

# **ICDL Rules**

(Updated Jan. 2012)

## **General Rules:**

1. Player dues are \$15.00 per person per season. Bar dues will be assessed depending upon the number of teams at each bar. A fee of \$60.00 will be assessed to each bar that sponsors one team. For bars that sponsor more than one team, a fee of \$50.00 per team will be assessed. It is the bar's decision to choose if they pay the player dues.
2. Each team must have a minimum of 4 players in order to participate in this league.
3. Membership and bar fees will be due by the start of the Monday night match the third week of the season. Teams not complying with this deadline will forfeit All-Star points for the third week match. If membership and bar fees are not submitted to the League Master by the start of the fourth week, teams not in compliance will forfeit match points from the third week and the All-Star points from the fourth week.
4. Team rosters are due by the start of the fifth week match. NOTE: Individuals competing in one of the first five scheduled matches will be considered members of the team and a membership fee will be due. Also, individuals ARE NOT allowed to start and participate with a team and leave to participate with another team.
5. Teams can add new players up to the fifth week of the league season. Membership fees for any new additions to a team will be due by 8:00 p.m. that following Monday. Failure to provide the membership fee at this time will result in forfeiture of matches in which that individual participated. No new players will be added after the fifth week unless the team roster drops below the 4 player minimum and it is approved by the League Master.
6. New teams are admitted on a first-come, first-serve basis. All new teams must contact the League Master before gaining admittance into the league. Refusal of admittance into the Inner City Dart League will be left solely to the discretion of the League Master. All decisions will be made in accordance with the spirit and well-being of the league.
7. The League Master reserves the right to remove any team or player for conduct detrimental to the league.
8. Any unauthorized use of league information (i.e., e-mail addresses, phone numbers, etc.) without the expressed written and/or verbal consent of the League Master will result in the immediate expulsion from the Inner City Dart League.
9. The financial records of the Inner City Dart League will be made available upon request to team captains or bar owners ONLY. The financial records will ONLY be reviewed in the presence of the League Master. No copies of the records will be made and/or distributed to anyone. The financial records of the Inner City Dart League will not be made available to the general league members.

## **League Play:**

1. The home team is responsible for working in conjunction with the home bar to provide optimal playing conditions for all matches. Responsibilities include, but are not limited to, the following: hanging league quality dartboards, clearly marking foul lines, providing proper lighting, scoreboards, backboards and chalk/markers. *The League will provide each team a new league quality board per calendar year.* League dartboards should be designated for league use only!
2. The league dartboard shall be placed five feet and eight inches from the floor level of the foul line to the center of the bull, with the "20" bed at the top center. The foul line will be clearly marked seven feet, nine and one-fourth inches from the surface of the board, measured along the floor to the front edge of the line. Each player must have both feet behind the front edge of the foul line while throwing the darts. Any dartboard and/or foul line not meeting the outline specifications may not be used during league matches.
3. If no dartboard is available for competition according to league specifications, the opposing captain will have the option of calling a forfeit or allowing a reschedule. If a match is rescheduled, the rules governing

the non-mandatory reschedule will apply. Any unfounded protest of dartboard quality will result in the forfeiture of the match by the protesting team.

4. All dart matches start at 8:00 p.m. One 15-minute grace period will be allowed to teams that have members who arrive late. Both team captains must agree upon variations of this rule.
5. Prior to the start of the match, each team captain will complete a score sheet roster. Once both rosters are completed, the team captains will switch rosters and fill-in the opposing team's roster on their score sheet. Both teams must keep a score sheet during the match. Once a name is placed on the line-up sheet, it cannot be changed without the consent of the opposing captain.
6. No player may play two of the same set of doubles or more than one of the same set of singles. 301 and 501 singles matches are considered the same set of singles.
7. The games to be played during each match and their respective point values are as follows:
  - ♣ Singles Cricket (4 games), 1 point each
  - ♣ Singles 501 (2 games), 1 point each
  - ♣ Singles 301 (2 games), 1 point each
  - ♣ Doubles Cricket (2 games), 2 points each
  - ♣ Doubles 501 (2 games), 2 points each
  - ♣ Team 801 (4 people/team, 1 game), 3 points each
8. "01" games will start with the prescribed number of points and the aim is to reduce the score exactly to zero, finishing with a double. In 301, the player must also start with a double, no score being given for any darts thrown before the double has been hit. In the other "01" games, no double is required to start scoring.
9. Team captains are responsible for the smooth running of each match, and any disputes that arise during the course of play must be settled in private by the captains only.
10. Teams wishing to protest a match must do so in the following manner:
  - ♣ *Submit an email to the League Master detailing the complaint within 24 hours of the end of the match. The opposing captain should be copied on the email.*
  - ♣ By 5:00 p.m. the Wednesday after the match, both team captains will file written versions of the incident leading to the complaint to the League Master. Written explanations may be filed by fax, e-mail or in person. Failure to file a written explanation by this time will result in the league finding for the opposing team.
  - ♣ The League Master will review the complaint and render a decision on the matter. The League Master will inform each team captain of the decision. All decisions are final.

### **Match Play:**

1. The visiting team has the choice of throwing for the bull's-eye first or second. Any player playing a match can cork. One dart is thrown at the bull's-eye by each team or player. If a dart does not remain in the board, the dart shall be re-thrown. In the case of a tie, the cork will be re-thrown with the player who shot first throwing second and alternating first throws until one player wins. The second shooter has the option of requiring that a single or double bull be pulled. If the second dart dislodges the first dart, both darts will be re-thrown. A double bull beats a single bull. If both darts are thrown in either the single or double bull, the throw is a tie.
2. It is strongly encouraged to play singles games on two boards if available.
3. If it is agreed by both teams that the doubles games are played on one board, the home team will choose the board.
4. Teams will alternate scorekeeping duties.

5. Players may not remove their darts from the board until the score is recorded and acknowledged by the opponent and/or the scorekeeper. If the darts are pulled prior to the score being recorded by the scorekeeper, the player will forfeit his/her points for that turn. In "01" games, errors in arithmetic not detected by the beginning of the same team's next turn shall stand as correct. In Cricket, errors must be corrected before the opponent's next turn or will stand as correct. In all games, the score of the three darts thrown will remain as written if one or more darts have been removed from the board. A player may walk to the board to see what his/her dart has scored, but he/she may not touch the dart. Once the player touches a dart in the board, his/her turn is over. Score for that dart and any previously thrown dart is counted.
6. The scorekeeper can only tell a player the current score. The scorekeeper must limit all unnecessary movement while keeping score. The scorekeeper can only step into the field of play if requested by the throwing player to determine the location of the dart thrown. It's the responsibility of the team captain to remove a scorekeeper that has committed multiple infractions of this rule.
7. It's the player's responsibility to throw at correct numbers and to ensure that all scoring is correct. If he/she is told what to shoot by anyone and it is the wrong number, the darts stand as thrown. Once the final double or bull's-eye has been thrown, the game is over and any darts thrown afterward do not count.
8. If a player shoots out of turn and it is realized prior to the next player's first dart is thrown, erase the erring player's score and return to the correct line-up. If it is realized after the next player's first dart, all scores stand as written; but the next player on the erring player's team forfeits his/her turn. This will allow the opposing team to shoot twice and return the play to the correct line-up.
9. If a player busts an out in any '01 match, the player's turn is considered over and any remaining dart(s) may not be thrown for the purpose of practice. Any darts thrown at the board with the intent of gaining extra practice will result in the forfeiture of that player's next turn.
10. All-star points will be awarded as follows:

#### Cricket

- ♣ 1 point for each 5 mark or 3 bulls-eyes
- ♣ 2 points for each 6 mark
- ♣ 3 points for each 7 or 8 mark
- ♣ 4 points for each 9 mark
- ♣ Each Bulls-eyes is worth 1.5 marks

#### "01" Games

- ♣ 1 point for each score between 95 and 119 points
- ♣ 2 points for each score between 120 and 139 points
- ♣ 3 points for each score between 140 and 159 points
- ♣ 4 points for each score between 160 and 180 points

### **Eligibility:**

1. A player must be listed on the team roster to play in a match.
2. A player must play in 5 matches per season in order to be prize and playoff eligible. Prize and playoff eligibility will be determined by information entered on the website after each match with the scores.
3. If this information is falsified, the team will forfeit 3 points for each violation.
4. If an ineligible person plays in a playoff match, that team will forfeit the playoff match.

### **Reporting Scores:**

1. The home team is responsible for reporting scores in the Submit section of this web site. Failure to follow the designated procedure will result in forfeiture of points for each team for that match. Both team captains must sign and keep copies of the score sheets.
2. Scores must be entered within 5 days of the match.
3. While entering scores, the captain must enter a number in the all-star field. If the player did not get any all-stars that match, a zero should be entered. This is how prize and playoff eligibility will be monitored.
4. If any of the information is falsified,
5. High-in and High-out should be entered when submitting scores.
6. High-in will be calculated on the first throw when the player gets "in" during the 301 game.
7. The prize at the end of season for High In & High Out will be for the first reported.

### **Forfeits:**

1. A forfeit can be declared for failure of a team to attend a match. If a team forfeits a match, thirteen points or no less than the weekly average will be awarded to the winning team and zero points will be awarded to the forfeiting team. Any changes to this rule will have to be agreed upon by both team captains and the League Master.
2. In the event the four player minimum cannot be obtained for play on a league night, the following rules apply:
  - ⤴ No less than one member may play in the team game, skipping those turns for the absent players.
  - ⤴ One player may play a doubles game, skipping the turn for the absent player.
  - ⤴ In singles, the absent player forfeits the game.
3. Any team that forfeits two (2) matches during the season will be suspended from any further play and their position on the schedule will become a "bye". All points from previous matches will be removed from the weekly results resulting in zero points in those matches played. All opposing teams will receive thirteen points for the bye. Thirteen points will also be awarded to any team that experiences a scheduled bye during a regular season match.
4. Any team which knowingly and willingly plays an illegal player in a match will forfeit that match. The opposing team will receive no less than thirteen points or their weekly average. The forfeiting team will receive zero points.

### **Dart Match Rescheduling:**

1. A dart match may ONLY be rescheduled if the team can not field four or more players on the night of the scheduled league match. A dart match may be rescheduled in one of the following ways:

#### Mandatory Rescheduling

1. For mandatory rescheduling, ALL of the following conditions MUST be met:
  - ⤴ The captain for the team requesting the reschedule MUST contact the opposing team's captain by telephone AND by e-mail by no later than 8 p.m. on the Thursday prior to the scheduled match.
  - ⤴ The League Master must be contacted by telephone AND receive a courtesy copy e-mail from the captain asking to reschedule the match by no later than 8 p.m. on the Thursday prior to the scheduled match.
  - ⤴ If ALL of these conditions are not met, the non-mandatory rescheduling criteria will be implemented.

#### Non-Mandatory Rescheduling

1. For non-mandatory rescheduling, ALL of the following conditions MUST be met:
  - ⤴ The captain for the team requesting the reschedule MUST contact the opposing team's captain by telephone AND by e-mail by no later than 8 p.m. on the Sunday prior to the scheduled match.
  - ⤴ The League Master must be contacted by telephone AND receive a courtesy copy e-mail from the captain asking to reschedule the match by no later than 8 p.m. on the Sunday prior to the scheduled match.
  - ⤴ For the non-mandatory rescheduling to be implemented, both team captains and the League Master must agree to the match being rescheduled. In the interest of sportsmanship, it is encouraged, but not mandatory, that the match be rescheduled.
  - ⤴ If all of these conditions are not met, the match may NOT be rescheduled and must be played during the regularly scheduled date. The League Master must be informed of the new match dates for those matches that are rescheduled. Failure to inform the League Master of the new match dates will result in forfeiture of All-Star points for BOTH teams.
2. The final match of the season can only be rescheduled for one of the following times:
  - ⤴ Anytime prior to the originally scheduled date of the match.
  - ⤴ The day after the originally scheduled date of the match.
3. All matches that are to be rescheduled MUST be completed no later than TWO WEEKS after the date of the originally scheduled match.
4. For those teams not in compliance, a forfeit of all match points for BOTH teams will be implemented. Captains experiencing scheduling difficulties with the opposing team must contact the League Master no later than three days prior to the two week deadline for assistance.
5. All correspondence (telephone and e-mail) must be forwarded to the League Master. Any changes to these rules will have to be agreed upon by both team captains and the League Master.
6. In the event a rescheduled match is to be played at the opponent's bar, the original designations of "HOME" and "VISITING" teams will remain the same. Therefore, the originally scheduled visiting team will have the choice of throwing the cork first or second.

### **Team and Personal Conduct**

1. Each member of the Inner City Dart League is responsible for his and/or her own actions. These actions include, but are not limited to, the following: conduct before, during and after a match while inside the competition establishment; consumption of alcohol or other substances while involved in a match competition; etc. The Inner City Dart League reserves the right to discipline any member and/or team for conduct or actions that contribute to the detriment of the league. Penalties will be left to sole discretion of the League Master or a panel of judges.
2. The sportsmanship and league rules are provided in order to ensure safety and enjoyment of the members of each team during the season. It is the team captain's responsibility to ensure that his/her team uses good sportsmanship during each match.
3. Cheating will not be tolerated during league play. Players are responsible for verifying the score of their turn with the scorekeeper prior to removing their darts from the board. In the event that players are keeping their own scores during a match, each player must verify the score of their turn with their opponent prior to removing their darts from the board. In the event of a discrepancy concerning a player's score once their turn is completed, the team captains will discuss the validity of the throw. If the team captains cannot reach an agreement, the points scored for that player during that turn will be disregarded and the darts will be re-thrown. If this becomes a recurring problem during the match, the team captain may lodge a complaint according to the guidelines listed in Paragraph 6 of this section.
4. Heckling and/or harassment are forbidden. A team, or its attending spectators, may make as much noise as it wants while their own player is throwing provided it does not cause distractions to any other team that is also throwing and/or to other areas of the bar. The team and its spectators must remain reasonably

quiet while the other team is throwing. All players and spectators must give the thrower plenty of room to throw and must refrain from undue movement in or near the field of play. Repeated harassment or loud behavior may result in forfeiture of the match.

5. Extracurricular activities will not be tolerated during any league match and/or function. An individual may participate in extracurricular activities on their own, but offering and/or soliciting the necessary resources to engage in extracurricular activities to the opposing team and/or the home bar are absolutely forbidden. In the event a team member is required to vacate the premises due to offering and/or soliciting the necessary resources for engaging in extracurricular activities, that team will forfeit the points for all games in which that individual was scheduled to compete as well as the All-Star points for that individual. That individual will also be suspended from the league for the remainder of the season.
6. Teams wishing to lodge a complaint concerning cheating or a league member's behavior must do so in the following manner:
  - ⤴ *Submit an email to the League Master detailing the complaint within 24 hours of the end of the match. The opposing captain should be copied on the email.*
  - ⤴ By 5:00 p.m. the Wednesday after the match, both team captains will file written versions of the incident leading to the complaint to the League Master.
  - ⤴ Written explanations may be filed by fax, by e-mail or in person. Failure to file a written explanation by this time will result in the league finding for the opposing team.
  - ⤴ The League Master will comprise a panel of three uninvolved team captains and/or assistant captains to review the complaint and render a verdict on the matter.
  - ⤴ The League Master will inform each team captain of the verdict as well as the penalties associated with that verdict. All decisions from the panel will be final.

### **Playoff Format**

1. All teams will compete in the ICDL playoffs. Regular season league rules apply during the playoffs. All matches are single elimination. Tournament seeds for teams that are tied will be determined from regular season head-to-head competition.
2. The first team to 10 points wins.
3. Only playoff eligible players may participate in playoff matches. Violations will result in the forfeit of the match.
4. For those bars that have more than one team playing at home on the same night during the playoffs, the higher seeded team will have the first choice of which board(s) to compete on. The lower seeded home team will compete on the remaining board(s). The home bar must have at least one board for each playoff match held on the same night.
5. For those bars that have more than one home team playing at home on the same night during the playoffs AND have only one board, the higher seeded home team will have the option of playing the playoff match on the originally scheduled night. The lower seeded home team will have the option of either playing at the opponent's bar (assuming there is no conflict with another playoff match) or to reschedule the match.
6. If the remaining board(s) is/are not satisfactory for the lower seeded home team, they will then have the option of competing at the opponents' bar or rescheduling the match.
7. If a playoff match is rescheduled, the match must be rescheduled 72 hours prior to the start of the original match date and completed within two days of the original match date. If the team captains can not agree on a new match date, the teams will play on the date of the original match. The League Master must be notified of all rescheduled playoff matches.
8. Playoff matches may be rescheduled and played prior to the original match date as long as the team captains agree on the new match date. The League Master must be notified of all rescheduled playoff matches.
9. Winning teams advance to the second round of the playoffs. The higher seeded teams according to the

seeded brackets will be the home team in the subsequent rounds of the playoffs, including the championship match.

10. There will be no additional practicing on available boards during the playoffs. This rule is not subject to change.

11. All playoff matches will be played in the regular league format which includes the following:

- ♣ 4 Singles Cricket
- ♣ 2 Singles 501
- ♣ 2 Singles 301
- ♣ 2 Doubles Cricket
- ♣ 2 Doubles 501
- ♣ 1 Team 801