

**A.B.C.D. - Association of Bergen County Dartists  
League Rules and Regulations**



**2009 – 2010 Season**

# ABCD - ASSOCIATION OF BERGEN COUNTY DARTIST LEAGUE RULES 2009 - 2010

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## **Glossary**

The following terms / meanings will apply when used in the body of these rules.

Game:	The element of a match recognized as 301, 501, 601, or Cricket.
Masculine:	Masculine gender nouns or pronouns will include the Female gender.
Match:	The total number of games played per night, as described in rule # 11.
Poll:	Refers to a poll of the League Officers, Conference Representatives, team Captains.
Turn:	The player's throw of 3 darts or less in the case of completing a game. Each turn begins when the previous Thrower's darts have been marked and pulled.
Thrower:	The person whose turn it is.

## **Rule 1 – The League**

The name of this league is the **Association of Bergen County Dartists (A.B.C.D.)** This league was founded in 1977 by Basil Pritchard and it's purpose is to foster Good Fellowship and Sportsmanship through playing the game of darts. **The A.B.C.D. also supports and encourages the practice of a Designated Driver.**

## **Rule 2 – The League Management**

Shall be vested in the Board of Directors consisting of:

- League Officers (President, Vice-President & Secretary/Treasurer)
- Conference Representatives - 2 representatives from each conference (A, B, C & D Conferences)
- Team Captains

Elections

- The League Officers will be elected to a term of two (2) years, after which the officers can seek re-election for another term.
- The Conference Representatives will be elected yearly
- The Secretary will manage all correspondence

Responsibilities

- League Officers
  - These are paid positions. There is a set amount allotted for each League Officer position. Any changes to these amounts have to be voted upon by the League Officers. The last increase in pay was in 1993. As of 2005 the League President is no longer a Paid Position.
  - Will administer the season's applications, comprise a schedule for the teams accepted and provide and organize the rules contained herein ("Rules").
  - Make final decisions on protests; arguments or disputes when same are not covered in these rules
  - Make decisions on situations that warrant immediate response, in the opinion of the League Officers while always keeping the best interest of the league a priority
  - Schedule and govern meetings of the Board of Directors
  - Organize the post-season banquets/awards ceremonies. All League Officers must attend all banquets/awards ceremonies to present the awards to the players. The League Officers (and one guest) are exempt from paying for the 2<sup>nd</sup> banquet fee.
  - Direct the expenses of the league.
- Conference Representatives
  - Established in the 1999 – 2000 season.
  - These are not paid positions as of the 2005 season.
  - Should attend league meetings with the League Officers to discuss league matters.
  - Acts as a representative for the teams within their conference, to voice the opinions of the captains within their conference. Needs to be knowledgeable on the league rules and make interpretations ("not decisions") when giving consultation to a player or team.
  - Will assist the league officers in: the alignment of teams within divisions and conferences, the league tournaments and the annual banquets.
  - Responsible for making suggestions of rule changes.
- Captains
  - Needs to be knowledgeable on the league rules and to play within their guidelines, always fostering Good Sportsmanship.
  - Complete roster applications, Payment of Fees and the collection and payment of monthly dues as per rule #3.
  - Rosters, Roster Changes, submitting score sheets weekly to the league.
  - Attend a yearly captains meeting and inform players of happenings in the league.

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### **Rule 3 – Dues**

The League Officers will prior to the start of each regular season create a budget that will determine the dues for the season. Dues will be determined each year by the number of teams that participate in the ABCD league and the estimated cost to operate the league for the season. Team captains shall be responsible for the collection and prompt payment of dues to the League Secretary. The team captains will follow the payment schedule that will be provided.

Captains that are delinquent in paying the team dues as per the due dates on the payment schedule will be **fined four (4) points** against their team's season points. **THERE ARE NO EXCUSES ACCEPTED.** This will continue each week until the payment is current. **Once penalty points are issued they shall not be taken off. ALL DUES MUST BE PAID BY CHECK OR MONEY ORDER, NO CASH. Teams must be current with their dues in order to compete in any post-season play. Any team owing 2 months dues shall be removed from the league, losing all rights to any dues previously paid and awards.**

### **Rule 4 – Application/Entrance Fees**

Each team will be required to give a **non-refundable application/entrance fee**. The amount will be posted on the application for membership letter distributed prior to the start of each season. Payment of this fee will be required to participate in the league and must be presented at the preseason meeting along with a completed roster to be eligible for acceptance into the League.

### **Rule 5 - Application for Membership**

Application for membership will be granted to any organized team that will play its matches in a Bar, Tavern, Club or Association located in **Bergen County, NJ** provided such that the team and location are acceptable to a majority of the League Officers. It is required that each establishment must provide a dartboard and playing location in accordance with Rule #11 for each team being submitted into the league. This is because scheduling cannot always be accommodating for establishments with multiple teams whereas all the teams in the establishment might be playing home on the same week. The league has also opened its borders to include **Hawthorne and Clifton**.

Completed applications from returning teams, which are received at the preseason registration meeting will take precedence. Other completed applications except those from the prior season's waiting list will be chosen by virtue of a blind draw. Membership may be denied in order to arrive at an amount of teams conducive to a proper schedule. Teams denied after the blind draw will be put on a waiting list and will be chosen prior to said draw next year. Any changes in playing locations must be approved by the League Officers.

### **Rule 6 - Team Rosters and Season Eligibility**

Rosters are limited to a 12 player maximum at any one time and will be frozen after **2/3's** of the season. Prior to this, players can be added by providing on the back of that week's white (top copy) score sheet the players name and signature and opposing captain's initials to acknowledge. Players can be removed by noting so on the back of a white (top copy) score sheet. No player may return to a team once they are removed, unless they have not played for another team and has sat out for at least **4 MATCH WEEKS**. If a player does return, win points and all-star points will not be reinstated. **Teams will be penalized (2) points for each player incorrectly added or for each excessive player, (per week until corrected). League Officers may deny participation to any player if:**

- (1) A division is too low for their talents
- (2) The player that is being added would have been in placed in a higher division had the player been on the preseason roster.
- (3) If the player's skill level in any other league is found to be greater than the conference they are being added to.

The following penalties will apply:

- (1) **That player will be immediately disqualified.**
- (2) **All games won by that player will be forfeited to the opposing team.**

### **Rule 7 – Team Transfers to another Division or Conference**

A player may transfer to an equal or higher division prior to the roster being frozen provided:

- (1) The original captain and the League Secretary are notified within 1 week of the transfer
- (2) The player has played in less than 1/2 of the season's total matches.

For a transfer to a lower division the League Officers will decide or a poll may take place if necessary. Players may transfer to any team within the first 4 weeks of the season and can play immediately with their new team; from the 5<sup>th</sup> week of the season until rosters are frozen players must sit out **4 MATCH WEEKS** from the week last played. Wins and All-Star points will be transferred only within the conference. **If a player does play prior to any applicable waiting period, all games in which the**

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player participated will be forfeited.

## ***Rule 8 - Banned Players (from the League or an Establishment) and Unruly Behavior***

### **Banned Players from the League**

Players may be banned for either poor behavior or monies owed to the A.B.C.D. To avoid any unnecessary situations no names will be publicized. Captains will be notified ASAP upon detection of a banned player having played. The said player's team will forfeit any matches that the banned player participates in. Protests will be honored with the player in question being ineligible until a final decision is made.

### **Banned Players from a Playing Establishment**

In some situations, there are players in the League who have been expelled or banned from particular establishments. The League understands that it is the establishments right to refuse service or entry to any person due to previous events. If a player is banned from the said establishment(s) then that player cannot play at that establishment and league will not have any say in the matter. Another member of the team that is on the existing roster should then replace the person that is banned from the establishment for that match. A new player can be added to the team's roster if it is done prior to the league roster freeze date.

### **Unruly Behavior**

**ANY** player that acts in a manner that is detrimental to the team, opposing team or the establishment where the match is being played **WILL BE BANNED** for a period of time that will be determined by the League Officers. Causes for banning a player include: Unruly behavior, verbal intimidation that is threatening, extremely poor sportsmanship or damage to the premises. All captains and conference representatives will be notified of the said players banning and time frame for which the banning will occur. Depending upon the severity of the incident the said player could be banned anywhere from a minimum of 2 playing weeks to 1 full year.

### **Physical Violence**

**NO TOLERANCE** for physical violence (fighting, physical threats) that happens on the night of a match. This will result in an immediate suspension of being eligible to play in the next match for all parties involved in the incident. After the league reviews the situation there will be further suspensions and/or ejections from the league for a period determined by the league officers. All captains and conference representatives will be notified of the said players banning and time frame for which the banning will occur.

## ***Rule 9 - Practice and Starting Time***

All regular season and playoff matches shall be played on Thursday night. The only exception is when opposing team captains agree on another day due to extenuating circumstances. (See Rule #16) At no later than 7:30 PM the game (match) board must be declared open for player warm-up. Warm-ups shall conclude when the Captains have filled out their initial line-ups and both are ready to begin, which must be done by **8:00 PM**. Thereafter, each player shall be permitted (12) practice darts prior to each game.

A forfeit may be called if any match is not in progress by **8:16 PM**. Extenuating circumstances accompanied by a phone call to the opposing captain by 8:00 PM, should allow for a reasonable delay. Any matches that do begin are not subject to protest based on late starting time. **PLEASE REMEMBER THAT GOOD SPORTSMANSHIP SHOULD PREVAIL IN ALL INSTANCES.**

## ***Rule 10 - Match Format and Point Breakdown***

Six different players will compete in each set of games. Team points per game will be equal to the number of players competing. Singles games count as 1 win point, doubles games count as 2 win points, triples games count as 3 win points. The Away team will throw first in the first game of the Match with each team alternating thereafter. There are no tiebreakers except in playoffs. The match will consist of the following:

### ***A CONFERENCE:***

- 6 games of singles 501 – straight on – double off
- 3 games of double cricket – with points
- 3 games of double 501 – double on – double off
- 6 games of singles cricket

### ***B & C CONFERENCES:***

- 6 games of single 301- double on – double off
- 3 games of double cricket – with points
- 3 games of double 501 – double on – double off
- 6 games of singles cricket

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### **D CONFERENCE:**

- 6 games of single 301- double on – double off
- 3 games of double cricket – with points
- 3 games of double 501 – double on – double off
- 2 games of triples 601 – straight on – double off

### **Rule 11 – Equipment**

Darts may not exceed an overall length of 10”, nor can they weigh more than 50 grams. American style wooden darts “Widdy’s” are allowed. Penetrator Dart Points will be permitted. If the point should split, the part of the point that is stuck in the highest scoring part of the board shall be counted that way.

The **Hockey (throwing) line** must be clearly marked with tape or a similar flush marking device and shall be at least 2 feet long. The **Hockey line** shall measure from the back edge away from the board, 7’9-1/4” along the floor to a plumb line from the face of the board. There must be at least 3 feet of clean throwing area behind the line. The home team will provide an 18” English Bristle board in good condition. It must be readily available to all players without distraction and firmly anchored at a Bull height of 5’-8” from the floor, (9’ 7-3/8” diagonal from the bull to the front edge of the hockey line).

Lighting must be affixed in such a way as to brightly illuminate the board, reduce shadows and not physically impede the flight of the darts thrown. A scoreboard must be mounted within a reasonable lateral distance from the board. It must be visible to all players so as to enable them to check scores. Upon receipt of any complaints, a League Officer will inspect the situation, ASAP to arrive at a decision. Should any of the equipment not conform to these rules, (7) days will be allotted for the correction (s) to be made with no home matches to, take place until all corrections are approved by an Officer. Subsequent to the (7) days, the Officers may decide to reschedule all future games with no obligation to the non-conforming location. **(Some bars have playing locations that have been grand fathered in that do not meet all specified regulations)**. In the event of overcrowding at any given location on any given night the captains may agree to reschedule. The Board will decide all protests regarding overcrowding or excessive noise.

### **Rule 12 - Scoring, Touched Darts, and Thrown Darts**

For a dart to score it must remain in the board for **at least 3 seconds after the FINAL dart has been thrown** by that player or until the dart is touched. The tip of the point at the point of entry must be touching the bristles and must be completely within the area of pie of the dartboard. **No dart may be touched by any person prior to the decision of the scorekeeper.** If a **player or team member** touches his own dart while it is in the board during his turn, that turn will be deemed as completed, and if the score keeper has any doubt to the exactness of any dart, that dart will not score. If **any other person** touches a dart while in the board, the score of those dart(s) will be agreed upon by both captains then removed so that the remainder of the darts can be thrown. If there is any doubt as to the exactness of any dart, that dart will score to the favor of the thrower.

At all times the score keeper and captains should try to amend any such situations to the best of their capabilities keeping good sportsmanship in mind. For a dart to be considered thrown the players arm must be in the forward direction towards the dartboard. Thrown darts bouncing, falling out, or missing the board will **not be re-thrown**. In the event that a distraction takes place during a throw, the dart may be re-thrown. A certain amount of distraction is unavoidable.

### **Rule 13 - The Scorekeeper**

Home teams are responsible for furnishing a scorekeeper; the away team may furnish a caller. After each turn the Scorekeeper shall announce what has been thrown. If the caller sees an error he shall announce it at this time. It is the player's responsibility to verify his score prior to removing any darts from the board. The score remains as written after any darts have been removed from the board. Scoring errors discovered after darts have been removed shall be handled as follows:

- (1) Cricket games shall stand if they are not rectified prior to any further darts being thrown
- (2) 301, 501 and 601 game errors may be rectified if the correction is made prior to that players team throwing any further darts.

Any corrections accepted by all players involved or both captains are permitted and will not be subject to protest. In a team event any player going out of turn shall score -0- for that round and his team shall forfeit the turn. The scorekeeper may inform the thrower what he has scored and/or what he has left any time during that players turn (only if asked). Players are at there own risk in terms of accepting the score's account.

The scorekeeper SHALL NOT SPEAK UNLESS SPOKEN TO BY THE THROWER and MAY NOT inform the thrower in what is left in terms of a number combinations or strategy. Any other person may QUIETLY advise the thrower during the course of a match. The score keeper shall stand as motionless as possible while facing away from the thrower at all times. DO NOT LEAN TO CHECK ANY DARTS SCORE UNTIL A ROUND IS COMPLETED UNLESS YOU ARE ASKED. DO NOT STATE OR MOTION “CHECK “ WHEN A PLAYER DOUBLES ON. IT IS THE PLAYER’S RESPONSIBILITY TO ASK IF HE IS NOT

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If the Away captain feels that the scorekeeper is a distraction he may ask for a replacement. If none are available, he may offer a scorekeeper of his own. If the home captain does not agree to this then that game shall be awarded to the away captain. Complaints should be registered with an Officer in order to monitor the team. The Officers shall decide the handling of a repeat offender.

### **Rule 14 – Procedurals**

Players, Scorekeeper, and Caller only are allowed inside the throwing area. (In front of the hockey towards the board for a lateral distance of approximately ten feet). Opposing players must stand at least 3 feet behind the Hockey Line. Should a player's equipment become damaged or should a player leave the playing area during a match, that player will be allowed **3 minutes** from his turn or game being called to be on the hockey ready to throw prior to forfeiting his turn or game. Each player shall be allowed a maximum of 2 such instances per match.

### **Rule 15 - Line-up and Substitutes**

Line-up sheets will be filled out 1 category at a time, played then the next category will be filled out and so on (i.e. All 301 players are filled in by both teams and played to completion prior to the doubles cricket lineups being completed). Away captains will complete their lineups first. The home captain will then complete their lineup with no reference to the away team's lineup. As stated in rule #14 players will be given a 5 minute time limit to be on the hockey line ready to throw when their game or turn is called. A substitute may be added in any instance as long as they are eligible and immediately available to play, otherwise:

- (1) In a singles game, a forfeit will be declared
- (2) In a doubles or triples game, the game will be played with less than the allotted number of players with the team forfeiting a turn in each rotation at the position of each missing player

If a player joins a game in progress no, warm-ups or delays of any kind will be permitted. If a player's space on the score sheet is left blank when that set of games has begun no player may be added. Any player who is substituted for may **NOT** compete in any of that matches remaining games.

### **Rule 16 – Postponements**

**No match may be postponed due to a shortage of players.** A match may be played light with as few as **4** players. In the event of inclement weather or an unforeseen emergency, the captains will agree to play or postpone the match by 7:30 PM on the day of the match. The home team captain's shall report postponements to the League Secretary that night. In the event of a disagreement a League Officer must be contacted ASAP to assist in settling the matter.

Postponed matches will be replayed on a date set by both captains. Matches from the beginning of the season till the last match in December have until prior to the first match in January to make up their matches. Matches from the first match week in January till the last match of the season have until the weekend of the last match of the season to make up their matches. **A make-up match date MUST BE sent to the League Secretary within 2 weeks of the cancelled match. If a date is not decided upon by then, each captain will receive a reminder phone call from a League Officer to get an agreed upon date to play the match. If the match is not played within the timeframe stated above, then both teams will receive a score of -0- to -0- for that match.**

### **Rule 17 - All Star Points**

#### 301, 501 & 601 Games

When **95 points** or greater are scored in a single turn, the total point scored shall be added to that players All-star point total. High-Ons only apply to games that require a double on to start the game (301 & 501). High Finishes apply to 301, 501 & 601 games.

#### Cricket Games

During a single turn All-star points are awarded as follows for the scores of C6 through C9 values, **C-6 = 120, C-7 = 140, C-8 = 160, C-9 = 180.** (E.g. 2 triples and a double would be marked as a C8). For corks: **B-4 = 125, B-5 = 150, B-6 = 180.** When a player throws the dart that wins the game and that dart increases the All-Star point value to a C6 or higher or a B4 or higher, then the All-Star points will count (Example 1, A player needs 3 Bulls to win and hits a Single, a Single then a Double to win the game, this will count as a B4. Example 2, a player needs three 15's and 3 Bulls and hits a Triple 15, Double Bull, Double Bull, this will count as a C7). Along the same lines when a player throws the dart that wins the game any remaining darts that are thrown after the winning dart will not count towards All-Star points.

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### Perfect Games

In the event that a person throws a perfect game, this would be from the time that the person first throws the darts during the game, that person will be awarded an additional 700 All-Star points towards their season total. Perfect games are: 301 – 6 darts, 501 – 9 darts, 601 – 11 darts, Cricket – 8 darts. This also applies to doubles and triples partners. In 301, 501 & 601 games, all darts thrown count towards the game (Example: If a person threw 5 darts to get in then threw the minimum darts to complete the game, this would not be considered a perfect game).

Under no circumstance may a player add All-star points to the score sheet after the carbons have been filled out. Any team doing so will forfeit their remaining matches for the season.

### **Rule 18 – Forfeited Matches and Games**

A match shall be immediately declared a forfeited if:

- (1) A team uses an ineligible player
- (2) A team fails to be present at a scheduled match in accordance with rule #10.

The team winning by forfeit will receive **18 team points**, with the forfeiting team receiving **0 team points**. Upon a team's third forfeit, that team will be disqualified from the League and shall lose all rights to all dues, awards and eligibility to participation in the league tournament.

### In the Event of a Forfeited Match:

The captain should fill out the score sheet as normal, with 6 players in each category for all the games. The wins must be "circled" for the players that shall be credited with the "game win". Win Points shall be applied as follows: 2 Points will be given for a win in singles 301 and singles cricket, 1 Point for a win per person in doubles 501, doubles cricket and triples 601 games. The wins for the players that are to receive them as noted by the captain when filling out the score sheet will also count towards their playoff eligibility. The sheet is then to be mailed to the league secretary who will then calculate the average all-star points per-game at that point in the season for each game they had been entered in. **(i.e. if a player that averages 25 all-star points per game is entered to get wins in 301, double cricket, & doubles 501, that player would receive 75 all-star points for the week as well as wins for the three games).**

### Forfeited Games:

Individual games within the match that is being played may be considered forfeited due to a lack of player(s) of the opposing team (a lack of players is defined in Rule #16 where a team needs a minimum of 4 players to consider the match playable). Any player(s) that cannot play their game because the player is missing to shoot the game shall get the forfeit. (Note that a doubles match can be played with only 1 player). When a forfeited game occurs then the following must happen:

- (1) The game will be marked as an "W" and the win will go to the player who was to face the missing opponent
- (2) The individual player is entitled to "earn" All-Star points by virtue of the following scoring method:
  - The player must announce to the scorekeeper that he/she intends to begin throwing with the game(s) being shot as if were being played. (Doubles starts shall apply in accordance with the game description and you can't score 400 all-star points in 301). The allotted amount of darts per game is as follows:

**Single (15) darts; Doubles (12) darts; Triples (9) darts.**

**Win Points shall be applied as follows. 2 Points will be given for a win in singles 301 and singles cricket (Except for D Conference that will give 1 point for singles cricket). 1 Point for a win per person in doubles 501, doubles cricket and triples 601 games.**

### **Rule 19 – Bye Weeks**

For scheduled matches involving ejected teams or scheduled bye(s) the following scoring will take place:

1. If a team drops out during the season that creates a bye week or when a bye week is instituted into the schedule at the beginning or anytime during the season, the teams that are scheduled for the bye week will receive **18 points** the first time they play the bye week match and after that **14 points** each other time they play a bye week match.
2. Teams that are in the division with games scheduled as a bye or against a disqualified team shall not receive all-star points or personal win points. The match shall be declared a bye week, with the number of games for playoff eligibility for all players on the team will be decreased by 1. The captain does not need to send in score sheets to the league.
3. Teams that are outside of the division with games scheduled as a bye or against a disqualified team will be awarded wins and all-star points in accordance with **Rule #18 (Forfeited Matches)**. The captain must fill in the score sheet as per **Rule #18 (Forfeited Matches)** and send the score sheet to the league.
4. The League Officers may implement a specialized format if, in their opinion it is in the best interest of the Conference and Division involved.

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### **Rule 20- Protests**

All match disagreements should be settled **privately** between captains. If an agreement can't be reached, the captain will indicate that protest will be filed and the game shall continue under protest if possible. The score sheet will be marked at the point of protest, and an official protest must be presented in writing to the League Secretary within 48 hours. If the protest can be settled by a rule interpretation the Secretary will settle the matter. If necessary a poll may take place. The interpretation of the Rules throughout, in relation to specific protest and irregularities, shall rest with the League Officers whose decision is **BINDING**. Protest involving a League Officer's team shall be determined by the other remaining League Officers, if a tie exist than the protest shall be resolved by a poll.

### **Rule 21 - Result Sheets**

Result sheets must be sent to the League Address by the Friday following each match. The Home captain is responsible for ensuring that the **ORIGINAL (White sheet)** copy of the result sheet is sent in each week. The Away captain must send in a carbon copy each week. There will be **1** penalty point given to the team per week until the result sheet is sent in. Repeat offenders may be denied re-entry in subsequent seasons.

### **Rule 22 - Eligibility For Playoffs & The League Tournament**

#### Player Eligibility

Eligibility is reflected on team individual stat sheets. Each team will receive their opponent's sheet prior to the match. If a "Yes" precedes the players name that player is eligible. This means that the player has participated in at least 25% of the season's games. If a player's identity is in question, a captain may request, with the assistance of the opposing team captain, to see a photo ID. If none is available, the player must sign the back of the score sheet. If the player does not comply then that player's team shall forfeit the match. A League Officer should then be notified to research the situation if the player is found to be an impostor or if the player refuses to sign the sheet then the player's team will forfeit the entire match. The signature must be submitted to a League Officer within 24 hours of the match in order for us to verify. (We will then set up a meeting with the player whose name was used, requiring a photo ID, and then get another signature for verification).

#### League Tournament

The A.B.C.D. holds an annual league tournament for its players. This tournament has been split to 2 tournaments. One is for players in the A & B Conferences; the other is for players in the C & D Conferences. Players wishing to compete in the League Tournaments must be playoff qualified at the time of the tournament. Awards will be given out the Winners and Runner-Ups of each event. No A & B players may play in the C & D tournaments and vice-versa.

### **Rule 23 - Playoff Format/Seeding**

#### Playoff Match Format

Will be identical to that of the regular season, except for the following:

- First team to 13 points wins the match and advances to the next round. The Finals will take place over a 2-week period with the first team to 25 point to be declared the champion. The first week of the finals will be held at the lower seeded team's location and the second week at the higher seeded.

#### Playoff Seeding

The number of teams that will make the playoffs in each conference will be determined prior to the start of the season. The typical number of team that make would be 14 teams for Conferences of 19 teams or more, 12 teams for Conferences of 15 – 18 teams, 10 teams for Conferences of 13 or 14 teams, 8 teams for Conferences of 9 to 12 teams and all teams will make the playoffs for 8 or less.

The playoff seeding will be as follows:

- In the Conferences with 3 Divisions, the Winner of each division and the next best record will be will be seeded 1<sup>st</sup> through 4<sup>th</sup> by points, than the next x teams will be seeded by record 5th through x<sup>th</sup>.
- In conferences with 2 Divisions, the winner of each division and the next 2 best records will be seeded 1<sup>st</sup> through 4<sup>th</sup> by points. **The Winner of the second division will only be seeded higher than the 1<sup>st</sup> division if that team beat those 1<sup>st</sup> division teams during the season in head-to-head competition (ties will go to the 1<sup>st</sup> division).** The next x teams will be seeded by record 5th through xth.
- In conferences with 4 Divisions, the winner of each division will be seeded 1<sup>st</sup> through 4<sup>th</sup> by points, and then the next x teams will be seeded by record 5th through xth.
- **This is subject to change whenever the number of divisions changes within a conference.**
- The higher seeded teams will play at home, unless an overcrowding situation exists. In such cases teams with the higher win total will take precedence.

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### **Rule 24 - Playoff Rules/Tiebreakers**

#### Playoff Rules

Brackets will be distributed to each team prior to the start of the playoffs. Teams that do not have their dues paid in full prior to the start of the playoffs will not be eligible to participate in the playoffs. Each captain will receive a list of all playoff eligible players for the opposing team prior to each match.

**BOTH TEAM CAPTAINS MUST CALL OR E-MAIL THE FINAL SCORES IMMEDIATELY AFTER THE MATCH IN ORDER TO BE VALID.** The number to call and e-mail address will be provided prior to the start of the playoffs. **Any team that does not call by Noon Friday may be forced to play their next match away**, regardless of the outcome. This is so that teams that due respond accordingly, can tell their players where they are playing next and we can get the playoff results out quickly.

If a 180, C9, 6 Bulls, a 160 or Higher Start/Finish are scored, the sheet must be signed by both captains and sent in to the League Address. All other all-stars do not apply. Win points do not apply either.

#### Tiebreakers

For determining playoff positioning will be:

1. Head to head record
2. Head to head win points
3. Highest division, with division 1 being the highest
4. Record within similar division.
5. Teams total win/loss/tie record
6. A playoff or coin toss will take place if any further ties remain.

For a playoff match:

In the event of a 12/12 tie there will be a tiebreaker series of games to be played.

- 1 game of Singles 301 worth 1 point
- 1 game of Doubles Cricket worth 2 points
- 1 game of Doubles 501 worth 2 points

These games will take place in this order. The first team to score 3 or more points wins the match. The winner of the coin toss will have the option of either starting the 301 & 501 games or the cricket game only. The Home team has the right to call the toss or defer. Prior to starting the tiebreaker, the line-ups for all three games must be filled out. No player may play more than one game, must be 5 different players.

### **Rule 25 – Awards and Eligibility**

The League will award trophies only for playoff eligible players. All Championship trophies are the **responsibility** of the winning team captain. At the end of the regular season the Championship trophies from the prior year's conference winners must be given back to a league officer to prepare for the new champions.

Awards given out at the annual banquet include:

- Season, Playoff and Tournament C9's, 180's and 6 Bulls
- Season Leaders in All-Stars and Win Points for each division
- Teams that concluded the season in 1<sup>st</sup> place in their division will get individual trophies. Second place teams will receive a team plaque.
- Season High Starts and High Finishes for each Conference
- Season Streaks Leaders in 301, 501, 601, Doubles Cricket, Singles Cricket for each Conference
- League Tournament Winners and Runner-Ups
- Playoff Runners-Ups, Finalists and Champions.
- Special Awards (i.e. Life Time Achievement Award) are given out at the discretion of the league officers.

### **Rule 26 - 21 Years of Age**

If a team member is under the Legal drinking age, it is the responsibility of the team captain to call the place where the match is being held and check to see if the minor will be allowed in the establishment. If the owner of the establishment does not allow the minor in the premises to play, then your team will need to have a substitute available.

### **Rule 27 – League Logo**

The League Logo as displayed on the first page of this document is property of the A.B.C.D. league and Carl Russo. The

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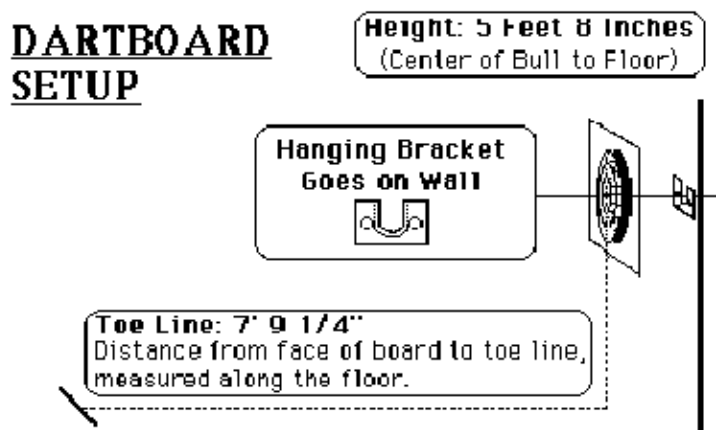
League Logo may not be used in any way without the express authorization of the A.B.C.D. league and Carl Russo.

## ***Score Keeping Rules***

### **The Darters "10 Commandments" For Keeping Score**

- 1: The Scorekeeper **Shall Not** talk while keeping score.
- 2: The Scorekeeper **Shall Not** move about while keeping score, stand still.
- 3: The Scorekeeper **Shall Not** look at the shooter, stand facing the board.
- 4: The Scorekeeper **Shall Not** calls out a score, of one dart or all three---- unless the shooter asks you.
- 5: The Scorekeeper **Shall Not** tells a shooter what to shoot for or what combination to shoot, for an out.
- 6: The Scorekeeper **Shall Not** changes a score unless it is brought to the attention of both shooters (teams).
- 7: The Scorekeeper **Shall Not** change a score - regardless - if that player (team) has shot again and a second score written down. An error in a shooters score **MUST** be corrected before the player (team) shoots again or it stands.
- 8: The Scorekeeper **Shall Not** leans out to see where a dart is or is going nor shall he follow the dart with body or head movement.
- 9: The Scorekeeper **Shall Not** shows any sign of disgust or excitement while at the scoreboard.
- 10: The Scorekeeper **Shall Not** change the side of the score sheet of the players in three leg.

## **How to setup your dartboard**



The Official throwing distance, for most countries, is 2.37 meters, as measured along the floor, from the plane of the face of the dartboard. In feet, this is 7 feet, 9-1/4 inches. The height of the board, to the center of the bull, is 173 centimeters, or 5 feet, 8 inches.\*

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