

## **TABLE OF CONTENTS**

<b>PARAGRAPH</b>	<b>TITLE</b>	<b>PAGE</b>
------------------	--------------	-------------

<b>PARAGRAPH</b>	<b>TITLE</b>	<b>PAGE</b>
1	Membership & Fees	2
2	League Values & Player Code of Conduct	2
3	Gambling & Illegal Substances	3
4	Definitions	3
5	Schedules	4
6	Duties of the Captain	5
7	Equipment	5
8	Player-Team Status	6
9	Match Night Procedures	8
10	Beginning a Game (Throwing Cork)	9
11	Scoring & Marking	9
12	Reporting Results	11
13	Penalty Point Applications	11
14	Postponements & Rescheduling	12
15	Protest Procedures	12
16	Forfeits & Teams Withdrawing	13
17	Post Season Play	15
18	OEDL Thursday Night Rules	16
19	Awards	16
20	Changes in Rules of Play	17
	Revisions & Amendments	18

### ***1 – MEMBERSHIP & FEES***

- A. Only registered O.E.D.L. team members may participate in OLDE ENGLISH DART LEAGUE of

# *Olde English Dart League of Philadelphia*

## *Rules of Play and Other Regulations*

PHILADELPHIA (hereinafter “O.E.D.L.” or “League”) matches.

- B. The O.E.D.L. Board of Directors (hereinafter the “Board”) has the authority to terminate or restrict any League membership of the O.E.D.L. with due cause, initiated upon protest. The member may appeal the Board’s decision in accordance with the O.E.D.L. By-Laws. The member will not be permitted to participate in any O.E.D.L. event until the Board has rescinded such termination or restrictions.
- C. Failure to pay the designated O.E.D.L. membership fees (sponsor or League members) according to the ByLaws Article III, Section 7, will automatically eliminate the team from participating in subsequent scheduled matches. **THIS RULE WILL BE ENFORCED.**
- D. All players playing in the O.E.D.L. do so at their own risk of injury and hereby release the O.E.D.L. from all liability and indemnity.

## **2 – LEAGUE VALUES & PLAYER CODE OF CONDUCT**

The Olde English Dart League of Philadelphia promotes competitive darts and sportsmanship for all persons interested in the sport while maintaining valuable relationships with external dart organizations in an effort to endorse both competition and comradery. O.E.D.L. is committed to providing a competitive, safe and social environment to its participants. We expect all participants to demonstrate the values that the O.E.D.L. strives to uphold.

This Code of Conduct (“the Code”) defines our commitment to these values. By adhering to the Code and these values, it is our goal to create an environment of trust and respect amongst our participants.

### A. LEAGUE VALUES

Our values are the following:

**SPORTSMANSHIP** – Adhering to codes of conduct, maintaining maturity and respect.

**INTEGRITY** – Playing and abiding by O.E.D.L. rules and regulations, playing with honesty.

**COMMUNITY** – Build a positive reputation and stronger partnership between participants, teams, divisions, and external organizations and entities through consistent demonstration of exemplary values and conduct.

### B. PLAYER CODE OF CONDUCT

Good sportsmanship should be the prevailing attitude during League play and any O.E.D.L.-sponsored event. Participants are expected to treat each other with respect and dignity. O.E.D.L. is inclusive of all people without regard to race, color, creed, religion, national origin, sex, sexual orientation, gender identity and expression, age, disability, and veteran status. Examples of behaviors which will not be tolerated (both in and around the sponsor bar) include but are not limited to:

- Offensive remarks, including race, national origin, or sexual orientation
- Verbal or physical threats, altercations or fighting of any type
- Heckling or antagonizing opposing players;
- Cheating. Cheating can result in suspension from the O.E.D.L.;
- Deliberately damaging property;

# *Olde English Dart League of Philadelphia*

## *Rules of Play and Other Regulations*

- Throwing a dart in anger or frustration. This is extremely dangerous and can result in suspension from the O.E.D.L.; and
- Smoking while warming up, playing a game, or scoring at the match board.

Harassment of any kind, including physical, emotional or sexual harassment will not be tolerated by participants or spectators. Harassment diminishes the fun and safe environment O.E.D.L. wishes to maintain for its participants. Some examples of harassment include, but are not limited to:

- Bullying
- Sexual remarks, threats, gestures, or requests for sexual favors
- Questions or conversation about sexual activities
- Unwelcome or inappropriate touching
- Displaying sexually suggestive pictures or objects

If violations of League Values or the Player Code of Conduct are experienced or witnessed, they may be reported in a timely manner via the Reporting Process. If a situation warrants, please contact local law enforcement immediately. Disciplinary action up to and including suspension or expulsion from the League and/or League-sponsored events may follow violations of the Code.

### C. LEAGUE VALUES & PLAYER CODE OF CONDUCT REPORTING PROCESS

The O.E.D.L. Board and its Directors are available to field any issues or concerns, which will assuredly be handled without the fear of retaliation. Confidentiality shall be upheld by the League, the Board of Directors, and any parties involved to every extent possible.

1. If you are confronted with a situation and need guidance, or if you are a witness or party to a violation of League Values or Player Code of Conduct, participants may contact any member of the O.E.D.L. Board, and provide full detail of the witnessed infraction:
  - a. [OEDLBoard@gmail.com](mailto:OEDLBoard@gmail.com)
  - b. Or submit via our online form: <https://forms.gle/LTMcdevQZyQGhDY7>
2. The Board of Directors will review reports forwarded to them within seven (7) days of initial receipt by the League and must notify the concerned parties within three (3) days of a decision.
3. The Board of Directors and/or one of its Directors will conduct any necessary investigatory actions required in order to clarify claims.
4. The Board of Directors may deliver disciplinary action for violations, ranging from warnings, suspension, up through expulsion from the League.
5. Appeals to any decisions made shall follow the process set forth in Section 3, Paragraph 9 of the Constitution & By-Laws.

### **3 – GAMBLING & ILLEGAL SUBSTANCES**

Gambling or the use of illegal substances is neither sanctioned nor authorized during any O.E.D.L. sponsored event, including League play.

# *Olde English Dart League of Philadelphia*

## *Rules of Play and Other Regulations*

### **4 – DEFINITIONS**

All definitions as utilized in international usage and are parenthetically included in these Rules of Play as deemed necessary.

- A. Leg - 1 game in a best of 3 game series or 1 game in a best of 1 game series.
- B. Scorekeeper, marker and chalker are synonyms referring to the person keeping score.
- C. 01' games - 1001, 801, 701, etc. are typical British dart games where the objective is to score points, which minimize the player's score, with the objective of reaching zero exactly with the last dart thrown being a double.
- D. Bust - scoring more points than are left in the leg or scoring enough points to reach zero but the last dart was not a double or scoring enough points where the remaining score would be one, thus preventing your team from doubling out.
- E. Inner Bull, Inner Cork, Double Bull, Double Cork are synonymous and refer to the ring in the very center of the dartboard worth 50 points.
- F. Outer Bull, Outer Cork, Single Bull, Single Cork are synonymous and refer to the ring surrounding the Inner Bull worth 25 points.
- G. Neutral – An O.E.D.L. member who is not personally or financially involved in the team, location or circumstances under discussion.
- H. High-On - applies to double-on games only. Double-on games are games that must be initiated with the playing hitting a double (i.e., the player cannot accumulate points until hitting a double). Example - “D/D 301” and “D/D 701”. High-ons do not apply to “fast-ons” AKA “fly-on” AKA “single-on” AKA “straight-on” (i.e. “S/D 501” does not count for high-on awards.)
- I. A throw shall consist of three darts, unless a leg/match is completed in a lesser amount.
- J. A year of play or full season consists of two halves. A “Fall” half-season and a “Spring” half-season.
- K. Cross-Division – Division that plays part of their schedule against a different division. A cross-division pair can consist of separate levels (Div. 1 & Div. 2) or same level (Div. 1N & DIV.1S).

### **5 – SCHEDULES**

- A. The President of the League shall appoint a Seeding and Scheduling Committee, which shall positively identify all old and new teams, which wish to compete in a new half season of play, and legitimately seed all registered teams from top to bottom in order of perceived skill level. With the exception of their initial individual rankings, Seeding and Scheduling Committee members may not vote on nor participate in any discussions concerning the ranking of their team.
- B. The advancing of former novice teams to a more prestigious level shall be encouraged. Teams that place well during a half-season's competition and desire to advance to a higher division shall make their intention known to the Seeding and Scheduling Committee.
- C. The advancing of former novice teams to a more prestigious level shall be encouraged. Teams that place well during a half-season's competition and desire to advance to a higher division shall make their intention known to the Seeding and Scheduling Committee.
- D. The Seeding and Scheduling Committee shall establish divisions starting with the highest seeded division and working downwards to the lowest. The number of teams in a division should be established so as to promote competitiveness across the league. When establishing divisions, the Seeding and Scheduling Committee should attempt to minimize the overall number of byes and avoid assigning teams to divisions with bye weeks in consecutive half seasons, but the primary focus shall be competitiveness. Additionally,

# *Olde English Dart League of Philadelphia*

## *Rules of Play and Other Regulations*

when establishing Divisions, the Seeding and Seeding and Scheduling Committee should also set appropriate game play formats based on Division skill level.

- E. When it is necessary for any division to have one or more teams with an unequal number of home and away games, that schedule will be nonetheless valid.
- F. The Seeding and Scheduling Committee will remain cognizant of the need for a fully balanced schedule. When this is not mathematically possible, the teams involved will remain cognizant of the fact that the half-season must proceed.
- G. The seeding method for all teams and their establishment into divisions by the Seeding and Scheduling Committee at the beginning of each half-season shall be final.
- H. The Seeding and Scheduling Committee will make its results public at the adjournment of each half seasons Seeding and Scheduling Committee meeting.
- I. The Seeding and Scheduling Committee or its delegate(s) shall create schedules for each division following the meeting of the Seeding and Scheduling Committee. To the greatest extent possible, schedules will be as follows:
  - 1) 6 Team Division. Every team in this division will play every other team twice, once at home and once away.
  - 2) 5 Team Division. Every team in this division will play every other team twice, once at home and once away. There will be two bye weeks per team.
  - 3) 4 Team Division. Every team in this division will play every other team four times, twice at home and twice away.
  - 4) 4 Team Cross Division. Every team in each cross division will play each team in the same cross division twice, once home and once away, in weeks 1-3 and 8-10. In weeks 4-7, each team will play every team in the other cross division once, playing two of the matches home and two away.
- J. Two teams, playing out of the same sponsoring establishment, competitively seeded in the same division, shall play their first match against each other. That is, in a ten-week half-season they will play against each other in weeks 1 and 6. This will avoid any appearance of collusion and also prevent the problem of seeding a team in a division lower than its true level of play.

### ***6 – DUTIES OF THE CAPTAIN***

- A. The Captain is responsible for the overall conduct of his team, accuracy and submission of the score sheets, attending all necessary meetings, and properly registering his team members. “Properly registering team members” means that the captain will attain from each team member 1) the player’s current address, 2) email address, and 3) phone number. The captain will also ensure that each team member prints and signs their names on the Player Eligibility Form referenced in Rule 8A and that his home team location maintains proper standards of equipment and inform his team of all O.E.D.L. news.
- B. It is the responsibility of the Captain to collect all team members’ dues and pay them in accordance with the Rules and By-laws.
- C. When required to attend meetings, hearings, or general meetings, he shall send a registered member of the team when the circumstances prevent his attendance. Otherwise, the team will be given penalty.
- D. The Captain is responsible for listing himself in the first slot on the **registration form and match night scoresheet** and then listing the Pro-Tem in the second slot. This helps Divisional Directors keep an accurate record for the future.
- E. The Captain is expected to read and familiarize himself with these Rules and Regulations along with the

# *Olde English Dart League of Philadelphia*

## *Rules of Play and Other Regulations*

O.E.D.L. Constitution and By-Laws.

- F. The Captain is responsible for ensuring compliance with sportsmanship and personal conduct requirements.
- G. The Captain is responsible for communicating with his team all logistical and scheduling matters as well as ensuring that O.E.D.L. Rules and Regulations are available for consultation during matches. Players are also encouraged to consult the O.E.D.L. website for the above information.
- H. The Captain is responsible for communicating to the Board in a timely manner (for subsequent communication with the Equipment Committee) instances of non-compliance by their sponsor for the provisions of section 7, concerning equipment.

### **7 – EQUIPMENT**

- A. Sponsor's fee includes a new official O.E.D.L.-approved English dartboard, the use of which is mandatory in League play.
- B. All equipment of a new sponsor must be inspected and approved by the League prior to acceptance of that sponsor into League play.
- C. An acceptable bristle English dartboard, APPROVED BY THE O.E.D.L., must be secured to the wall, clear of distractions, so that the height from the center of the Board to the floor measures five feet and eight inches (5'8") with a plus and minus of one quarter inch (0.25") allowed.
- D. The scoring wedge of the single "20" shall be the darker of the two wedge colors of the board, and it must be at the top center at all times.
- E. The toe line (i.e., the line behind which the player must stand, also known as the "oche") shall consist of a stationary line or block (where not permissible it could be either paint or tape and must be in place and clearly visible at all times during the match). However, it is strongly encouraged and advised that the toe line be a stationary board and player must stand behind and not on the stationary board. The toe line will be measured along the floor horizontally from a plumb line or other standard measuring device dropped from the exact center of the dartboard (i.e. to indicate the width of the dartboard) and must measure a distance of seven feet, nine and one quarter inches (7'9 1/4") from the toe line to the plumb line. It may also be measured diagonally (i.e. the hypotenuse of the triangle) from the center of the cork to the toe line for a distance of nine feet, seven and three eighths' inches (9'7 3/8"). Either measurement will achieve the identical result (see diagram).
- F. A mat or carpet area is optional, but mandatory in sponsor bars that have a stone floor (to avert damage to points of falling darts).
- G. Suitable lights must be affixed to illuminate the entire scoring surface of the dartboard, and to minimize shadows cast by thrown darts. The lights shall not impede the flight of the darts.
- H. A copy of these "RULES OF PLAY" must be available on the premises during every League match.
- I. Complaints concerning equipment shall not be grounds for stoppage of a match. Such complaints must be made in writing to the appropriate League Director, who will investigate and cause required corrections to be made, if necessary. If proper redress cannot be achieved, the Divisional Director will refer the matter to the League President for permanent rectification of irregularities. This action may or may not require the match or any given portion of it to be replayed, as determined by the adjudicating Divisional Director or President.
- J. An acceptable scoreboard should be visible for League matches. Also, an official O.E.D.L. outshot chart must be visibly posted. Wherever possible the scoreboard's writing surface should be parallel to the toe board or line and as close to the dartboard as possible to minimize player distraction. The use of manual scoreboards is encouraged. Both team captains must agree to electronic scoreboards. Teams using electronic scoreboards must be able to supply an acceptable manual scoreboard if electronic scoring is not approved or in the event that the electronic scoreboard malfunctions

# *Olde English Dart League of Philadelphia*

## *Rules of Play and Other Regulations*

during a match and the score of a game cannot be restored to the satisfaction of visiting team Captain, then the game will be awarded to the away team and all players in the game will be considered to have shot that game.

- K. In the event the conditions of the equipment of a sponsor are unacceptable, the visiting team captain should follow the Protest Procedures as defined in Paragraph 15, Section G.

### **8 – PLAYER-TEAM STATUS**

- A. Only registered League members may participate in O.E.D.L. matches. A player only becomes an official member on the night that he actually shoots in a game, not before. All players are required to print and sign the Player Eligibility Form on the first night that they play and for all post-season matches. If a player's identity is questioned, and no signature sample is found, the player will be considered an illegal player and the provisions of Rule 8N will apply.
- B. The League, prior to the beginning of each half-season, will announce registration procedures. Teams must have a minimum of seven (7) players and a maximum of ten (10) players.
- C. A player may join any team of his choice at pre-half-season registration, except that a player who was a member of a team in the top divisions of the O.E.D.L. or any other bona fide darting league during the last five (5) years, may not register as a member of a "C" or "novice" division team without prior permission of the Board. This permission will only be granted for the purpose of helping a team in need of players and where the competitive balance of the division will not be adversely affected.
- D. Roster changes are not permitted after the second (2nd) week of a half-season except for cases of hardship as outlined in Rule 8E. The new player's name, followed by "NEW PLAYER," must appear on the team's score sheet by the second week. The new player is not permitted to play until the week AFTER his name first appears on the score sheet. The new player must pay his dues in full (\$30/half) before they are eligible to shoot. A new player that shoots in a match without paying their full dues will be considered an illegal shooter and the provisions of Rule 8O will apply and the team will be assessed penalty points per Rule 13A5.
- E. If at any time during the full season your team falls below seven (7) players, you may add players at the discretion of the Board to maintain a seven (7) player roster. Requests for hardship roster changes must be submitted to the League Director and approved by the Board. Players dropped from your roster will be ineligible for the remainder of the full dart season (Fall & Spring). Players added under hardship must pay full dues and meet all eligibility requirements for post-season play regardless of which week they were added to the roster. New players added under hardship must still meet playoff minimum.
- F. After pre-half-season registration, the Seeding and Scheduling Committee is the approving authority for any roster changes. A team wishing to add a new player to its roster must notify the League Director and the League Recorder by following these rules:
  - 1. Contact your League Director with your request, indicating your team name, division, and the name of the player you wish to add; and
  - 2. Write the player's name and indicate "NEW PLAYER" in the next available roster spot on the match score sheet. On the Wednesday immediately following a match only, call or email the League Director indicating your team name, division, and the name of the player you wish to add. The League Director will forward all requests to the Seeding and Scheduling Committee for consideration. Please give the Seeding and Scheduling Committee at least one week to investigate the new player. New players may NOT play until the Seeding and Scheduling Committee has

# *Olde English Dart League of Philadelphia*

## *Rules of Play and Other Regulations*

approved them. Any game played with an unapproved player is a game played with an illegal player and the prescribed penalties apply. The Seeding and Scheduling Committee has the authority and obligation to deny approval to any new player whom they feel will upset the competitive balance of the division they oversee.

- G. In order to register a player, whether pre-season or during the full season, the following information is necessary: full Name, e-mail address, and the player's telephone number with area code.
- H. No player may be registered with more than one O.E.D.L. team during any half-season.
- I. After seeding has been completed for a half-season, no player may move from one team to another team without Board approval.
- J. Once registered, a player's full name must be listed on every score sheet in the same sequence every week.
- K. A team may drop a player only if that player has not shot a game during a half-season.
- L. Once a player shoots a game, he is considered an ACTIVE shooter and "locked in" to that team for the half-season. The team is ultimately responsible for dues for all ACTIVE shooters.
- M. For a player to be eligible for the post-season, he must have played on that team on as many separate League nights that are greater than half the length of the regular half-season (51+%), not including byes, forfeitures, meetings, or other events not counted for divisional standings. Paperwork that is missing will not count for crediting playoff eligibility, High-ons, High-offs, and Ton-80s. It is the Captain's responsibility to ensure playoff eligibility. The determination of eligible players and statistics will be determined by the League Director from paperwork only. Teams that play an ineligible player in a postseason match will lose the match and will not advance to the next round.
- N. The O.E.D.L. Board has the authority to refuse, restrict, or terminate League membership in the O.E.D.L. at any point in the full season, for due and just cause as determined by the Board. Said member, whether individual(s), team, or sponsor, once refused will not be permitted to participate in any O.E.D.L. events until the Board has rescinded such termination or restriction.
- O. If any provisions of the ELIGIBILITY RULES are violated during the regular half-season, the corrective action of the League is both pre-established and mandatory. To wit:
  - 1. The offending team forfeits all points it has acquired during those games in which the offending (illegal) player was a participant; and
  - 2. The opposing team will be awarded as many points as they lost in the games in which the offending (illegal) player was a participant.
- P. All fees and forfeiture escrow monies shall be payable in accordance with the O.E.D.L. Constitution. Failure to pay any fees will automatically result in penalties as affixed by the Board.

## **9 – MATCH NIGHT PROCEDURES**

- A. All matches are scheduled to start at 7:30PM on the date and at the place stated. The match may start earlier if both teams agree. All players should be able to show proof of identity if questioned by the opposing team Captain. If the player in question has no proof of identity the player must print and sign their name on the back of their team's white score sheet that gets mailed to the League Director for comparison to signatures required by Rule 8A. The captain of the team questioning the identity of any player must file a protest as outlined in the PROTEST PROCEDURES section.
- B. The first match must be underway by 8:00PM.
- C. By 8:00PM, each team must have a minimum of 4 players present. If one team does not have at least 4 players present by the 8:00PM deadline, they have a five (5) minute grace time and, if at least 4 players are not present by 8:05PM, that team will forfeit the first game. Then, an additional five (5) minutes are allowed, until approximately 8:10PM, and if at least four (4) players are still not present, then the second game will be forfeited and so on and so forth. If both teams do not have a minimum of four (4) players by the 8:00PM



# *Olde English Dart League of Philadelphia*

## *Rules of Play and Other Regulations*

deadline, then they can reschedule the match according to the POSTPONEMENTS AND RESCHEDULING rules or have the match declared a double forfeit.

- D. Games may be played out of sequence if both Captains agree.
- E. No one player may play more than five (5) games in one night, nor play the same format game (i.e., 301, Cricket, 701, etc.) more than once. Note that the single cricket game (in the 15-game format) and the doubles cricket game (in the 13-game format) count as different format games. No one player may play more than one (1) singles game in one night.
- F. The match is begun by putting up players for the first game. The home team has the option to put up its players first or request that the visiting team put up their players first. In the second game, the team that put up its players second will put up its players first. The remaining games are alternated going forward.
- G. Captains shall make their best efforts to minimize delay between games. Only players scheduled to play the next game are allowed to throw a maximum of nine (9) practice darts between games, except prior to the first game of the match. No more than three (3) minutes may lapse between games.
- H. Games not played due to a lack of players are forfeits. A Captain must notify the opposing Captain of a single game forfeit at or prior to the conclusion of the preceding game, regardless of which team has to call the numbers of the players for the next game.
- I. In the event that a team is found to have played (or is in the process of playing) a game using a player who has already played in a game of the same format, or who has shot his five (5) game limit, then the offending team will forfeit that game ONLY. The opposing players in that game are not considered to have played in a game toward their five-game match limit, while the members of the culprit team are considered to have played in that game. If a team forfeits games, any player from the non-forfeiting team that did not play in a game but was present and able to play one of the forfeited games, is credited with a week played toward playoff eligibility. Player's number(s) are not inserted on the game sheet in a forfeited game and no wins are awarded to the player's statistics. Both team Captains will list the player's name(s) at the bottom of the sheet and sign that they were present but missed out on games due to the forfeited games.
- J. In the event that one team is shorthanded, it is still allowable to play one man short (miss a turn) in any 2, 3, or 4-person team game. It is not allowable for both teams to play shorthanded in the same game. One team must always have a full complement of players in the game. If neither team can field a full complement for a game, then that game is declared "void" and will be scored as a "DOUBLE FORFEIT" game (i.e., BOTH TEAMS EARN ZERO POINTS FOR THAT GAME).
- K. The method of play (i.e., the match format) will be as indicated and published for each respective division by the O.E.D.L. in the form of an official score sheet at the start of each half-season.
- L. The home team is responsible for supplying a good quality League approved dartboard. Both the HOME and AWAY team Captains must approve the dartboard prior to commencement of the match. If the dartboard is not acceptable, a new dartboard must be supplied (sponsors are encouraged to have a new dartboard available on their premises at all times and to use League supplied dartboards during League nights only).

### ***10 – BEGINNING A GAME (THROWING CORK)***

- A. All games are begun by "throwing cork" - i.e., two players with one dart each, contesting to see who can throw closer to the cork (also known as the "bullseye" or "bull's-eye"). Only a player scheduled to play in the next game may throw for cork, with the home team having the option of throwing first. The team of the player who throws closer to the cork, as determined by the marker, shall throw first in the first leg. Should

# *Olde English Dart League of Philadelphia*

## *Rules of Play and Other Regulations*

- the marker call for a re-throw at the cork, the player that threw second for cork shall throw first. Additional re-throws as necessary will be made on an alternating basis.
- B. The loser of the first leg of play shall start first in the second leg of play without having to throw for cork. If a third leg becomes necessary, the visiting team has the option of throwing cork first.
  - C. When “throwing the cork” only, additional throws may be made if the originally thrown dart does not remain in the board as required for a count. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower now throwing first.
  - D. The second thrower, if he wishes, may acknowledge the first dart as an “inner” or “outer” bull(s) and ask that the dart be removed prior to his throw. Should the second thrower achieve an “inner” or “outer” bullseye so as to cause a tie with player one (inner beats outer, inner ties inner, outer ties outer), both darts must be pulled, and an additional throw is necessary.
  - E. Darts may not be touched by anyone, including the marker, prior to the decision of the marker. Should the marker be in doubt, and neither player is willing to concede, a re-throw shall be called.
  - F. The team order has no bearing on which player is called upon to “throw cork.” Any player scheduled to play in the next game may throw cork. The person throwing cork in leg 3 of a best of 3 match does not have to be the same person as the one who threw in leg 1 of the match.

### ***11 – SCORING & MARKING***

- A. The Scorekeeper:
  - 1. It is the responsibility of the home team Captain to provide a scorekeeper. If acceptable to both team Captains, the scorekeeper need not be a member of either team.
  - 2. The scorekeeper is a temporary League official and as such must demonstrate neutrality. Only if asked by the thrower will the scorekeeper inform the thrower of the number of points scored.
  - 3. The scorekeeper may not inform the thrower what he has left. If the thrower desires, a person other than the scorekeeper may advise him during the course of the game.
- B. Commencing score in an “01” Leg
  - 1. To commence scoring in a “Double-In/Double-Out” game, a player must land a dart in the outer (double) ring. All subsequent darts are then included for score, except for a “bust”. The inner bull (50) is considered a double 25 for both starting and finishing a game.
  - 2. To commence scoring in a “Straight-On/Double-Out” game, all scoring shall be subtracted from the starting figure (1001, 501, etc.).
- C. Ending an “01” Leg
  - 1. If a “bust” occurs, the score remains exactly as it was prior to that throw, and the next opposing player takes his turn.
  - 2. A leg (game) is finished when a dart is thrown which lands in an appropriate double to bring the remaining score down to zero. At this point the leg is finished and any subsequent darts thrown do not count.
  - 3. “Fast Finishes” (i.e., finishes such as “Split the Eleven”, “Three-in-a-Bed”, “222”, “111”, “Shanghai”) do not apply, and will not be honored.
  - 4. No time limit will be established for obtaining the “Double One Out”. D. End of a Cricket match when tied on points.
    - 1. In a Cricket match, if both teams are tied on points and further scoring is impossible, the team that closes the last possible scoring inning first is the winner. In other words, the winning team is the team that has closed all possible innings and is ahead or tied on points.
- E. Scoring points

## *Olde English Dart League of Philadelphia*

### *Rules of Play and Other Regulations*

1. In order to score, the point of the dart must be touching the bristle portion of the board and shall remain in the board until pulled by the shooter for scoring purposes. If a dart falls from the board prior to being pulled, the score of that dart is voided. In as much as International Rules of Play do not recognize a so-called “five (5) second rule”, that rule likewise will not apply in the O.E.D.L.
  2. A dart’s score shall be determined from the side of the wire (not necessarily the color) at which the point of the dart has entered the board. No dart may be touched by the thrower, any other player, or spectator prior to the score decision of the marker. If a close inspection is needed, the marker, witnessed by both Captains, may jiggle but not remove said dart pending a decision.
  3. If a player touches one of his darts in the board during the scoring phase of the game, his turn shall be considered to be over. This is true regardless of whether he has thrown 3 darts.
  4. Only a player may remove his darts. It is the player’s responsibility to verify his score with the scorekeeper before removing his darts from the board. The score will remain as written if this paragraph is violated.
- F. Mistakes in shooting and scoring
1. Errors in scoring must stand as written unless corrected as indicated below. Games will not be replayed for any reason.
    - a. “01” Games: Errors in arithmetic must stand as written unless corrected prior to the start of the affected team’s next throw.
    - b. Cricket Games: Errors in arithmetic or scoring must stand as written unless they are identified and corrected, prior to the next player’s throw, by the player or Captain who would have been negatively affected.
  2. Players must shoot in the sequence in which they have been listed on the score sheet. This sequence has no connection with which player has “shot-the-cork”. If a player steps up “out-of-turn”, any player on either team, or the scorekeeper, may call this to the attention of the player or the opposing Captain.
    - a. If one or two darts have been thrown, all darts will be voided, and the regular sequence will be resumed without penalty.
    - b. If the third dart has been thrown, all darts will be voided and the team that has shot “out-of-sequence” will lose one turn for its team. The player who should have shot will be credited with a ZERO score and the regular sequence of players will be resumed.
  3. Minor or insignificant violations of honest error may be waived in the interest of sportsmanship, provided that both team Captains are in accord. Once both team Captains agree, no other players’ comments or opinions shall have any further validity.

### ***12 – REPORTING RESULTS***

- A. The home and visiting team Captains are responsible for the telephonic reporting of the final score of the match within two (2) hours after the completion of the match. If this is not done a one (1) point penalty will be assessed, as outlined in Rule 13A.
- B. All results as posted by the League Recorder are official. They may be changed only by the appropriate League Director or the League Recorder for just and proper cause.
- C. Separate score sheets are to be completed by BOTH teams, neatly and completely.
  1. Each player must be listed in the same order each week.

## *Olde English Dart League of Philadelphia*

### *Rules of Play and Other Regulations*

2. Both sections (upper and lower) are to be completed with all pertinent information, included but not limited to, out-shots and high-on/offers. Circle each game for each player in the top for the out-shot and their number in the lower section. A half circle can be used for half-outs or leg-outs.
  3. All high-ons/offers will be completed in the appropriate section in a clear manner for the division statistician to record.
- D. The visiting and home team Captains are responsible for the completion, neatness and emailing of their own team's match score sheet to the League Director within twelve (12) hours after the completion of the match. If this is not done a one (1) point penalty will be assessed as outlined in Rule 13A up through Week 8. Failure to send in their own team's match score sheet for weeks 9 and the remainder of the half-season, including post-season, will result in zero (0) points. The home and visiting teams must keep copies for potential future reference.
- E. Both team Captains are responsible for the accuracy of the score sheets. By signing the score sheet, the Captain validates its accuracy and abdicates any future right of protest. Captains are encouraged to sign or initial the score by the captain next to EACH high-on and high-off and T71+ to ensure all players will receive credit.
- F. Lack of a score sheet will not be accepted as an excuse for tardy reporting of results. If neither team Captain has a score sheet prior to the match, a facsimile may be used.
- G. Actual or alleged errors pertaining to match results and standings may be appealed by the Captain of the offended team to the Divisional League Director by telephone immediately upon infraction or upon receipt of the standings or results. The ruling of the Divisional League Director shall be final.

### ***13 – PENALTY POINT APPLICATIONS***

- A. The following is a summary of violations that will cause penalty point(s) to be assessed and cannot be used as a basis of an appeal or grievance.
1. Not calling in on time: 1 point.
  2. Not sending in paperwork on time: 1 point.
  3. Team representative absent at mandatory meeting: 3 points.
  4. Not meeting League deadlines for payment of dues: 5 points per week.
  5. Not paying forfeit fees by required deadline: 3 points per week.

### ***14 – POSTPONEMENTS & RESCHEDULING***

- A. Excessive postponements and rescheduling can wreak havoc with division standings and their compilation. Consequently, all attempts will be made to play the match as scheduled or earlier, unless not possible due to fair and just reason.
- B. If both team Captains agree and inform the League Director, they may play their match prior to the originally scheduled night.
- C. A match may be postponed by mutual agreement of both team captains up to, but not in the last two weeks or during the post-season of the half-season. Postponements should be requested and arranged prior to match night. Once both Captains agree to a new date and time for the match, that date and time will be binding on both teams as a revised schedule. One exception to this rule is the Championship Match which can be rescheduled up to 2 weeks with the approval of both Team Captains and the League Director.
- D. The Captain requesting the postponement must notify the League Recorder, League Director, and opposing team Captain with their request at least forty-eight (48) hours prior to the scheduled match. The Captain of the team asked to postpone the match must notify the League Recorder and League Director within twenty-

## *Olde English Dart League of Philadelphia*

### *Rules of Play and Other Regulations*

- four (24) hours of their decision to accept/deny the postponement. If the postponement is denied, the match will be played as scheduled.
- E. All postponed matches should be played within four (4) weeks of the originally scheduled date unless approved by the League Director for extenuating circumstances. Notwithstanding the preceding sentence, all postponed matches MUST be played prior to the last two (2) weeks of the regular half-season. If the match is not made up prior to the last two weeks of the regular half-season or as determined by the Board per Rule 14F, the match will be declared a 0-0 DOUBLE FORFEIT and both teams will receive zero points.
  - F. Both team captains must notify the League Recorder and League Director of the new date and location of the postponed match within one (1) week of the originally scheduled match. The Captain of the team that was asked to postpone shall have the right to set a reasonable time and place for the rescheduled match. If the home team had requested the postponement, a change of location to the away team's sponsoring establishment is required (exception: acts of God type postponements, e.g. snowstorms). Failure to notify the League Recorder and League Director of the new date and location of the postponed match within one (1) week will bring the consultation of the Board to determine when and where the postponed match will be played. Their decision will be FINAL!
  - G. Rescheduling is permitted as long as the match is played before the regularly scheduled night. No postponements are allowed in the last (2) two weeks of the regular half-season.
  - H. Change of venue rescheduling is permissible provided the following conditions are met:
    - 1. The match is played on the originally scheduled date & time;
    - 2. The opposing team captain and the League Director must be notified at least forty-eight (48) hours prior to the originally scheduled match. (8:00PM Sunday for Tuesday match);
    - 3. Sponsoring establishment must approve change of venue; and
    - 4. The O.E.D.L. Board must approve newly scheduled venue.
  - I. If the provisions of Rule 14H are not met, the visiting team has the right to play the match at their sponsoring establishment or at an O.E.D.L. Board approved venue of their choosing.
  - J. A match is not permitted to be rescheduled during the Division All Star shoot. Any rescheduled match played during the Division All Star shoot will result in a 0-0 Double Forfeit.

### ***15 – PROTEST PROCEDURES***

- A. Protests take away from the pleasure of the game of darts, and should be limited to infractions, which are clearly serious and clearly definable. Violations such as toe line violation, the distraction of another shooter, the violation of a shooter's line of vision, for example, which can be corrected on the spot, would merely reflect the inadequacy of team leadership if protested, and would logically be protested only if the offending party refuses to heed correction, which would then make the matter sufficiently serious.
- B. Only team Captains or their Pro-Tems may file protests. The League Recorder must be notified on the offending night that a protest is going to be filed.
- C. Protests are initiated by stating the nature of the protest on the backside of the score sheet used during the match, having the score sheet signed by the protesting Captain or Pro-Tem, and emailing both side of the score sheet to the League Recorder. If this step does not occur, the League may officially assume that the alleged infraction was not serious enough to have been noticed on the night of play.
- D. Full details of the incident under protest must be submitted in writing to the League Director within four (4) calendar days of the alleged infraction. If the League Director cannot resolve the matter to the satisfaction

## *Olde English Dart League of Philadelphia*

### *Rules of Play and Other Regulations*

- of both parties, he will notify the Grievance Committee, which will then meet promptly to rule on the protest. The decision of the Grievance Committee will be final.
- E. The Grievance Committee normally must be allowed to deal with team Captains and not the total team memberships.
  - F. The Grievance Committee must review the protest within seven (7) days after being notified and must notify the concerned parties within three (3) days of its decision.
  - G. Protests over equipment, lack of equipment, or the condition of the equipment must be made known to the opposing team Captain prior to the start of the night's play. The protesting team Captain must state the date and time of the protest as well as the specific reason on the back of the score sheet and email both sides of the score sheet to the League Recorder. The signatures of both team Captains are mandatory. The other Captain signs merely as a witness to the date and time and this signature does not constitute acceptance of the other Captain's protest.
  - H. Each match will continue from the point of protest "under protest" unless it is physically impossible to proceed (e.g., lack of equipment).
  - I. Forfeits, once adjudicated by the League, are not subject to protests.
  - J. The members of the Rules and Regulations Committee shall serve as an adjudicating Grievance Committee in the event of a protest referred to it, except where a grievance or protest emanates from within a division in which one or more of the Grievance Committee members shoots as a player. In which case, one or more Captains of another division, or another member of the Board, may be temporarily appointed as substitutes by the Committee Chairman or the President to help to hear and resolve that specific matter.
  - K. Should a player have any portion of his/her feet or shoes over the toe-line during a throw (i.e. up until the time the dart has left the player's hand), all darts so thrown shall be counted as part of his throw, but any score made by said darts shall be invalid and not counted. One warning shall be made before invoking this rule. It is advisable that the offended team Captain notifies the other team's Captain and possibly extra witnesses from both teams.

### **16 – FORFEITS & TEAMS WITHDRAWING**

- A. Withdrawing teams also need to provide a written letter verifying their intent to withdraw.
- B. Any player(s) or team(s) responsible for forfeiture in the last two (2) weeks of a half-season will be immediately barred from O.E.D.L. membership for the remainder of that full season and for the next full season (this rule includes individuals not showing up for matches towards the end of a season where their team standing would be unaltered by that night's outcome). A ban may be rescinded only for unmitigated circumstances and only by unanimous decision of the full board.
- C. Any team forfeiting two (2) times may be automatically excluded for the balance of the year. The Board may request a meeting between Captains, sponsors, and the Divisional Director in order to discuss the problems with League attendance. Also, these said team members may be excluded from participating in O.E.D.L. activities for the following full season. Should a forfeiture occur, the culprit team will receive zero points for that week's play, they will also have seven (7) (in 15 game divisions) or six (6) (in 13 game divisions) points SUBTRACTED from their previous total score. The points awarded to the offended team will be eight (8) (in 15 game divisions) and seven (7) (in 13 game divisions) points for the forfeit. Example: In week 6: Team A forfeits to Team B. Team A (offender) Week 5 total - 30 wins and 9 losses = 30 points. Team B (offended) Week 5 total- 25 wins and 14 losses = 25 points. For week 6 score sheet, Team A will receive 0 points and then will have 6 points SUBTRACTED from the points total. Now Team A's point total will be 24, while Team B will receive 7 points to their total and their new total will be 32. Points are what counts - not wins!

## *Olde English Dart League of Philadelphia*

### *Rules of Play and Other Regulations*

- D. Once a team forfeits, the team needs to replace the forfeit penalty of one hundred dollars (\$100.00) prior to the next scheduled game. After notification by the League Director, the team will have up until the next scheduled match to pay the forfeit monies; if not, the Board, on an individual basis, will review the ramifications and their decision will be final.
- E. If a team withdraws, all monies will be impounded and remain with the League.
- F. A team shall be considered to have voluntarily withdrawn as of the date of receipt of notice by the Recording Secretary or League Recorder. A team shall be automatically withdrawn from the League if it forfeits two (2) matches during the same full season at the discretion of the Board.
- G. If a team does not finish the regular half-season, divisional standings for non-cross-divisions will be adjusted as follows:
  - 1. If it happens in the first half of the half-season before the culprit team has had an opportunity to play every other team within its division, then the scores of all the matches already completed against the culprit team are nullified for all opponents and treated as if they had never been played.
  - 2. If it happens in the second half of the half-season, then the full first half set of scores will be allowed to stand, and only the second half scores will be nullified.
- H. Divisional standings for cross-divisions will be adjusted as follows:
  - 1. If it happens in the first three weeks of the half-season before the culprit team has had an opportunity to play every other team within its division at least once, then the scores of all the matches already completed against the culprit team are nullified for all opponents and treated as if they had never been played.
  - 2. If it happens in weeks 4 through 7 during cross-divisional play and the culprit team has had a chance to play every team in its division at least once, then the set of scores from the first three weeks will stand within the division and the cross-divisional score will be nullified for all cross-divisional opponents and treated as if they had never been played.
  - 3. If it happens in the last three weeks of the season after the culprit team has played every team in its division at least once and every team in the cross division, then the set of score from the first seven weeks will be allowed to stand and only the scores from the last three weeks within the division will be nullified.
- I. All individual awards (T-71+, High On/Off, etc.) from matches prior to a team's withdraw will stand.
- J. The members of any team which quits or is expelled will no longer have "free agent" status and may not be picked up by any other team during that full season, and for such additional time as may be promulgated by the Board.

### ***17 – POST-SEASON PLAY***

- A. All post-season games count as an official O.E.D.L. activity. Therefore, forfeiture penalties will be enforced and postponement and rescheduling procedures per Rule 14 will apply.
- B. Post-season play includes divisional play-offs and if possible, an inter-divisional shoot. Only those people eligible to shoot in divisional playoffs may shoot in the inter-divisional shoot. Teams that play an ineligible player in a post season match will lose the match and will not advance to the next round (see Player-Team Status for eligibility details).
- C. If two or more teams have the same number of points at the end of the regular half-season, the following tie-breaker methods will be used:
  - 1. Team with the most points amongst the two (HEAD to HEAD) or more (HEAD to HEAD to HEAD) tied teams for that half-season; if tie still not broken, then -

## *Olde English Dart League of Philadelphia*

### *Rules of Play and Other Regulations*

2. Team with most points within their division if teams were part of a cross-division; if tie still not broken, then -
  3. Team with the best '01 three dart average (3DA) at the end of the regular season. If tie still not broken, then -
  4. Team with the least amount of penalty points gets the higher standing if tie still not broken, then -
  5. Sudden Death match if one can be arranged and agreed to by all team Captains (coin toss to determine home court if the tied teams can agree to a date or if one establishment can hold it while the other cannot, then the available establishment shall be used) if tie still not broken, then -
  6. Drawing of lots by the League Director.
- D. If two or more teams remain tied after other team(s) are eliminated, the applicable tiebreaker reverts to step 1. Only one team advances in any tiebreaker step and then the remaining tied teams revert to step 1.
- E. Semi-Finals will be scheduled for divisions with more than four (4) teams as follows: 4th place team plays at and against 1st place team. 3rd place team plays at and against 2nd place team.
- F. Semi-Finals will be scheduled for cross-divisions as follows: 3rd place team plays at and against 2nd place team. 1st place team will get a bye.
- G. Finals will take place at the establishment of the highest divisional finisher. Only the top two (2) teams in non-cross-divisions with four (4) teams or less will qualify for the finals.
- H. In post-season play, the games must be played in proper sequential order. Games played out of order may give an unfair advantage to the late arriving team.
- I. Optional inter-divisional schedule:
1. Fall half-season: hosted by higher seeded division regular season champions (Div. 1 hosts Div. 2).
  2. Spring half-season: by the lower seeded regular season champions (Div. 2 hosts Div. 1).

### ***18 – OEDL THURSDAY NIGHT RULES***

- A. All rules and protocols for the Thursday League night are the same as those for the Tuesday League night except for the following:
1. Team must have a minimum of four (4) players and a maximum of seven (7) players with a minimum of three (3) players required to play the night.
  2. If there are only three (3) players, the short-handed team will forfeit the singles cricket game.
  3. A minimum of two (2) players are required to start the match by the appointed time. If the minimum requirement is not met, then the short-handed team will forfeit two (2) of the doubles matches and the singles cricket.
  4. Players are limited to four (4) games (except for the rare occasion during playoffs where an extra singles, cricket tiebreaker may be required, *see 18A.6*) and of those, a maximum of two (2) can be singles matches (singles 501 and singles cricket are classified as 'singles' matches).
  5. 'Chicago' games commence with a bull on every leg.
  6. In a playoff, the final cricket (forfeited if 3 shooters show up on one team, or not played during the regular season if both teams have 3 players) is the tie-breaker game. If three (3) players show up for a playoff match and an extra singles cricket tiebreaker is required, the short-handed team will 'draw lots' to determine who gets the extra game.
  7. The final cricket is also the tiebreaker for identical standings (including forfeits) during the regular season.

### ***19 - AWARDS***

- A. The awards for each full season of play shall be determined periodically by the Board, as limited or allowed by the amount of money available for this purpose.



*Olde English Dart League of Philadelphia*

*Rules of Play and Other Regulations*

- B. An Awards Director, as defined in the O.E.D.L. Constitution, shall be responsible for the selection and distribution of awards.
- C. There will be an award for the winning team of each divisional play-off, which may be a separate award than the team would otherwise have received.

**20 – CHANGES IN RULES OF PLAY**

- A. These Rules of Play may be revised, amended, or added to, only by two thirds (2/3) vote of the Rules and Regulations Committee and as ratified by the two thirds (2/3) of the Board quorum present at subsequent Board meeting.

*Olde English Dart League of Philadelphia*

*Rules of Play and Other Regulations*

**REVISIONS & AMENDMENTS**

<b>Approved by Rules &amp; Regulations Committee</b>	<b>Revised and Amended</b>
	July 1997
September 19 <sup>th</sup> , 2000	September 19 <sup>th</sup> , 2000
July 2002	August 27 <sup>th</sup> , 2002
July 14 <sup>th</sup> , 2003	August 3 <sup>rd</sup> , 2003
August 23 <sup>rd</sup> , 2004	September 3 <sup>rd</sup> , 2004
August 8 <sup>th</sup> , 2005	September 13 <sup>th</sup> , 2005
August 12 <sup>th</sup> , 2006	August 21 <sup>st</sup> , 2006
August 25 <sup>th</sup> , 2008	September 17 <sup>th</sup> , 2008
August 25 <sup>th</sup> , 2009	August 26 <sup>th</sup> , 2009
September 7 <sup>th</sup> , 2010	September 14 <sup>th</sup> , 2010
August 22 <sup>nd</sup> , 2011	August 29 <sup>th</sup> , 2011
July 11 <sup>th</sup> , 2012	July 23 <sup>rd</sup> , 2012
August 21 <sup>st</sup> , 2013	August 28 <sup>th</sup> , 2013
August 25 <sup>th</sup> , 2014	August 27 <sup>th</sup> , 2014
August 10 <sup>th</sup> , 2016	August 17 <sup>th</sup> , 2016
August 21 <sup>st</sup> , 2017	August 28 <sup>th</sup> , 2017
August 20 <sup>th</sup> , 2018	August 27 <sup>th</sup> , 2018
July 24 <sup>th</sup> , 2019	July 24 <sup>th</sup> , 2019
September 9 <sup>th</sup> , 2019	September 10 <sup>th</sup> , 2019
August 7 <sup>th</sup> , 2023	August 29 <sup>th</sup> , 2023
July 29 <sup>th</sup> , 2024	August 26 <sup>th</sup> , 2024