

Pierre Area Dart League
501 Soft-Tip Dart Rules
2008-2009 Season

General

Each team shall have one captain. The captains of each team shall constitute the "Captain's Committee". The rule making and governing body of the league shall be the officers from all leagues. Decisions are made by majority vote. In the event of a tie vote, the league President, (Vice-President in the President's absence), shall cast the deciding vote.

The league officers comprise the **GRIEVANCE/DISCIPLINARY COMMITTEE**. This committee shall issue rulings on specific grievances and rules violations. This committee shall also have the power to discipline league members for rules violations, unsportsmanlike conduct, or unethical conduct. People on this committee must abstain from voting on specific grievance or rules violations involving members of their own team. In the event of a tie vote, the deciding vote shall be cast by the League President, or Vice-President in the absence of the President. **(SEE GRIEVANCE PROCEDURE)**

An effort will be made in scheduling to have teams alternate between "home" and "away" games. Each team will play all other teams in their league at least once.

Game time is 7:00 p.m. Teams will have until 7:15 p.m. to arrange for substitutes, etc. (See substitutes for rules regarding substitutes and playing with insufficient personnel.) Forfeiture shall be called at 7:15 p.m., if play has not commenced. Opposing team must be contacted by 12:00 p.m. (noon) to reschedule the match.

Call sponsor location if your team will not be throwing darts on the designated night.

There will be a \$ 60.00 sponsor fee for each team being sponsored, payable before the first night of play.

Dues will be \$ 60.00 per team. Home team Captains are responsible to see the score sheets are handled properly. Players are responsible for paying for their own games.

A team roster noting team captain and other regular players must be submitted to the league secretary by the designated sign-up deadline. Teams may not be

added to the schedule after the sign-up deadline date unless there is a bye in their perspective league and the league committee has been contacted. Each team may have as many regular players as desired, at the time of registration. A regular player may leave one team and become a regular on another team (only once) with the concurrence of a majority of the team captains present or a designee. This is at the discretion of the committee, and you must submit a formal request to the committee for discussion before the next captains meeting. It is the captain of the team with the changes responsibility to contact all captains within their division. All captains must cast a vote at the next regularly scheduled captains meeting or to a committee member if they are unable to attend. Additionally, all team members of the leaving and gaining teams must also be in agreement.

GAME

The game will be 501 open in/open out for all league play. Games will be played in various combinations with teammates as dictated by the score sheet and match format. Teams will consist of four players with two players per team playing in each game.

For the Pierre Area Dart League (PADL) to be sanctioned for state and national-level tournaments, the league shall use the Points Per Dart (PPD) rating system.

The standard league match for play at 7:00 p.m. on Tuesday night will consist of thirteen games - twelve games of 501 and one game of 501 team, for all divisions

All games shall have foul lines positioned 96 inches from the face of the dart board. Players throw from behind the front edge of the foul line.

The dart machine is always right. A dart thrown that does not register cannot be manually registered except in the case of the winning dart (out dart) provided it sticks. Thrower must announce the winning dart before throwing any more darts.

If a dart is thrown before the "throw darts message" lights, it is considered a thrown dart and may not be re-thrown.

The arm must be in a forward motion for a dart to be considered thrown. Teams going out on a tie, win.

In the event of a stuck dart/segment. The opposing team captain pulls the dart/segment that is stuck.

DARTS

Players may use bar darts or their own darts if they meet the following specifications:

1. They must be plastic tip darts.
2. Complete dart may not exceed 18 grams in weight.
3. Flights may be any length as long as the complete dart does not exceed 8 inches in length.
4. Flights may have no more than 4 wings nor be wider than 3/4 inch as measured from shaft to outside edge of the flight.

SUBSTITUTIONS

In the event of an absent team player, a sub may be used. Subs may not be regular players on any other team. Except in the AA division, where anyone can sub.

A substitute must have a PPD equal to, less than or not exceeding one point higher than the player that they are subbing for except in the AA league, or at the discretion of each team captain. A player with a PPD of 15.99 or less is considered equal in regards to acting as a substitute, and may substitute for anyone. If a player has no PPD, they can go ahead and sub if both captains agree. In addition, all subs are allowed a 1 point leway to make it easier to find a sub for your team.

Subs must pay \$ 7.00 to the league reps, upon throwing the first night. Any fees collected after December 1st, will be subject to the penalty charged by the NDA.

In the event of an inability of a team to field four players (subs included), the team short players may elect to proceed with the players present and the vacant spots will be left at 501.

In the event that a match is rescheduled, contact the league statistician within 24 hours of the rescheduling or prior to that weeks' scheduled match if arrangements are made ahead of time. Failure to do so will result in the match being forfeited with neither team receiving any wins.

FOULS

The commission of a foul may lead to loss of turn, loss of game, loss of match, expulsion from the league, expulsion from future leagues or tournaments. Any disagreements concerning fouls will be heard by the grievance committee with their decision being final.

In the event of a disagreement concerning a foul, (team captains don't agree on a foul being committed), the game will continue as if no foul was committed. Captains of both teams will be required to write down the specifics of what occurred and submit the disagreement to a league officer for a hearing by the grievance committee. The grievance committee may allow the game to stand as played, order the game replayed or award the win to either team.

Fouls must be called immediately when they occur, once a game or match has been completed, the game or match is over and no foul may be called for the actions occurring during that game or match.

A team captain may ask to examine any dart of an opponent at any time to determine the dart's legality.

Any player or team which has a third foul called during one game, shall lose that game.

If a player reached zero on any turn in which he or his partner commits a foul, that player or players team loses the game.

1. Distracting behavior by opponents while a player is throwing is not allowed and constitutes a foul. The player throwing must give one warning. Only the player throwing may call this foul. The offending player or team (if player is not playing that particular game) shall suffer a loss of turn. Distracting behavior includes but is not limited to (a) practicing or playing on an adjacent dart board, (b) sitting or standing within 3 feet of the player throwing, the dart board or throwing lane between, (c) harassing or heckling, (d) throwing darts at the player throwing.
2. If either foot crosses the foul line prior to the game recording the score, it constitutes a foul. In the event of a minor foot foul (less than 2") a first warning shall be given with no sanctions. In the event of a subsequent minor foot foul or a major foot foul (over 2"), the shooter suffers loss of turn in the following round.

3. Threats or physical violence constitutes a major foul resulting in loss of remaining games in match. At the discretion of the grievance committee, the offending player may be suspended for a period of time or barred from league play.
4. Touching of darts prior to the "change player" light flashing constitutes a foul. Penalty is loss of next turn of offending player.
5. Use of illegal darts (see section on legal Darts) constitutes a foul. Penalty is forfeiture of games.
6. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing any darts. If the player throws while the machine is displaying the wrong number, this constitutes a foul. If the darts were thrown on an opponent's number, the opponent has the option of (1) accepting that score and allowing play to continue or (2) resetting the machine to the player's number who committed the foul and continuing play with the offending player throwing any remaining darts for that round.

GRIEVANCE PROCEDURE

An official grievance may only be filed by the team captain. A grievance must be handwritten and signed by the team captain describing the acts or inaction's leading to the grievance along with any other comments the injured party may have. This handwritten grievance must then be filed with the league secretary who will prepare copies for all grievance committee members and will also provide notice to any involved teams. A grievance committee meeting will be scheduled and the grievance heard. Grievance committee decisions are final.

DO NOT SIGN THE SCORE SHEET!

Mail grievances to PADL, PO Box 35, Pierre SD 57501, within 24 hours of the end of the match.

FORFEITURE

If a team cannot make it to throw on a scheduled night (Tuesday) the games must be made up by the following Sunday night. Sunday is being dedicated as a "make-up" night, (This does not mean you **MUST** throw on Sunday night, you are free to make up the games prior to Sunday night). Thus if you cannot make it any other night during the week,

Sunday will be the night that you throw (at 7:00, where originally scheduled, unless arrangements are made with both captains for a different start time or place). If the games are not made up on or before Sunday night, the team present on Sunday night will be awarded all 9 wins regardless of which team caused the rescheduling. Should the establishment where the match was originally scheduled be closed, the match will be made up at an agreed site by both team captains.

Teams are strongly encouraged to notify the opposing Captain as soon as possible if a rescheduling needs to take place. A list of team captains will be provided to every captain. As the disciplinary board of the league, the grievance committee reserves the right to penalize any team who consistently missed the normal Tuesday night match with a planned intention of inconveniencing the opposing team.

If a team forfeits 3 times during the year, they will be kicked out of the League and will forfeit their sponsor fees and their player fees.

SCORING & LEAGUE STANDING

League will play Team 501 open in/open out. When any player reaches zero (0), the game is over. The winning team is the team with the lowest combined score (both team members). If the game score ends in a tie, the team reaching zero (0) wins. If a player reaches zero when they are "blocked" or "frozen", they will not be credited with any individual feats (4th, RO, 9DO, etc.), and the win will be credited to the opposing team as a team win only.

Teams will get one point per win during the regular season. If a preseason is played to establish PPD averages etc, no points are accumulated.

Total team points (winning percentage) determine standings.

All ties at the end of league play for first, second or third place will be played off. Home team and location will be decided by coin flip.

FEAT & TROPHIES

It is up to the individual teams/players to record feats for the following categories: 9, 10, 11, and 12 Dart Outs; 3 In-A-Bed, High Ton, and Hat Trick. Recording feats is optional. All darts must stick. First, second and third place teams will receive four individual team trophies.

DEFINITIONS

BLOCKED: A player is blocked when his or her partner's score is higher than the combined score of their opponents. The player may still throw to get his or her points lower but cannot go out without losing the game because of his or her partner's high score.

9 DART OUT: Player reaches "0" using 9 darts. A perfect game.

10 DART OUT: Player reaches "0" using only 10 darts.

11 DART OUT: Player reaches "0" using only 11 darts.

12 DART OUT: Player reaches "0" using only 12 darts.

HIGH TON: Score of 151 to 180 points in one turn.

HAT TRICK: Three bull's-eyes on one turn.

PPD: The total points scored divided by the number of actual darts thrown. PPD will be calculated to the hundredth, displaying the average with two(2) digits behind the decimal point.

TURN: A player is entitled to a maximum of 3 darts per turn. A player may opt to throw 0, 1, 2, or 3 darts.

WIN: What the player gets credit for when he or she wins the game.

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