

501 League Rules & Regulations

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 League Committee. 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 Committee encompasses 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, pg 4)**

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 division at least once.

If any issues come up between a team and their home bar, the team is not allowed to switch bars without committee approval.

****Game time is 7:00p.m**** Teams will have until 7:15 pm to start. If play has not commenced at that time, forfeiture shall be called.

In the event that your team cannot play, the opposing team Captain must be contacted no later than 12:00 pm (noon) on the day of the match.

There will be an \$80.00 sponsor for each team, payable within 30 days of the first night of play. The 501 reps will collect these fees.

Dues will be \$80.00 per team, due when you hand in your roster. This fee will cover up to eight (8) players as long as they are listed on your roster at the time of League sign up.

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 after the sign-up deadline date.

Each team may have up to eight (8) regular players on their roster.

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/board and match format. Teams will consist of four players with two players per team playing in each game. Warm up darts may only be thrown before the match has begun. The team game will involve all four players from both teams.

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

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The League does not use a handicap. All players in all divisions will start at 501 for each and every game.

The standard league match will consist of:

- AAA Division – six (6) games of 501, six (6) games of cricket and six (6) games of 501
- AA Division – six (6) games of 501, six (6) games of cricket and six (6) games of 501
- A & B Division – twelve (12) games of 501 and one (1) team game
- C & below Divisions – eight (8) games of 501 and one (1) team game

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 a winning dart (out dart) which remains stuck in the board. Thrower must announce the winning dart to both Captains 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 the dart to be considered thrown. In the event of a stuck dart/segment, both Captains pull 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 flight.
5. A team Captain may ask to examine any dart of an opponent at any time to determine the darts legality.
6. Players found using illegal darts will forfeit all games using said darts.

FOULS

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

Fouls must be called immediately when they occur. Players should make an effort to resolve the foul during the match. If no agreement can be made, a grievance may be filed.

Fouls can be called for:

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 or any other objects at the player throwing or in their shooting area.

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2. **If either foot hits the floor beyond the foul line before the dart scores** it shall constitute a foul. In the event of a minor foot foul (less than 2 inches) 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 inches), the shooter suffers loss of turn in the following round.
3. **Threats of physical violence** constitute 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 Darts, pg 2) constitutes a foul. Penalty is forfeiture of games.
6. **If the player throws while the machine is displaying the wrong name**, this constitutes a foul. It is each player's responsibility to see that the machine is displaying their name prior to throwing any darts. If the darts were thrown on an opponent's name, the opponent has the option of (1) accepting that score and allowing play to continue or (2) resetting the machine to the player's name who committed the foul and continuing play with the offending player throwing any remaining darts for that round.
7. **If you shoot out of turn, YOU and YOUR PARTNER** lose your next turn.

SCORING & LEAGUE STANDINGS

League will play Team 501 open in/open out. When any player reaches zero (0), the game is over except when the board rounds out. The winning team is the team with the lowest combined score (both team members).

Winning percentage determines 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.

SUBSTITUTIONS

A substitute is anyone who shoots in League that is not on a roster at the time of League sign up.

Any team in division A, B, C, or D needing a sub will have to contact one of the 501 reps no later than the Monday night prior to the match and ask permission for the substitute player.

A substitute must have a PPD equal to, less than, or not exceeding one point higher than the average ppd of the team they are subbing for (except in AA and AAA league). If a player has no PPD, they can only sub if both team captains approve.

If the substitute wants to be sanctioned, they must pay an \$8.00 fee before they shoot. This fee can be paid to a 501 rep or someone otherwise approved by one of the reps.

Once the sub shoots on a team, they are "married" to that team's roster and cannot shoot on any other team.

In the AAA and AA Division, substitutes are married to the division only, and there is no median guideline. Any player listed on the roster of another team cannot be used a sub for any other team.

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Any team caught using a sub without permission, will be required to forfeit all games in which the illegal sub participated in. Note: This will only affect team stats. Individual stats will remain intact and valid.

If a substitute is seen in two different divisions, they will no longer be able to shoot in the League for the remainder of the year.

RESCHEDULING

If a team cannot make it to throw on a scheduled Tuesday night, it is up to the Captain to contact the other team captain to make arrangements to reschedule. Every effort should be made to have the games made up within one week. Any matches delayed for longer than one week must be approved by a 501 Rep.

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 reschedules the normal Tuesday night match.

GRIEVANCE PROCEDURE

An official grievance may only be filed by the team Captain. A grievance must be hand written, emailed, or called in to a 501 rep ONLY. All grievances must be filed within 24 HOURS from the time the match took place or the grievance is NULL AND VOID. The team Captain will describe the acts or inactions leading to the grievance along with any other comments the injured party may have. The 501 reps 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.

DEFINITIONS

BLOCKED/FROZEN: A player is blocked or frozen when his/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.

LOW TON: Score of 100-149 points in one turn.

HIGH TON: Score of 151 to 179 in one turn.

TON EIGHTY: Three triple 20's in one turn.

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

THREE IN A BED: Three darts scoring in the same triple-score segment of the same number in one turn.

5th ROUND OUT: When a player reaches zero within 5 rounds.

OPEN IN-OPEN OUT: First dart and last dart of game may be any number.

ROUNDING OUT: When a game ends automatically because it has gone the allotted number of rounds set by the board for that game. The win will be awarded to the team with the lowest combined score for 501, or to the team with the highest points for cricket.

PPD - Points Per Dart: 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.

PADL Committee Officers

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