

Cape Cod Dart League

Rules and Regulations for Match Play

All rules and regulations, additions, deletions or changes may be made at the discretion of the Board of Governors (B.O.G.) of the C.C.D.L. by majority vote. The interpretation of these rules in relation to league events and match play shall rest with the B.O.G. whose decisions shall be final and binding. Protests after the fact will not be considered.

SECTION 1 – EQUIPMENT

1. All league competition, including Tournaments and Playoffs, shall be on a Standard English bristle board with a 20 Point clock face
2. Boards shall be placed 5'8" from the floor to the center of the bull. The front edge of the toe line (edge closest to the board) will be 7'9 1/4" from the surface of the board. The line will be a maximum of 36".
3. The Pub shall be responsible for supplying and maintaining the game board. This board must be acceptable to both Visiting and Home teams.
4. The board shall be firmly anchored and WELL ILLUMINATED... designed to eliminate shadows.
5. The home pub should make every effort possible to insure that the board and scoring surface are positioned in such a manner that they can be read by both spectators and players.
6. A copy of the C.C.D.L. Rules and Regulations must be on hand at all matches.

SECTION 2 – DATE AND TIME OF MATCHES

1. 1.) All League competition is scheduled for Wednesday night. Team Captains are responsible for having their teams report to matches on time, or to notify Opposing Captain of delays.
2.0 Any match re-scheduled must be by mutual consent of the involved Team Captains, with prior notice given to the Commissioner and Statistician.
3.0 Starting time for the 1st game is 7:00 PM SHARP. Match reports filled out in the blind. First match must be started by 7:30pm. If the first match is not under way by 7:30pm the team responsible for not having their players to the line will lose that point. Game two of 601 has until 7:45 to start or be forfeited. This will continue until a match can be started. If both captains agree they can move on to the next available game and then back to the previous game, should players on the match report not be at the venue. If captains cannot agree then the team without the player available must forfeit or play match shorthanded.
2. 4.) Any changes to start times of the games, order of the games can be moved if agreed on by captains. THIS DOES NOT INCLUDE CHANGING VENUE OR DAYS OF THE WEEK PLAYED.
5.) A forfeit may be declared at 8:00 PM if there is no contact from the opposing team and only one player is present to represent a team. In case of a forfeit, the team present and ready to play may be awarded 11 points. The Board of Governors reserves the right to reschedule any matches to insure an efficient, equitable and competitive schedule.

SECTION 3 – MATCH PROFILE

1. Each match will consist of the following ORDER OF PLAY.
 - a) 601 single in double out. These two matches will have teams of three. Away team will go first in match one. In match two the home team will go first. In all divisions these will be one game.
 - b) Cricket. These three matches will have teams of two. First cricket match will start with away having choice for cork in game 1. In game number 2 home will have choice for cork. In game 3 away will have choice for cork. In A & B division these will be one game. In the AA division only Cricket matches will be best two out of three. In game 1 away will have choice of cork and the loser on the game will have choice for the second part of game one. If a third game is needed then the winner of game one will call the coin toss to see whop has choice for cork.
 - c) 301 Singles, Double In – Double Out, best 2 out of 3, 1st game -Away will go first in match one. Loser of the first game has mugs away. If a third game is needed then the winner of the first game calls the coin toss and the winner has choice for cork. In match two home will go first and so on throughout the rest on the single matches. The only time cork will be thrown is in the third leg when starting when needed. In AA these matches will be 501 single in double out. The order will stay the same.

2. When shooting for cork, closest to cork starts the game. If a tie occurs, the darts will be re-thrown in reverse order. A single or double bull may be pulled when requested by either shooter, after being recognized by the score keeper. Should the 2nd dart knock out the 1st from the board, both will be re-thrown in reverse order. When shooting cork to start a game, the dart must remain in the dartboard, in order to count.
3. In all 01 games, the losing player will have mugs away in the 2nd game. In the 3rd game, the winner of the coin toss (winner of 1st game to call the coin), to choose to shoot 1st for cork, with above rules applying.
4. Match reports must be filled out by 7:00pm in the blind.. All spots must be filled by rostered shooters only. If a player is not present for their turn to play, another of the teams rostered shooters may be substituted providing that shooter is not already playing in the same event. Once the change is made, the absent shooter may not play in that event, but may shoot in any other upcoming event. Once a match starts, and a game has begun, if a rostered player for said game shows up he may take his spot in that game, in his position, if no eligible shooter has been substituted for that position. No warm ups may be taken prior to players turn. If an unrostered player enters during a short handed game; they may not be substituted.
5. Any player can only play in one Triples 601, one cricket doubles and in one singles match.
6. No 1 player can play more than 3 points in a match
7. All rostered players may be used in any order in any slot in their team's line-up. The submitted line-up will be the shooting order for the match. If a player for any game shoots in a game for which they are not scheduled, the Opposing team is automatically awarded the game point for that game (regardless of the outcome). The player who shot out of sequence may not shoot again, and the point for that originally scheduled game is also forfeited.
8. No later than 30 minutes before the start of a match, the night's playing board shall be cleared of play by the Pub Management. The board will then be open and available for play and warm-up. All warm up activities shall be completed by 7:30. After the warm-up session, players shall limit their pre-game practice to 12 darts.
9. Matches can be played with a minimum of 2 players. A match can start without a full team in attendance. When a game comes up and there is no player, that particular point will be awarded to the opposition. If neither team has players available, no points will be awarded.
10. A team having a minimum of players but unable to field a full team will lose the respective points for each game not played. Doubles matches would have the light team throwing once for the opponent's twice. If a posted player is not available for their singles match, and no other rostered player is available for substitution, the game point is forfeited.
11. A team that does not show for a scheduled match with a minimum of 2 players will be removed from play for a period of one year. Exceptions will be granted at the discretion of the B.O.G with the agreement of both team captains.
12. If match play cannot be completed in the allotted time (regularly scheduled sponsor closing or due to an unforeseen event) the remaining match play will be continued at its starting location on a date agreed to by team captains prior to the next scheduled match. This information will be given to the area/division rep. If the captains cannot agree on a time then the B.O.G. will set the time & place or adjust points as needed. In the event players listed on the line up are unable to attend the rescheduled date refer to **RULES SECTION 3 – MATCH PROFILE ITEM 4**

SECTION 4 – TEAM PROFILE

1. A team shall consist of a minimum of 6 players (to not give away any points) & a maximum of 10 players (This will become a maximum of 12 players starting spring 2012 & beyond). who will be registered with the C.C.D.L. Statistician or commissioner. Only registered players may play. All, if so desired, can compete in any match. In order to be eligible to play in a playoff match a player must have played in 6 matches in a 14/15 week season and 4 matches in a 10 week season.
2. A Team Captain shall be selected by the Sponsor or by team election and shall be required to attend all Captains' Meetings.
3. Tentative rosters are to be submitted at the First Captains Meeting with a minimum of six players. An Add/Drop period will be allowed from week 4-6 with approval from the B.O.G. All teams will play the first three weeks with their originally rostered players. All players' dues must be submitted in full by the third week of the season, this can be mailed with a check included with the week three match report. All monies must be by check; no cash will be accepted. Penalties will be as follows: if dues are not paid by week three one match point will be deducted. This will follow for each week after that that dues are not in, in full.
4. If a team is reduced to 6 players or less, the Team Captains may request from the Commissioner or Statistician the addition of non-rostered players until mid way through the season after which rosters are closed and no more players can be added.
5. If a Pub or Club owner does not want to field a team any longer; the team may move its rostered shooters to another Pub for the balance of the season with approval of the B.O.G.
6. Any player that participates in any match may NOT play for a different team that season.

SECTION 5 – SCORING & MATCH PLAY

1. The Team Captains will provide scorekeepers in rotation.
2. The scorekeeper shall face the board, stand still, and not disturb the shooter in any way. The scorekeeper should refrain from drinking, smoking, shooting encouragement or cursing; nor shall they interpret the rules of the game.
3. The scorekeeper shall show what has been scored and what remains in both 301 and 501 games. The scorekeeper shall adjust the board if turned. The scorekeeper must call out the player's score for each turn prior to the player

removing their darts from the board. For a dart to score, it must remain in the board until the score has been called and posted. If a player pulls their darts prior to the scorekeeper acknowledging the total then what the scorekeeper calls as the score stands.

4. If requested, the scorekeeper may only tell a player what has been scored with the darts thrown or what score is remaining. *The scorekeeper may not tell a shooter any combination for an out.* If the scorekeeper tells a player by mistake a certain number to finish, and it proves incorrect, the turn stands as thrown. The player is responsible for knowing the correct score.
5. Any changes made to correct mistakes in calling or scoring must be effected before the next turn of the player or team against whom the error was made. Only obvious errors in addition and subtraction (such as deducting 50 from 501 and having a total of 251 left) may be corrected when they are discovered as they can go unnoticed for several turns.
6. The scorekeeper may be removed at the request of either shooter. A shooter has the option of scoring the match themselves. Should a dispute over scoring or the scorekeeper arise, the Captains of both teams must settle the dispute by private conference.
7. A player must have both feet BEHIND the toe line. A violating player should be warned immediately by the opposing Team Captain if they have one or both feet over the line. After the second warning the score shall be invalid.
8. If a player shoots out of turn, the opposing team has the option of having the round re-thrown or allowing it to stand as thrown.
9. In team events, a player may consult with their teammates in that event at anytime during their throw. In singles, the shooter may select any teammate of their choice for coaching at any point during the match.
10. A dart that bounces from the surface of the board or backboard shall be considered a "Thrown" dart ; it may not be thrown again.

SECTION 6 – MATCH REPORTS

1. For a match report to be considered official it must contain: date, match number, Team names and Division, printed players first and last names, properly totaled game and match points and signatures of both Team Captains (or their designated substitutes).
2. It shall be the responsibility of the Winning Captain to mail the match report to the Statistician. Match reports must be postmarked on the day FOLLOWING the match. Late match report penalties will be waived if the match report is received late, but postmarked correctly.
3. All match reports must be postmarked by the Friday after the match. If two match reports come in late a match point will be taken from the team responsible for mailing the report in.

SECTION 7 – PLAYOFFS

1. The top 4 teams from each division will qualify for the playoffs. In the event of a tie within a division at the end of a season, team which advances is (*until tie is broken*):
 - a) the most points in head to head competition, then
 - b) the best record in division (Win/Loss), then
 - c) the team with the highest Team All Star Total, or
 - d) if still tied, winner of a coin toss.

SECTION 8 – PROTESTS AND PENALTIES

1. Any dispute during a match must be settled in a PRIVATE conference between the two Team Captains (and the scorekeeper, if requested). *All decisions agreed upon by both Captains at that time shall stand.*
2. If unable to settle a dispute a Captain of any team may file a protest for any irregularity occurring during match play. To be considered a legitimate protest, the match report on which the irregularity occurred must be clearly marked "PROTEST". The matter will then be settled by the Board of Governors. Under no circumstances, save the threat of bodily harm, should a team fail to complete the match. In the event that a team or individual players boycott all or part of a match, those points shall be lost regardless of the outcome of the protest. If a protest is upheld, a make-up match may be played at a neutral site. Point penalties may be levied at the Board's discretion.
3. For protests concerning playing conditions, after the 1st warning, the offending team has until the next scheduled home match to correct any and all problems. Non-compliance will result in the offending team playing any and all home matches at the nearest available neutral site until such time as the problems are corrected.
4. Penalties including loss of points, home court advantages, and player or captains' suspensions will be levied at the Board's discretion.

SECTION 9 – CODE OF CONDUCT

1. Verbal abuse, the threat or use of physical abuse, or acting in a physically threatening or intimidating manner is strictly forbidden and penalties and suspensions will be imposed. Any physical altercation will result in suspension from the CCDL with the length of suspension to be determined by the CCDL B.O.G. ranging from 1 day to life. It is both Captains' responsibility to maintain the best of order for league play.

2. The use of foul or insulting language or physical violence shall be considered just cause for the penalizing of any offender or team by the Board. Talking or acting in a manner designed to interrupt or delay match play, or for the express purpose of distracting a shooter will also result in penalties.
3. Team Captains shall make every effort to restrict or control an offending player. Offending players may not shoot for the balance of the match.
4. Violations of the Code of Conduct must be clearly noted on the Match Reports, including the offending Players' name and the nature of the offense.

SECTION 10 - TEAM MOVEMENT

1. A team playing in the Cape Cod Dart League should expect to move up if they in A or B win the championship back to back seasons. If any team wins the division in back to back seasons the B.O.G. may move a team if it needed to balance out any bracket.
 2. Ranking of teams will be based on submittal of a Roster at first captains meeting. Board of Governors have the final word on team rankings. Omitting a name to try and secure a lower division will not be permitted. Approval is needed prior to playing a player who was not listed on the Original roster submitted at the First Captain's meeting.
 3. Penalties for not playing after the schedule has been posted for Team/Player are as follows: Player will be banded from the league for 1 calendar year (2 seasons).
 4. All decisions can be appealed to the B.O.G. and will be heard by a minimum of five board members by players and/or sponsors

Amended-Board of Governors January 2011

Amended-Board of Governors June 2010

Amended-Board of Governors January 2009

Amended – Board of Governors August 2008

Amended – Board of Governors January 2007

Previously: July 2005 - August 2003 - February 2001 - July 2000 - April & May 1998 - August 1993.