



Vince: 412.654.8226 Doug: 412.320.3679

www.steelcitydarts.com

Captain's Handbook

Captains must read and know the rules, and bring this copy to all matches.

e-mail: info@steelcitydarts.com

Each player is expected to know the rules and follow proper Dart Etiquette.

2008 Rules

I. SPONSOR

1. The cost of sponsorship is \$35.00 per team, per season (includes a web page for your bar on www.steelcitydarts.com). A reduced rate of \$30.00 per team for bars sponsoring more than one team.
2. There is a match fee of \$20.00 per match that the bar is responsible for.
3. Sponsorship fees are non-refundable.

II. REGISTRATION

1. The cost of registration is \$7.00 per player per week.
2. The Captain is responsible for the team dues.
3. \$28.00 is due each week for each team, regardless of how many players show up.
4. Teams are responsible for the money to play (the money that goes into the boards to play).
5. Each paid player is entitled to attend the year-end banquet for free.
6. There are no refunds of registration or sponsorship fees.
7. The league will reschedule teams "home" games to "away" games until any balance owed by players or sponsors, is paid in full.

III. EQUIPMENT

Each bar will provide a **standard** dartboard. The height of the board should be **5'8"** from the floor to the center of the bull. The throwing distance should be **8'0"** to the front of the line. The board should be **brightly** lit.

If, in the opinion of one of the participating teams, an equipment problem exists, a protest shall be made to the home team captain **prior** to the start of the match. If the problem cannot be resolved, the match shall be played under protest. Protests should be filed following the procedure listed below. (Section XI)

Each board and throwing area will be inspected and measured before the first match of the season. Any recommended changes must be made before week one. The league can schedule any "home" games to "away" games until the equipment problems are corrected.

Uniforms are not mandatory but are encouraged.

IV. FORMAT

There are five sets. Set 1: Cricket – 4 Games. Set 2: 3 Games - 301 (DI/DO, OI/DO, OI/OO (to be determined)).

Set 3: Cricket – 4 Games. Set 4: 3 Games – 501 (DI/DO, OI/DO, OI/OO (to be determined)). Set 5 (final game): Team Cricket or Team 701 OI/DO (to be determined). Mondays will be handicapped and Tuesdays will be split into divisions. This is to make it fair to all players and to promote a willingness to better yourself in the game.

V. PLAY

1) **Game Time**

- a) Starting time for matches is 8:00 PM.* If the match is not underway by 8:30, a forfeit may be called.
- b) At that time, a full team (4 players) must be present. Refer to FORFEIT RULE for guidance at the end of the 30-minute grace period. A match cannot be played by less than **four** players.

2) **Darts**

- a) Players may use their own darts as long as they are factory-issued darts, parts, & tips and do not exceed 8" in length and do not exceed 18 grams in weight.

3) **Scoring**

- a) The away Capt. will fill out the score sheet 1st. The home team will keep score. He is allowed to declare the score obtained, and if asked, the score remaining.
- b) If a player touches or removes his dart from the board, his turn is complete and no other darts may be thrown.
- c) For a dart to count, it must register on the board in a scoring number. Players shooting out of turn will receive a score of 0.

4) **Round**

- a) Once the game has begun, players cannot take warm-up throws. Each player throws a maximum of three darts per round. Players do not have to throw all three darts and may pass their turn at any time.

5) Foul Lines

- a) All players must throw from BEHIND the foul line. Players are allowed to lean over the foul line or step beyond it as long as their foot does not touch the floor before the dart scores. First violation will result in a warning from the team captain; second violation will result in forfeiture of the game.

6) 2-Team Limit

- a) There will be a 2-team limit per board. (i.e. 1 board in a bar: 1 or 2 teams may play out of that bar, 2 boards: up to 4 teams may play...)

7) Board Failure

- a) If, on league night, a board has repeated operating problems, the captains must 1st call the vendor of the board, and 2nd call the league coordinator.

8) Shooting Guidelines

- a) Players must shoot within a reasonable time. If a player is unsure of his/her shot, he/she may step away from the line and confer with his/her teammates for a period of no longer than 30 seconds. Teammates should not call out the desired shot. Players must remove their own darts.

9) Practice

- a) Before Match
 - i) Both teams should use courtesy and common sense on the subject of pre-match practice. All players should be given ample opportunity to “warm up” before a scheduled start time.
- b) Between Games
 - i) Warm up throws before or between games will consist of no more than 3 darts per turn. After the 3 darts are thrown, the player must get to the back of the line if one exists.
- c) General
 - i) If a location has more than one board, *players not playing in the game in progress* may throw unlimited practice throws on said board as long as that board is more than 3 feet from the board that the match in progress is being played on.

10) Machine

- a) The player accepts that the board is **ALWAYS RIGHT**. If the board is not operating properly, the two captains must decide whether to continue to play, call for repairs, or reschedule. Once a match is completed, a protest may not be entered nor will it be accepted.

11) Scoring

- a) The score recorded by the game is the score received by the player. If a dart sticks but does not activate the segment, the player may NOT manually enter the score of the dart, unless it is a winning dart.
- b) Segment Stuck
 - i) After the first dart is thrown
 - (1) The player notifies the opposing captain of the “segment stuck” problem, goes to the board and removes the dart. After the dart is removed, the player throws the remaining darts. (See NOTE)
 - ii) After the second dart is thrown
 - (1) FIRST, remove the 1st dart, and then the “segment stuck” dart then throws the remaining dart. (See NOTE)
 - iii) After the third dart is thrown
 - (1) First, remove the 1st & 2nd darts then the “segment stuck” dart, then push PLAYER CHANGE. (See NOTE)
 - (a) ***NOTE:** The dart creating the “segment stuck” problem usually registers when the dart is pulled. Any subsequent darts **will not** register until the offending dart has been removed.

12) Player Rotation

- a) If at any time a player throws for another player, that team automatically loses their turn (back up machine to remove scores thrown and hit PLAYER CHANGE)
- b) If that player wins the game shall be recorded as a loss.
- c) If a player deliberately plays in a game he/she is not supposed to play in, that game will be recorded as a loss. Any subsequent occurrences will result in the loss of **ALL** games that the player played in.

13) Cover Charge

- a) Locations **SHALL NOT** charge a cover charge to dart players during league play.

VI. CAPTAINS

Each team will designate a team captain. The captain is responsible for maintaining the roster and turning in the dues for all matches. Each captain will submit a phone number and an e-mail address to be notified of any schedule changes or cancellations due to weather and are responsible for contacting their team members and sponsor.

Additional contact information can be found on the website at:
www.steelcitydarts.com

VII. FORFEITS / POSTPONEMENTS

- 1) A forfeit may be called if the other team is not in attendance at the scheduled match time.
- 2) If a team is over thirty minutes late, the opposing captain may:
 - a) Call a forfeit. (Mark the dues envelope, enclose the team fees, and leave with the bartender or person in charge)
 - b) Ask that the match be rescheduled.
 - c) Continue to wait for the tardy team
 - i) *A protest to the match cannot be placed for starting late if you choose to wait.*
- 3) Scoring Forfeits
 - a) In the event of a forfeit, **the score of said forfeit will match the best score of the night. (i.e. if a team won 14-1 the score of the forfeit will be forfeiting team: 1 opposing team : 14)**
- 4) Teams forfeiting TWO weeks in a row will be subject to removal from the league, depending on the situation.
- 5) Every effort should be made to avoid postponements or forfeits. **A request for postponement should be made at least 4 hours before the match.**
- 6) Any “make up” matches may not be postponed. If a postponement is requested for a “make up” match is requested, the requesting team will receive a forfeit.
- 7) When a match is forfeited, BOTH teams are still responsible for their dues. The dues must be paid that week or the following week.
- 8) Any team disqualified will forfeit all monies paid into the league

VIII. DISPUTES / PROTESTS

Disputes are expected to be resolved privately between the team captains. If a problem cannot be resolved, either team may file a protest. Team captains must be notified and the point of protest must be noted on the scoresheet before play is resumed and the match is completed. Both captains must submit their written versions by letter or email before Saturday 6:00 PM for a ruling. (protest@steelcitydarts.com) **There is a \$10.00 protest fee** that will be returned if your protest is found to be valid and in your favor, otherwise it will be deposited into the league fund.

All players must abide by individual bar or club policy. A postponement or protest cannot be declared for a player being banned by a bar or club.

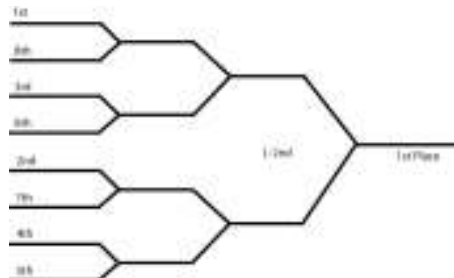
Rules from other leagues or organizations do not apply to the Steel City Dart League.

IX. THE TEAM

- 1) A team roster will contain a maximum of 7 players (4 must be designated regulars).
- 2) At least 2 of the regulars must play each week.
- 3) If a “regular” is present at the match, **THEY MUST PLAY.**
- 4) Substitutes for a team that are not on a roster can float among teams, but if they are used on a team for a third time they may only sub for that team for the rest of the season.
- 5) Player must play in at least **32 games** to be eligible for the playoffs and/or prizes.

X. PLAYOFFS

- 1) The format is:



- 2) If a team is missing a qualified player for a playoff match, that players turn will be skipped and the team will receive no points for their turn.
- 3) Playoffs will be played for trophies or plaques and/or other prizes.

XI. AWARDS

1) **Eligibility**

- a) In order to receive Individual plaques, trophies or other prizes, players must have played in at least 60% of the season.
- b) A player must have played in at least 50% of the season to be eligible to go to the banquet.
- c) If there is a forfeited match, teams will not receive credit for games that they might have played. This could have effect on players reaching the 60% mark.

XII. GENERAL RULES OF CONDUCT

- 1) Distracting other players is not allowed.
- 2) Common Sense and good sportsmanship are to be used throughout the season and in dealing with any problems that may arise
- 3) The team captains will handle any questions during a match.
- 4) No kibitzing or harassment from other players or spectators will be tolerated.
- 5) **ANY PHYSICAL VIOLENCE, ABUSE OF EQUIPMENT, POOR SPORTSMANSHIP OR UNETHICAL CONDUCT MAY BE GROUNDS FOR FORFEITURE OF GAME, MATCH, OR EXPULSION FROM THE LEAGUE AND FORFEITURE OF ALL MONIES PAID.**

NOTICE

Changes in the rules could occur during the season if an unforeseen need arises. All captains will be notified.

These rules will be strictly enforced, for every match, with no exceptions. The resulting penalties will not be overturned.

For the complete rules, visit www.steelcitydarts.com or if you have specific questions for me, email: info@steelcitydarts.com