

# Greater Trenton Dart League

## *Official Rules and By-laws*

### 1) General League Information

The Greater Trenton Dart League is a steel-tip membership darts league conducting match play on Thursday nights.

- a) **League Purpose** The goal of the Greater Trenton Dart League is to:
- i) Provide a structure in which the darting community in the Greater Trenton area has an organized league for darts competition.
  - ii) Promote the darts environment in the Greater Trenton area, with the goals of expanding the league with more teams, players and sponsor bars.
  - iii) Actively partner with local bars, merchants and sponsors to promote the sport in the area.
  - iv) Represent the area for state/national darts activities, and to communicate information on such activities to all players
  - v) Currently, the GTDL is not sanctioned by any governing body, such as the ADO, ADA or WDF.
- b) **Mailing Address** The league will maintain a PO Box for all correspondence:

**GREATER TRENTON DART LEAGUE  
PO BOX 5390  
TRENTON NJ 08638-5390**

- c) **Schedule Information** The GTDL will have one season per year, which will take place from approximately the middle of September until May. Weekly matches will be played on Thursday nights, starting at 8PM at the home team's location. The specific schedule for a specific season will be configured and distributed prior to that season.
- d) **Board of Directors** The GTDL will have a Board of Directors to help organize, take responsibility for tasks, and to handle disputes. The Board will include a President, Vice-President, Secretary, Treasurer, an Officer, and a Special Events Coordinator.
- e) **Board Member Tasks:**
- **President:** Set up a timeline with specific dates for the beginning and end of each season. Organize all meetings that need to take place before, during and after each season. Maintain a good line of communication with all bar owners, team captains, and sponsors. Organize end of season picnic or

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banquet. Oversee all other Board Members to ensure all other duties of the Board are being carried out.

- **Secretary**: Maintain league stats, webpage, stationary supplies. Complete weekly mailing of stats and memos to all captains by way of e-mail or USPS. Maintain list of individual and team accomplishments and place trophy order at the end of each season. Take Minutes of each meeting and maintain rules/bylaws when necessary.
- **Vice President**: Attend all Board meetings. Assist with league picnic and any other events such as the Charity tournament. Post league flyers within all participating bars announcing specific events and dates.
- **Treasurer**: Attend all Board meetings. Assist with league picnic and any other events such as the Charity tournament. Maintain league checking account and league finance report.
- **Officer**: Attend all Board meetings. Assist with league picnic and any other events such as the Charity tournament. Measure all game/practice boards at participating bars and notify bars and the Board Members of any necessary changes.
- **Tournament Director**: This is a non-voting position; as such Board meetings are optional but encouraged. Organize and manage all special darting events for the Greater Trenton Dart League. This includes, but is not limited to, all Luck-of-the-Draw events, charity events, and league tournaments.

## 2) General Rules

- Sportsmanship** Good sportsmanship should be extended at every opportunity. **No harassment of any sort will be condoned by the league, and persons partaking in the physical, verbal, or other harassment of others will be denied participation in the league.** There will not be a refund of player's fees.
- Weekly Play** Weekly matches must start at 8:00 PM. If players are available on both teams and one of the two captains choose to enforce the 8pm start rule; the match must begin without further delay (provided 3 players from each team are present). At 8:15 PM, the first game will be considered a forfeit. At 8:30 PM, the entire match will be a forfeit (27-0).
- Match Timing** It is up to the captain's of both teams to ensure that play moves along at an appropriate pace. This may include time between games,

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or time during the match. Captain's should work together to find a solution. There shall be no more than five (5) minutes between games to allow for practice, getting drinks or restroom. Each player will be allowed 9 warm-up darts. In the event that a match is running late, both captains should come to an agreement on a possible solution, such as using two (2) boards. Either captain may bring it to the board's attention for possible action by sending a note with the score sheet or calling the league president.

### **3) Roster Information**

- a) **Number of Players** Teams are required to have at least (6) active players but may have up to twelve (12) active players on their rosters. Rosters should be provided to the league as early as possible (before the season starts is great!)
- b) **Player Fee \$25 annually per player**
- c) **Rosters Changes**
  - i) You will have 2 weeks, after week 4 to make UP TO TWO (2) changes. You may not add players during this period.
  - ii) The total number of players listed at the time of the initial roster lock period (week 4) will be the maximum allowed for the year.
- d) **Roster Changes Rules** Changes made to your roster must be in accordance with the following rules:
  - i) A player may not play for more than one team during the season,
  - ii) No change may be made after the roster change period.
  - iii) Hardship and extreme cases may be brought to the Board for discussion.
  - iv) All players who are listed as active for any week during the season must register with the league, and pay appropriate fees.
- e) **Ineligible Players** A player will be ineligible for the following reasons:
  - i) Failure to provide league registration form (or equivalent information) AND league registration fee the first week they participate in the league. (This does not apply to rosters provided before the season or on the first week)
  - ii) Attempting to appear on multiple rosters during a season.
  - iii) Appearing on a roster after the roster change period, without the captain asking the league for a hardship exemption.
- f) **Penalties for Ineligible Players** Any team found to have an ineligible player on the score sheet for a match will forfeit ALL points from the match

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number that person played in to the end of the match. If the ineligible player plays in one of the first ten (10) games, the entire match will be a forfeit (**See rule 5-c**), e.g. if the score of a match is 15-0, and an ineligible player plays the 11<sup>th</sup> game for the currently winning team, regardless of the outcome of the other games, the final score will be determined to be 15-12. An exception is available for players who have not paid, where only their games are considered a forfeit (providing they meet all other eligibility requirements.)

**g) Playoff Eligibility** A player must participate in at least one half of the weekly scheduled matches plus one match to be eligible for the playoffs. See Appendix A for season specific information.

### **4) League Scheduling**

**a) Divisional Format** The league will divide all teams into divisions based on the number of teams in the league and/or each team's position after the first half of the season is complete. The Board will determine the best combination of teams in each division. See Appendix A for season specific details.

**b) Home Matches** Each team will be given at least one half of all weeks or minus one week home matches per half or season. This will depend on the number of teams in the league.

**c) Home and Away Streaks** The league will attempt to keep a balanced schedule where possible to alleviate periods where a team is either home or away for more than three weeks at a time.

### **5) Weekly Match Play**

**a) Times** Weekly matches must start at 8:00 PM. Forfeiture of the first game is at 8:15 PM, and forfeiture of the entire match will be at 8:30 PM. \* See Rule 2.b for enforcing 8pm start.

**b) Players** Only players on the active roster or being added to the roster that evening will be eligible to participate. (Captains adding to the roster on a match night should provide player's fees and league membership form in the mailed packet for the night.)

**6) \*\*\*Minimum Players** A minimum of six (6) players are required to complete a weekly match without forfeiting any games. \***A minimum of only three (3) players can compete in a weekly match.** By using only three players

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however, will result in a forfeit of 10 points total. Player #3 will play the second Doubles leg of Cricket and 501 solo (1 player vs 2 players). The three players involved will shoot alternately for the first three rounds, meaning if Team A has two players and Team B is playing handicapped with one player, teams will shoot A-B-A if Team A is scheduled to start the game, or B-A-B if Team B is scheduled to start the game. After the first three rounds Team A players shoot in succession then Team B player shoots.

- a) **If eleven (11) points or more are forfeit it will be ruled a forfeit 27-0 in favor of opposing team. If a team forfeits two weeks or 54 points within a season they will be subject to a Board review and possible suspension for the remainder of the season.** When using only 3-5 players, all groups of games must be played in numerical order until a fifth or sixth player is needed, e.g. a team cannot forfeit a leg/game within a group of games in order to gain the start of the next game if the previous was set up for the opposing team to start the leg/game first.
- b) **Loss of Points** Once a team does not have enough players eligible to play the next game, only the remainder of the games within that group of games will be forfeited. If a team plays someone who has not registered or paid their dues will result in a loss of points.  
If both teams do not have 6 players minimum and neither team can submit a player to win the game then neither team will receive points and will be marked F-Forfeit. **Home team captains not reporting match score (via email, cell, or text msg) by 8PM the Friday following the match, or not having their weekly score sheet post-marked no later than the Monday following the match, shall result in a loss of one (1) point for each infraction from the home team's score.**
- c) **Order of Games** The order of games shall follow the standard GTDL score sheet. No variations shall be made during the course of play.
- d) **Player Games** A player may participate in only one leg each of Single 301, Single Cricket, Double Cricket, and Double 501 during the weekly match. Any three different players may play in the Triple 801.
- e) **Protests** Teams may protest a weekly match. In the event they do, they *should not sign* the opponent's score sheet. They should call the protested score into the league secretary, as well as writing a formal request for protest on the back of the mailed in score sheet. The board will contact each team and decide upon a ruling.

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### 7) Score sheets/ Lineup sheets

- a) **Amount** Only one three part carbon score sheet will be used each week in each match, shared by both teams. Each team will have a blank line-up card and fill them out in numerical order, one group at a time in a blind draw format.
- b) **Week# / Date** Fill in the Week# and Date at the top of the Weekly Score Sheet.
- c) **Wins/Losses** Please mark the sheet appropriately with a W-Win, L-Loss, or F-Forfeit. Only the team missing a player will mark an 'F' for Forfeit.
- d) **Start of Match** Each team must have at least three players present to fill in the first three games. After the first six games are complete all other groups of games will be filled in completely with six different players, one group at a time after the previous group of games are played.
- e) **New Players** If a player is being added to a roster, (or a change during weeks 5 and 6), please place an '\*' next to their name. This will signal the opposing captain to a new player, and provide the league a way to identify new players. Please include the registration fees and contact information in the weekly packet.
- f) **Completion** The match will be considered complete with a designated signature from each team and a complete H/A score.
- g) **Mailing** Home captain is responsible for gathering any additional paperwork to be mailed in the packet for both teams, and mailing the score sheet. **Home captains must have their score sheet post marked no later than the Monday following the completed match.** There will be a one (1) point penalty for score sheets not mailed as required.
- h) **Player Accomplishments** The middle column on the Weekly Score Sheet is for Player Accomplishments. Enter a player's accomplishment(s) next to their name for the following:
  - i) **Ton80/Ton71** A score of 180 (three triple 20's in one turn) or 171 (three triple 19's in one turn) in a 301, 501, or 801 game.
  - ii) **High On** A score of 100 or more to start a 301 game.
  - iii) **High Out** A score of 90 or more to end a 301, 501, or 801 game.

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- iv) **Round 9 (Hat Trick)** 3 scoring triples in a Cricket turn. A scoring triple is defined as any triple where all three (3) marks count toward a close or for points.
- v) **6 Bulls** 3 double bulls-eyes in one Cricket turn.

- **These will be awarded during both regular season play and playoffs; not during individual tournaments.**

### 8) Game Play

- a) **Win Value** \*All games are single legs.

Singles game = 1 point, Doubles game = 2 points, Triple 801 = 3 points.

There are a total of 19 games equaling 27 points.

- b) **Diddling** None. The Home team will start all odd numbered games while the Away team starts all even numbered games. Each team's starts are shaded in gray on the Weekly Score Sheet and the Lineup Sheet. Each player will be allowed 9 warm-up darts before each game. All players that are scheduled to start the game must make the opposing player and chalker aware of his/her intention to begin the game.

- c) **Order of Play**

\*Players must shoot in the order they are listed on the sheet to avoid shooting out of order. If a team shoots out of order they will lose the following turn.

- d) **Scorekeeping** The scorekeeper for the game shall following standard dart scorekeeping rules. They shall **not** offer information as to preferred outs, or what to shoot. They may, when asked, provide information as to what has been scored that round, the total of darts thrown to that point, and the remaining total. The scorekeeper shall remain near the board during matches, and remain still, with eyes on the dartboard. The scorekeeper should avoid disruptive behavior, such as smoking, drinking, talking, or moving about. The scorekeeper should be a *neutral* part of the game. **The scores marked by the scorekeeper on the scoreboard shall be final, and should be verified by the throwers prior to pulling darts from the dartboard.** If a score is incorrect in Cricket it must be corrected before the opponents next round; 01 must be corrected before the incorrect player or teams next round.

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- e) **Rules of Darts** Standard Rules of '01 and Cricket will be used by the league.

### 9) Bar Responsibilities

- a) **Dart Boards** One standard English-style bristle dartboard will be provided to each bar for each team that they sponsor. Bars must provide at least one additional board for practice.
- i) **Setup** The dartboard should be hung with the following specifications: 5'8" from the floor to the center of the bull's-eye. The spot on the floor below the bull's-eye to the oche shall be 7' 9 1/4" and the center of the bull's-eye, diagonally to the oche will be 9' 7 3/8". The minimum distance between multiple boards on the same wall shall be 6' between bull's-eyes. A scoreboard shall be located adjacent to each dartboard. Enough room must be provided to allow a scorer to be present for each board in play.
- b) **Lighting** Sufficient light shall be provided to eliminate shadows. Suggestions include multiple spot or flood lights, or a centrally located, above the board fluorescent fixture.
- c) **Room to Play** Bars should provide space for dart shooters to play without risk of injury to other shooters or bar patrons. There should also be enough room for other team members in the same area as the shooters, without interfering with game play. Dartboards must be located inside the bar and not a detached building away from the bar.
- d) **Message Area** Bars should provide a location, bulletin board, etc... to post league information or other dart related information.
- e) **Toe Board (Oche)** Bars are responsible for placing a toe board at the proper location to the board. The toe board should be made of at least 2x3" material, and be at least 3 feet in length. It should be centered to the dart board and securely fastened to the floor.
- f) **Dartboard** Bars will be provided one league English-style bristle dartboard for each team they sponsor in the league. This board should be used for all league matches. The board should be removed after league play completes for the night and replaced with a non-league board. This will ensure that the league play always has a suitable board for matches. After the season, the bar retains ownership of the board.

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g) **Bar Fee**     Annual sponsor fee = \$125.00 per team

### 10) **League Communications and Information**

- a) **From the teams to the league secretary**     On a weekly basis, **both** team captains are responsible for reporting scores via telephone, email or text message for their match to the league secretary. The HOME team is responsible for mailing in a copy of the score sheet as well. In this package should include any new player membership forms and money owed. **\*A one point penalty will be deducted from the HOME team's weekly score for failing to turn a score sheet in to the league secretary or not reporting a score via phone, text, or e-mail. Weekly score sheets must be post-marked no later than the Monday following the match.**
- b) **From the league to the teams and sponsors**     Weekly, updated results, standings, and player accomplishments will be emailed to each team (or bar) for display. Each bar should post this sheet in a reasonable viewable area near the darts area. Any discrepancies found on these sheets should be called into the league secretary ASAP.
- c) **From the teams to the other teams**     A signed score sheet shall be signed and kept in a captain's book for each team. The captain should be responsible for keeping this for their team.
- d) **League website**     The league website will be updated on a weekly basis to reflect changes in the standings as well as make available any pertinent information. As of September, 2002, the official league website is located at <http://www.njdarts.com>. There will be a link to GTDL there.
- e) The direct link to the site is <http://www.njdarts.com/gtedl>.

### 11) **Playoffs**

- a) **Number of Teams**     See Appendix A for season specific details.
- b) **Playoff team determination**     See Appendix A for season specific details.
- c) **League/Playoff format**     See Appendix A for season specific details.
- d) **League Championship**     See Appendix A for season specific details.
- e) **Playoff timing**     All playoffs will occur on the weeks immediately following the season.
- f) **Tie breaker**     Total match points (ex: 34-20) between teams tied during overall regular season play will determine playoff position. In the event of another tie there will be a sudden death playoff match.

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- 12) **Board of Directors** (See Appendix A for season specific details)
- 13) **Awards** Awards shall be given out for the following:
- (1) **High On (per Division)**
  - (2) **High Out (per Division)**
  - (3) **Ton80's and Ton71's (all achieved)**
  - (4) **Round 9 ('Hat Trick'; all achieved)**
  - (5) **6 Bulls (all achieved)**
- (6) **Playoffs & Division Winners**
- (a) **1st Place Teams: All players get trophy with team achievements (A, B, and C Divisions). Each winning sponsor bar gets wall plaque with achievements and player's names**
  - (7) **Season (1<sup>st</sup> place for regular season) bar sponsor will get wall plaque with names if the team does not receive another plaque for the playoffs and Overall League Champion Trophy.**
  - (8) **All establishments with teams new to the league will receive a plaque of recognition for their inaugural season.**

**\* See Appendix A for further details on League Format, divisional awards and tournaments.**

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### APPENDIX

17 - 24 TEAMS (A, B, C DIVISIONS):

#### FIRST HALF:

The First Half will consist of a minimum of 9 weeks with teams being split into two to three groups of 8 or up to 12 teams per group. The groups will be randomly drawn from the previous season standings and current rosters based on A,B, and C divisions. All teams in each group will play each other once to determine the top three to four teams per division for the Second Half.

#### FIRST HALF

#### SECOND HALF

GROUP 1    GROUP 2

1            1

DIV A = 1<sup>ST</sup> – 3<sup>RD</sup> PLACE FROM GROUP 1&2 = 6teams

2            2

3            3

DIV B = 4<sup>TH</sup> – 6<sup>TH</sup> PLACE FROM GROUP 1&2 = 6 teams

4            4

5            5

DIV C = 7<sup>TH</sup> – 9<sup>TH</sup> PLACE FROM GROUP 1&2 = 6 teams

6            6

7            7

8            8

9            9

1<sup>ST</sup> HALF = 9 WKS; 2<sup>ND</sup> HALF = 15WKS

#### Second Half:

1. \*The top three teams from Group 1 and 2 of the first half will form the A Division; and the remainder of teams will form the B Division and the C Division. \* All divisions will be decided based on how teams have performed up to the final week of the first half. First half Points will not carry over from the first half.

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2. \*A Division teams will play each other 1-3 times to determine the 1<sup>st</sup> thru 4<sup>th</sup> seeds. B and C Division will play each other 1-3 times each, based on the amount of teams within the division, to decide the 1<sup>st</sup> thru 4<sup>th</sup> seeds.
3. \***PLAYOFFS** will begin immediately following the 2<sup>nd</sup> half with the 1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup> seeds from A, B, and C Divisions.  
The 2<sup>nd</sup> week of playoffs will be the top remaining seeds from the B and C Division playing each other for the Division title while the two first round losers of A division play for 3rd place.  
The 3rd week will be the League Finals Championship match between top seeds remaining from A Division.

\*Subject to change based on # of teams within each Division.

### AWARDS:

#### A Division

- 1<sup>st</sup> place 10x13 plaque with 12" individual trophies & Overall League Champion Trophy
- 2<sup>nd</sup> place 9x12 plaque only
- 3rd place 8x10 plaque only

#### B Division

- 1<sup>st</sup> place 9x12 plaque with 9" individual trophies
- 2<sup>nd</sup> place 8x10 plaque only

#### C Division

- 1<sup>st</sup> place 8x10 plaque with 7" individual trophies
- 2<sup>nd</sup> place 8x10 plaque only

### MEMORIAL TOURNAMENT:

1. All teams will be included and ranked by their standings within each division.
2. There will be a handicap format allowing all teams to compete.
3. The winner will win a Tournament trophy and full paid membership dues for the following season
4. Based on the weekly format the handicap would resemble this:  
A vs. B = 16-11 (B would need 12 points to win)  
A vs. C = 18-9 (C would need 10 points to win)  
B vs. C = 16-11 (C would need 12 points to win)  
A vs. A; B vs. B; or C vs. C = 14-13 (Winner needs 14 points to win)

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5. \*The first 2-3 weeks of the tournament will be played during the regular season play. The second half schedule will reflect when these matches will be played. Four teams will remain after 2-3 weeks of play which will then be continued after the Regular Season League Finals are complete.  
\*Subject to change based on number of teams in the league.

### **Rule 11, League Board:**

**President: Bill Cobb, Firkin Tavern; 609-851-1620**

**Vice President: Bob Kuppler, Buddy's Shamrock Pub; 609-947-1472**

**Secretary: John Tedder, Buddy's Shamrock Tavern; 609-575-0198**

**Treasurer: Ron Rowley, Hamilton Tavern; 609-586-7394**

**Officer: Tony Kenny, AOH Celtic; 609-456-8836**

**Tournament Director: Gary Yourman, Firkin Tavern; 732-284-0941**