

Cross County Dart League



BY-LAWS AND RULES

PREFACE

The By-Laws and Rules of the Cross County Dart League (CCDL) are comprised to promote the game of darts in a competitive, friendly environment, while supporting the sponsor establishments in the Western Nassau and Eastern Queens area. Whether you play to get out, for the friendship or the competition; if we all follow the unwritten rules of sportsmanship everyone will benefit.

Sportsmanship and cooperation are preferable to enforcement. Enforcement of the rules, when necessary will be the responsibility of the Officers of the League. The Officers will work in the best interest of the CCDL and its representatives.

Cross County Dart League

RESPONSIBILITIES OF OFFICERS

1) President – Shall preside at all meetings. The President shall decide all questions of order, and be an *ex-officio* member of all committees. He/she will be the Executive Officer of the League and shall chair the Executive Meetings. He/she shall be responsible for the proper operation of the League. He/she shall be responsible in all matters pertaining to the By-Laws and Rules of Play and shall make recommendations to the Officers Board. His/Her signature shall be one of the valid signatures on the CCDL checking account.

2) Vice President – Shall be in charge of enforcement of the By-laws and Rules of “CCDL.” The Vice President shall be required to maintain order during all meeting, including but not limited to Board meetings and Captain’s meetings. He/she shall be responsible for collection of all delinquent League fees. He/she will be in-charge of the inspection and certification of all playing areas. This person shall also carryout all duties assigned to him/her by the President, that are in the best interests of CCDL. His/Her signature shall be one of the valid signatures on the CCDL checking account.

3) Treasurer – Shall receive all CCDL funds and shall promptly deposit all money received. Proof of deposit must be presented to the Executive Committee at the Board Meetings or to the President upon his/her request. He/she will be required to submit an itemized cash statement to the Board and prepare summarized seasonal statements for the membership at the request of the President. The Treasurer, at the direction of the President, shall submit the books for an annual audit at the end of the calendar year. This person shall also carryout all duties assigned to him/her by the President, that are in the best interests of CCDL. His/her signature shall be one of the valid signatures on the checking account.

4) Secretary - Shall maintain all CCDL correspondence, and maintain all minutes of membership and officer meetings. Upon the approval of the Executive Committee he/she shall make any addendums to the by-laws or League rules. The Secretary shall be charged with recruitment of new teams to the League. Recruitment shall not only be limited to the Secretary, but shall include all officers of CCDL. The Secretary will conduct the League tournaments and fundraisers with the assistance of other League officers and League volunteers. He/she shall assist in the preparation and coordination of all CCDL awards ceremonies. This person shall also carryout all duties assigned to him/her by the President, that are in the best interests of CCDL. His/Her signature shall be one of the valid signatures on the CCDL checking account.

5) Statistician/Web Administrator – - Shall retrieve on a weekly basis the weekly score sheets from the League’s post office box. Upon receipt, he/she shall compute all individual statistics and game results consistent with CCDL’s By-laws. He/she shall maintain all web site CCDL correspondence, statistics, scheduling, and the administration of the web site. He/she shall receive all correspondence information from the other officers and promptly post to the web site, upon the approval of the President. This person shall also carryout all duties assigned to him/her by the President, that are in the best interests of CCDL.

Officer Emeritus – In recognition of outstanding devotion and commitment to CCDL, this person shall forever be recognized as a perpetual officer. Although this person shall have no official vote, this person shall be consulted upon the direction of the President on any and all issues concerning CCDL. He/she shall be welcome in CCDL at any time this person presents himself or herself, and shall be invited to any CCDL function including Executive meetings when the person is available.

Captain Responsibilities

Team Captains – Shall be the contact person for each team and the person responsible to create the throwing order, resolve on the spot issues of the match, file grievances, represent his/her team in meetings and be the contact for the League. The Team Captain must maintain a current address and/or phone number and/or e-mail address with the League for communication purposes. The Captain may designate a representative to act on his/her behalf in their absence. If the Captain disregards his/her duties to the point where he/she creates disharmony and/or impedes and interferes with the efficiency of established procedures, the League Officers shall have the authority to require his/her team to provide a replacement. By submitting a roster to CCDL, the Captain assures CCDL that all players on the roster are at least 21 years old.

Schedule of Meetings

Only the Officers of the League may call any meeting including but not limited to Executive meetings and Captains meetings. An Officer shall set the time and place of all meetings, which shall be at generally convenient times for all. There shall be at least an Executive meeting every other month, with consideration given for the summer months. There shall also be at least two (2) Captains meetings per season as follows: One in the middle of the season and one prior to the start of the playoffs. *If a Team Captain or Team Representative is unable to attend the captain's meetings without a valid excuse, the League will deduct 5 points from their total score (as referenced in Section 7).*

Cross County Dart League

Rules

LEAGUE FEES AND SPONSOR/BAR COSTS

Each sponsor/bar must pay League fees at registration in order for that team to be part of the upcoming season.

Up to 2 teams \$220 per team, 3-4 Teams \$200 per team, and 5 teams and up \$190 per team. (Ex 3 teams total \$600)

If a sponsor/bar has not paid, their team(s) will not be able to return to the League until all fees are paid and they have Officer approval.

Each season there will be an awards ceremony/party. Each player or guest will be required to purchase a ticket to attend.

An original team roster and League fees should be submitted at League registration, a date will be determined by CCDL Officers. However, all league fees must be paid up before the season begins or a \$20 late fee and 3 match point penalty will be assessed per week until the fees are submitted.

CODE OF CONDUCT

No player or member shall act in a manner which may be considered to be prejudicial to the interests of the CCDL or which could be considered to injure or discredit the CCDL.

All players and members will desist from any behavior that may reasonably be construed as gamesmanship before, during or after any match at any dart match or tournament.

All players on a CCDL roster must be 21 years of age or older to participate in any CCDL dart match or tournament.

SECTION 1 GENERAL MATCH RULES AND INSTRUCTIONS

1. Start Time is 8:00PM.
2. Forfeit time is 8:30PM; matches must be started by 8:30PM.
3. All bars must supply a dartboard in good condition for all dart matches.
4. Teams may start a match with two players. (See Section 2-2).
5. Each team should bring their folders to the match. Folders will be supplied on the registration date.
6. The captain has a maximum of 5 minutes to prepare his/her team's lineup between sets.
7. Changes after exchange can only be made with **opposing** captain's permission.
8. Away team should provide a caller to announce darts scored and check scorekeeping.
9. **Both teams are responsible for submitting their respective score sheets via text or email.** Please write legibly, completely, accurately and consistently on the sheet and retain them for your records.

SECTION 2 FORMAT OF PLAY

1. An 'A' or 'H' denotes the team that begins each game.
2. If a team starts a match with less than 4 players and the player scheduled to shoot in the first set is not present, that game should be skipped and gone back to as soon as the player arrives or at the end of the current set, as decided by the **opposing** captain.
3. A shooter may not enter a doubles game once it has begun, even if they were on the sheet but were not present when the game began.
4. Each player can only shoot once per set. However, one player can shoot twice in the set containing 601, except if there are five (5) or more players present at the start of the 601 set, than a player can only shoot once in the 601 set as well.
5. At the end of the match, both the visiting and home captains need to verify the score sheet for score accuracy and All-Star Point (ASP) accuracy.

SECTION 3 KEEPING SCORE & ORDER OF PLAY

1. Players shall provide their own darts, which shall not exceed an overall maximum length of 12 inches or 30.5cms nor weigh more than 50 grams. Each dart shall consist of a needle sharp point, which shall be fixed to a barrel.
2. A player shall throw darts from a standing position, except only in those circumstances when a physical disability or physical injury requires a player to adopt a non-standing position
3. A throw shall consist of a maximum of three darts thrown consecutively unless a game or match is completed in less than three darts.

4. The home team must supply a scorekeeper for all games in a match. (The scorekeeper must keep still at all times. The scorer can give what is shot already, what is left and how to get there, unless the opposing captain protests, then the scorer may only give what is shot and what is left.)
5. The scoreboard should be in plain sight of shooters.
6. Each team should have someone watching all darts to avoid any discrepancies. A score may be corrected in a singles game, if a verified error is noticed prior to the player, whose score was incorrectly written, returns to the line for his or her next round. A score may be corrected in a partners game (doubles or triples) if a verified error is noticed prior to the next player on the team whose score was incorrectly written takes his or her shot. (Both captains may and should agree to correct a score at any point in the game using their best judgment and sportsmanship.)
7. There is no penalty to a shooter for leaving the line to check their darts.
8. Any darts that fall out before they are taken out DO NOT COUNT.
9. If a shooter throws out of turn, those darts do not count. The original order must be resumed immediately. If the next player shoots before calling the out of order, the darts stand as thrown and keep new order.
10. If a shooter is over the line, you must call the foul immediately, not at the end of the turn. A warning will be given for the first offense per game. Second offense; that dart does not count.
11. If a game shot (winning dart) called by the scorer is declared invalid then the player shall have the right to continue the throw, which is in progress in an attempt to achieve the required finish.
12. If, as a result of the error declared in Clause 11, the player has retrieved a dart, or darts, then the scorer shall replace the dart, or darts, in as near as is practicable the same position or positions and then invite the player to complete that throw.
13. Any darts mistakenly thrown by a player after scoring the game shot shall not be counted as the respective leg; set or match is concluded by the game shot.
14. A dart shall only score if the tip of the dart remains in [or touches] the face of the dartboard within the outer double wire and, having been “called”, is retrieved from the face of the dartboard by the player throwing that dart.
15. All-Star Points are awarded for a particularly good round of darts. All-Star points are awarded as to the following schedule:

<u>'01 Games</u>	<u>Cricket Games</u>	
Any number thrown in one round that exceeds 95 total points without busting	Round of 6	120 All-Star Points
	Round of 7	140 All-Star Points
	Round of 8	160 All-Star Points
	Round of 9	180 All-Star Points
	3 Corks	120 All-Star Points

4 Corks	140 All-Star Points
5 Corks	160 All-Star Points
6 Corks	180 All-Star Points
3 Corks + a Triple	160 All-Star Points
4 Corks + a Triple	180 All-Star Points

* Remember – All darts must be necessary in the game to count *

Additionally, if a player throws all star points exceeding the necessary amount to win a game in that throw, all of the all star points thrown will be awarded as long as the darts count. For example, the player needing only two corks to win game throws a single cork, then a double, the three corks count as long as the opponent had his/her corks open. If that same person throws a double first, then the game ends and cannot continue to throw for additional all star points.

BOARD AND SETUP

All League competition shall be played on an English Bristle 20-point, clock faced dartboard, of top quality. The League prefers conventional boards, not ‘Razor’ wire. Black preferred over red.

DISTANCES

- Bulls Eye 5 feet 8 inches from floor to center.
- Foul Line 7 feet 9 ¼ inches from front of board.
- Foul Line 9 feet 7 3/8 inches on a diagonal from center.

SECTION 4 ROSTERS

1. Each team is required to submit a player roster prior to the beginning of any season. Any additions/changes to the original roster must be requested of the CCDL Officer (currently the Treasurer) charged with roster approval by week 5. This is to ensure competitive divisions and balance throughout the league. Any request for a roster change after week 5 will only be considered in extreme circumstances.
2. Rosters may consist of up to 9 shooters plus 1 alternate.
3. Bartenders used as an alternate may only play home games.
4. Any player on the roster is eligible to play in any regular season match.
5. Any use of non-roster players may result in loss of games played by non-roster player.

SECTION 5 PLAYOFF FORMAT & ELIGIBILITY

1. All CCDL teams will be eligible to play in the playoffs. The top 4 teams in Division A will play for the Nassau Championship. The top 4 teams in Division B will play for the Queens Championship. The top 4 teams in Division C will play for the Suffolk Championship. The top 4 teams in Division D will play for the Z Championship. Each team will be ranked 1-4 based the teams regular season standings.
When two teams in the same division end the season in a tie, the following shall apply to determine the order of finish:
Head to head - wins vs. losses;
If still tied, then total points earned in head to head matches;
If still tied, then the team that has more wins during the season;
A scheduled 1001 4 vs. 4 game, consistent with the rules contained herein governing 1001 play;
If unable to schedule between the parties, then a coin flip.
2. The Consolation Playoffs are the teams finishing 5-8 in Division A, Division B, Division C, and Division D will follow the same format as above. Each team will be ranked 5-8 based on the teams regular season standings.
3. Where there is conflict in scheduling between multiple teams from the same sponsor/bar, the CCDL shall utilize the following rules:
 - A. The Championship Playoffs supercede the Consolation Playoffs.
 - B. The higher seeded team regardless of division supersedes the lower seeded team.
 - C. Where the seeds are equal, the team from the higher division will supercede the lower division.
 - D. Minimal impact to other teams in the League. (This rule shall be the underlying principal in achieving CCDL playoff principal.)
 - E. Coin Flip
4. The playoffs are in a bracket system. (See Addendum for Layout.) There will be no reseeding after each round.
5. All matches are 2 nights, Home and Away, Tuesday and Wednesday (Home or away will be decided by the higher seed or the discretion of CCDL). Each team must get 22 points to win. At the end of the 2nd night, if the match is tied 21-21, there will be a 1001 4 vs. 4 game, double in, double out, winner take all. Coin toss decides which team shoots first at cork.
6. A player must have played in at least one more than one half the total number of matches to be eligible for the playoffs or awards or have League approval.

7. A bartender will be playoff eligible, if he/she plays $\frac{1}{2}$ the Home matches during the season. Once eligible, the bartender may only play the home playoff matches. If a bartender plays at least one more than one half the total matches, he/she may play away playoff matches as well.

SECTION 6 PROTESTS / RESCHEDULING / FORFEITS

A. PROTESTS

1. A captain may protest any irregularity in any match.
2. A protest must be announced at the time of the irregularity.
3. The match must be played to conclusion under protest.
4. The protesting captain must notify a league officer with his/her explanation of the reasoning for the protest. Upon receipt of the notification, the League will make a decision on the protest within a 2-week period.

B. RESCHEDULING MATCHES

1. The League must be notified at least 24 hours in advance of any rescheduling.
2. The rescheduled match should be played at a mutually acceptable off night. If match is not played, rescheduling team will forfeit the match. Both teams shall make a good faith effort to reschedule the match.

C. MATCH FORFEIT

1. A match forfeit is when less than 2 players are present by 8:30.
2. The forfeiting team loses a **Home Match**.
3. Two forfeits in the same season will result in removal from League.
4. The winning team receives the **highest** amount of points calculated from either A or B:
 - A. 13 Points
 - B. The amount of the last match played.

If a team drops out or has been removed from the League, the winning team will receive the highest points as calculated above.

If the forfeit happens in the first half of the season, the second meeting is automatically to be played at the home sponsor/bar of the team receiving the forfeit,

unless a conflict exists with the number of boards at the sponsor/bar. If the Captains cannot resolve the matter, the League Officers shall be contacted and will make a determination.

For Match forfeits: the present team members will receive their average Most Valuable Player (MVP) points for the season. These MVP points will be added to their total at the end of the season.

D. GAME FORFEITS

1. 4 shooters are necessary to play a match without **game forfeits**.
2. A game forfeit is when 2 or 3 shooters are present for a match. Short-handed teams may choose any of the following:
 - a. Forfeit one or two singles game (depending on if playing with 2 or 3) every set by writing “forfeit” in the box, and playing the other games regularly;
 - b. If there are only two players, the short-handed team can either play both doubles games each set by shooting only 1 person (Ironman) or forfeit one double game and play full strength in the other. If there are three players, then one doubles game can consist of two players and the second can be played Ironman (**Ironman**: The doubles shooter is only entitled to throw his/her 3 darts against 6 darts, his/her partner is considered to throw no darts each round.) If short-handed team chooses to play Ironman and wins, they receive the 2 points for the game.

In game forfeits, the winning shooters are entitled to throw for All Star Points: The winning shooter of the forfeit throws his/her darts at the time of the game and receives points as usual. The number of darts to throw varies on a game: 401 and Singles Cricket = 12 darts; 501 and Double Cricket = 12 darts per shooter.

SECTION 7 PENALTY EXPLANATIONS

No Score Sheet received either text or email by the following Friday – 2 points per week. Team Captain or team representative not in attendance without a valid excuse at a mandated meeting – 5 points. Not submitting league fees prior to the start of the regular season – 3 points and \$20 late fee per week.

We would much prefer not to assign any penalty points. The League will attempt to contact you if you forgot to text or email a photo of your score sheet. Anyone can view missing/pending score sheets on our website under the Wall of Shame.

RULES AS TO DISCIPLINE AND CONDUCT

The CCDL shall have power by Ordinary Resolution at any time:

1. To make and enforce rules and regulations with regard to the conduct of players and/or members which could injure or discredit the CCDL or bring the game of darts into disrepute;
2. To make and enforce rules and regulations regarding the participation of players and/or members in, and the conduct of dart tournaments or matches;
3. To make and enforce rules of the game of darts; and
4. To discipline players and/or members for breaches of any rules and regulations and to provide procedures, rules and regulations in relation thereto.

ASSUMPTION OF LIABILITY:

THE CROSS COUNTY DART LEAGUE DOES NOT ACT IN A SUPERVISORY CAPACITY WITH RESPECT TO ASSOCIATION COMPETITIONS OR EVENTS. NO REPRESENTATIVES WILL BE SENT TO ANY MATCHES TO ENSURE THAT PROPER SAFETY PRECAUTIONS ARE TAKEN BY MEMBERS AND PARTICIPANTS. BY PARTICIPATING IN MATCHES, MEMBERS ARE ACKNOWLEDGING AND AGREEING THAT THEY ARE FULLY RESPONSIBLE FOR THE PROPER SUPERVISION OF DART TOURNAMENTS AND OF ANY PARTICIPANTS, SPECTATORS, PATRONS, BAR EMPLOYEES AND OTHERS PRESENT AT THE BAR OR LOCATION OF ANY LEAGUE COMPETITION OR EVENT, AND DO FURTHER INDEMNIFY AND HOLD THE LEAGUE, ITS OFFICERS AND DIRECTORS FREE AND HARMLESS FROM ANY AND ALL LIABILITIES, DAMAGES, COSTS AND EXPENSES (INCLUDING ATTORNEY FEES, COURT COSTS, ETC.) TO ANY PERSON AND PROPERTY FOR INJURIES SUSTAINED BY ANY PARTICIPANT, SPECTATOR, EMPLOYEE OR PATRON. THE LEAGUE ASSUMES NO LIABILITY FOR INJURIES TO PERSON OR PROPERTY, OR THE CONDUCT OF HOME OR VISITING TEAM MEMBERS OR OTHER PATRONS, PARTICIPANTS OR SPECTATORS AT ANY LEAGUE COMPETITION OR EVENT. THE LEAGUE ASSUMES NO LIABILITY FOR THE PROVIDING OF ALCOHOL CONSISTENT WITH THE LAWS OF NEW YORK STATE, INCLUDING BUT NOT LIMITED TO THE MINIMUM DRINKING AGE. ALL PARTICIPANTS IN THE LEAGUE ARE THEMSELVES PERSONALLY RESPONSIBLE TO THE LAWS OF NEW YORK STATE INCLUDING BUT NOT LIMITED TO TRAVELING TO AND FROM MATCHES. THE PARTICIPANTS IN THE LEAGUE SHALL HOLD THE OFFICERS, DIRECTORS AND THE LEAGUE ITSELF HARMLESS FOR ANY AND ALL LIABILITIES, DAMAGES, COSTS AND EXPENSES (INCLUDING ATTORNEY FEES, COURT COST, ETC.) DUE TO THE PARTICIPANTS INVOLVEMENT IN ANY CRIMINAL OR CIVIL VIOLATION OF THE LAW. THE LEAGUE CONDEMNS DRINKING AND DRIVING AND DOES NOT PROMOTE OR CONDONE OR MANDATE ANY PARTICIPANT IN THE LEAGUE TO DRINK.

Addendums

1. **Playoff Format (Dates will vary)**

Cross County Dart League Playoff Bracket
This is the format for all playoffs



H=Higher Division

L=Lower Division