

Rules and Regulations of

The Players Dart League

(Team-Based League Play)



The Players Dart League

PO Box 222135

Great Neck, NY 11022

PREFACE

The Players Dart League(PDL) is a competitive dart league operated by Players Darts, LLC, a limited liability Company in the state of New York. Players Darts, LLC operates the league by enlisting players to serve as league officers who meet throughout the year to discuss and vote on league issues.

MISSION STATEMENT

The Players Dart League, organized and operated by dart players for dart players, will collectively work to promote the game of competitive darts, fostering sportsmanship and fun, while helping local establishments that sponsor our activities. Our focus is on providing players the best possible experience through technological innovation, constant attention to our players' desires, and a fair and competitive league. Respect for the game we play, the players we shoot with and against, and the sponsors providing the establishment and equipment, will drive this league to continued success.

CODE OF CONDUCT

All players will conduct themselves in a manner which demonstrates good sportsmanship, fair play and respectful of the game, players, league, and sponsors. All players shall consider themselves representatives of their teams sponsor, PDL and of the game of darts in terms of their game-playing conduct. *Any and all actions violating fair play shall be handled by teams' captains, or league officers.* The officers of PDL reserve the right to discipline teams and/or players who violate the integrity of the game or fair play as deemed necessary. *The League reserves the right to take any disciplinary action within its control, including but not limited to expulsions, bans, sanctions, suspensions, and the removal of prior achievements if such actions are warranted (as decided by the Board of League Officers).*

It is expected of all players that while playing Matches for the PDL, every player will avoid discrimination, cheating, violence, threats, and any other action that might harm another person. Should any player not abide by this code of conduct, a strong stance will be taken by the League. Playing in any match or tournament sponsored by the Players Dart League shall be construed as understanding and agreement to this code of conduct and all rules contained within this handbook.

OFFICER POSITIONS AND RESPONSIBILITIES

President – The President is responsible for general operations of the league. He/ She will supervise all tasks assigned to league officers. He/She will serve as Chief Executive of the league and preside over all league meetings. The president will carry out, delegate, and supervise all tasks deemed necessary by Players Darts, LLC, to operate a well-organized league, and ensure all league issues are handled in a timely and efficient manner.

Vice President – The Vice President is responsible for general operations of the league. He/ She will supervise all tasks assigned to league officers. In the absence of the president, he/she will preside over all league meetings. The vice president will carry out, delegate, and supervise all tasks deemed necessary by Players Darts, LLC, to operate a well-organized league, and ensure all league issues are handled in a timely and efficient manner.

Secretary – The Secretary is responsible for keeping and maintaining records. He/ She will maintain a database of players and sponsors, and prior to the start of each season will formulate a match schedule. He/She will also create a playoff schedule each season and is also responsible for communicating all information to the rest of the league.

Treasurer – The Treasurer is responsible for maintaining financial records for the league. He/She will ensure all league dues are collected in a timely manner. The treasurer will also ensure all payments to vendors for parties, awards, documents, and all league paraphernalia are paid in a timely manner.

Sponsor Liaison – The Sponsor Liaison is responsible for maintaining a good relationship with sponsor establishments. He/She will ensure proper playing areas and equipment is provided and will serve as a direct contact for sponsors and players to file complaints. The sponsor liaison will also work with the treasurer to ensure all league dues are collected in a timely manner.

Statistician – The Statistician is responsible for compiling all individual statistics and match results on a weekly basis to ensure all results can be made public in a timely manner.

Events Planner – The Event Planner is responsible for planning and assigning tasks for awards parties, tournaments, and all league-sponsored events. He/She will work with the Treasurer to ensure all payments are made to vendors, and all dues/fees are paid by participating members.

General League officers – All other league members deemed General League Officers will serve as representatives for the PDL. They will help disseminate league information and field sponsor and player inquiry and direct them to the appropriate officer, as well as the president and vice president. General league officers may serve on executive sub-committees including, but not limited to Rules and Regulations, New Player Development, Competitive Balance, Player Liaison and Event Planning, and Tournaments.

CAPTAINS' RESPONSIBILITIES

- (1) Team Captains will be the contact person for each team and will be responsible for maintaining a full team roster through each season.
- (2) He/She will also be responsible for creating the throwing order on the set sheet and maintaining good order and sportsmanship for each match.
- (3) Team Captains will work together to resolve any and all issues that may surface during a league match, and must direct any unresolved discrepancies to the Sponsor Liaison/Player Liaison or a league officer immediately.
- (4) In the event that a Team Captain must miss a league match, he/she must designate team a representative to act on his/her behalf. Such representative will then be held accountable for all responsibilities set forth in this section. Make sure your Representative knows these responsibilities!
- (5) Team Captains must attend all Captains meeting as called by the President/Vice President. The Captain is further expected to make any suggestions as a representative of his/her team and pass on all information to his/her team members. Failure to attend or send a representative will result in a 5 point penalty to earned Points in the Standings. **Don't make us deduct points, make it to the meetings!**
- (6) He/She will also partner with their sponsor to ensure timely payment of league fees.
- (7) It is also a Captain's Responsibility to ensure timely reporting of scores. This includes both calling the scores in and mailing in sheets according to the reporting rules contained in this booklet.
- (8) It is the Team Captain's responsibility to ensure that his/her team members are over the age of 21.

SPONSORS' RESPONSIBILITIES

- (1) The Sponsor is responsible for ensuring a proper playing area for each scheduled Match or Tournament. A proper playing area is defined in the Appendix of these rules. The Sponsor Liaison will be the contact point for all questions a Sponsor may have in setting up such a proper area. Failure to maintain a proper playing area will result in League sanctions.
- (2) The Sponsor is responsible for ensuring timely payment of dues to continue in good standing with the league and avoid sanctions.
- (3) The Sponsor is responsible for providing food for the teams playing a Match or Tournament in their bar. How each Sponsor accomplishes this responsibility is given wide latitude, however, the provided food must be acceptable to a reasonable person. Good judgment is the key here. Failure to meet this responsibility may result in League sanctions. This is not a decision a sponsor may make on a week to week basis, rather, the sponsor must provide this each week. Variability in attendance and drinking is part of the business.

SCHEDULING OF MAJOR MEETING

“Major Meetings” shall be defined as meetings that will encompass either the entire Board of League Officers or the entirety of the Team Captains, and are scheduled as a matter of routine each Season. These meetings do not include League Sub-Committee meetings, nor do they include any emergency meetings called to address a pressing issue. Such Meetings that are defined as “Major Meetings” will include:

- (1) Pre-Season Officer Meeting – This meeting is to address any final concerns about the upcoming season and ensure all concerns from prior seasons have been addressed. The entire board of League Officer’s is required to attend this meeting.
- (2) Team Registration – Two to Three weeks before each Season, there will be one, or two, days upon which League Officers are required to assist in the collection of Team Registrations and League Fees.
- (3) Pre-Season Captain’s Meeting – This Meeting will be held one week prior to the start of play for each season and will allow League Officers to apprise all Team Captain’s of any changes that may have occurred to the rules, etc. This Meeting will also allow Team Captain’s to provide suggestions for the upcoming, or future, seasons.
- (4) Mid-Season Board Meeting – This Meeting is Mandatory for all League Officers, and absences must be approved in advance and must be for extreme circumstances. The purpose of this Meeting is to set an Agenda for the Mid-Season Captain’s Meeting as well as to ensure that all disputes /problems/concerns that have come to the attention of any Officer is aired to all Officers

- (5) Mid-Season Captain's Meeting – This Meeting will be called to discuss the playoffs, present options for the end of the year party, and discuss any issues that may have arisen during the first half of the season.
- (6) End of the Year Officer Meeting – This meeting requires all League Officers and will be to discuss the prior season. Any issues that arose that were not accounted for in the Rules shall be discussed and options developed to address these issues. New ideas will also be heard. Issues raised here are expected to be under consideration until finalized at the following season's Pre-Season Officer Meeting.
- (7) Awards Dinner – While not technically a Meeting, this is an important part of the operation of the League. An informal party at which League Officers, Team Captains, and Players alike can share ideas and celebrate the accomplishments of the Award winners helps to create and foster the sense of community and competition that drives this league.

LEAGUE FEES AND COSTS

Each Sponsor establishment is required to pay the league fees at registration to ensure the team or teams' place on the schedule. If a team has not paid by the 3rd playing week of a season, they will be placed on probation. While on probation, the sponsor's team will play only away matches, and will forfeit all home matches until league fees are paid in full. Should this continue, point penalties will be applied to the unpaid team's standings.

Any team with unpaid sponsorship fees at the midway point of the season will forfeit the remainder of the season and the sponsor shall be deemed in Bad Standing. If a sponsor is in Bad Standing, they will be required pay all unpaid debts as well as be required to pre-pay league fees the next season in which they wish to enter a team or teams. In addition, the approval of a majority of the League Officers is needed to allow a Sponsor in Bad Standing to be allowed to enter teams in subsequent seasons.

The dollar amount of League Fees will be determined prior to each season. In general a discount will be given to any sponsor that enters 3 or more teams. Discounts are often offered for early registration as well, the dates of which will be publicized on our website. League Fees are used to maintain the website, statistics, purchase awards, organize parties and Tournaments, acquire dart supplies, and any other use deemed necessary by the President/ Vice President/ Treasurer / and Secretary.

PLAYERS NEEDED FOR A MATCH

(Fall and Spring Seasons)

In order to play a full match without any adjustments, 5 players are needed. This allows all sets to be covered without having to take action according to the following rules. However, to allow darts to be thrown and everyone to have a good time, having fewer than 5 on any given night will not mean a full match forfeit. Abuse of these rules for the sole purpose of gaining a competitive advantage will result in the disallowance of any points earned during those games.

Further, while we realize that players will come late and arrive early, it is up to the Captain's to discuss the number of players present on their teams with each other and arrive at understandings. If players are coming late, games may be held off and played later if Captains agree. If players leave early, Captain's should discuss how to adjust further play to the below guidelines.

4 Players – With 4 players, the only set that would require action is the set containing the 601, which is a 5 game set. In this set, one of your 4 players may repeat by playing in the 601 and in one of the singles 301. No player may repeat in both singles 301's or by shooting twice in the 601. The player to repeat is at the discretion of the team with 4 players.

3 Players – With 3 players, the rules are slightly different. For each of the 4 game sets (the sets not containing the 601), one player may repeat. Each of the three players must repeat once, in turn... *player 1 repeats in the first set, player 2 repeats in the second set, and player three repeats in the fourth set.* You cannot double up the same person twice in the first three 4 game sets. In the final 4 game set (the last set of the match), the opposing team selects which of your 3 players will repeat, and that player will play in both 501 games with a different partner for each. For the 601 set, all three players must play the 601, one player repeats in a 301 (the 3-person team's choice) and one 301 is forfeit.

2 Players – Should your team be in this dramatic situation, you will be forfeiting a number of games. Each of the four 4-game sets will allow you to repeat one player, in alternating fashion (player 1 in the first and third 4-game set, player 2 in the second and fourth) and will also have one game forfeit. It is up to the team with two players to pick the order of play and which game is forfeit. For the 601 set, it is up to the team with 2 players to make a choice. You may play the 601 with two players and potentially win 3 points while forfeiting the two singles games, or you may choose to play the two singles games and forfeit the 601.

(Summer Seasons)

Three people are required to play a full match in the truncated summer seasons. However, teams should be made up of more than this amount to keep our sponsors happy and allow for all players to take an occasional night off. If there are two players on a particular match, repeating is allowed as long as players alternate sets for their repetition.

MATCH FORMAT

Matches shall consist of a series of games as laid out by the current season Set sheet. This is typically a 21 point night for Fall and Spring seasons and a 15 point night for the Summer Season. Currently, the nights are made up of the following games:

A Fall/Spring (21 Point) night consists of:

- | | |
|-----------------|---------------------|
| 4 – 401 singles | 4 – Cricket Singles |
| 2 – 301 Singles | 2 – Cricket Doubles |
| 2 – 501 Doubles | |
| 1 – 601 Triples | |

A Summer (15 Point) Night Consists of:

- | | |
|-----------------|---------------------|
| 3 – 401 Singles | 4 – Cricket Singles |
| 1 – 301 Singles | 1 – Cricket Doubles |
| 1 – 501 Doubles | |
| 1 – 601 Triples | |

All matches are schedule to begin at 8:15 PM. Our Matches are scheduled using a “Set” format. This means that within a given “Set” no player may play more than one game (unless a team is shorthanded). Players may play in more than one “Set”. Currently there are 5 “Sets” in a Fall/Spring or Summer Match, allowing a player on a full team to play 5 games per night.

HOW TO RUN A GAME

- 1) Players are entitled to 9 warm-up darts at the Oche (Toe Line) before each game.
- 2) A game begins when both players have shaken hands and signaled to the score keeper that the game is about to begin. Phrases such as “Game Darts” or “This is Game” count as such notice.
- 3) During the game, all darts should be announced by the player and acknowledged by the scorekeeper before being removed.
- 4) A game’s end is marked by the announcement that a dart has hit the winning section of the board, such dart stays in the board long enough to be acknowledged by the scorekeeper, and such dart is removed by the shooter! If the dart falls out under its own power before being removed by the player, that dart does not count. A game is not over when you shake hands with the other player, so take your dart and then shake hands.
- 5) Remember your sportsmanship. Always shake hands with your opponent after a game, win or lose, no matter how competitive you may be. Above all else, darts is supposed to be fun!

SCORING BEST PRACTICES

Scoring the game is the most important part of a dart game short of the players. For this reason we want to include a few “Best Practices” to make sure that scorekeepers never actually impact the game, only record the game:

- (1) Don't Speak! Unless you are asked specifically by the shooter (then you may only reveal what has been scored so far that round, or what is left), don't say anything!
- (2) Don't Lean in. The dart will still be there at the end of the turn. Unless specifically asked by the player to confirm a dart, do not lean in and potentially distract the player.
- (3) Don't Move while a player is shooting.
- (4) Don't write anything down until all three darts have been thrown. A dart may be knocked out and then you're in a situation where you must erase (never good), and additionally, see the above rule: If you're writing, you're moving.
- (5) Make sure you know the math, or make sure you enlist help. Calculators are handy, as are many of the electronic dart scoring machines. Even the iPod has a few applications to do the job.
- (6) If you do make a mistake, announce the mistake to all AFTER the current player is shooting. Do not adjust a score without making everyone aware and allowing them to understand. Otherwise you open yourself up to questions of integrity when you probably weren't doing anything wrong.
- (7) If you must erase a column and restart at the top, Firstly, wait until the current player has stopped shooting and, Secondly, do not erase the ENTIRE column, leave the bottom row so that everyone is sure you transferred the numbers correctly.
- (8) Make sure you have enough writing implements BEFORE you start the game. If that dry erase is dying, find a new one before you start so that you don't have to interrupt game play.
- (9) It is not only the responsibility of the Home Team to score. Members of the Away Team should be watching to make sure that scoring is done properly. If everyone is watching, no one will ever have a need to question anyone's integrity. Simply having a spotter watching the game can stop many problems before they start.

REPORTING OF MATCH SCORES

- 1) Scores must be called into the phone number on the Score Sheet after every night. It is the responsibility of the Captain of the winning team to place the phone call and leave the message. Only the team name's, division, and score need to be relayed during the phone call. *Failure to make this call in a timely manner will result in a 2 point penalty in the standings.*
- 2) Set Sheets must be signed by BOTH Captain's at the end of the night. Each sheet should then be mailed separately, one by each team. This system is in place to avoid either team having an opportunity to change the sheet after the match. Do not give your sheet to the other team to mail in. If you run out of envelopes, contact a league officer. *Failure to mail in your sheet in a timely manner will result in a 2 point penalty in the standings.*
- 3) The result of each game should be recorded on the score sheet. All-Star points earned, perfect rounds, and best games should be noted on the Set Sheet as well as the winner and loser.

ROSTERS

Teams must submit a roster at Registration, and may make changes throughout the first four weeks of play (fall/spring) or until the announced cutoff (summer). A roster is finalized upon the start of the 5th week of play. If no roster changes are submitted, the initial roster will be used as the final roster. All roster changes must be approved for competitiveness reasons prior to institution. Do not assume your roster change will be approved! Roster changes may be made mailing in the roster change form with the weekly score sheet or by emailing the President/Vice President with such requests.

Rosters may consist of no more than ten players (including the Captain). Bartenders who only play home matches are not exceptions to this rule, though they may qualify as an exception to the above rule regarding roster finalization.

Any roster changes made after week Five must be for extreme circumstances and be approved by the President and Vice President.

Any player on the roster may play in any regular season match. Players not on the roster may not play in a league match, and use of a non-roster player may result in a loss of all games played by such a player. Consistent use of non-roster players may result in match forfeit, or such discipline as deemed necessary by the league officers.

Qualification for the playoffs depends on playing AT LEAST HALF of the league matches if there are an even number of matches in that season, or ONE MORE THAN HALF if there are an odd number of matches in that season. The only exception to this rule is a Bartender that only plays home matches... these players will be addressed case by case. Tournaments held by the PDL during a season may count as a Match credit for Playoff purposes, as announced.

Awards

Awards shall be handed out for each season or tournament in accordance with certain accomplishments. Listed below are some of these accomplishments, though these are not by any means exhaustive or limiting. Awards are given out at the end of the Season at the Awards Dinner, unless they are for a Tournament and given immediately. Some award-worthy accomplishments are:

League, Division, and Playoff Champions

Top in MVP Points

Top in All-Star Points

Ton80's, Ton71's, 6-Corks, Rounds of 9

500+ All-star Point Nights

Top Female

Best Games

High Open and High Close

All-Star Points

All-Star Points are awarded for particularly good rounds of darts. All-Star points are awarded according to the following schedule:

'01 Games	Cricket Games
95+ -That number of points	Round of 6, 7, 8, 9 - 120, 140, 160, 180
95+ Open -That # of Pts and High Open	Corks of 3, 4, 5, 6 - 120, 140, 160, 180
95+ Close -That # of Pts and High Close	Corks of 3 or 4
171 -Perfect Round	AND a Triple - 180
180 -Perfect Round	

MVP Points

MVP Points are awarded in order to arrive at the most important player for his/her respective team during the course of a Season. This formula takes into account games won and lost, matches played, all-star points thrown, winning percentage and even the types of game played.

Playoff Format

Playoff Format will be determined at the Mid-Season Meeting, though all teams will be eligible for some post-season play, be that a Championship Playoff bracket or a tournament. Eligibility Rules for individual players are listed under the Roster Requirements in this rulebook.

Protests

Included with each team's folder is a protest form. Please use this form only for dramatic problems, such as a bar not providing ANY food for a night, some kind of violence, or an entirely unusable dart set-up. Smaller issues can be addressed on League nights with the Sponsor/Bar Liaison. However, if there is a major issue that the League MUST be aware of, please complete your night as best you can and calmly list your points on the protest form. Send the form in with your score sheet and a League Offices will be in contact with you.

Re-Schedules

In the unlikely event that a Match must be entirely rescheduled, such a Match must be rescheduled before the next week of League Matches. After that, the team that requested the reschedule will be assumed to have forfeited. ALL reschedules must have the approval of a League Officer.

Forfeits

Should a Match be forfeited, the "Winning Team" shall receive 13 points (In Fall or Spring) or the number of points earned at the two teams last meeting, whichever is greater.

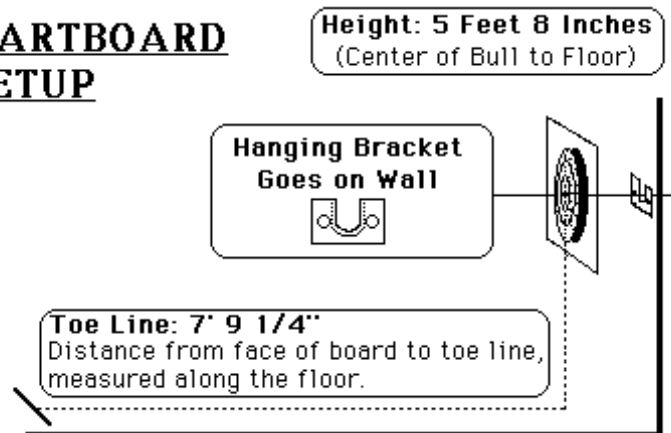
Any team that forfeits more than two matches in a Season will be removed from the remainder of the schedule and placed on probation. They will not be allowed to enter a team in the subsequent season, and must meet Board approval for re-entry thereafter. Any matches forfeited as a means of punishing the opposing team or in an attempt to affect the competitive balance of a division will be met with sanctions by the League.

Any GAMES forfeited within an otherwise played match will be awarded as a win to the player who was written as the opponent on the Set sheet. That player shall also have the ability to shoot for individual All-Star points. Each player who earns a win due to a "Game Forfeit" shall have the ability to throw 15 darts in an attempt to earn All-Star points. An opposing team member must supervise these attempts. Record these points in the appropriate space on the score sheet.

Appendices

Proper Playing Area

DARTBOARD SETUP



See the proper measurements for a Board above. Also, ideally a board will be well lit with its own light source. There should be a bit of room on either side of the Toe Line for a player to adjust laterally. Should there be a question about the Playing Area Set-up at a particular Sponsor, contact the Bar Liaison and he/she will check the Set-up at the location.

The Anatomy of a Dart



Tip Barrel Shaft Flight

Generally, tips can be replaced, though they are not considered “consumable” while flights and shafts are commonly replaced.

ASSUMPTION OF LIABILITY:

THE PLAYERS DART LEAGUE DOES NOT ACT IN A SUPERVISORY CAPACITY WITH RESPECT TO ASSOCIATION COMPETITIONS OR EVENTS.

NO REPRESENTATIVES WILL BE SENT TO ANY MATCHES TO ENSURE THAT PROPER SAFETY PRECAUTIONS ARE TAKEN BY MEMBERS AND PARTICIPANTS.

BY PARTICIPATING IN MATCHES, MEMBERS ARE ACKNOWLEDGING AND AGREEING THAT THEY ARE FULLY RESPONSIBLE FOR THE PROPER SUPERVISION OF DART TOURNAMENTS AND OF ANY PARTICIPANTS, SPECTATORS, PATRONS, BAR EMPLOYEES AND OTHERS PRESENT AT THE BAR OR LOCATION OF ANY LEAGUE COMPETITION OR EVENT, AND DO FURTHER INDEMNIFY AND HOLD THE LEAGUE, ITS OFFICERS AND DIRECTORS FREE AND HARMLESS FROM ANY AND ALL LIABILITIES, DAMAGES, COSTS AND EXPENSES (INCLUDING ATTORNEY FEES, COURT COSTS, ETC.) TO ANY PERSON AND PROPERTY FOR INJURIES SUSTAINED BY ANY PARTICIPANT, SPECTATOR, EMPLOYEE OR PATRON.

THE LEAGUE ASSUMES NO LIABILITY FOR INJURIES TO PERSON OR PROPERTY, OR THE CONDUCT OF HOME OR VISITING TEAM MEMBERS OR OTHER PATRONS, PARTICIPANTS OR SPECTATORS AT ANY LEAGUE COMPETITION OR EVENT.

THE LEAGUE ASSUMES NO LIABILITY FOR THE PROVIDING OF ALCOHOL CONSISTENT WITH THE LAWS OF NEW YORK STATE, INCLUDING BUT NOT LIMITED TO THE MINIMUM DRINKING AGE.

ALL PARTICIPANTS IN THE LEAGUE ARE THEMSELVES PERSONALLY RESPONSIBLE TO THE LAWS OF NEW YORK STATE INCLUDING BUT NOT LIMITED TO TRAVELING TO AND FROM MATCHES.

THE PARTICIPANTS IN THE LEAGUE SHALL HOLD THE OFFICERS, DIRECTORS AND THE LEAGUE ITSELF HARMLESS FOR ANY AND ALL LIABILITIES, DAMAGES, COSTS AND EXPENSES (INCLUDING ATTORNEY FEES, COURT COST, ETC.) DUE TO THE PARTICIPANTS INVOLVEMENT IN ANY CRIMINAL OR CIVIL VIOLATION OF THE LAW.

THE LEAGUE CONDEMNS DRINKING AND DRIVING AND DOES NOT PROMOTE OR CONDONE OR MANDATE ANY PARTICIPANT IN THE LEAGUE TO DRINK.