

BRONX WESTCHESTER DART LEAGUE
Official Rules and Regulations
Amended May 2019

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1. Introduction/General

1.1 Rules Interpretation

- A. The rules set forth by the Committee are designed to be a guide for match play.
- B. Team Captains have the right and are ENCOURAGED to use these guidelines to make informed decisions should any disagreement arise without having to consult league officials.
- C. Opposing captains can come to an agreement on any such matter before, during or after their match as long as the decision affects ONLY those two teams playing that night.

1.2 The Committee

- A. The committee is comprised of
 - Commissioner(s)
 - Statistician
 - Division Representatives (Gold, Silver, Bronze)

1.3 Sportsmanship

- A. Conduct and attitude considered as befitting participants in sports, especially fair play, courtesy, striving spirit, and grace in losing. This is a gentleman's/woman's game. They will shake hands at the beginning of a match and wish each other good luck. Similarly, at the end of the game they will shake hands and say "good game" or "nice shooting".
- B. Captains believing that an opponent displayed acts of poor sportsmanship must immediately bring it to the attention of one or more members of the committee.
- C. It will be the responsibility of the committee to address the issue within a reasonable time frame.
- D. The committee shall have the sole responsibility to levy all warnings and suspensions.

1.4 Inclement Weather

In the event of inclement weather:

- A. Notification will be posted on the website, social media, emailed, or called to all captains no later than 5:00 pm on the day of match play.
- B. The entire season will be pushed back as many weeks as necessary to account for missed play.
- C. **No matches are to be played, no exceptions. Stay home. Be safe.**

1.5 Fees

- A. Total league dues are \$300.00 per team.
- B. This fee is to be paid no later than the captains (general) meeting, which is held prior to each season.
- C. Preliminary rosters must be submitted upon payment of league fee. Preliminary rosters must consist of a minimum of 6 players.

1.6 Awards Night

- A. The date and time of the awards night will be posted online and/or on social media
- B. Starting with the 2018 Summer season, the Gold champions will host the awards night, and every season the hosting division will rotate to the next division down. Gold, silver, bronze, then gold again. (2019 Summer/Winter Silver Champion)

1.7 League Tournaments

- A. In order to host the tournament, the bar must have at least three (3) dart boards, have adequate space to hold all of the players, must have team members playing and must not have held the tournament before.
- B. All tournament participants must be ACTIVE league members.
- C. The tournament format and date will be at the committee's discretion.
- D. Prize splits will be at the committee's discretion depending upon the number of participants.

2 Equipment

2.1 Dartboard

- A. All League competition, including playoffs and tournaments, shall be played on a standard 18" English bristle 20-point "clock-faced" dartboard.
- B. Dartboards shall be firmly anchored and are to be hung 5' 8" from the floor to the center of the bull's eye with the 20 bed at the top center
- C. The toe line will be 7' 9 1/4" from the surface of the dartboard along the floor to the front of the toe line. Each site is required to have some sort of toe line (oche). The toe line should be 36" long, 18" each side of the board's center.
- D. Lighting should brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart

Team Sponsors:

- A. Team sponsors are responsible for supplying and maintaining their dartboard. If a dartboard is in poor condition and the away team registers a complaint that the board is unplayable, a call should be made to one of the committee members. A representative from the committee will go to the site and check the condition of the equipment in question. If the committee member(s) deems the equipment is not satisfactory :
- B. The home team must replace or repair defective equipment before their next scheduled match. If the equipment is not fixed or replaced by the next scheduled match, the team(s) will receive three (3) penalty points for each match played until the equipment is in order. A committee member or division representative will notify the bar if the equipment must be changed.

2.2 Dart Connect / Scoring Device

- A. Tablets (NOT cellphones) for scoring must be provided by the HOME TEAM and located in (or be movable or screen-mirrored to) a position that makes the score easily readable by players and spectators. All scoring must be input into "Dart Connect" on a supported device; a stable wireless internet connection must be available for scoring at the home bar.
- B. Scoring Device must be in front of, NOT behind the players.
- C. All matches must be saved at the end of the night. Should there be a point discrepancy, the Statistician

2.3 Playing Area

- A. Each establishment must provide an appropriate playing area that is free of distractions and spectators.
- B. A rug or mat is required in front of the dartboard where tile/marble floors are present.
- C. Live music, jukeboxes, videogames and/or televisions that are too loud or distracting must be turned down or shut off if requested by the away team, within reason.

2.4 Darts

- A. Darts shall not exceed a maximum length of 30.5cm (12")
- B. Darts shall not exceed a maximum weight of 50 grams per dart.
- C. Each dart must have a recognizable point, barrel, and flight.

3 Rosters/ Eligibility

3.1 General

- A. A team is comprised of a minimum of six (6) to a maximum of twelve (12) players
- B. Each roster must have a captain's name, contact telephone number and email address
- C. A Team is required to have a preliminary roster of at least 6 players at the Captains/General meeting prior to the season.
- D. A team may add or drop players from its roster up to and including the (3rd) week of play at which time the rosters are considered frozen. Any additions must be approved by the league committee. Each team is required to submit the frozen roster before the fourth week of play.

3.2 Player/Team Dropouts

- A. A player may be dropped from one team roster and join another team only if that player has not participated in any league matches. Once a player participates in a league match during the first three (3) weeks of play, that player may not switch teams.
- B. If a Sponsor drops out prior to the third (3rd) week of match play, the players of the dissolved team are allowed to join another team.
- C. If a team drops out prior to the halfway point of the season every team scheduled to play that team for the season receives twelve points. If your team has already played that team the score will be changed to a 12-0 forfeit.
- D. If a team drops out after the halfway point of the season, each team that played that team during the first half of the season will keep the points earned or 12 points, whichever is greater.
- E. Each team scheduled to play that team during the second half of the season will receive twelve (12) points. If a match has already been played, the team will keep their score or twelve points (12), whichever is greater.

4 Regular Season Match Play

4.1 Start Time

- A. All league matches are scheduled to start promptly at 8:00 PM for both the summer and winter seasons
- B. There is a grace period of 30-minute for the balance of teams to arrive at the host destination. It is **not** an alternate start time for the match. 8:00 pm is the official start time and both teams are required to start play at that time.

Match Start Time	Penalty Incurred
8:31-8:40	-1
8:41-8:50	-2
8:51-8:59	-3
9:00	-12, FORFEIT.

- C. Away team members must make the home team aware of their arrival at the home team's establishment immediately upon their arrival.
- D. Practice time on the home match board **MUST** be made available to away team once two opponents have arrived on match night.

4.2 Match Night

- A. Only the persons listed on the Official Team Roster are eligible to play during the regular season. If an illegal player is suspected, he/she will be asked to show ID and the committee will be consulted immediately.
- B. A team may play a league match with as little as four (4) players
 - 1. Teams will forfeit missing player(s) single 501 games and lose that players turn during any double games (both cricket and 501).
 - 2. A player may not enter into the game once it has started.
 - 3. No player may play in more than one game per round.
- C. A team with three (3) players or less will forfeit the match. If a fourth (4th) player has not arrived by the time the third singles games is completed, the team will have forfeited the match

4.3 Match Play Format

- A. Gold Division** The match format for the season is a 36-point format broken down as follows:
1. Round 1, Six (6) legs Single 501 SIDO, 1 Point each game. Each leg will consist of two (2) back to back games (12 points total) (*mugs away to start 2nd game*)
 2. Round 2, Three (3) Doubles Cricket, 2 Points each game. Each leg will consist of two (2) back to back games (12 points total) (*mugs away to start 2nd game*)
 3. Round 3, Three (3) Doubles 501 DIDO, 2 Points each game. Each leg will consist of two (2) back to back games (12 points total) (*mugs away to start 2nd game*)
- B. Silver Division** The match format for the season is a 24-point format broken down as follows:
1. Round 1, Six (6) legs. Each leg will consist of 1 game Single 501 SIDO, 1 game Cricket to be played back to back. 1 Point each game. (12 points total) (*same player starts both games*)
 2. Round 2, Three (3) Doubles Cricket, 2 Points each (6 points total)
 3. Round 3, Three (3) Doubles 501 DIDO, 2 Points each (6 points total)
- C. Bronze Division** The match format for the season is an 18-point format broken down as follows:
4. Round 1, Six (6) Single 501 SIDO, 1 Point each (6 points total)
 5. Round 2, Three (3) Doubles Cricket, 2 Points each (6 points total)
 6. Round 3, Three (3) Doubles 501 DIDO, 2 Points each (6 points total)

4.4 Lineup/Scoresheets

- A.** Rosters on match sheets should be filled in prior to the official match start time. This requires that at least one member of each team is present to complete their portion of the match score sheet. This need not be the team Captain.
- B.** Make sure all names listed on the roster contain **BOTH FIRST AND LAST NAMES** for all players, no nicknames.
- C.** Players names are not allowed to be added or dropped from this sheet once it has been exchanged with the opposing team at the beginning of the match.
- D.** All games and final scores point totals should be added up and recorded on each team's sheet. Total game points should add up to eighteen (18) points, unless each team was missing a player(s) in singles 501.
- E.** Make sure all information is complete, accurate, and legible
- F.** Match sheets for all games must be kept by each team for the duration of the season in case any questions arise.
- G.** For each round of play, lineups must be written down and exchanged before the first game of each set. Once a round is complete, captains have 5 minutes to complete their lineup for the next round.

4.5 Scoring/ Scorekeeper

- A.** The scorekeeper should be a player of the home team.
- B.** For a dart to score it must remain in the board after the 3rd or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board.
1. A dart is considered thrown if it leaves the player's hand during the forward- motion of the act of throwing and lands forward of the line. Darts that are bobbled during this motion are considered accidental and can be picked up and thrown again.
- C. DO NOT** remove your darts until they are scored. Scorekeeper/referee calls the score.
- D.** Only players in a given game may challenge the decision and make a visual verification.
- E.** Once darts have been touched by the player, markers score is final.
- F.** If a player throws out of turn, the score for that throw is invalid and no score shall be marked. The offending player will not be penalized further, but the correct order of play shall be restored immediately thereafter.
- G.** If one or more of a player's darts become damaged or lost during the course of a turn, that player shall be granted 5 minutes in which to repair/replace the affected darts.

- H. A player's turn has ended when :
 1. The player has thrown his three (3) darts toward the board
 2. Having "busted" in -01. (Player scores more than what remains)
 3. Having won the game
- I. The scorekeeper **MAY** :
 1. Inform the thrower, **upon the thrower's request**, of the following:
 - What he/she has scored
 - What he/she has remaining
 2. The scorekeeper **may NOT** :
 - Inform the thrower what he/she has remaining in terms of "outs". Example: "You have double 16 left"

5 Rescheduling/Forfeits

5.1 Rescheduling

Regular Season:

- A. Teams are allowed to reschedule two (2) matches during a given season, 1 per ½ season.
 1. Both Captains must agree upon the reschedule date.
 2. The Home Team captain must contact the division rep with the new date of play regardless of which team requested the rescheduling within one week.
 3. A rescheduled match **MUST** be completed:
 - Before the second half of the season
 - Before Week 13
- B. A team *has* to reschedule a game if notified before 4pm on match night. After that, rescheduling is an option – not a requirement. The team asking for the reschedule is at the mercy of the opposing team. Every effort should be made to accommodate the requesting team in the spirit of good sportsmanship. They are not required to reschedule and may take the forfeit if not given notice by 4pm.
- C. Matches should be played where originally scheduled, unless the teams agree to switch home/away in the first and second halves of the season.
- D. The last two games of the season (weeks 13 & 14) may only be rescheduled if it is played **BEFORE** the original night of play and only if both captains agree.

Post Season:

- A. Playoff games **MAY NOT** be rescheduled (extenuating circumstances and committee approval required).

5.2 Forfeits

- A. The first time a team forfeits, it is scored as a team loss (12-0).
- B. The second (2nd) team forfeit will also result in that team being **DISQUALIFIED** for further league play during that season.
- C. If a team forfeits an away game in the first half of the season, they forfeit the home advantage in the second half of the season and must play in the opponents bar.
- D. Forfeits during the last week of play will result in the team being **DISQUALIFIED** from championship playoffs.
- E. In the case of a forfeit, the non-forfeiting team should send a completed roster to the statistician; otherwise players do not get credit for games.
- F. If the away team forfeits the match after 4:00PM on the day of a match, the forfeiting bar is required to pay the home establishment \$75.00
- G. Forfeits must be communicated to the committee before 4:00PM on the night the game was scheduled.

6 Statistics/All-Stars

6.1 General

- A. The League Statistician maintains the following statistics per season :
1. Total Cumulative Team Game Points.
 2. Total Individual Cumulative All-Star Points
 3. Special Achievements- individual awards will be given out for the following:
 - Best '01 game (fewest darts in a single game 21 darts or less)
 - Highest In (100+ for '01 games requiring Doubling In)
 - Highest Out
 - 180's/R9's/C6's
 - 9- Dart Finish
- B. Although All-Stars are recorded by Dart Connect, teams are encouraged to write down all-stars on the supplied score-sheets for record keeping.
- C. All-Star points will be scored as follows:
1. 501- 95 mark or higher
 2. Cricket-
- | | | | |
|-----|-----|-----|-----|
| -R5 | 100 | -R6 | 120 |
| -R7 | 140 | -R8 | 160 |
| -R9 | 180 | -C3 | 100 |
| -C4 | 125 | -C5 | 150 |
| -C6 | 180 | | |

7 Playoffs

7.1 General

- A. Match play rules and match format are the same for the playoffs as they are for the regular season. (See Section 4)
- B. Playoff matches will be played Tuesday/Tuesday.

7.2 Standings

- A. The total of all points won throughout the season will determine the position of each team's final standings for playoff games.
- B. In the event of a tie in total match points at the end of the regular season, standings will be determined by the following to determine the higher seed (in order):
1. Head to head season match wins (between the two teams in question)
 2. Total points in said matches.
 3. Coin Toss
- C. The Higher seeded team shall have choice to play at home or away on the first match of a round.

7.3 Scoring

- A. Teams shall race to:
1. Gold Division 37 points
 2. Silver Division 25 points
 3. Bronze Division 19 points
- B. In the event of a tie match, after the second night of play, there will be a sudden death playoff consisting of a best of five (first to 3 wins) 501 single games, straight in/double out required. Home captain flips a coin; away captain calls the coin toss. The team that wins the coin toss chooses to shoot first, third and fifth, or second, fourth, and sixth. Captains then make up their lineup listing their 5 players on the back of the sheet. The first team winning three of these games is the winner.

7.4 Eligibility

- A. Only the persons listed on the Official Team Roster are eligible to play during the post season. If an illegal player is suspected, he/she will be asked to show ID and the committee will be consulted immediately.
- B. In order for a player to be eligible for the postseason, he/she is required to play in at least 1 game in at least 7 matches (6 matches in the Summer Season) of a 14-week season. (Byes do not count as a match.)
- C. One bartender per team is allowed if he/she is the Tuesday night bartender on the frozen roster and has at least 1 game played in at least 5 HOME matches. (Byes do not count as a match). **Bartenders will with have (BT) accompanying their name displayed in Dart Connect.**
- D. When a player attains playoff eligibility, an indicator will appear on the league stats.
- E. Captains are ultimately responsible for tracking their own player eligibility. Dart Connect data may be used for captains to keep track of how many matches a player has attended in order to verify postseason eligibility.

8 Game Rules

8.1 Rules for all '01 Games

A. The Inner Bull

- 1. For the purpose of starting and finishing a game, the INNER BULL is considered a double 25.

B. Bust Rule

- 1. If the player scores one less, equal, or more points than needed to reach zero, he has "busted".
- 2. The score reverts to the score prior to the beginning of his/her throw

C. Doubles/Team Consideration

- 1. No player may participate on more than one Doubles Team in any given section of the match.
- 2. No player may throw again until his/her teammate has completed their throw.

D. Double-in Games

- 1. For '01 games requiring a double start, no darts shall count as score for that player/team until a dart, during one of their turns, successfully lands in any doubles area of the board. Score reduction starts with that double.

E. Scoring

For a Dart to score

- 1. It must remain in the board after the 3rd or final dart has been thrown by that player.
- 2. The tip of the dart point must be touching the bristle portion of the board.
- 3. No dart may be touched or in any way disturbed prior to the decision of the scorekeeper. This includes the thrower, the opposing player or team, the scorekeeper, or a spectator.
- 4. If the player removes his/her darts before the scorekeeper records a score that throw shall be deemed completed, and a score of zero shall be recorded for that players turn.

F. Winning the Game

- 1. A game is concluded at such time as a player/team hits the 'double' required to reduce their remaining score to zero.
- 2. Any and all darts thrown subsequently, shall not count for score.

8.2 Points Cricket

A. General

- 1. The objective shall be to 'own'/'close' certain numbers on the board, and to achieve an equal/higher point score. The first team to do so shall be the winner.
- 2. Cricket shall be played using the numbers 20, 19, 18, 17, 16, 15, and both the inner and outer bull (cork).

3. To close a “number”, the team must score three of a number. This can be accomplished with three singles, a single and a double, or a triple.
4. Once a team closes a number, they may score points on that number until the opponent also closes that number. All numerical scores shall be added to the previous balance.
5. To close the bullseye, the outer bull counts as a single, and the inner bull counts as a double.

B. Winning the Game

1. The team that closes all numbers first and has the same or more points shall be declared the winner.
2. If a team closes all numbers first, and is behind in points, they must continue to score on any number not closed until either the point deficit is made up, or the opponent has closed all numbers.

9 Penalties

9.1 General

- A. The league Committee reserves the right to expand or modify existing rules/penalties at any time. If a situation arises that creates the need for a rule change captains will be notified immediately.
- B. Penalties, probation and/or suspensions are at the sole discretion of the league Committee. All decisions are final.
- C. Penalties for various rule infractions not set forth below will be handled fair and timely fashion by the league Committee.

9.2 Illegal/Ineligible Player Penalties

- A. A player is deemed to be illegal/ineligible if they are not on the official roster or playing as a different rostered player.
- B. Team Captains are encouraged to verify opposing team roster and to contact the league officials if the identity of any player is in question.
- C. Captains must obtain proof of identity of their teammates in question if so requested by a fellow Captain.
- D. Any valid government issued identification is valid for verifying player identity.
- E. If a team is determined to have used or attempted to use an illegal/ineligible player the following penalties shall apply :

1st Offense

If an attempt was made or a game was played using an illegal/ineligible player it will be scored as a loss for the offending team and any points won will be awarded to the opposing team. In addition a 3 point penalty will be assessed to the offending team. The captain and the offending player will be put on immediate probation for the remainder of the season and the following season.

2nd Offense

The same game penalty will be assessed. In addition a 9 point penalty will be assessed to the offending team. The captain and the offending player will be suspended immediately for the rest of the season (including playoffs) and the following season. The team will be put on probation for the remainder of the season and the following season.

3rd Offense

Immediate suspension for the team for the remainder of the season and the following season.

*** A suspended captain will no longer be allowed to be a captain of a team in the BWDL.**