

## **6 Player Team – Monday Night League**

### **Sponsors:**

Establishments sponsoring NBDL teams are essential to our association; players will respect the rules and guidelines established by the sponsors. Amenities, such as team drinks or discounts on food and/or beverages, are at the discretion of the sponsor.

### **Team fees:**

A \$315.00 per team charge for each season is levied by the NBDL for play in the league. This fee is based on a roster maximum of nine players, regardless of the actual number of playing members on a team. .

### **Fee distribution:**

A \$2.00 per player charge for membership in the American Dart Organization (ADO) and other operating expenses.

A \$10.00 per player charge is taken for raffle tickets which may be sold by each player, or may be kept, or may be donated back to the league.

The remaining money is returned to the Teams at the end of the regular season. It is possible for teams to get back more or less than they paid, as the disbursement is based on your teams position in the final official standings at the end of any given season. The captains have one month from the time of distribution to claim their checks after which they will be forfeited and returned to the league treasury.

### **Establishment fee:**

There is an \$85.00 charge per team. Each team will receive a new dart board and the remainder is used to fund the expenses of the league

### **Captains Meetings:**

Captains meetings will be held prior to the beginning of each season for distribution of team packets, possibly mid-season for discussion, and at the end of each season for awards and the returning of captains books. **These meetings are mandatory.** The captain or any shooting member may represent their team at a designated captains meeting. Captains or their representatives that miss the meeting are penalized **5 points** and are responsible for obtaining all information discussed

## Team Profile

- A. All Players wishing to play darts in the Norwalk British Dart League **MUST** be 21 years of age or older.
- B. A team shall consist of a minimum of six (6) and a maximum of nine (9) players recorded on a roster as members of the team. Any six (6) may play in any selection of games but may not play more than once in an event.
- C. Team rosters may **not** be adjusted to, nor added to, after the Saturday before the 4<sup>th</sup> week of play. No additions or adjustments are allowed without prior consent of the board of directors, and the appropriate fee paid.
- D. If a team captain **knowingly** uses an illegal player or a person under an absent player's name, the match will be considered a forfeit and forfeiture rules will apply. In addition, the responsible team captain and the offending player(s) will receive a suspension to be determined by the BOD
- E. Any player who leaves a roster, for any reason, and has played in any matches of the current season will be ineligible for registration with another team during that season.
- F. Any player is ineligible from playing in the league playoffs if he/she has not participated in at least 50% of the regular season matches.

## Times of Matches

- A. All league play is scheduled for Monday, 8:00 p.m..
- B. Any match re-scheduled through the mutual consent of captains must be played no later than two weeks from the regularly scheduled league play date and The BOD must be notified of this change by **7:00 p.m. Monday of the scheduled day of the match** and arrangements made to avoid penalty points.
- C. No team is allowed to reschedule more than 2 matches during any season.
- D. Each match will start promptly at the designated time.
- E. All Playoff Matches start at 7:30 p.m.

## Match format

A. Games played shall consist of:

- 6 - singles (games will be determined by division)
- 3 - doubles cricket games;
- 3 - doubles 501 games, straight-in, double-out.

B. The games will count as follows:

Consecutive 501 singles matches	1 point per win, 6 total points
Consecutive doubles point cricket matches	2 points per win, 6 total points
Consecutive doubles 501 matches	2 points per win, 6 total points

### **Total point value 18 points**

C. ADO certificates will be awarded for the following high scores (\*):

- for 170 point finish in '01
  - for 180 points in any turn in '01
  - for three (3) **scoreable** triples in any turn in cricket
  - for six (6) **scoreable** bulls in any turn in cricket
- NOTE: All triples and/or bulls-eyes must be usable in that turn.

D. B and C Divisions will use one dart board to play doubles matches until 10:30 p.m.. After 10:30 p.m. matches must be played on 2(two) boards. During playoff matches all doubles matches will be played on 2(two) boards.

E. Prior to each event (section of the match) the playing line-up must be completed by both team captains. The line-up is to be made blind and is to be posted by match time. Captains have no more than **5 minutes** to complete their portion of the score sheet. Exceeding this limit is punishable by a **1 point penalty** for each infraction. All playing spots must be filled-in with a player's name. Once the Score Sheet is completed, there will be no changes or substitutions.

F. All 9 players registered on a team can be used in any order and in any spot on their teams playing line-up providing that no one player is used more than once in each event. A minimum of 3 roster players must be present in order to play, or a forfeit will be granted. Any team who has 3 or less players twice in one season will be removed from that seasons play, and placed on the suspended player list pending BOD reinstatement.

G. No later than thirty minutes prior to match time the board(s) shall be cleared of play by the management of the darting establishment. The boards will be "open" and will be available for practice. Each player will be allowed nine practice darts prior to any game for which he/she is scheduled to play.

H. The "home" and the "away" teams shall be determined by the schedule.

- I. Team captains are responsible for the smooth running of each match.
- J. Any disputes that may arise during the course of play must be settled in private conference between the team captains only. If the dispute cannot be settled between these parties, then a written report from both captains must be filed with the board.
- K. No dart player shall practice on any adjacent board(s) while the match is in progress without consent of both captains. Other boards may be used for warm-up during the match as long as the player is NOT currently playing in a match.
- L. The start of all games shall be determined by standard ADO corking rules. (Please see sections 21 and 22 in the ADO Tournament Rules) A double bull always beats a single bull.
- M. Any rules not specifically addressed by these rules and regulations shall be addressed by ADO Tournament Rules.

### **Forfeiture**

- A. Any forfeiture which may occur is not subject to negotiations with the governing board of directors.
- B. League matches will commence at 8:00 p.m., should a team not have at least six players present at that time, a 15 minute grace period is allowed. After the elapsed time period, a forfeiture of one point for each player, less than the six required, will apply through the 301 match period.
- C. The format order of play may not be switched unless both captains agree. If a team with less than six players has forfeited a game, the remaining 5 people continue to play. Should the sixth player arrive prior to the completion of all games in the set, the forfeiture stands but the player is eligible to complete the remaining series of games.
- D. It is permissible for a Doubles or Team to participate with fewer than the required number of players, provided that team forfeits a turn(s) in each rotation, equal to the number of missing players. The missing player(s) may NOT join a Leg in progress, but is allowed to participate in a subsequent Leg(s) of that Match.
- E. If any team fails to show up for a match and play, they are subject, to a maximum of a 0 – 18 loss, and a \$50 penalty. Penalties will be subtracted from the end-of-season winnings. The team forfeited to, will receive the highest score won by ANY team within their division, up to that point in the season.

- F. If both teams fail to play or schedule a make-up game with a current board member they are both subject to a 0-18 loss. Both teams will have 2 weeks to play an approved make-up match before penalties will be enforced.
- G. If any team has two forfeits in the course of one season they will be released from their obligation to play in the Norwalk British Dart League and forfeit their rights to all monies paid. If a player from the forfeiting team wishes to play in the future he/she must petition the BOD for reinstatement in the league.
- H. Any team forfeiting a match during the last 3 weeks of play will not be eligible to play in any post season matches and will forfeit **ALL** season winnings. In addition, all players will be suspended from the NBDL pending BOD reinstatement.
- I. The ADO rules will govern all league play.
- J. Captains should on all occasions attempt to reschedule a game rather than submit a forfeit to the league.

## **Scoring**

### **Scorers/Chalkers**

- A. Both captains are required to supply scorekeepers for equal games throughout the match. i.e. each team scores a board throughout the night
- B. Captains are responsible for recording all scores on the score sheet. Entries must be made as the points are scored.
- C. While throwing a dart, a players foot/feet must not be on or across the foul line. If a player violates the foul line, he/she must be notified immediately by the opposing team captain.
- D. Any changes made to correct mistakes in scoring or calling must be made before the next turn of the player of the team against whom the mistake was made, either in his favor, or against. Obvious mistakes in subtraction or addition (like going from 301 to 101) may be corrected at any time during the match, provided the correction does not occur while a player is throwing.
- E. If a player throws out of turn, he/she shall receive a score of zero for that turn, and the team will forfeit such turn.

- F. Any player may seek advice from any or all teammates on what number to shoot. However, players should be encouraged to do the mathematics for themselves. The player is responsible for shooting at the right number. If the player shoots the wrong number after any person has told them to shoot that number, the turn will stand as thrown
- G. Three (3) darts thrown by hand shall constitute a turn. A “thrown” dart is any dart which has been released in the direction of the board by the player with the intention of scoring with that dart. Once the dart has been thrown it may not be thrown again during that turn regardless of where that dart may land. Catching bounced darts is prohibited. A dropped dart is not a thrown dart; even through it may cross the foul line.
- H. Should a home team chalker give out the double-out number to one of his/her own players, all prior dart(s) thrown, score and the players turn ends for that round. The player is still eligible to continue in the next round.
- I. Should a home team chalker give the double out-number to the away (opposing) team all darts count. No penalty and game continues.
- J. The scorer/chalker must confirm the player’s score for a turn before the player takes the darts from the board. For a dart to score, it must remain in the board until the score has been called, posted, and verified by the player. A dart is “in” the board if the point is touching the bristle face of the dart board. A player’s turn is over when he/she touches any dart on the board.

K. All scorers/chalkers shall abide by the following rules:

## 10 Commandments

1. Scorekeepers Shall Not talk while keeping score!
2. Scorekeepers Shall Not move about while keeping score, **STAND STILL!**
3. Scorekeepers Shall Not look at the shooter, stand facing the board!
4. Scorekeepers Shall Not call out a score, of one dart or all three, unless the shooter asks you!
5. Scorekeepers Shall Not tell a shooter what to shooter what combination to shoot for an out!
6. Scorekeepers Shall Not change a score unless it is brought to the attention of both shooters (teams).
7. Scorekeepers Shall Not change a score – regardless – if that player (team) has shot again and a second score written down. An error in a shooter's score **MUST** be corrected before he (team) shoots again or it stands.
8. Scorekeepers Shall Not lean out to see where a dart is or is going, nor shall he follow the darts with body or head movement!
9. Scorekeepers Shall Not show any sign of disgust or excitement while at the scoreboard!
10. Scorekeepers Shall Not change the side of the score sheet of the player in three leg matches. If you start a player on the left side of the score sheet, continue to keep his score on the left- regardless of what the bull shots are.

**Score Sheet**

## The Norwalk British Dart League

	<b>DATE</b>	
Board of Directors Number 1	10/05/95	Board of Directors Number 2
HOME TEAM NAME & NO.	<b>301</b>	VISITOR'S TEAM NAME & NO.
Peter Crispi	1 0	Dave Stewart
Teddy Persons	1 0	Al LeBlanc
Mike Nyberg	1 0	Bill Thornton
Mark Catalano	0 1	Paul Dopilka
Rey Delgado	1 0	Dan Louie
Bill Davis	1 0	Tom Sampson

  

**Cricket**

Teddy Persons	2 0	Al LeBlanc
Peter Crispi	2 0	Dave Stewart
Rey Delgado	2 0	Tom Sampson
Mike Nyberg	2 0	Bill Thornton
Bill Davis	0 2	Dan Louie
Mark Catalano	0 2	Paul Dopilka

  

<b>SCORES</b>			<b>501</b>			<b>SCORES</b>			
60	60	100	Rey Delgado	2	0	Dave Stewart	60	60	60
60	100	81	Bill Davis	2	0	Dan Louie	80	80	80
85	85	85	Peter Crispi	2	0	Paul Dopilka	180	40	60
85	100	85	Mark Catalano	2	0	Al LeBlanc	60	60	60
12	122	7	Mike Nyberg	2	0	Bill Thornton	60	60	60
43	55	38	Teddy Persons	2	0	Tom Sampson	13	11	7
			<b>TOTAL</b>						
			15 3						

**COMMENTS**

---



---



---



---



---

  

<i>Pete Crispi</i>	<i>Tom Sampson</i>
HOME CAPT.	VISTOR CAPT.

FIGURE 1 – NBDL SCORE SHEET

- A. All NBDL Score sheets (shown above in figure 1) must have **team name**, **team number** and scheduled **date of play**.
- B. All players **first and last name** must appear on score sheet.

- C. Home team must fill out the score sheet first and is responsible for tracking the 501 scores thrown. **Visiting Captain** should verify the scores before he/she signs the score sheet.
- D. **Both Captains** must sign the score sheet.
- E. If any of the above criteria are not met a one point penalty will be assessed to both teams playing in the match. It is the responsibility of both captains to make sure that the score sheet is right before it is signed.
- F. **Visiting team** is responsible for turning in the score sheet.
- G. Score sheets must be turned in by **6:00 p.m. Wednesday** or a **3 point penalty** will be assessed to the visiting team.
- H. **Only the white copy of the score sheet will be accepted.**
- I. If there is a protest the night of play, an NBDL Complaint Form (Shown in figure 2 below) must be attached to the score sheets and signed by **both Captains** in order to be reviewed.
- J. If the score sheet is not turned in to the statistician by Saturday of the current week the penalty incurred on Wednesday will still apply. It will then be considered as a forfeit by the visiting team, and forfeiture rules will then apply.
- K. An NBDL BOD member must be notified of all make-up games by **6:00 p.m. Monday of the scheduled day of the match** and arrangements made to avoid penalty points.
- L. Please **fax** the score sheets if possible, The fax number available is:  
**(866) 618-7944.**

**Protest(s)**

- A. A Captain may file a protest by filling out a NBDL Complaint Form (Shown below in figure 2) for any irregularity during a match. The opposing Captain must be notified at the time of the protested irregularity, and that the remainder of the match is being played under protest. Match play shall continue as normal from that point on.

<b>The Norwalk British Dart League</b>	
Complaint Form (Turn this form in with score sheets)	
Concerning:	<input type="checkbox"/> Protest on Match Play <input type="checkbox"/> Player Behavior <input type="checkbox"/> Establishment <input type="checkbox"/> Weekly Statistics <input type="checkbox"/> Other (Specify)
Description of Grievance:	
Date: _____	
Captain's Signature: _____	
League Action Taken:	

FIGURE 2 – NBDL COMPLAINT FORM

- B. The protest will be resolved by a committee decision of the BOD in a timely fashion. The protest must be recorded on the NBDL Score Sheet. All scoring on that sheet shall be conducted as if there were no protest.

## Personal Conduct

### **A. SPORTSMAN LIKE CONDUCT SHALL PREVAIL DURING ALL MATCHES**

- B. No player shall throw darts or any other object in such a manner as to possibly inflict damage to persons or property.
- C. Foul language, fighting, or unsportsmanlike conduct could lead to forfeits, probation, or even suspension. If a problem cannot be resolved, either captain may stop the game in progress, leave the establishment, notify the Executive Director of the situation, and file a protest.
- D. In the event of verbal abuse or intentional distraction directed at the shooter by an opponent while the shooter is at the shooting line, a warning will be issued immediately, followed by a 3 week suspension for every following infraction up to three times, with an indefinite suspension to follow.

### **E. SPORTSMAN LIKE CONDUCT SHALL PREVAIL DURING ALL MATCHES**

- F. Gambling / wagering is prohibited.
- G. It is the Captains responsibility to report all infractions on the weekly score sheet for board action. Failure to report an infraction is the same as informing the board that no such infraction occurred.
- H. The drinking of alcoholic beverages by any minor is strictly prohibited.
- I. The use of tobacco products during league play shall be left to the discretion of local organizers.
- J. The repeated abuse of these items shall be just cause for deducting up to ten (10) penalty points from the offending team's match points for the season and/or the expulsion of the offending player(s) from the league. The actual penalty shall be determined by the BOD's committee decision.

### **K. SPORTSMAN LIKE CONDUCT SHALL PREVAIL DURING ALL MATCHES**

## Moving Up / Down A Division

- A. At the end of each season, Division Champions will be forced to move up to the next level of play if one of the following conditions exist:
1. They win by ten (10) or more percentage points over the second place team,  
*or*
  2. They have a winning percentage of 70% or more for the season.
- B. An alternative to moving up a level is to split the team, as long as there are no more than three (3) original team members on each new team **and** the point per dart average is lower than the original team.
- C. Teams that win their respective League Championships will also be forced to move up to the next level of play. Splitting the team (see Rule 2 above) is an acceptable alternative.
- D. At the end of each season, teams that finish in last place within their division **and** have a winning percentage of less than 35%, have the option of moving down to the next lower level of play.
- E. All other teams will be expected to play at the same level as the previous season. Teams that elect to split the team (see Rule 2 above) and add new players to each team may move down one level as long as the team per dart average is not above the average for the original team. Teams may voluntarily move up a level at the beginning of any season.
- F. Any player(s) added to a team that has no NBDL ranking, may find their team moved up to the next higher division unless the BOD can obtain a reasonable, **unbiased** opinion of the new player(s) abilities.