

NORTH COUNTRY DART LEAGUE



Bylaws - Revised 2023

North Country Dart League Bylaws

1. The league will be known as the **North Country Dart League** and will consist of two divisions: the **National** and **American** Divisions.
2. Elected officers will be as follows: President, Vice-President, Secretary, and Treasurer. Election of the Officers will be as follows: President and Treasurer at the beginning of each fall season, and the Vice-President and Secretary at the beginning of each Spring season. All Officers shall be voted on by the Board of Directors.
3. The Board of Directors will consist of Elected Officials and the Team Captains with each member having a vote except for the President, who will vote only in order to break a tie.
4. **EQUIPMENT:**
 - A. All League competition including tournaments and play-offs shall be on Standard English bristle board with the 20-point clock face, of the hand wired variety. This means having wires on the outside of the board separating the single, double, and triple sections.
 - B. Dartboards shall be placed 5'8" from the floor to the center of the bull's-eye with the 20 bed at the top center board and toe line (means the edge farthest away from the board) will be 7'9-1/4" from surface of the board and no longer than 36" or 18" to either side of the center of the board. A diagonal measurement of 115-3/8" from the front edge of the toe line to the surface of the board at the center of the bull's-eye is to be taken to double check the setup of the dartboard
 - i. Dartboards for Wheelchair bound players are to be placed 4'6" from the floor to the center of the bull's-eye with the 20 bed at the top center board and toe line will be 7' 9-1/4" from surface of the board and no longer than 36" or 18" to either side of the center of the board. A diagonal measurement of 108" from the front edge of the toe line to the surface of the board at the center of the bull's-eye is to be taken to double check the setup of the dartboard
 - C. The pub owner or the club will be responsible for supplying and maintaining the league play dartboards, which will be acceptable to both home and visiting teams.
 - D. The Dartboards shall be firmly anchored and WELL ILLUMINATED.
 - E. The Dartboards shall be positioned so that they are readily available to players without distractions to the throwers.
 - F. A Scoring surface must be provided and located in such a manner that it can be read by both the spectators and the players. (No paper records)

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- G. The home team will be responsible for providing dry-erase markers for the purpose of scoring games. Markers should be in good working condition.

5. TEAM PROFILE:

- A. A team shall consist of 6 to 12 players who shall be registered with the NCDL. All 12 players can "if so desired", compete in each match.
- B. Team rosters can be changed or added to by written submission only (none will be accepted by phone), until the end of the 3rd week of each season. No additions to a team roster will be allowed for any reason thereafter except by a vote by the Board of Directors. All rosters must be final at this time. If someone is dropped from a team after this time, they cannot be replaced.
- C. Any player who is dropped from a team's roster (for any reason), who has played in at least one of the season's matches after the 3rd week will be ineligible to re-register with another team until a new season begins. A player who is dropped from his/her team in the first three weeks may play on another team with a vote by the Board of Directors. A player cannot play a match for one team and quit to go play for another in the same season.
- D. Any player, in order to compete in the play-offs, must have competed in at least one game of three of his/her team's matches for the current season.
- E. An initial sponsorship entry fee of \$40.00 will be assessed per season, per team.
- F. Each player will pay \$40.00 per season to their team's captain for his/her dues. Their dues will cover the fall season for the current year and the spring season for the following year. (ie Fall 2022 & Spring 2023). It is requested that the dues be paid in advance by the 3rd week of the current season. This will allow the Treasurer & Awards Committee to properly budget for the end of the spring season festivities.
- G. All team captains will be responsible for collecting dues, sponsorship fees, and turning them in to the league Treasurer.
- H. Team captains will submit a team roster at the end of the 3rd week of the season.
- I. Home team captains will be responsible for turning in the match report sheets each week by Thursday. The home team will be assessed a 2 point penalty if the match report sheets are not turned in.

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- J. All players shall be of legal drinking age as designated by the State of New Hampshire.
- K. All team captains will be responsible to either attend or have a team member attend a once a month meeting or pay a fine of \$5.00 to the league by the next captains meeting before the team captain is allowed to play in the next match (if the team captain does play without paying the fine first, all games he/she have played will be forfeited). **This fine will be strictly enforced.** If a team does not have a team member at the meeting by 7:20PM, that team will be fined \$5.00 even if they show up after 7:20PM. A team representative must be at the meeting for 1/3 of the meeting and may be excused from the meeting with a valid reason to leave or be fined \$5.00
- L. Teams are required to submit the name of their home court to the league 2 weeks prior to the start of each season so the schedule can be made up. Home courts must be able to provide a valid NH State liquor license.

6. **DATE AND TIME OF MATCHES:**

- A. All league competition is scheduled for Monday nights.
- B. All matches are to start at 7:45 p.m. and no later than 8:00 p.m.
- C. Any match re-scheduled through the mutual consent of the involved team captains must be played prior to the Saturday before the next regularly scheduled match.
- D. The NCDL Board of Directors reserves the right to reschedule any match or matches to maintain an equitable and efficient competition schedule.

7. **MATCH PROFILE:**

- A. Each match will consist of the following order of play:
 - i. Two games of 601, three person teams, double start, double finish and each win will gain one point.
 - ii. Three games of doubles 501, straight start, double finish. Each win will gain one match point.
 - iii. Three games of doubles cricket, first game being tactics (call cricket with points) the best two out of three wins. This win will be a gain of two match points. The remaining two games will be as follows: American Abbreviated Cricked with points. Each game won is a gain of one match

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point.

- iv. Six individual matches consisting of the first game being 301, double start and double finish, second game being abbreviated cricket with points, and the third game if needed, will be chosen by the player who shoots closest to the bull, could be either 301 double start double finish, or abbreviated cricket with points. The best two games will gain a total of one match point.
- v. Starting matches.
 1. The visiting team starts the first 601 game and the home team starts the second 601 game.
 2. The visiting team starts the first and third 501 games and the home team starts the second 501 game.
 3. Cricket
 - a. In the double cricket games, it is the closest to the bull's-eye starts. The person shooting for bulls-eye is the first name written on the match report for that game. If a tie for closest to the bulls-eye occurs in any of the cricket games, those two people shoot again in reverse order.
 - b. In the Tactics Cricket game, the home team has the option to shoot for bull first in the first leg. In the second leg, the loser of the first leg has the option to shoot at bull first. In the third leg, if needed, the winner of the first leg has option to throw at bull first. The first name listed for each team shoots for the bulls-eye in the first leg, the names listed second for each team shoots for the bulls-eye in the second leg, and if the third leg is needed it goes back to the first names listed for each team.
 - c. The visiting team has the option to shoot for bulls-eye first in the second game. The home team has the option to shoot for the bulls-eye first in the third game.
 4. In the individual games, visiting team starts game 1 in the first, third, and fifth games. The home team starts game one in the second, fourth, and sixth games. In the second game, the loser of the first game has the option to throw first at bulls-eye. In the third

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game, if needed, the winner of the first game has the option to throw first at the bulls-eye.

- B. The playing line-up must be filled out completely before 7:45 p.m. and must be made blind. The visiting team is to fill out the match sheet first. All playing spots must be filled with a registered player's name. Captains will note if a listed player is not present. If a posted player is not present for his/her turn of play, one of the team's registered players can play in the absent player's position providing that the substitute is not being used in the same event, this player must also have his/her name written in the slot of the player being replaced when the match reports are filled out. Once a substitution has been made, the original player will now be ineligible to play in that event, if he/she arrives to play. But he/she can play in any remaining events that they had originally been scheduled for. Any alteration to the Match Sheet after a match is opened may result in a forfeit.
 - i. On the Match Sheet, each player's full name must be used at least once on the sheet.
 - ii. In the event that a team has more than one player with the same first name, a last initial or full last name must be used for the notables section.
 - iii. If a listed player does not play for any reason, a single line is to be drawn through their name indicating they did not play. The player's name must still be legible.
- C. All registered members of a team can be used in any order in any position on their team's line-up. No player can shoot in two games of the same event.
- D. The submitted line-up will be the playing order of the match. The match will start with the 601 games played in 1-2 order. The second event will be the doubles 501 games played in the 1-2-3 order. The third event will be the cricket games in 1-2-3 order. The final events will be the individual games in order.
- E. In the event of a tie between teams in the same division for a play-off position at the end of the season, the tie will be broken by the inter team win-loss match record of the two teams involved, not the point total. If this also results in a tie, a tie-breaking match will be thrown on a neutral court.

8. FORFEIT:

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- A. A forfeit will be declared for failure of a team to attend a scheduled match. However, all players present from the opposing team must sign the match report sheet, as points will only be awarded for the events where players are in attendance.
- B. A forfeit will be declared for use of an unregistered player. The use of **ANY** unauthorized team member will result in a forfeit for all games that he/she played in. It is the team's responsibility to accept the penalty for playing shorthanded, if they cannot field a team with only their registered players.
- C. A forfeit can be declared for a team having less than FOUR players in attendance. A match can be played with four or more players, but not with less. A match can start without a full team in attendance. When a match comes up and there is no player to play the match, that particular game becomes a forfeit to the opposition in attendance. **PLAYERS ABSENT FROM BOTH TEAMS CONSTITUTE A DOUBLE FORFEIT. NO POINTS FOR THOSE GAMES FOR EITHER TEAM.**
- D. A team having the minimum number of players but unable to field a full team will forfeit the respective number of points for each game not played, and for team events will miss one turn of each missing player in each round of play. A team playing against a team with lesser number of players will play turn for turn per number of players of its opposition. This means: when a two person team is playing against a three person team, the two person team will throw two turns for every three turns of its opposition. The doubles matches will have the light team throwing once to the full team's twice. This match is only to be played if the light team requests it to progress, otherwise it is a forfeit.

9. **SCORING:**

- A. The captain of each team is responsible for providing a scorer for each match. The option of scoring by players themselves during a match can be exercised.
- B. The home team is responsible for providing a "score recorder" who will attend to the evening's entries on the **MATCH REPORT SHEET**. The visiting team is responsible for having someone check the **MATCH REPORT SHEET** entries as they are made to see that the information and names are correct. Entries must be made as they occur. A signed **MATCH REPORT SHEET** that is received by the NCDL will remain as received, for record purposes.
- C. Before a shooter can remove his/her darts from the board, he/she must call out his/her score and the score keeper must acknowledge and post the score. A shaky dart may be held, but touching of a dart in the board will constitute the end

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of his/her turn.

- D. AMERICAN DART ORGANIZATION rules prevail for all thrown darts and the foul line rule will be strictly enforced. A player must have both feet behind the foul line for each throw. If he/she has one or both feet over the foul line, a warning will be given the first time. A violating player should be warned immediately about his/her foul line by the opposing team captain. A second time by the same player, his/her dart on that throw will not be counted.
 - i. Handicapped players in a wheelchair must have both rear wheels behind the line for each throw.
- E. Any changes made to correct mistakes in scoring or calling must be affected before the turn of the player or team against whom the mistake was made, either in his/her favor or against. The number that is thrown for is the number that counts. Obvious mistakes such as deducting 50 from 601 and having 351 remaining can be corrected at any time during the match, as these are inadvertent mistakes which sometimes go unobserved for many turns. Errors in addition or subtraction must be corrected before throwing.
- F. If a player throws out of turn, the opposing team has option of having the round re-thrown or allowing the round to stand as thrown.
- G. The score keeper can only tell a player what amount is left for him/her to attain or what has been scored with the darts he/she has thrown. The score keeper cannot tell the throwing player what to throw at. If the score keeper tells the player by mistake to throw a certain number for a finish and it proves to be the wrong number, the throw stands as thrown. The player is responsible for throwing at the right number.
- H. Coaching
 - i. Coaching is allowed in singles matches by the team captain or co-captain without the player having to disengage from the board. If a player disengages from the board, they may ask anyone other than the scorekeeper for assistance.
 - ii. In team events, a player may consult with his/her teammates playing in that particular event with him/her concerning play strategy at any time during his/her throw. Players may also consult their captain or co-captain at any time during his/her throw.
- I. All scoring in the 301, 501, and 601 games should show the score for each turn and the remaining score left.

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- J. When shooting for the bull to determine which team starts the game first, the point of the dart must remain in the board in order for it to count. If the dart falls out or is knocked out by the opposing person, the player whose dart has fallen must throw another dart for the bull. If the first dart is in either the single or double bull, the second shooter may request the dart be pulled so they have a clear shot at the bull.
- K. The Scorekeeper MUST be as still as possible and not distract the shooters.
- L. When applicable, a team captain may request the scorekeeper be replaced.

10. PROTEST:

- A. The captain of any team may file a protest for any irregularity deemed made in a match. The opposing team must be notified at the time of the protest that the game/match from that point on is being played under protest. The match must be played to a conclusion. The protest must be filed with the **NCDL IN WRITING WITHIN 24 HOURS OF THE MATCH IN QUESTION.** The protest must also be indicated on the **MATCH REPORT SHEET.** The Match Report Sheet is to be handled in the usual manner and turned in on schedule.

11. PERSONAL CONDUCT:

- A. Heckling or other harassment is strictly forbidden. It is the home team's responsibility to maintain the best of order during **League Play.**
- B. The repeated use of foul or insulting language and/or resorting to physical violence shall be considered just cause for the penalizing of the offender and his/her team up to **10 match points.**
- C. Talking by members of the opposing team, within earshot of the shooter, about the current game of the match and for the express purpose of distracting the shooter is not only impolite, but poor sportsmanship.
- D. Verbal arguments or altercations will not be tolerated. A first offence will result in a verbal warning. A second offence will result in a written warning and/or a meeting with the President and Vice President. A third offence will result in the player being suspended or banned from the league.
- E. Leaving in the middle of a match will not be tolerated. A first offence will result in a written warning which the President and/or Vice President will serve. A second offence will result in the player being suspended or banned from the league.

12. REGULAR SEASON

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- A. At the end of each season, the team with the best record in the American Division will move up to the National Division. The team with the worst record in the National Division will move down to the American Division

13. PLAYOFFS:

- A. Play-off schedules will be determined by the size of the League and the number of divisions involved.
- B. Play-off sites will be the home court of the team with the better win/loss record of the two teams involved (**except for the semi-finals, which will be played on the same night at 7:00PM at the court of the highest seed team of the four teams left**).
- C. The highest seeded team will play the lowest seeded team left in the play-offs in the first round of the play-offs. After that each team will follow their brackets for ongoing matches.

14. ALL TEAM CAPTAINS WILL ADVISE THEIR CLUB OF ALL LEAGUE ACTIVITIES.