

2022-2023

DELCO INVITATIONAL DART LEAGUE RULES

1. **CAPTAINS** - All captains must submit name, address and phone number to the League President before the start of the season. Captains are responsible for collecting all monies due during the season and turning them in to the League Treasurer. All captains are responsible for the conduct of team members.

2. **ROSTERS** - Each rostered player must pay dues of \$10.00 per half (\$20.00 per year). The League President and the League Treasurer will receive two dollars per half per man each for operating costs. The League Secretary will receive Five dollars per half per man and the League Web Master will receive one dollar per half per man operating costs. Rosters are to be submitted by August. Players may be added or dropped for the first 3 weeks of the first half. No additional changes will be made until the second half unless authorized by the President of D.I.D.L. If a player appears on two or more rosters, he will be placed with the team he shoots his first game with. Two players may be added during the first two weeks of the second half, limit remains at 12 players. To switch from one team to another requires a written agreement from both teams and a captain's vote.

3. **SPONSOR** - Sponsor is carried as an extra only. He is eligible to shoot on any of the teams he sponsors.

4. **STARTING AVERAGE** - Any player having an established league average must carry the highest active average or most recent average into this League. Any player who does not have a league average will start with a 30 for the first night. If only one game is shot, that score will be averaged with a 30.

5. **AVERAGES** - Averages will be calculated and posted weekly.

6. **HANDICAP** - The handicap system will be 80%. Lowest average will be a 15, with no limit on high average.

7. **MATCHES** - Four games will be played in each match. One point is awarded for each win and one point is for total score, making a total of five (5) points per match. Tied games will be decided by shooting extra innings until

the tie is broken. Extra innings will not count toward totals. Any tie in totals will be resolved by shooting extra innings with the shooters that shot the fourth game. For any disagreement on a shooter's recorded score for an inning which cannot be resolved by the captains, the shooter will shoot the inning and be given the point count that is closer to the recorded score.

8. **STARTING TIME** - Matches will start at 7:30 PM on Wednesdays. Forfeit time will be 7:45 PM. A team may play with four players by taking a 30 average and using the opponent's lowest score minus 10 points as their fifth man. A team will consist of five shooters per side. If both teams have five members present, either captain may demand that play begin a 7:30. If you are shooting "blind" and have a tie after nine innings, you will shoot 5 men against 4 until the tie is broken. After the scores from a game have been verified, each team will have ten (10) minutes to set up their line-up and begin the next game. During this time only those players who did not shoot the previous game will be permitted to practice. No shooter is to be using a practice dart board while competing in a game. The first time will result in a warning; the second time will result in the loss of that game.

9. **FORFEITS** - Any team not having 4 players by 7:45 PM must forfeit 5 points. Forfeiting team must pay a fine of \$40.00 to the League President before the next weeks match. \$10.00 of this will go into the league treasury and \$30.00 will go to the host bar. Also the forfeiting team's next scheduled home match with that opponent will be played at the opposing team's bar. Any team not completing the entire 4 game match will be considered to have forfeited the 5 points, and the \$40.00 fine will be imposed. You will lose 5 games each week until fine is paid in full. Each player from the team that has been forfeited to shall receive a 4 game credit to go toward a player's eligibility and playoff requirements only. Any team forfeiting three (3) matches will be dropped from the league with their season being scratched. Any team in danger of folding should contact the League President, who will decide on the addition of players to that team.

10. **RESULTS** - Score sheets must be texted or e-mailed to league secretary no later than 6pm. on Friday after that week's match in order to make standings and averages for the following week. First and last names of all players must be written legibly, no initials. Both teams must retain their score sheets for one week. If the home team fails to send in their sheets, they will be given 5 points lost and they must pay a \$5.00 fine. The visitor's sheets will be used for standings and averages. If neither team's sheets are available, both teams will be given 5

points lost. Both captains must sign both score sheets. Once you begin a new game, no changes can be made in the results of previous games.

11. **HOME TEAM** - Home team has wood 2nd and 4th games. Visiting team has wood in 1st and 3rd games.

12. **SPLIT WIRE** - Split wire benefits the shooter. Darts shot in the wrong inning will be forfeited.

13. **HECKLING** - If heckling is directed at a shooter, he will get all three darts over or none, at his option. Both captains must be in agreement while he is still at the line. Heckling is to be defined as any unwarranted interference to a shooter by anyone in the bar. Host bars shall not schedule any promotional which will interfere with dart shooters on a League night.

14. **DISORDERLY CONDUCT**-Any team member or individual with a team, who creates a physically hazardous or offensive condition, by either verbal or physical means, shall be reported to the President of the league for disciplinary action to be determined by the Executive Board. Actions which serve no legitimate purpose are deemed just cause for immediate removal from the league.

15. **INELIGIBLE SHOOTER** - Any team using an ineligible shooter will forfeit that match. Any player shooting out of turn gets that score, and all players who missed their turn will be given zeros.

16. **CANCELLED GAMES** - No games may be cancelled unless all matches are called off, except where the President allows for extenuating circumstances. He will notify all bars and/or team captains of cancelled matches.

17. **BOARDS AND DARTS** - Tournament quality wood boards in GOOD condition must be used, illuminated by fluorescent lighting. New Darto darts must be used at the start of each match and must be replaced when damaged. Practice darts must be available at home board at least 1 hour before the match.

18. **MEASUREMENTS** - Board must be 5' 3" from center of cork to floor; arched kickboard 8' 6" (102") from cork to line. Kickboard must be at least 1-1/2" high. If any shooter steps over the line, the opposing captain may request the dart be pulled. Toes may not rest on top of the kickboard.

19. **FIGHTING** -Any individual who gets into a fight during or after a match faces the possibility of being barred from the League forever.
20. **RULE VIOLATIONS** - Rule violations should be settled during the match. The League President should be contacted immediately by either captain for any matter that is questionable.
21. **PLAYOFF ELIGIBILITY**- To be eligible for the playoffs, players must have shot 30% of total games for the year.
22. **CAPTAINS MEETINGS** - Any captain who missed a Captains Meeting will be given one warning; after which two (2) wins will be taken from his team. Any team member may substitute for a captain.
23. **AGE REQUIREMENTS** - A player must be 21 years old to be a rostered member.
24. **CHEATING** - Any player or team who is found by the Executive Board to be altering score sheets or willfully cheating the League, will be barred from the League.
25. **TIES IN STANDINGS** - In case of ties in final standings, the team with the best record for the year with that opponent will be given the higher position in the standings. If a tie still remains, the captains must decide on an agreeable night to have the best of three, no totals. This match must be held prior to the first play-off night. Bar to be decided by a coin toss.
26. **PLAY-OFFS AND AWARDS** - Play-off structure and awards selection shall be left in the hands of the Executive Board and Banquet Committee, respectively.
27. **AWARD** - High average for the year in each division must have shot 50% of total games for the year to be eligible for this award. Award given to highest average to the decimal point. To be eligible for 15 over average awards you must have shot 30% of the total games for the year. To be eligible for the most improved shooter award, you must have an established average from the previous year in the D.I.D.L.. This award shall be left in the hands of the Executive Board.
28. There will be no games scheduled for-the week of Thanksgiving,