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MEMBERSHIP

1. Each team shall consist of a minimum of three (3) paid members and no more than eight (8) paid members.
2. Only those persons whose dues are paid in full are eligible for league play.
3. All requests to add players to your roster must be received in writing (Add A Player Form) at club office no later than 8:00 p.m. the Friday preceding the first night the player will be eligible. Membership dues are due with the Add A Player Form.
4. All players must pay their membership dues before their first night of league play, or the first night they play.
5. No roster changes may be made after the 10th week of the season.

FEES AND DUES:

1. The league is not responsible for cash sent through the mail. Fees and dues are to be paid by check or money order. Cash payments will be accepted by the secretary if delivered in person.
2. League dues are assessed per team per season.
3. Each team captain is responsible for his/her own team fees and dues.
4. League fees are to be paid in full by the first two nights of league play. Failure to pay fees when due will result in a 2 point penalty for each week. Teams that have not paid their fees in full by the fifth week of play will cause said team to be placed on suspension or eliminated from the league.
5. Teams registration fee and membership dues are due with team registration. Sponsor fees, membership dues, and league fees are non-refundable.

GENERAL PLAYING RULES 3

1. The home team captain is responsible for providing a scorekeeper. The home team captain is responsible for the conduct of the scorekeeper. The scorekeeper need not be a member of the home team.
2. Each player may throw nine warm up darts prior to the start of the game. Once the game has started, NO practice darts may be thrown at the game board or any other board by the players involved in that game.
3. If the first player's dart is a cork, it must be pulled if requested by the second thrower. Double cork takes precedence overall. The scorekeeper will decide the winning throw.
4. Darts on the board must **NEVER** be touched or adjusted until the score of the darts has been verified by the scorekeeper. Once the score has been verified it **CAN NOT** be changed.
5. Errors in arithmetic stand unless challenged prior to the start of that team or person's next throw.
6. Without intervention, the dart point must remain in contact with the board for five (5) seconds after the last dart has been thrown. Scorekeeper has the final decision.
7. The home team shall have the option to cork first to determine the beginning of each game. Only the players of that game may throw for cork. Both players' darts must stick in the board within the scoring ring. Should one player's dart dislodge the other, both darts must be thrown again with the throwing order reversed. Should the throw result in a tie, both throw again with the order reversed.
8. If a player completes a throw out of turn, and is challenged by the opposing team **before they start to throw**, he is penalized. The chalk erases the out of turn score and allows the regularly scheduled player to throw. The out of turn player forfeits his next turn, with the chalk recording 3 darts thrown for a zero score. If it goes undetected before the opposing team's next throw, then the players should continue to throw in the new order.
9. Thrower's toe must remain behind the edge of the toeline closest to the board.

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10. Starting time for play is 8:00 PM. If play begins after 8:30 both captains must consent. If play does not start by 8:30 the match will be forfeited.
11. Home team captain and establishment sponsor are responsible for providing sanctionable playing conditions.
12. Ineligible players will forfeit all points in games in which they participate. Points will go to the opposing team.
13. There will be no points given for any team which withdraws or is eliminated by board vote. If your team has played them, all points will be taken away, and no points will be given to teams yet to play them.
14. During hazardous weather conditions, time rules will be relaxed and rescheduling of matches will be allowed. If the team wishing not to travel has not contacted the opposing team by 8:30 forfeit rules will apply.
15. Total winning points after the final weeks play will determine your standing in your respective division.
16. First and foremost this league is for fun. The rules can be bent if agreed on by both captains. Have a good time!

1. The captain will determine the number of players that will play in a match, regardless of the number of players in attendance. Players need not be present to be placed on the scoresheet. No more than six (6) players on a team may play in any one match.

2. Scoresheets must be completed in full by the seventh game.

3. Any player on the scoresheet but not present when his/her game is scheduled to start (which is immediately after the proceeding game) will forfeit that game. Games may be played out of order, or another player may be substituted if **BOTH** captains agree.

4. Format must be played in sequence as indicated on the scoresheet, unless both captains consent to the change.

5. The following sets of rules govern scheduling when three (3) through six (6) players are participating and must be observed without exception:

Singles Matches: lower divisions and upper divisions

- No one player may play two 301 games or singles cricket games.
- Only one player may play in two singles matches (This applies for upper divisions also 1 player may play in 2 singles matches, regardless of how many players are on the roster for that night)

Doubles Matches:

- No one team (same two players) may play in two 501 or doubles score crickets games

Team (3 person):

- Team captains may select any three players to play 701 games.
- No one player may play in more than seven (7) games.

6. The following rules apply when there are only two (2) players in attendance.

- A. One singles match **MUST** be forfeited

B. Only one player may play in more than seven games

C. Teams may play one 501 and one Score Cricket, and may elect to play the other two games, but play them short. Meaning that the first player throws, but the second players score counts as a zero.

D. When only one player is present, forfeit rules apply.

E. No one team may play two 501 or doubles score cricket games.

7. A-B Division only:

Singles - Best of 3 games only. A singles match shall consist of 3 different games, 301 (double in, double out), 501 (free in, double out), and score cricket. The winner of the first cork will determine which of the three games will be played first. After corking the second game, the loser of the first game will choose which game will be played next. If a third game is necessary, the remaining game will be played. No one game may be played twice in a singles match.

All divisions: HOT SHOTS

301 games:

all 301 games are double in and double out. Be sure to put high ins and outs on the Hot Shots sheet on the back of the scoresheet.

501 and 701 games:

these games are free in, double out. Only high outs can be put on the Hot Shots.

Low dart 301, 501, (A-B only) and single score cricket can be put on the hot shots. Darts count from the first dart thrown.

These terms will be further defined on page 8 of this rule book

1. Scoresheets must postmarked no later than 48 hours after the match, or received by the club no later than 1:00 on Saturday. If you realize that you forgot to mail your scoresheet, please call or email the club secretary as soon as possible.
2. **HOME TEAM CAPTAINS** are responsible for mailing or delivering the scoresheet.
3. Rescheduled matches must be played within six days before or after the originally scheduled date. Both team captains must consent to rescheduling a match. A 24 hour notice must be given.
4. The league secretary must be notified of any rescheduling and informed when and where the rescheduled match is to be played.
5. Failure to follow rescheduling procedures could result in a double forfeit.
6. A \$10.00 fee must accompany a written complaint or protest. The team captains will be notified as to when to appear before the board.
7. At the discretion of the Board of Directors, any team, establishment sponsors, or members can be assessed penalty points, reprimanded, suspended or expelled, if found guilty of violating the rules or creating disharmony and behaving in an unsportsman-like manner.

FORFEITS:

1. Each team will establish an average number of winning points. Average becomes established after the third week of play.
2. Forfeit points are determined by your teams average wins, but not less than 6 points.
3. To keep the standings even 6 points will be awarded to each team for a bye week.

The back of the scoresheet is divided into 8 categories for special achievements. The categories are:

HIGH IN: This only counts in 301 where a double starts the game. Double bull starts as a double in or out.

HIGH OUT: Score in which the last dart is a double that wins the game.

LOW DART 301: All darts count, including the darts that miss the double to start the game.

LOW DART CRICKET: Single score cricket in any division. All darts thrown count.

LOW DART 501: A and B division singles only. Free in double out.

TON 80'S AND 71'S: 3 triple 20's or 3 triple 19's only. Can be in an 01 game or for score in a cricket game. Busts do not count.

CRICKET TRIPLES: 3 darts thrown in 3 different open triples (that count) in one turn in a triples game.

These awards must be initialed by both team captains.

Firelands Dart Club Office: 288-4786

The main rule is
HAVE FUN!!!
It's only a **GAME!!!**

