must sign the completed score-sheet, agreeing that the total of points from both teams and all-stars points are correct prior to submitting for that night end match.

8. Score sheets are to be turned in with any fees due for new players no later than 7:30 pm Thursday night of each week. If Home team does not turn in the score sheet on time, they shall be deducted 3 pts. If the sheets are still not turned in by the second week, they forfeit their points in the match plus 5 pts. Away team

must provide paperwork with score and all-stars that were hit otherwise count as forfeit and away team shall receive standard forfeits points.”

9. After the last match of the session, score sheets MUST be turned in no later than the Thursday after the match by 7:30pm. In the event of a late score sheet, the Members will assess a penalty that could range from a deduction of five (5) points to the offending team losing their spot in the playoffs. This will depend on the circumstances for the late score sheet.

Points/All- Stars

Points

These are awarded in the following manner:

- a). Single = 1 point each
- b). Double = 2 points each
- c). Super cricket (or if 01 is played) 3 players only, = a total 3 points
- d). Total points for the match = 19 points

Individual statistics must include:

- a). All players who played in either singles or double games.
- b). Each player's correct membership number.
- c). Each player's full name (please print)
- d). Number of games won.
- e). Number of games lost.
- f). If the term ghost is used during the match, the term ghost should be listed in the statistics section as if he were a player.
- g). The total of games won and the total of number of games lost must equal 19. Any games, won or lost not attributable to any individual player will be scored to the ghost.

All-Stars

1. The league considers all-star points to be the way to recognize individual achievement during the course of the league session.

2. In order to get all-star points credited, the points must be properly listed on the score sheets of both teams participating in the match. Both captains should sign the sheets in the appropriate locations.

3. One throw consisting of three darts cannot be counted as more than one all-star category.

4. An all-star point can only count in one category. For example, if a High In of T60 is thrown, it counts as a High In only not as both a High In and T40+.

Definitions

Straight Start: scoring commences without the necessity of first landing a dart inside the double ring (As in 501 games). Also known as an Easy In.

Double In: scoring shall commence with the first dart that lands inside the double ring. (As in 301 games)

Double Out: a player scores the required number of points to win a game by landing a dart in the appropriate double ring. (As in any 01 game). Also known as a Hard Out.

Members: the group of appointed officials that oversee all League activities.

Cork: the attempt of one player from each team (who are both assigned to play in that game) to hit a bulls-eye / each player throws one dart: the closer being the player who goes first/starts the game.

Division: a grouping of teams of similar skills that play one another each season.

Forfeit: when a team does not participate in its scheduled match or can't fill a spot in a scheduled game.

Oche line: the line from which all darts are thrown behind: this line may be stepped on, but the front edge may not be crossed when in act of shooting. Also known as the Throw Line or Toe Line.

Game: any one of the nineteen (19) portions of a match that scores points.

Lineup: the list of players that is written on the score sheet for each team during a match.

Match: the full schedule of games on any dart night that makes up nineteen (19) points.

Midpoint of the season: when exactly half of the scheduled matches for the present season have been completed.

Player: anyone who plays a match.

Postponement: rescheduling of a match on a later date than originally scheduled.

Protest: a complaint filed in writing with the League for any possible violation of the rules during a match.

Score sheet: the paper used to record the lineups and results of a particular match.

Scorekeeper: a person who keeps score on the scoreboard during a game. This person is neutral.

Session: a set amount of time required to complete the scheduled matches determined by the number of teams involved.

Substitution: the act of replacing a scheduled player with another player.

Suspension: the removal of a player from all League activities for an amount of time determined by the Members, unless a specific amount of time is already specified in the rules.

Ton: a combination of three (3) darts in one (1) round that total on hundred (100) points in any 01 game.

Round of nines: trips of three different numbers in a cricket game.

Bust: hitting more than you needed in a 01 game, and the darts don't count.

Double ring: thin outer ring of the board, usually counts for two times the number hit.

Triple ring: the thin inner ring of the board, usually counts for three times the number thrown.

Flights: the “wings” at the end of a dart that make it fly.

Shaft: the part of the dart behind the barrel where the flights are mounted.

X-1: a double-1 out.

01 Game

1. 301 Games: (Double In/Double Out) To commence scoring a player must land a dart in the outer ring or the center bull's eye. All subsequent darts shall be counted for scoreless the exceptions noted in the "Bust Rule". All scoring shall be subtracted from an initial score of 301 points.

2. 501/601/1001 Games: (Straight in/Double out). Scoring shall commence with the first dart landed in the scoring portion of the board. That and all subsequent darts shall be scored as landed less the exceptions noted in the “Bust Rule”. All scoring shall be subtracted from an initial score of 501/601/1001 in those respective games.

3. A game is concluded when a player/team scores the appropriate double score to reduce their point total to zero first. Any and all darts thrown subsequently will not count.

4. BUST RULE: A player is said to "bust" when his three darts or less score more points than remain in the game for his team. This is also the case when the exact remaining score is achieved without the last dart scoring a double value or the score remaining after the throw is (1) one point. (One point is impossible to achieve as a double value) When a "bust" occurs, the next opposing player then takes his/her regular turn.

5. “NO BUST RULE” or “BRONZE RULE” The No Bust Rule, is applicable when both

Players achieve a remaining score of (2) two (double one) in any O1 game. At such time as both players have only two points remaining at the beginning of their turn, it should be announced as a courtesy by the players that the Bronze Rule is in effect. Both captains should determine and agree for this rule to be in effect. At that time, three or more full rotation so shooting order (as scheduled on the score sheet) shall be played under a normal scoring rule. If no team has won the game by the end of the three rotations, the Bust Rule is to be disregarded for the remainder of the game. Any achievement of the appropriate double score (double (1) one) during the course of a players throw shall win the game regardless of whether prior darts of the throw resulted in a score greater than that remaining for his team.

Cricket Games

1. The object shall be to "close" certain numbers on the board and achieve the highest point score. The player/team to do so first shall be the winner.
2. Cricket shall be played using the numbers 20, 19, 18, 17, 16, 15 and both inner and outer bull. (In "super cricket" the numbers 14, 13, 12, shall be used in addition.)
3. Each player/team shall take turns in throwing with three (3) darts in a row constituting a turn.
4. To close a number, the player/team must score three hits of a number. This can be accomplished by throwing three singles, a single and a double, or a triple score of a number in any combination of turns.
5. To close the bulls-eye, the outer ring counts as single bull, the inner ring, and a double.
6. Once a player/team has scored three (3) of a number, it is closed, by that player/team.
7. Once a player/team has closed a number, he/she/they may score points on the number until the opponent also closes that number. Once both players/teams have scored three (3) of a number, no further scoring on that number can be

made by either player/team. All numerical scores shall be added to the player's previous balance.

8. Numbers can be closed in any order desired by the player/team. Calling your shots is not required.

9. The double and triple rings shall count as double and triple value of any wedge value respectively. Three marks of anyone number will "close" that number. Also, the double and triple rings shall count as double and triple the numerical value for the purpose of scoring on "closed" numbers as well.

10. If a player/team closes all the numbers first, and is behind in points, he/she must continue to score on any numbers not "closed".

Postponement/Forfeits

1. A match can be postponed by mutual consent of both captains only prior to the day of the match is scheduled. The team(s) that requests the postponement must notify the opposing team(s) and Board of this decision no later than 7:30pm Monday night. Exceptions to this rule are, Emergency situations, or if an Act of God takes place.

2. It's the responsibility of the captain of team requesting the postponement to notify the league.

3. All postponed matches must be played by end of session & notification must be given to the Members as to when the makeup will be. Score Sheets shall be due by 7:30pm on the first Thursday after the match is played.

4. The requested team will have the right to set the time and date of the new match as long as the league deems it reasonable. NO postponements are allowed in the last two weeks of the season.

5. If both captains agree and inform the league, they may play their match on the night prior to the scheduled match. Failure to replay the postponed match in a timely manner, will result in a forfeit by the requesting team.

6. A team may play with two players but must forfeit with one player or

less.

7. A team will automatically be withdrawn if it forfeits twice during one half (1/2) the season or if forfeits at all within the last 2 weeks. The maximum allowed forfeits in any session is two.

8. All players on a team that has withdrawn, because of forfeiting matches, shall be ineligible to play on any other team for the remainder of the season.

9. In the case where a team forfeits, the opposing team shall receive 19 points.

Playoffs

1. Playoffs matches are considered finished when either team wins one game more than 50% of the scheduled games. (First to 10).

2. The format for playoff matches shall be the same as regular season matches. High seed team has home field advantage.

3. At the end of a season, teams shall be seeded according to their regular season point totals and bracketed accordingly within their division.

4. The brackets shall be constructed as follows:

4 team divisions = 1st place plays 4th place and 2nd place plays 3rd place
6 team divisions = 1st and 2nd place has a first-round bye. 3rd place plays 6th place and 4th place plays 5th places. In the second-round playoffs, 1st place plays the lowest seeded team and 2nd place plays the next lowest seeded team.

8 team divisions = 1st place plays 8th place, 2nd place plays 7th place, 3rd place plays 6th place and 4th place plays 5th place.

5. The playoff tournament shall be single elimination with matches continuing until one team remains.

6. All playoff matches shall be played at the team's home bar that has more points. The team with more points should have "Home field" advantage. Should scheduling conflicts occur and/or boards/lighting is not regulation the match must be played at a location of home teams' choice and must be approved by the board.

7. Any playoff match must be played at the scheduled locale unless the board approves the change.

8. Postponements are not allowed during playoffs.

9. In case of a tie of two teams in relation to playoff seating and season placement, Head-to head points shall determine final seating.

Protest & Appeals

1. Captains should initiate protest by the NSDL by email either on the score sheet or in separate correspondence. It is advised that the protesting team's captain speak personally with a member (Statician) to ensure that the protest is noted.

2. The Members will then review the issue and inform both team captains of the action to be taken by the league.

3. Rules of play are not appealable.

