



**HANDBOOK
AND
RULES OF PLAY**

Revised
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Greater Lowell Dart League

Handbook and Rules of Play

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1. LEAGUE PROFILE

- A. The Greater Lowell Dart League schedules three seasons of match competition; a Fall season (September through December), a Spring season (January through May) and a Summer season (June through August). Each season consists of 10 weeks of match competition plus playoffs (**no playoffs in Summer Season**).
- B. All regular match competition is scheduled for **Tuesday nights**. All match and playoff dates will be announced each season.
- C. The Greater Lowell Dart League separates itself into several Divisions with the teams at the highest caliber in the “A” division and those of the next highest caliber in the “B” division and so on down the line. Each division is separated into subdivisions numbered 1, 2, 3, 4, 5, 6, etc. were applicable.
- D. The Greater Lowell Dart League shall be the authority in the assignment of teams to Divisions. Teams are assigned to their respective subdivisions approximately 2 weeks prior to the start of the season.

2. PUB SETUP

- A. All league competition, including tournaments and playoffs, shall be on a standard English bristle board with a 20-point clock-face, of the hand-wired variety, that is, with the wires on the outside of the board separating the single, double and the triple sections.
- B. The Pub owner or Club will be responsible for supplying and maintaining the League play dartboard, proper lighting, a scoring surface and appropriate conditions for league play.
- C. Dartboards shall be placed 5 feet 8 inches from the floor to the center face of the bullseye with the 20 bed at the top center. The front edge of the toe (hockey) line (edge closest to the shooter) will be 7 feet 9 1/4 inches from the surface of the board (horizontal measure) or 115 1/2 inches (diagonal measure from center of the bullseye to front edge of hockey line). The hockey line should be no wider than 36 inches or 18 inches to either side of center.
- D. The scoring wedge indicated by 20 shall be the darker of the two wedge colors and must be the top center wedge.

- E. The dartboard shall be **FIRMLY ANCHORED AND WELL ILLUMINATED**.
- F. The dartboard shall be clear of any encumbrances such as walls, shelves, tables, etc. for a distance of 3 feet in either direction from its center.
- G. When more than one match is being played on boards mounted on the same wall, there shall be a minimum of 8 feet between the centers of the boards in use.
- H. A scoring surface must be provided close enough to the dart board for the scorer to read the dart thrown and when possible should be located in such a manner that it can be read by both spectators and players.
- I. Any inappropriate playing conditions noted during match play should be referred to the dart league office for further inspection and correction.

3. TEAM MAKEUP

- A. A team shall consist of a minimum of 6 players and a maximum of 9 players who will be registered with the GLDL. (See Appendix A for Summer Season)
- B. If any player's name appears on more than one team roster, the player becomes a registered player on the team with which he/she shoots his/her first match.
- C. A team Captain can request identification or the signature of a questionable player on an opposing team for the Match Report sheet. The request must be complied with. Failure to comply with such a request could lead to a match forfeit.

4. ROSTER CHANGES

Roster changes may only be made during the first six weeks of the regular season under the following conditions:

- A. A **HARDSHIP CASE** must exist. That is, a team's roster has fallen below the minimum number of players required.
 - B. The roster change **MUST** be submitted **IN WRITING** to the League Office (even if a telephone call was made).
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- C. A player may not be added to a team roster if that player has previously shot in a division higher than the division to which that team has been assigned.
- D. **UNDER NO CIRCUMSTANCES** may a player be added to a team's roster if he/she has already shot in any match with some other team during that season.
- E. All properly registered players, **in order to be eligible for playoff competition, must play in a minimum of 4 matches.**

5. MATCH FORMAT

- A. Starting time for the match should be 7:45 p.m. A grace period of 15 minutes may be allowed by either team in order that the match be played that night. A match not underway by that time is subject to forfeit.
- B. Each match will consist of the following order of play.
 - 1. Two games of 601, 3-person teams, double start, double finish and each win will gain 1 match point.

2. Three games of Cricket, 2-person teams, the calling of the number is not required. Each win will gain 1 match point.
 3. Six individual matches of 301, each to be the best 2 of 3 games, double start, double finish. Each match won will gain 1 match point.
- C. No more than 5 minutes may elapse between games.
- D. Each match has a total of 11 points and the division standings will be based on the total points scored by each team.
- E. The playing lineup must be completed by both Team Captains prior to the beginning of the match and must be made BLIND (**Home Captain should fill out the lineup first**). All playing spots must be filled in with a registered player's **full name**. If a rostered player is not present for his/her turn to play, one of the team's registered players (**name must be in parenthesis at time of match lineup being completed**) can play in the absent player's place providing that the substitute has not been used elsewhere in the evening's lineup for that same game. Any of the nine registered members of a team can be used in any order on their team's line-up for that same game.
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- F. Players must shoot in the order as listed on the Match Report lineup.
- G. No later than 30 minutes prior to the time competition is scheduled to begin, the night's playing board shall be cleared of play by the management of the establishment. The board will then be declared open and will be available for player warm-up and practice.
- H. After the practice/warm-up session each player is allowed only 9 darts for practice before each game.
- I. Any disputes that arise during the course of play must be settled in a private conference of **CAPTAINS ONLY.**
- J. The home team has the prerogative of choosing the board on which the match is to be played if there is more than one board in the establishment.

6. STARTING A MATCH

- A. The visiting team starts the first three person game (601) and the home team starts the second. In each Cricket game, one person is chosen from each team to throw for cork.

Either team member may throw for cork with the team closest to the cork starting the game (**Double Cork beats Single Cork**). If a tie occurs, throw over in reverse order. The visiting team throws for the cork first in the first and third games and the home team throws first in the second game. The visiting team starts the first singles match, the home team starts the second, and so on. In each of these singles matches the visitor or home team (as stated above) starts the first game, the loser of that game starts the second and if a third game is necessary, the winner of a coin flip will have a choice of throwing first or second at the cork, (winner of game 2 calls the coin flip) the closest to the cork starts the third game. If a tie occurs throw over in reverse order.

- B. Re-throws shall be called if the scorer cannot decide which dart is closest to the cork or if both darts are anywhere in the inner (double) bull or both darts are anywhere in the outer (single) bull. Ties will result in reverse order throws.
- C. The second thrower, if he wishes, may acknowledge the first dart as a double or a single bull and ask for that dart to be removed prior to his throw. The dart **must be removed** if so requested.

- D. To commence scoring an “01” game, a player must land a dart in the outer (double) ring or a double bull. That and all subsequent darts shall be counted for score. **(For recording low-dart games, all darts thrown prior to and including the dart landing in the double ring are counted.)**
- E. The GLDL Board of Representatives reserves the right to reschedule any match or matches to maintain an equitable and efficient competition schedule.
- F. **The Captains are responsible for the smooth running of each match.**

7. SCORING A MATCH

- A. The Captain of each team is responsible for providing a scorekeeper for each match. **The scorekeeper must be agreeable to both Captains.** Scoring should be shared by both teams. The option of scoring by the players themselves is allowable.
- 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 entries as they are made to see that information and names are correct. Entries must be made as they occur. Award points (tons, cricket rounds, low dart games, high on/high out, 180's, RO9's, etc.) must be entered immediately after they are scored. **In a third game of "301" a '180', hi on/high out, or low dart game only should be recorded (regular tonnage is not scored).** A signed Match Report that is received by the GLDL will remain as received for record purposes.

- C. The dart must remain in the board in order to count. Additional throws may be made only when “throwing for cork” and until such time as a player’s dart remains in the board. In throwing for cork, should the second thrower dislodge the dart of the first thrower, a rethrow will be made with the second thrower now throwing first.
- D. A thrown dart is a dart that reaches any part of **the wall**, from the base of the wall up to and including the backboard and dart board. Likewise, any dart that lands on the floor and fails to reach the wall is not considered to be a thrown dart and may be picked up and rethrown.

- E. In order to score, the point of the dart must be touching the bristle portion of the board. Darts which stick in the board backwards do not count. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board.
- F. The player must call out his/her score for each turn prior to the player taking his/her thrown darts from the board. Darts must not be pulled from the board prior to the decision of the scorekeeper. Should the scorer or a thrower be in doubt, then both Captains shall add their opinions with the majority ruling.
- G. Any changes made to correct mistakes in scoring or calling must be effected before the next turn of the player or team against whom the mistake was made, whether in his/her favor or against. Obvious mistakes (such as deducting 50 from 601 and having a total of 351 left) can be corrected at anytime during the match as these are the inadvertent mistakes which sometimes go unobserved for many turns. Errors in arithmetic must stand as written unless corrected prior to the beginning of that team's next throw. The aforementioned may be waived in the interest of sportsmanship provided both Captains agree.

- H. If a player throws out of turn, the score is voided and the correct order must be resumed.
 - I. The scorekeeper may inform the thrower what he/she has scored and/or what is remaining. The scorekeeper **MAY NOT** inform the thrower what he/she has remaining in terms of number combinations to end the game. **IT IS** permissible, however, for the Captain, partner, or a spectator to advise the thrower during the course of the game. **The scorekeeper cannot coach.**
 - J. If any person tells the player by mistake to throw at a certain number for a finish and it proves to be a wrong number, the throw stands as thrown. The player is ultimately responsible for throwing at the correct number.
 - K. If so requested by the shooter, the scorekeeper shall refrain from smoking or drinking while in the performance of his/her duties. Common courtesy should prevail at all times.
 - L. All scoring in the 301 and 601 games should show the scores for each turn and the remaining score.
 - M. To finish an “01” game, a player’s last dart thrown must be the double of the number equal to 1/2 the remaining score.
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- N. A player “**busts**” when his/her 3 darts or less, score more points than remain in the game. A player also busts, when with 3 darts or less, he/she leaves a remaining score of one (1). When this occurs, the score remains as it was prior to his/her throw. The next opposing player then takes his/her turn.
- O. Fast finishes such as 3-in-a-bed, 111, 222, etc., do not apply.
- P. No dart may be touched by another player, scorekeeper, Captain, or spectator prior to the decision of the scorekeeper.

8. DUTIES OF THE CAPTAIN

- A. A Captain is responsible for the conduct of the team, attesting to the accuracy of the Match Report, **mailing the match reports on time**, attending all general and special meetings, properly registering new members of the team, **communicating results and league information to his team members**, and insuring that the home location maintains proper standards of equipment.

- B. When required to attend any general or special meetings, or protest hearings, he/she shall provide an acceptable substitute when circumstances prevent his/her attending.
- C. If a Captain disregards his/her duties to the point where he/she creates a disharmony and/or impedes and interferes with the efficiency of established procedures, the Board of Representatives shall have the authority to require the team to provide a replacement.
- D. It is the responsibility of each Captain to provide and insure a supply of Match Reports at the home location. Should there be no Match Report, it will be his/her responsibility to construct an acceptable substitute.

9. REPORTING RESULTS

- A. Both Captains are responsible for the completion and accuracy of the Match Report, with their signatures attesting to the same.
- B. The **HOME TEAM CAPTAIN** is responsible for the **MAILING** of the Match Report **ON TIME**. (Match Reports should be mailed on Tuesday night after the match has been completed.)

- C. Lack of a Match Report sheet will not be considered an excuse for the late reporting of results.
- D. During all seasons, the **Weekly Match Results should be called in** to the League office immediately after the match has been completed (**978-250-8322**). This is necessary in order to report results back to teams quickly. **The Match Report sheet should also be mailed as usual.**
- E. **All Playoff Results should be called in to the league office.** Match Report sheets used in the playoffs **DO NOT need to be mailed.** Outstanding individual performances including 180's RO9's, Low Dart Games, and Season-Best High On or High Out should be called in with the match score results.

10. MATCH POSTPONEMENTS

- A. A match may be postponed by mutual agreement between Captains **ONLY** prior to the night the match is scheduled. Exceptions to the aforementioned shall be "Acts of God".

- B. It will be the responsibility of the Captain requesting the postponement to notify the League Secretary by contacting the League office immediately.
- C. All postponed matches must be played within 6 days of the originally scheduled match date.
- D. Should a postponed match not be played within the allotted days, the Greater Lowell Dart League will determine a course of action.

11. FORFEITS

- A. A forfeit will be declared for failure of a team to attend a scheduled match. Seven (7) points will go to the team awarded the forfeit; five (5) points during the **Summer season**.
 - B. A **7-0 forfeit** will be declared for use of an unregistered player. The use of one unauthorized team member will result in the entire match being forfeited. **It is a team's responsibility to accept the penalty of playing short-handed if they cannot field a full team with only their registered players.**
 - C. A forfeit can be declared for a team having less than three (3) players in attendance; two (2)
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during Summer season matches). **A match must be played if three or more players are present**, but not with less (two in Summer play). A match can start without a full team in attendance. When a game comes up and there is no player to play that game, that particular game will be forfeited to the opposition in attendance. Players absent from both teams result in a double forfeit. No points for that game will be awarded to 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. For team games, the team will miss one turn for each missing player in each round of play. (e.g. A team playing against a team with lesser players would play turn for turn per number of players against the opposition. A 2-person team playing against a 3-person team would have only two turns for every three turns the opponents have. The doubles matches would have the light team throw 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 declared a forfeit. **Once a team game has begun (601 or Cricket) the light team may not add a player (for that game) that arrives late but rather must continue shorthanded.**

12. WITHDRAWN TEAMS

- A. A team may be withdrawn from the league if it forfeits twice during any one season.
- B. All matches played against a team withdrawn from the league shall be considered null and void if the team is withdrawn prior to completing one-half the season. All singles matches and Awards points are considered null and void. If a withdrawn team has played all teams in their respective division once, all team and individual points will stand.

13. PROTEST PROCEDURE

- A. The Captain of any team may file a protest for any irregularity of 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 its conclusion. The protest must be filed in writing with the GLDL within 24 hours of the conclusion of the match in question. The protest must also be indicated on the Match Report. The Match Report sheet is to be mailed to the League office in the usual manner and on time.

14. GAMBLING

- A. Gambling is neither sanctioned nor authorized at any GLDL sponsored events.

15. PERSONAL CONDUCT

- A. **Good Sportsmanship** should be the prevailing attitude during all GLDL competition.
- B. Attempts to distract an opponent while he/she is shooting will not be tolerated. Complaints may result in the Board of Representatives taking disciplinary action.
- C. If so requested by the thrower, all spectators must align themselves out of his/her line of vision and/or behind the position from which he/she is throwing.
- D. Heckling or other harassment is strictly forbidden. It is the home team's responsibility to maintain the best of order during league play.
- E. 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.

- F. Talking by members of the opposing team, within earshot of the shooter about the current game or match for the express purpose of distracting the shooter is not only impolite but poor sportsmanship.
- G. The OWNER or MANAGER of any pub or establishment has the ABSOLUTE RIGHT to dismiss or eject any person causing a disturbance or acting adversely on their premises.

15. RULE CHANGES

- A. These rules may be revised by the league as deemed necessary. League captains will be promptly notified in writing of any such changes.

Appendix A.

SUMMER SEASON RULES

TEAM ROSTER:

Each team roster shall include a **minimum of 4 players** and a **maximum of 6 players**. **NOTE:** A team may play a match with as few as two (2) players; however, they must lose a turn or forfeit a point for those spots in the match with a missing player.

MATCH PROFILE:

Summer match play consists of only seven (7) points which include the following games:

- a. One game of 701 (4-person team), **SS/DF**.
- b. Two games of Cricket (2-person team)
- c. Four games of 301 Singles (best of 3), **DS/DF**.

Visiting team shoots first in 701, game 1 of Cricket, and games 1 and 3 of 301 Singles. Home teams shoots first in game 2 of Cricket, and games 2 and 4 of 301 Singles.

NOTE:

All other rules of play for the Fall and Spring seasons apply.

Appendix B.

PLAYOFF INFORMATION

TEAMS THAT QUALIFY:

The top 4 teams in divisions with 6 subdivisions. **(The playoff ladder and number of qualifying teams may vary depending on the number of teams in the league during the season -- up-to-date playoff information will be published and distributed to captains accordingly.)**

PLAYOFF THEORY AND LADDER:

The Greater Lowell Dart League uses a ladder system for playoffs similar to those used by professional and college sports. The Greater Lowell Dart League tries to involve as many teams in the playoffs as is reasonable. Also, teams finishing the regular season in 1st or 2nd place in their subdivision, are given the first match at their Home Pub.

After the 10th week of the regular season, the total points are tallied for each team and those that qualify are plugged into the proper steps on the playoff ladder. The Home Pub advantage, your team's position on the playoff ladder, and your opponent are determined by:

- a.) where your team finishes in its subdivision (1st, 2nd, 3rd, etc.)
 - b.) the number of team points accumulated during the regular season
 - c.) which subdivision your team was assigned to in descending order
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Teams tied for places in a subdivision at the end of the regular season will be separated as follows:

- a. head-to-head record (total points for season)
- b. record vs. best, or in case of 1st place tie, next best team in subdivision
- c. if still equal -- go to next best team until tie is broken

Divisions having the same number of teams and subdivisions (i.e. 6 subdivisions) will use the same Playoff Ladder (*Playoff Ladders and dates will be published and mailed to captains prior to the end of the regular season*). Teams are placed in the early rounds of the playoffs so they **DO NOT** play teams they have met during the regular season.

PLAYOFF DATES:

1st Round: 1st Tuesday after Week #10.
Quarter-Finals: following Tuesday
Semi-Finals: following Tuesday
Finals: following 2 Tuesdays

REPORTING PLAYOFF RESULTS:

The **Winning Team Captain** should **CALL** in playoff match results to [978-250-8322] immediately after completion of that evening's match. The calling Team Captain should note the **Division, the team names, and the score**. The calling Team Captain should also note any individual achievements that would qualify a player for a trophy, such as a "180", "RO9", **Low Dart Game, Season High-In or Season High-Out -- not regular tons or RO's**.

PLAYOFF FORMAT:

All Playoff Rounds except the Finals will be "8-point" matches. i.e. the first team to reach eight (8) points wins the match and advances to the next round. The Captains will fill out the Match Report with the first eleven (11) games in the standard league format. The Match begins and is played until a team reaches eight (8) points. If after 11 games no team has reached 8 points, then the Captains will complete the remainder of the Playoff Match Report (two games of "601" and two games of "Cricket"). The match then resumes until an 8 point total is reached by one of the teams. All other regular season rules of play are in effect.

PLAYOFF FINALS:

The final week of playoffs to determine the **Division Playoff Champion** will be a "**12 point**" match played over **two nights** [Tuesday and Thursday], one night at each pub.

The Captain of the team in the finals finishing in a higher position (1st vs. 2nd) or if equal, having more season points, or if still equal, being in the higher subdivision [1 over 2, 2 over 3, etc.], has the choice of which night his team would prefer to play at their Home Pub [either Tuesday or Thursday].

Note: Some pubs have prior commitments on Thursday nights and are unavailable for dart play. In these cases, it is hoped that the two Captains can come to an agreement on the playing site. If no agreement can be reached [i.e. the Captain with choice insists on playing at home on Tuesday, and the other team cannot play at home on Thursday] then the second Captain has a choice of playing the second night at the same pub as the first night or choosing a neutral site.

PLAYOFF FINALS MATCH SET-UP:

Tuesday Night:

A regular match report will be filled out by each Captain and all eleven (11) games will be played.

Thursday Night:

1. the match will be played at the pub of the team who was the visitor on Tuesday night.
2. the score will begin with the result from Tuesday night [i.e. 6-5, 8-3, etc.].
3. another eleven (11) game match report will be filled out completely by each team Captain.
4. the winner will be the first team to reach twelve (12) points.

PLAYOFF FINALS

TIE-BREAKER:

If after 22 games, the score is tied at 11-11, the 12th and final point will be made up of three (3) games. The winner of this point will be the team taking 2 out of 3 of the following:

- 1 game of "601" - (3-person teams)
- 1 game of "Cricket" - (2-person teams)
- 1 match of "301" - (1 person--best 2 of 3)

A coin toss will determine the order of throwing for each game in the tie-breaker with the visiting team calling the coin toss for game 1 ("601") and game 3 ("301") and the home team calling the coin toss for game 2 ("Cricket").

Note: Different shooters must be used in all three games. No one shooter may play in more than one game of 601, Cricket or 301 singles. If a shooter plays in the first game of 601, that shooter is not eligible to play in the Cricket or 301 game.

Appendix C.

AWARDS

Team Awards:

Trophies for all members of:
Subdivision Championship Teams
Playoff Championship Teams
Playoff Finalist Teams (if not a Subdivision
Champion)
Pub Plaques for all Championship Teams

Individual Awards

Top Single's Records:
Trophies for individuals who are undefeated
or lose only one game in '301' singles matches.
Shooters must play in 80% of their scheduled
matches.

Top Tonnage Records:
Trophies for individuals who are among the
top 5 in total accumulated tonnage for the
season in each division.

Top Cricket Records:
Trophies for individuals who are among the top
5 in total accumulated cricket points for the
season in each division with a required mini-
mum of RO 15.

Season's Best:

Plaques for individuals who have recorded the Season's Best performance within the entire league for the following categories:

- Hi-In for season
- Hi-Out for season
- Low Dart Games (6, 7, 8, 9 or 10 DG)
- Best Hot Hand -- (most scoring tons in one match night during the regular season)
- 'RO 9' in Cricket
- '180' in "01" games

Outstanding Shooter & MVP Awards:

A Plaque or Trophy will be awarded to one **player in each division** of league play who has compiled an outstanding performance in various categories throughout the season. An **MVP award** will also be presented to the outstanding player in the entire league.

NOTE:

Shooting a SEASON BEST in the third game of 301 DOES QUALIFY. (i.e. 180, Hi-In, Hi-Out, Low Dart Game). Shooting tons toward total tonnage for the season during a third game of 301 DOES NOT QUALIFY.

SUMMER SEASON AWARDS:

Awards for the Summer Season include Sub-division Championship Teams and individual SEASON BEST only. **Individual statistics for tonnage, cricket rounds, and singles are not recorded during the Summer season.**

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