

## **4 Player Team – Wednesday Night League**

**ALL 6 Player Team Rules are in effect accept for the following changes.**

### **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 \$210.00 per team charge for each season. Based on a maximum of six and a minimum of four players; a \$65.00 charge per team as a sponsor fee, for a total of \$275 per team per season. This is used to fund the expenses of the league

### **ADO Fee:**

There is a \$2.00 per player charge for membership in the ADO included in the team fees for those who are not already members.

### **Captains Meetings:**

Captains meetings will be held prior to the beginning of each season for distribution of team packets, mid-season for discussion, and at the end of each season for awards and the returning of captains books. **These meeting 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 **12 points** and are responsible for 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 four (4) and a maximum of six (6) players recorded on a roster as a member of the team. Any four (4) 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 Monday before the 4<sup>th</sup> week of play. No additions or adjustments are allowed without prior consent of the board of directors. All new players added after the roster is submitted must pay a \$15 membership fee before their first night of play. The team captain is responsible for submitting the roster changes and fees to the NBDL.
- 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, that has played in any matches of the current season will be ineligible for registration with another team during the entire 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 Wednesday, 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.
- C. Each match will start promptly at the designated time.
- D. All Playoff Matches start at 7:30 p.m..

### **Match format**

- A. Prior to each 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. All playing spots must be filled-in with a players name. Once the Score Sheet is completed, there will be no changes or substitutions.
- B. All 6 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.

- C. All games are the best two out of three legs
- Four (4) single 301 double-in, double-out
  - Four (4) single Cricket, 20 through 15, bulls anytime
  - Two (2) two-person Cricket games, 20 through 15, bulls anytime
  - Two (2) two Person 501 games, straight-in, double-out

D. The games will count as follows:

- 301 single matches – 1 point per game, first 2 legs = 3 pts.
- Cricket single matches – 1 point per game, first 2 legs = 3 pts.
- Cricket doubles matches – 2 points per game, first 2 legs = 6 pts.
- 501 doubles matches – 2 points per game, first 2 legs = 6 pts.

**Total maximum 48 points**

- E. The Home team is responsible for recording the following on the score sheets during regular season play.
- The first three 501 scores hit by each player.
  - “High In” – In 301 an award will be given to the player in each division with the highest “Double In”
  - “High Out – In 301 an award will be given to the player in each division with the highest “Double Out”
  - All Star Points

Game	Shot Hit	All Star Value
Cricket	R9	180 points
Cricket	R8	160 Points
Cricket	R7	140 Points
Cricket	R6	120 Points
Cricket	C6	180 Points
Cricket	C5	140 Points
Cricket	C4	100 Points
'01	100 or Above	Actual score hit

The highest number of points scored in each division will receive an award

- F. 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.
- G. The "home" and the "away" teams shall be determined by the schedule.

- H. Team captains are responsible for the smooth running of each match.
- I. 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 the opposing captain should be filed with the board.
- J. 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.
- K. The start of all games shall be determined by standard ADO corking rules. (Please see sections 21 and 22 in the ADO Tournament Rules)
- L. 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 four 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 four required, will apply through the 301 match period.
- C. The format order of play may not be switched. If a team with less than four players has forfeited a game, the remaining 3 people continue to play. Should the fourth 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, up to a 0 - 48 loss. 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 - 48 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.

### **Score Sheet**

- A. All NBDL Score sheets 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 three 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. Friday** or an **8 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 in Article VII) 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 Monday of the following week the penalty incurred on Friday 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. Wednesday before 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 in figure 2 pg. 15) 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 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 item A through I 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:
  - a. They win by ten (10) or more percentage points over the second place team,  
*or*
  - b. 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 two (2) 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.