

South Carolina Upstate Dart League

General Rules of the South Carolina Upstate Dart League

Article 1: Equipment

A. ALL LEAGUE COMPETITION, including tournaments and playoffs, shall be played on a standard English bristle board with a 20 point clock-face with a wire spider separating the single, the double, and the triple sections.

B. Dartboards shall be placed 5' 8" from the floor to the center of the bulls-eye with the 20 bed at the top center. The front edge of the toe line/oche (edge closest to the board) will be 7' 9 1/4" from the surface of the board. The diagonal measurement from the center of the bulls-eye to the toe line/oche shall be 9' 7-3/8". The toe line/oche shall be no longer than 36" or 18" to either side of center and have a minimum of 1 foot on either side of the ends of the line/oche free of any obstructions (ie. walls, shelves, tables, etc.)

C. The Pub owner will be responsible for supplying and maintaining the league play dartboard which must be acceptable to both the home and visiting teams. The home team Captains shall be responsible for rating the board and keeping the Board of Director's informed as to board quality. The dartboard shall be firmly anchored and be in good condition. (no lumps, indents, bent wires, etc)

D. The dartboard shall be positioned so that it is readily available to the players without distraction to the thrower. A scoring surface must be provided and located adjacent to the dart board so the score keeper can see the location of the darts thrown and the shooter can visibly see the scoring surface without obstruction or having to move from their position.

E. Any non-compliance with the above should be reported to the Board of Directors. Upon inspection by the SCUDL, any disapproved conditions will be noted and the home team will have until the next home match or 7 days (whichever is greater) of the date of the notification of the non-compliance to make the necessary corrections. Changes not made during this time may lead to matches being scheduled in other appropriate locations.

F. Lights must be affixed in such a way as to brightly illuminate the board with a minimum shadow, not physically impede the flight of the dart, and covered in such a way that the bulb not be visible from the throwing line.

G. Any obstacle, which may impede the flight of the dart (ie. air flow, overhangs, etc.) shall be reduced to a reasonable level or eliminated.

Article 2 : Match Play

A. Team match play is scheduled for Tuesday night unless otherwise noted by the SCUDL. Matches are scheduled to begin at 7:30 PM with a 15 Minute Grace period lasting until 7:45. If possible Captains should work together if more time is needed.

B. Any match that needs to be rescheduled through the mutual consent of the involved team

captains **MUST** notify the Scorekeeper via league telephone hotline by the date of the originally scheduled match. If matches are played before the match date call in the score to the hotline and mention the date the match was originally scheduled for. All regular match scores should be called in by 11:00 PM the day after the scheduled match date. The winning team should also take a clear picture of the match sheet and email it to the scorekeeper by the same deadline. Any scores not sent in or sent in after the deadline are subject to penalties to be levied by the Board of Directors.

C. The SCUDL Board of Directors reserves the right to reschedule any match or matches in order to maintain an equitable and efficient competition schedule, during the regular season and playoffs.

D. **THERE ARE NO FORFEITS IN THE SCUDL** in the regular season or playoffs. A team that does not show or refuses to show for a scheduled or rescheduled match will be removed from the league. Points won and lost by this team during the current playing season will be removed to maintain a fair and equitable playoff schedule and these teams will be ineligible the remainder of the season and playoffs. These teams must get approval from the Board of Directors to re-enter the SCUDL.

E. The Board of Directors reserves the right to change match formats as needed and will inform the teams of said format in the season rules included in their team packages.

Article 3 : Team Profile and Scoring

A. A team shall consist of 4-6 players unless otherwise noted by the Board of Directors. All players must be members in good standing with the SCUDL and their season dues must be paid before competing in the SCUDL. All players must be at least 21 years of age.

B. If a team adds to their roster on the night of play the player's dues must be sent in the the league P.O. Box or given to a board member immediately.

C. Players may not be added to any team roster inside 28 days to the first round of the City Cup playoffs.

D. If a sponsor venue does not want to field a team any longer, or fails to comply with league standards for sponsor bars, the team may move its rostered players to location. The new location pays no sponsor fees.

E. A player must play in at least 1 game at 3 matches (weeks) to **QUALIFY** for the playoffs.

F. The Captain of each team is responsible for providing a scorer for each match. The option of scoring by the players themselves during the match is not suggested. The scorekeeper does not have to be a member of either team, but must meet the approval of both teams.

G. The chalking order for the match begins with the Home team and alternates as the match proceeds.

H. Player's should leave their darts in the board until the score has been called and acknowledged. A player must not touch or move his/her darts while they are in the board until the scorekeeper acknowledges his/her score.

I. The Scorekeeper is not allowed to touch "Live" darts for any reason during match play.

J. A player must have both feet behind the toe line/oche for each throw. If he/she has one or both feet over the toe line/oche, the violating player should be warned upon completion of his/her turn by the opposing captain. Repeated violations will result in his/her throw being invalid.

F. Any changes made to correct mistakes in scoring or calling must be made before the next turn

of the player or team whose score is incorrect. Should a mistake not be noticed and corrected, the number that is thrown for is the number that stands. The scorekeeper should always wait to make changes, if needed, to the score until the shooter is done throwing his/her turn as not to distract. (obvious mistakes such as deducting 50 from 501 and having a total of 251 left can be corrected at any time during the match as these are inadvertent mistakes which sometimes go unobserved for many turns).

G. If a player throws out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as thrown.

H. The scorekeeper can only tell a player how much is left and/or what has been scored with the darts thrown. The scorekeeper cannot tell the shooter what to throw at.

I. It is the player's responsibility to know his/her own score. If the scorekeeper inadvertently tells the player the incorrect score the score thrown stands.

J. **COACHING IS ALLOWED!!!! Exception: SCOREKEEPER / CHALKER!**

K. All scoring in the 301 and 501 games should show the score for each turn and the remaining score. The use of DartConnect is approved and encouraged by SCUDL. The home team has the choice to use DartConnect. The use of other electronic scoreboards is **NOT RECOMMENDED** unless a written score is kept by the captains or teammates at the same time the games are being played.

L. A scorekeeper shall face the scoreboard standing in a position so that they have a clear legible view of the dart board and darts thrown. No smoking, drinking, or eating and shall remain still as not to disturb the shooter in any way, until all three darts are thrown.

M. Any player(s) who deem a scorekeeper incompetent or distracting may request another scorekeeper without explanation and/or recourse.

N. ANY distraction to the shooter during his/her turn does not give the shooter or the scorekeeper the right to pull their dart(s) from the board and shoot over. The score thrown stands.

O. All disagreements and situations should be worked out between the team Captain's if possible. If they cannot be worked out a Captain can protest the match if needed. The SCUDL asks that teams finish the match if possible and write " Under Protest " on the scoresheet. Each Captain protesting the match must call into the scorekeeper hotline and inform them that the match is under protest. Both Captains should send an email to the Board of Directors with 48 hours of the match explaining the specific details surrounding the protest. The Board of Directors will review the protests and make a decision as to how it should be handled. The decision of the Board of Directors is final.

Article 4 : City Cup Playoffs

A. The City Cup Playoffs will be held after the regular season is scheduled to end. The Board of Directors will determine the schedule and participants in the City Cup and reserves the right to make changes as needed. The information on the City Cup will be given in the Season Rules package given out to Captains at the beginning of the season.

B. The match will end when one teams records 7 wins. Teams start by corking to see who goes first. The winner of the cork calls the first game and goes first, no other cork is needed in this match. Teams use the standard match sheets but have the opportunity to call any game on the

scoresheet that has not been played. Teams receive 1 point for each win and everything is one leg. The loser of the first leg will call the second game and go first. The loser will call all games and start first for the remainder of the match.

C. The Board of Directors may create, modify and schedule other playoffs as needed.

Article 5 : Personal Conduct and Suspensions

A. The SCUDL takes harassment and physical violence very seriously and we expect all of our members to display good sportsmanship and act as ambassadors to the game and the SCUDL. Heckling or other harassment is strictly forbidden. It is the responsibility of team Captains to maintain the best of order during league play.

B. Talking by members of the opposing team, within earshot of the shooter, about the current game or match, or any other subject, for the express purpose of distracting the shooter is not only impolite but poor sportsmanship, a verbal warning should be all that is needed in these situations.

C. Any acts of violence will not be tolerated for any reason! If a player(s) are involved, they will be immediately suspended until which time the Board of Directors can review and make a final decision. The players involved must inform the SCUDL with 48 hours and explain the situation. The SCUDL is really not set up to handle disputes concerning physical violence and sees this behavior as a problem hurting the image of the sport and the SCUDL.

D. ANY ACTS OF PHYSICAL VIOLENCE OR PROPERTY DAMAGE SHOULD BE REPORTED TO LOCAL POLICE DEPARTMENT.

E. If a player is suspended they can apply for reinstatement the following season at the discretion of the Board of Directors. Any players which have multiple acts of physical violence are not eligible to be a member of the SCUDL.

F. The Board of Directors reserve the right to revoke any players membership if they are involved in situations which shed a bad light on the SCUDL, it's sponsors and/or membership.

G. Any player who has their membership was revoked or feel they were unfairly suspended is welcome to appeal the BOD decision. The BOD will review the appeal and any new information that can be presented and make a decision on the appeal.

H. The Board of Directors reserves the right to take as much time as needed to gather information about suspensions and appeals before making a decision. Schedules of Board members also have to be considered in these decisions and may delay the process in certain situations,

I. Under no circumstances will deviation from Article 3 (acceptable game play), in a clearly aggressive manner be tolerated. Such infractions will require ejection from the match, and after board review, possible ejection from the SCUDL.

Article 6 : General Information

Payment of league dues signifies your acceptance of these rules and regulations as they stand, no exemptions or exclusions will be recognized. Perhaps "As a member of SCUDL, you are all ambassadors of the sport of darts and of our league. As such, it is expected of you to act in a civil, adult manner in regards to the league, other players, and the image we portray to the general public, both at and away from the Oche. Our goal is to continue growing the league and to portray darts in a positive light. We also ask you to keep all of this in mind when posting on social media.