



**NJDARTS / NJDL
2010-2011 SEASON
RULES**

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SECTION 1.0

INTRODUCTION

1.1 NJDARTS

THE LEAGUE, "NJDL" FORMERLY KNOWN AS "HUDSON COUNTY DART ASSOCIATION, INC." COMPRISED OF FOUR (4) SEPERATE & DISTINCT CONFERENCES, IS A PRIVATE ENTERPRISE SOLELY OWNED AND OPERATED BY NJDARTS. THE ENTERPRISE INTENT WHILE BUSINESS IN NATURE, IS TO FOSTER GOOD FELLOWSHIP AND SPORTSMANSHIP, PROMOTE THE SPORT OF DARTS IN A PROFESSIONAL MANNER AND TO PROVIDE A MEDIUM TO ACCOMPLISH THESE GOALS VIA LEAGUE PLAY, TOURNAMENTS AND OTHER ACTIVITIES AS DIRECTED BY THE LEAGUE OPERATOR.

LEAGUE MAILING ADDRESS: **NJDARTS, INC.**
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LEAGUE WEB SITE: **www.njdarts.com** WEBMASTER: **larry@njdarts.com**

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1.2 THE MANAGEMENT

THE MANAGEMENT OF NJDARTS SHALL BE VESTED SOLELY IN THE LEAGUE OPERATOR AND/OR DULY APPOINTED DIRECTORS.

1.3 MEMBERSHIP

MEMBERSHIP IN NJDARTS IS OPEN TO ALL PERSONS REGARDLESS OF SKILL LEVEL. MEMBERSHIP CAN BE DENIED/REVOKED BY THE LEAGUE OPERATOR IF IN HIS OPINION, SAID PERSON IS NOT OF GOOD CHARACTER, DISPLAYS UNSPORTSMANLIKE CONDUCT, OR ACTS IN A MANNER DETRIMENTAL TO THE OVERALL GOALS AS SET FORTH IN SUB SEC. 1.1 TITLED "NJDARTS."

1.4 SPONSORSHIP

SPONSORSHIP SHALL BE GRANTED TO ANY ORGANIZED BAR, PUB, CLUB OR ORGANIZATION LOCATED IN THE MUNICIPALITIES OF THE CONFERENCE FOR WHICH APPLICATION HAS BEEN MADE PROVIDED THAT SAID SPONSORSHIP IS ACCEPTABLE TO THE LEAGUE OPERATOR. SPONSORSHIPS OUTSIDE THESE MUNICIPALITIES MAY BE CONSIDERED ON A CASE-BY-CASE BASIS. SPONSORSHIP MAY BE DENIED/REVOKED FOR THE SAME REASONS AS SET FORTH IN SUB SEC. 1.3 TITLED "MEMBERSHIP."

SECTION 2.0

FEES, DUES & BOND

2.1 SPONSORS FEE (2010-2011)

A SPONSOR FEE OF TWO HUNDRED FIFTY DOLLARS (\$250.00) PER TEAM PER SEASON, NON-REFUNDABLE, SHALL BE PAID TO NJDARTS UPON APPLICATION. THE SPONSOR IS UNDER NO OTHER FINANCIAL OBLIGATION TO NJDARTS ALTHOUGH THE SPONSOR AGREES TO COMPLY WITH SEC. 3.0 TITLED EQUIPMENT.

2.1(A) EARLY SPONSORS DISCOUNT (2010-2011)

PROMPT REGISTRATION IS IMPORTANT. AS AN INCENTIVE TO REGISTER EARLY COMPLETED **SPONSOR** APPLICATION'S RECEIVED PRIOR TO AUGUST 1 SHALL BE DISCOUNTED TWENTYFIVE DOLLARS (\$25.00) PER TEAM. APPLICATION'S RECEIVED AFTER AUGUST 15 SHALL BE ASSESSED A TWENTY FIVE DOLLAR (\$25.00) LATE FEE. IN ADDITION STARTING WITH THE 2001-2002 SEASON SPONSORS WILL RECEIVE A DISCOUNT FOR EACH ADDITIONAL TEAM IN EXCESS OF 1.

Example:

RECEIVED by:	Aug 1 (Early Discount)	Aug 15 (Registration Deadline)	Aug 16 & LATER (Late Fee's Applied)
1 ST TEAM	\$225.00	1 st TEAM \$250.00	1 ST TEAM \$275.00
2 ND TEAM	\$200.00	2 ND TEAM \$225.00	2 ND TEAM \$250.00
3 RD TEAM+	\$175.00	3 RD TEAM+ \$200.00	3 RD TEAM+ \$225.00

2.2 ANNUAL MEMBERSHIP REGISTRATION FEE (AMMENDED 2010-2011)

ANY PERSON WISHING TO BECOME A MEMBER OF NJDARTS MAY DO SO BY APPLYING THROUGH ANY ONE OF THE SPONSORED TEAMS, AND PAYING A NON REFUNDABLE FIFTEEN DOLLAR (\$15.00) PER SEASON FEE.

2.3 MEMBER DUES (AMMENDED 2010-2011)

EACH REGISTERED MEMBER WILL BE REQUIRED TO PAY DUE'S EACH WEEK THAT SAID MEMBERS NAME APPEARS IN THE LINEUP AS A PLAYER IN A REGULARLY SCHEDULED MATCH. WEEKLY DUES SHALL BE A MINIMUM OF SIX DOLLARS (\$6.00) PER PLAYER, BUT IN ANY CASE NOT LESS THAN THIRTY SIX DOLLARS (\$36.00) PER TEAM PER WEEK. DUES SHALL BE COLLECTED BY THE TEAM CAPTAIN PRIOR TO THE START OF THE MATCH. A MEMBER THAT DOES NOT COMPLY AT THAT TIME SHALL NOT BE INCLUDED IN THE LINEUP FOR THE MATCH.

2.3(A) ANNUAL DUES OPTION (added 2003-2004) (AMMENDED 07/2010)

EFFECTIVE AT THE START OF THE 2003-2004 SEASON, THE FOLLOWING DUES OPTION IS AVAILABLE UPON INITIAL TEAM REGISTRATION.

REGISTRATION OF AN INITIAL	6 MAN ROSTER	\$690.00 (\$115 PP)
REGISTRATION OF AN INITIAL	7 MAN ROSTER	\$770.00 (\$110 PP)
REGISTRATION OF AN INITIAL	8 MAN ROSTER	\$840.00 (\$105 PP)
REGISTRATION OF AN INITIAL	9 MAN ROSTER	\$900.00 (\$100 PP)
REGISTRATION OF AN INITIAL	10 MAN ROSTER	\$950.00 (\$ 95 00)
REGISTRATION OF AN INITIAL	11 MAN ROSTER	\$990.00 (\$ 90 PP)
REGISTRATION OF AN INITIAL	12 MAN ROSTER	\$1020.00 (\$ 85 PP)

(\$15 MEMBERSHIP FEES ARE INCLUDED ABOVE)

INITIAL REGISTRATION MONEY COLLECTED IN THIS MANNER IS NON TRANSFERRABLE AFTER THE START OF THE SEASON. ADDITIONS TO INITIAL ROSTERS AFTER THE SEASON START WILL BE COLLECTED IN ACCORDANCE WITH RULE 2.3 MEMBER DUES. THE ADVANTAGE TO THE "ANNUAL DUES OPTION" ASSIDE FROM THE OBVIOUS SAVINGS ON TOTAL DUES COLLECTED IS, NO REQUIREMENT TO COLLECT DUES ON A WEEKLY BASIS FOR SUBMISSION TO THE LEAGUE. THIS LESSENS THE LIKELYHOOD OF PENALTIES ASSESSED DUE TO LATE RECEIPT OF DUES. ADDITIONALLY, PLAYERS UPON REGISTRATION ARE MAKING A FINANCIAL COMMITMENT UP FRONT AND ARE MORE LIKELY TO SHOW BECAUSE THEY ARE FULLY PAID.

2.3(B) BOUNCED CHECKS (06/15/10)

IN THE CASE OF BOUNCED CHECKS, THE CAPTAIN SHALL BE CHARGED \$45.00 PER OCCURRENCE. A BAD CHECK IS THE SAME AS NOT RECEIVING DUES. THEREFORE A PENALTY SHALL ALSO BE APPLIED CONSISTENT WITH (SUB. SEC. 4.6)

2.4 FORFEITURE BOND (7/08)

ANY SPONSOR WHOSE TEAM HAD BEEN DISQUALIFIED OR FAILED TO COMPLETE A PREVIOUS SEASON SHALL BE REQUIRED TO SATISFY ANY OUTSTANDING BALANCE/DEBT FROM ANY PREVIOUS SEASON (SEE RULE 6.(b)) AND POST IN ADDITION TO THE SPONSOR FEE AN ADDITIONAL TWO HUNDRED DOLLARS (\$200.00). THIS ADDITIONAL TWO HUNDRED DOLLARS SHALL BE DEPOSITED WITH NJDARTS AND HELD AS A BOND AGAINST DISQUALIFICATION OR FAILURE TO COMPLETE THE SEASON. THIS BOND SHALL BE A SEPARATE CHECK MADE PAYABLE TO NJDARTS AND SUBMITTED ALONG WITH THE SPONSOR APPLICATION AND FEE. SHOULD A TEAM BE DISQUALIFIED AGAIN THE BOND IS FORFEIT TO NJDARTS. OTHERWISE THE BOND WILL BE REFUNDED AT THE COMPLETION OF THE SEASON.

SECTION 3.0

EQUIPMENT

3.1 UNIFORMS (Not Required) A CASUAL NEAT APPEARANCE IS EXPECTED. HOUSE DRESS CODES APPLY.

3.2 DART BOARD

(a) THE SPONSOR SHALL PROVIDE A STANDARD 18" "STAPLE-FREE" BULL ENGLISH BRISTLE DARTBOARD, OF THE TYPE APPROVED BY NJDARTS. IT SHALL BE OF THE STANDARD 1-20 CLOCK PATTERN, AND SHALL BE NEW AT THE START OF THE SEASON AND MAINTAIN SAME THROUGHOUT THE SEASON. (THE STANDARD BY WHICH ALL BOARDS WILL BE COMPARED IS THE "NODOR SUPABULL" MODEL 01932). NJDARTS SHALL PROVIDE TO THE SPONSOR ONE FREE BOARD FOR EACH TEAM THAT RE-REGISTERS THE FOLLOWING SEASON.

(b) THE SCORING WEDGE INDICATED BY THE 20 SHALL BE THE DARKER OF THE TWO WEDGE COLORS (BLACK/WHITE STANDARD) AND MUST BE THE TOP CENTER WEDGE.

(c) NO ALTERATIONS/ACCESSORIES MAY BE ADDED TO THE BOARD SETUPS.

(d) THE INNER NARROW BAND SHALL SCORE "TRIPLE" THE SEGMENT NUMBER AND THE OUTER BAND SHALL SCORE "DOUBLE" THE SEGMENT NUMBER.

(e) THE OUTER CENTER RING SHALL SCORE "25" AND BE CALLED "SINGLE BULL" THE INNER CENTER RING SHALL SCORE DOUBLE OR "50" AND SHALL BE CALLED "DOUBLE BULL."

(f) THE MINIMUM THROWING DISTANCE SHALL BE 7'9-1/4". THE MAXIMUM THROWING DISTANCE SHALL NOT EXCEED 8'. THE BOARD HEIGHT SHALL BE 5'8" (FLOOR TO CENTER BULL: 9'7-3/8" MEASURED DIAGONALLY FROM THE CENTER OF THE BULL TO THE FRONT OF THE THROW LINE AT FLOOR LEVEL). THE THROW LINE OR "OCHE" SHALL BE CLEARLY MARKED ON THE FLOOR AND EXTEND AT LEAST 18" EITHER SIDE OF CENTER (36 INCHES).

3.3 LIGHTING

LIGHTS MUST BE AFFIXED IN SUCH A WAY AS TO BRIGHTLY ILLUMINATE THE BOARD, REDUCE TO A MINIMUM THE SHADOWS CAST BY THE DARTS AND NOT IMPEDE THE FLIGHT OF THE DART. WHERE INCANDESCENT OR HALOGEN IS USED A MINIMUM OF TWO LIGHT SOURCES ARE REQUIRED.

3.4 SCORE BOARD

A SCORE BOARD, MARKING DEVICE AND ERASURE SHALL BE PROVIDED WITHIN THE "PIT". IT SHALL BE LOCATED IN FRONT OF THE THROW LINE IN SUCH A PLACE AS TO BE EASILY VISIBLE TO THE PLAYERS. THE SCORE BOARD SHALL BE OF THE TYPE THAT ALLOWS THE PLAYERS, SCOREKEEPER AND CHECKER TO SEE THE PRIOR SCORES OBTAINED AND SCORE REMAINING, (ELECTRONIC & DIAL-A-SCORE NOT ACCEPTABLE).

3.5 THE "PIT"

THE "PIT" IS A TERM USED TO DESCRIBE THE AREA WHERE COMPETITIVE DARTS IS TO BE PLAYED. IT IS THE RESPONSIBILITY OF THE SPONSOR TO MAINTAIN THE "PIT" ACCORDINGLY. FOR THE SAFETY OF SPECTATORS AND PLAYERS ALIKE, SPECIFIC DIMENSIONS ARE REQUIRED AND MUST BE STRICTLY ADHERED TO THROUGHOUT THE SEASON. THE "PIT" SHALL BE AN AREA READILY ACCESSIBLE TO THE PLAYERS, FREE OF DISTURBANCES, CONSISTING OF THE DARTBOARD, SCORE BOARD, THROW LINE, LIGHTS AND A CLEAR AREA. (SEE SUB SEC. 3.6)

3.6 "CLEAR AREA"

THE "CLEAR AREA" SHALL, WHETHER REAL OR IMAGINED, EXTEND THREE FEET EITHER SIDE OF THE CENTER OF THE "PIT" AND EXTEND THREE FEET BEHIND THE THROW LINE. THE "CLEAR AREA" SHALL BE FREE OF DISTRACTIONS IE: FLASHING LIGHTS, JUKE BOXES, ARCADE GAMES, MIRRORS, SPECTATORS AND PLAYERS. ONLY THE SCORE KEEPER, SCORE CHECKER AND THE SHOOTER MAY ENTER THE "CLEAR AREA". THIS RULE SHALL BE VIGOROUSLY ENFORCED BY THE CAPTAINS. INFRACTIONS ARE GROUNDS FOR PROTEST AND LOSS OF GAME.

3.7 MATCH SITE

THE HOME TEAM MATCH SITE SHALL BE THAT LOCATION, REGISTERED BY THE SPONSOR, INSPECTED BY NJDARTS AT THE BEGINNING OF THE SEASON AND WHERE MATCHES ARE TO BE PLAYED, AKA: THE "PIT". MATCH SITES MAY NOT BE CHANGED AFTER THE START OF THE SEASON WITHOUT THE PRIOR APPROVAL OF NJDARTS AND WITH THE WRITTEN PERMISSION OF THE SPONSOR A COPY OF WHICH MUST BE FILED WITH THE LEAGUE OFFICE.

SECTION 4.0

CAPTAIN RESPONSIBILITIES

4.1 CAPTAIN REGISTRATION

ALL CAPTAINS MUST EXECUTE THE CAPTAIN AGREEMENT INCLUDED IN EACH APPLICATION PACKAGE. EACH CAPTAIN SHALL TAKE POSSESSION OF THE "RULES" ATTACHED AND HAVE HIS COPY IN HIS POSSESSION ON LEAGUE NIGHT, MAKING IT AVAILABLE FOR HIS TEAM TO PERUSE AT THEIR REQUEST. IT SHOULD BE NOTED THAT THE LEAGUE RETAINS THE RIGHT TO DENY OR REFUSE TO ACCEPT AN EXECUTED CAPTAINS AGREEMENT FROM AN INDIVIDUAL WHO IN THE OPINION OF THE LEAGUE HAS DEMONSTRATED A LACK OF RESPONSIBILITY IN PRIOR SEASONS.

4.1(A) CAPTAIN CHANGE

IN THE EVENT THAT AFTER THE START OF THE SEASON THE TEAM FINDS IT NECESSARY TO CHANGE CAPTAINS, THE LEAGUE IS TO BE NOTIFIED IN WRITING ON THE REVERSE OF THE WHITE SCORE SHEET. ALONG WITH THE FULL NAME OF THE NEW CAPTAIN, A COMPLETE MAILING ADDRESS AND TELEPHONE NUMBER MUST BE PROVIDED. THE NEW CAPTAIN SHALL TAKE POSSESSION OF THE RULES AND AT HIS EARLIEST CONVENIENCE REPORT TO THE LEAGUE OFFICE TO EXECUTE A NEW CAPTAINS AGREEMENT.

4.2 TEAM ROSTER

A TEAM ROSTER SHALL BE COMPLETED BY ALL TEAM CAPTAINS AND UPDATED WEEKLY AS NECESSARY THROUGHOUT THE SEASON. IN COMPLETING A ROSTER CAPTAINS SHOULD PAY PARTICULAR ATTENTION TO RULES 4.2(A), 4.2(B), 4.2(C), 4.3 & 8.1(a, b, c, d, e, f, g).

4.2(A) INITIAL ROSTER

CAPTAINS SHALL BE RESPONSIBLE TO SUBMIT AN INITIAL TEAM ROSTER OF A MINIMUM SIX (6) REGISTERED PLAYERS, APPLICABLE FEES AND CAPTAIN'S AGREEMENT TO NJDARTS BY THE DEADLINE (AUGUST 31) AS SET BY LEAGUE OPERATOR. PLAYER REGISTRATIONS ARE NOT TRANSFERABLE AFTER THE START OF THE SEASON.

4.2(B) LIMITATIONS

ROSTERS ARE LIMITED TO A MAXIMUM OF 12 REGISTERED MEMBERS. AFTER THE START OF THE SEASON ROSTER CHANGES MAY BE EFFECTED BY:

1. NEW PLAYER REGISTRATION (SEE 4.3)
2. RE-REGISTRATION (SEE 4.3)
3. TRANSFERS (SEE 4.4)

ALL ROSTERS WILL BE FROZEN AFTER 3/4 OF THE SEASONS SCHEDULED MATCHES HAVE BEEN PLAYED. NO CHANGES OF ANY KIND MAY BE MADE AFTER THAT POINT.

4.2(C) "MAX ROSTER"

"MAX ROSTER" IS A TERM USED TO DESCRIBE A ROSTER, WHICH HAS REACHED THE MAXIMUM REGISTRATION (12). ONCE "MAX ROSTER" HAS BEEN ACHIEVED AND PRIOR TO THE ROSTER FREEZE, CHANGES TO THE ROSTER MAY BE EFFECTED ONCE PER CALENDAR MONTH (INCLUDES: NEW REGISTRATION, RE-REGISTRATIONS AND TRANSFERS). THIS IS DONE ON A ONE FOR ONE BASIS. *EXAMPLE: DROP ONE PLAYER ADD ONE PLAYER. THESE CHANGES MUST BE NOTED ON THE BACK OF THE WHITE SCORE SHEET.*

4.3 REGISTRATION

REGISTRATION OF A NEW PLAYER AFTER THE START OF THE SEASON CAN BE EFFECTED BY, COLLECTING THE MEMBERSHIP FEE AND PROVIDING THE NEW MEMBERS FULL NAME ON THE BACK OF THE WHITE SCORE SHEET. NEW MEMBER FEES SHALL BE SUBMITTED WITH THE WEEKS DUES. THIS ADDITION MUST BE NOTED ON BACK OF THE SCORE SHEET. A MEMBER THAT HAS BEEN RELEASED (DROPPED FROM ANOTHER ROSTER) MAY REREGISTER WITH ANOTHER TEAM IN ORDER TO BE ELIGIBLE TO PLAY AGAIN, HE MAY NOT RETURN TO THE SAME TEAM. NO WAITING PERIOD (PROVIDING PLAYER HAS BEEN DROPPED FOR A MINIMUM OF TWO WEEKS SEE RULE 4.4 TRANSFER) OR ADDITIONAL FEES ARE REQUIRED. UNDER NO CIRCUMSTANCES MAY A MEMBER REREGISTER IF TWO TEAMS HAVE DROPPED HIM/HER IN ANY ONE SEASON. A DROPPED MEMBER WHO FAILS TO REREGISTER FORFEITS ALL RIGHTS TO ANY BENEFITS AND AWARDS FROM NJDARTS.

4.4 TRANSFER

ANY MEMBER MAY REQUEST A TRANSFER TO ANOTHER TEAM WITHOUT REREGISTRATION, PROVIDED THERE IS NO DISCIPLINARY ACTION PENDING AGAINST THE SPONSOR/TEAM/PLAYER WITH THE LEAGUE. TRANSFERS CAN BE EFFECTED BY THE RELEASING CAPTAIN AND ACCEPTING CAPTAINS CALLING THE LEAGUE OFFICE AND NOTING SAME ON THE BACK OF THEIR RESPECTIVE SCORE SHEETS. A TWO CALENDAR WEEK WAITING PERIOD MUST BE OBSERVED BEFORE SAID PLAYER IS ELIGIBLE TO COMPETE FOR THE NEW TEAM. IF THE TRANSFERRING PLAYER HAS NOT PARTICIPATED IN ANY MATCHES FOR THE RELEASING TEAM THE TWO-WEEK WAIT IS WAIVED. THE WAITING PERIOD STARTS AFTER CONFIRMATION IS RECEIVED BY THE LEAGUE FROM THE RECEIVING CAPTAIN. NO PLAYER WILL BE PERMITTED MORE THAN ONE TRANSFER IN A SEASON.

4.5 (AVAILABLE)

4.6 DUES PAYMENT TO NJDARTS

MEMBERS' DUES COLLECTED IN THE MANNER DESCRIBED (SUB SEC. 2.3) SHALL BE FORWARDED TO THE LEAGUE ON THE DAY FOLLOWING THE MATCH. DUE'S NOT RECEIVED BY THE LEAGUE BY THURSDAY EVENING AT 10PM FOLLOWING THE MATCH SHALL SUBJECT THE OFFENDING TEAM TO A FOUR (4) POINT PENALTY. THIS PENALTY SHALL BE SUBTRACTED FROM THE TEAM TOTAL POINTS FOR THE SEASON AND SHALL NOT AFFECT THE OUTCOME OF THE MATCH. DUE'S STILL NOT RECEIVED BY THE SECOND THURSDAY SHALL SUBJECT THE OFFENDING TEAM TO AN EIGHT (8) POINT PENALTY. DUE'S NOT RECEIVED BY THE THIRD THURSDAY SHALL SUBJECT THE OFFENDING TEAM TO A MATCH FORFEIT AND TWELVE (12) POINT PENALTY. DUES NOT RECEIVED BY THE FOURTH THURSDAY SHALL SUBJECT THE TEAM TO LEAGUE DISQUALIFICATION (SEE SEC.6.1). THE CAPTAIN BY ACCEPTING THE TITLE AND EXECUTING THE "CAPTAINS AGREEMENT" ACCEPTS FULL RESPONSIBILITY FOR THE ACCURATE COLLECTION, ACCOUNTING AND TIMELY DEPOSIT OF DUES WITH THE LEAGUE. A RECEIPT FOR CASH TRANSACTIONS WILL BE PROVIDED UPON REQUEST.

4.6(A) DUES ERRORS

IT IS UNDERSTOOD THAT THROUGH OUT THE SEASON DUES ERRORS WILL BE MADE. DUES ERRORS SHALL NOT BE SUBJECT TO PENALTY PROVIDED: 1. AMOUNT OF DUES RECEIVED IS AT LEAST 50% OF BALANCE DUE AT TIME OF SUBMISSION. 2. DUES ARE PAID IN FULL AND CORRECT THE FOLLOWING WEEK. NO GRACE PERIOD IS APPLIED AS A RESULT OF BYES OR RESCHEDULED MATCHES. SUBJECT TO CONDITIONS 1 AND 2 ABOVE, DUES ERRORS SHALL BE TREATED IN THE SAME MANNER AS RULE 4.6.

4.7 PLAYING "LIGHT"

A CAPTAIN MAY ELECT TO PLAY LIGHT WHEN, IN THE CASE OF A TEAM GAME A PLAYER IS NOT PRESENT WHEN THEIR GAME IS CALLED. THE GAME SHALL CONTINUE AS THOUGH THE MISSING PLAYER WERE PRESENT AND SCORED "0" OR "NO HITS" AT HIS TURN TO THROW. THE GAME SHALL CONTINUE IN THIS MANNER UNTIL COMPLETED, OR THE PLAYER APPEARS TO TAKE HIS NEXT TURN.

4.8 SUBSTITUTION

A CAPTAIN MAY ELECT TO SUBSTITUTE A PLAYER. THE SUBSTITUTE MUST BE A REGISTERED MEMBER ON THE ROSTER AND IMMEDIATELY READY TO SHOOT. A PLAYER WHO IS SUBSTITUTED FOR IN THIS MANNER MAY NOT BE INCLUDED IN THE LINEUP OF ANY REMAINING GAMES OF THE MATCH. THE SUBSTITUTE PLAYERS NAME SHALL BE INSERTED IN THE LINEUP IN PLACE OF THE MISSING PLAYER.

4.9 GAME FORFEIT

A CAPTAIN MAY ELECT (IN THE CASE OF A SINGLES MATCH), TO FORFEIT IN LIEU OF SUBSTITUTION IF A PLAYER IS NOT PRESENT WHEN THEIR GAME IS CALLED. IN THIS CASE THE WINNING PLAYER SHALL RECEIVE HIS AVERAGE ASP EARNED TO DATE AS WELL AS CREDIT FOR THE BONUS POINTS.

4.10 SCORE SHEET

WHITE ORIGINAL SCORE SHEETS, DUES AND REGISTRATION MUST BE SUBMITTED TO THE L.O. ON THE DAY FOLLOWING THE MATCH. IT IS THE RESPONSIBILITY OF THE HOME TEAM CAPTAIN TO FORWARD THE WHITE LEAGUE COPY. THE LEAGUE COPY SHALL BE COMPLETED, LEGIBLE, ACCURATE AND ATTESTED TO BY BOTH CAPTAINS. SCORE SHEETS NOT RECEIVED BY THURSDAY EVENING AT 10:00 PM FOLLOWING THE MATCH SHALL SUBJECT THE OFFENDING TEAM TO A FOUR POINT PENALTY. THIS PENALTY SHALL BE SUBTRACTED FROM THE TEAM TOTAL POINTS TO DATE AND NOT AFFECT THE MATCH SCORE. THE SAME PROCEDURE AS IN SUB SEC. 4.6 SHALL APPLY.

4.11 POSTPONEMENTS

NO MATCH MAY BE POSTPONED DUE TO THE LACK OF PLAYERS. IN THE EVENT OF AN UNFORESEEN EMERGENCY, THE OPPOSING TEAM CAPTAINS MUST AGREE TO POSTPONE AND DECIDE ON THE MAKE-UP DATE PRIOR TO 6:30 PM ON THE DAY OF THE SCHEDULED MATCH. IN THE EVENT OF A DISAGREEMENT, THE L.O. OR DESIGNATED DIRECTOR SHOULD BE CONTACTED. THE L.O. SHALL APPROVE/DENY THE POSTPONEMENT AND MAKE-UP DATE. IN ANY EVENT THE L.O. SHOULD BE CONTACTED. IN ALL CASES GOOD SPORTSMANSHIP SHOULD PREVAIL. IF POSTPONED, A RESCHEDULED MATCH BY MUTUAL AGREEMENT MUST BE PLAYED WITHIN THE NEXT 14 DAYS. CAPTAINS ARE RESPONSIBLE FOR NOTIFICATION OF THEIR RESPECTIVE PLAYERS AND L.O. IF THE MATCH CANNOT BE RESCHEDULED WITHIN THE REQUIRED 14 DAYS, POSTPONEMENT SHALL NOT BE GRANTED. IN NO CASE SHALL A TEAM BE PERMITTED TO CARRY MORE THAN 1 PENDING MAKE-UP MATCH.

IN THE EVENT OF SEVERE OR INCLEMENT WEATHER (INCLUDING THE AFTERMATH), THE L.O. MAY DECLARE A LEAGUE WIDE POSTPONEMENT. IN THIS EVENT, ALL NJDL MATCHES FOR THAT DATE WILL BE POSTPONED; A GENERAL MESSAGE ANNOUNCEMENT WILL BE RECORDED ON THE LEAGUE ANSWERING MACHINE AND POSTED TO THE "FORUM" AT "WWW.NJDARTS.COM" PRIOR TO 6:00 PM ON THE DATE OF POSTPONEMENT. IN THIS CASE A MAKEUP DATE WILL BE SET BY THE L.O. IT IS THE RESPONSIBILITY OF THE TEAM CAPTAINS TO CHECK WITH THE LEAGUE OFFICE IN ONE OF THE MANNERS DESCRIBED ABOVE TO OBTAIN THIS INFORMATION AND INFORM THEIR RESPECTIVE PLAYERS.

4.12 DISRUPTIVE BEHAVIOR

CAPTAINS ARE RESPONSIBLE FOR MAINTAINING A DECORUM CONDUSIVE TO GOOD SPORTSMANSHIP THROUGH OUT THE MATCH IN ACCORDANCE WITH RULE 1.3 MEMBERSHIP. CAPTAINS ARE RESPONSIBLE FOR THEIR OWN PLAYERS.

4.13 DAMAGE TO PROPERTY

WHERE DAMAGE IS CAUSED TO PROPERTY AS THE RESULT OF UNRULY PLAYER(S) IT WILL BE THE OFFENDING TEAM'S RESPONSIBILITY TO MAKE IMMEDIATE AND PROPER REMUNERATION TO THE SATISFACTION OF THE PROPERTY OWNER. TEAMS IN VIOLATION OF THIS RULE ARE SUBJECT TO IMMEDIATE DISQUALIFICATION FROM THE LEAGUE AT THE DESCRETION OF THE LEAGUE OPERATOR.

SECTION 5.0

THE MATCH

5.1 STARTING TIME

THE STARTING TIME OF ALL SCHEDULED MATCHES SHALL BE 8:00 PM. ANY MATCH NOT IN PROGRESS BY 8:15 PM SHALL SUBJECT THE OFFENDING TEAM TO A MATCH FORFEIT (SEE SUB SEC. 6.0(a)). ONLY ONE PLAYER FROM A TEAM NEEDS TO BE PRESENT AT THE START OF THE MATCH AND THAT PLAYER SHALL ACT AS CAPTAIN.

5.1(A) LINEUP

PRIOR TO MAKING THE LINEUP, THE CAPTAIN SHALL COLLECT THE DUES (SEE SUB SEC. 2.3) FROM EACH MEMBER EXPECTED TO PARTICIPATE IN THE MATCH AND ASSURE THAT EACH MEMBER IS IN THE TEAM UNIFORM (SEE SUB SEC. 3.1). THE LINEUP FOR EACH SET OF GAMES WILL BE FILLED OUT COMPLETELY PRIOR TO THE START OF THE SET. THE AWAY CAPTAIN SHALL COMPLETE HIS/HER LINEUP FIRST, ON THE RIGHT SIDE OF THE SCORE SHEET AND THEN FOLD DOWN THE "BLANK" COVERING THE LINEUP AND PRESENT IT TO THE HOME CAPTAIN. THE HOME CAPTAIN SHALL COMPLETE HIS/HER LINEUP WITHOUT MAKING REFERENCE TO THE AWAY TEAM LINEUP. THE HOME TEAM CAPTAIN UPON COMPLETION OF THE LINEUP WILL IMMEDIATELY DECLARE MATCH ON AND ANNOUNCE THE FIRST GAME AND PLAYERS. PLAYERS NEED NOT BE PRESENT AT THE TIME OF LINEUP, BUT MUST BE READY TO PLAY WHEN THEIR GAME IS CALLED. IF AFTER FIVE MINUTES, A PLAYER DOES NOT PRESENT HIMSELF/HERSELF THE GAME IS PLAYED LIGHT (SUB SEC. 4.7), SUBSTITUTED (SUB SEC. 4.8) OR FORFEITED (SUB SEC. 4.9).

5.2 MATCH

THE MATCH SHALL CONSIST OF 18 GAMES BROKEN DOWN INTO 4 SETS. A MAXIMUM OF 12 DIFFERENT PLAYERS FROM A ROSTER MAY COMPETE IN ANY ONE MATCH. NO ONE PLAYER MAY COMPETE IN MORE THAN ONE GAME OF A SET. GAME POINTS ARE AWARDED AS FOLLOWS:

- (a) SET 1 3 GAMES OF DOUBLES CRICKET 2 POINTS PER GAME 6 TOTAL POINTS
 - (b) SET 2 3 GAMES OF DOUBLES "501DD" 2 POINTS PER GAME 6 TOTAL POINTS
 - (c) SET 3 6 GAMES OF SINGLES CRICKET 1 POINT PER GAME 6 TOTAL POINTS
 - (d) SET 4 6 GAMES OF SINGLES "301DD" 1 POINT PER GAME 6 TOTAL POINTS
- 18 TOTAL GAMES 24 TOTAL POINTS

5.3 PRACTICE

THIRTY MINUTES PRIOR TO THE START OF A MATCH, THE "PIT" SHALL BE DECLARED OPEN FOR WARM UP. WARM UP WILL CONCLUDE WHEN THE HOME TEAM CAPTAIN COMPLETES THE LINEUP AND DECLARES MATCH ON. THERE AFTER, EACH PLAYER WHEN HIS GAME IS CALLED IS PERMITTED 6 DARTS BEFORE THE START OF THE GAME. THE PLAYER WITHOUT THE START SHALL BE PERMITTED TO THROW THE LAST THREE PRACTICE DARTS EVEN IF THESE THREE PRACTICE DARTS EXCEED THE 6 DARTS ALLOTTED. NO PLAYER MAY THROW PRACTICE DARTS WHILE HIS GAME IS ON.

5.4 SCORE KEEPER

THE HOME TEAM SHALL PROVIDE A SCORE KEEPER. THE SCORE KEEPER DOES NOT HAVE TO BE A MEMBER OF THE HOME TEAM OR THE NJDL. THE SCOREKEEPER SHALL STAND TO THE RIGHT/LEFT OF THE DARTBOARD, WITH HIS BACK TO THE THROW LINE AND REMAIN MOTIONLESS UNTIL AFTER ALL THREE DARTS ARE THROWN. NO SHOOTER SHALL PULL THEIR DARTS UNTIL AFTER THE SCOREKEEPER HAS DECLARED THE SCORE. DARTS PULLED BEFORE THE SCORE IS DECLARED SHALL SCORE "ZERO" IN THE CASE OF 01 GAMES OR "NO MARKS" IN THE CASE OF CRICKET GAMES. THE SHOOTER ACCEPTS THE SCORE AS DECLARED WHEN THE DARTS ARE PULLED.

5.5 SCORE CHECKER

THE AWAY TEAM MAY ELECT TO HAVE A SCORE CHECKER. THIS PERSON SHALL BE DESIGNATED PRIOR TO THE GAME AND THE HOME TEAM NOTIFIED. THIS PERSON SHALL STAND OUT OF THE CLEAR SPACE BEHIND THE SHOOTER SO AS NOT TO DISTRACT THE SHOOTER AND IT SHALL BE HIS RESPONSIBILITY TO VERIFY THE SCORE OBTAINED AND TO CHECK FOR CORRECT MATH CALCULATIONS AFTER EACH ROUND OF THREE DARTS.

5.6 STRATEGY

UNDER NO CIRCUMSTANCES SHALL THE SCOREKEEPER DISCUSS STRATEGY WITH THE SHOOTER. THE SCOREKEEPER IS RESTRICTED TO DECLARING THE SCORE OBTAINED AND THE SCORE REMAINING IF ASKED. THE SHOOTER MAY DISCUSS STRATEGY WITH ANY OTHER PLAYER ON THE ROSTER.

5.7 BUSTED

IN THE CASE OF "01" GAMES A SHOOTER SCORING MORE THAN THE AMOUNT SHOWN TO BE LEFT OR WITHIN ONE OF THAT NUMBER IS SAID TO HAVE BUSTED. ANY SCORE IN THAT TURN BECOMES VOID AND THE OPPONENT SHALL TAKE HIS TURN AT THE "OCHE". A SHOOTER WHO IS SAID TO HAVE BUSTED ON THE FIRST OR SECOND DART SHALL NOT THROW THE REMAINING DARTS, BUT INSTEAD SHALL PULL THE DARTS TOSSED AND YIELD TO THE OPPONENT.

5.8 SCORE ERROR 01 GAMES

IN THE CASE OF AN 01 GAME, WHEN A PLAYER RETURNS TO THE LINE AND TOSSES HIS FIRST DART HIS PREVIOUS SCORE SHALL STAND, WITH ONE EXCEPTION, IE: MATH ERRORS OF 100 POINTS OR MORE SHALL BE CORRECTED UPON DISCOVERY.

5.9 SCORE ERROR CRICKET

IN THE CASE OF A SCORING ERROR IN CRICKET, ONCE A SHOOTER TOSSES HIS FIRST DART THE OPPONENTS PREVIOUS SCORE STANDS.

SECTION 6.0

FORFEITURES

- (a) A MATCH FORFEIT IS DECLARED WHEN A TEAM FAILS TO ATTEND A MATCH AS SCHEDULED WITHOUT PRIOR NOTIFICATION (SEE SUB SEC. 4.11 & 5.1). IN THIS CASE A SCORE OF ZERO "0" AND A LOSS SHALL BE ENTERED ON THE SCORE SHEET FOR THE OFFENDING TEAM AND A SCORE OF THIRTEEN "13" AND A WIN FOR THE OPPOSING TEAM. THE OPPOSING TEAM MUST SUBMIT A SCORE SHEET WITH AT LEAST SIX NAMES AND MINIMUM DUES. PLAYERS WHO'S NAMES APPEAR ON THE SCORE SHEET SHALL RECEIVE THEIR AVERAGE ASP EARNED TO DATE AND A MATCH CREDIT.
- (b) THE OFFENDING TEAM SHALL BE REQUIRED ON THE FIRST OFFENSE TO SUBMIT THE MINIMUM TEAM DUES (\$36.00) PLUS A \$25.00 FINE (TOTAL \$61.00). ON THE SECOND OFFENSE DUES (\$36.00) PLUS A \$50.00 FINE (TOTAL \$86.00). A THIRD OFFENSE CONSTITUTES A LEAGUE FORFEIT. DUE'S(\$36.00) PLUS A \$75.00 FINE (Total \$111) MUST BE PAID TO AVOID LEAGUE FORFEIT. TEAMS SHALL BE PENALIZED IN THE MANNER DESCRIBED IN (SUB. SEC. 4.6). DUES PAYMENT TO NJDARTS IN THE CASE OF THE THIRD OFFENSE, DUES AND FINE MUST BE PAID REGARDLESS. ALL REGISTERED PLAYERS ON TEAMS THAT DO NOT COMPLY SHALL BE SUSPENDED AND ARE NOT ELIGIBLE TO REGISTER THE FOLLOWING SEASON. THE SPONSOR, ALONG WITH HAVING TO POST A BOND THE FOLLOWING SEASON SHALL BE REQUIRED TO SATISFY THE DEBT PRIOR TO SUBMISSION OF A SPONSOR APPLICATION THE FOLLOWING SEASON. (AMMENDED 07/2010)
- (b) A MATCH FORFEIT IS DECLARED WHEN A TEAM FAILS TO PAY FEE'S AS SET FORTH BY THE LEAGUE (SUB SEC. 4.6). IN THIS CASE A SCORE OF ZERO "0" AND A LOSS SHALL BE ENTERED ON THE SCORE SHEET FOR THE OFFENDING TEAM AND THE OPPOSING TEAM SHALL RECEIVE THE MATCH POINTS AS EARNED, ALL-STAR POINTS AS EARNED AND THE WIN.
- (c) A GAME FORFEIT IS DECLARED WHEN A TEAM USES AN UNREGISTERED PLAYER IN THE LINEUP (SEE SUB SEC. 4.2). IN THIS CASE A SCORE OF ZERO "0" AND A LOSS SHALL BE RECORDED ON THE SCORE SHEET FOR THE OFFENDING TEAM. THE OPPOSING TEAM SHALL ENTER A WIN AND EARN THE APPROPRIATE SCORE (1 Pt. SNGLS/2 Pts DBLS.) AND ASP AVERAGE.
- (d) A MATCH FORFEIT IS DECLARED WHEN A TEAM FAILS TO SUBMIT THE MATCH SCORE SHEET AS SET FORTH (SEE SUB SEC. 4.10). IN THIS CASE THE SAME PROCEDURE, AS 6.0(b) SHALL BE FOLLOWED.
- (e) A GAME FORFEIT IS DECLARED, IF THE CAPTAIN ELECTS TO DO SO, IN LIEU OF SHOOTING LIGHT IN A DOUBLES GAME, (SUB SEC 4.7) OR IN LIEU OF SUBSTITUTION IN A SINGLES GAME, (SUB SEC 4.9).
- (f) A MATCH OR GAME FORFEIT IS DECLARED ANYTIME WHEREIN THE OPINION OF THE L.O., IT BECOMES NECESSARY TO DISCIPLINE A PLAYER OR TEAM, TO ARBITRATE A DISPUTE/PROTEST OR IN CASES WHERE IT BECOMES NECESSARY TO GET A SPONSOR TO COMPLY. THE PROCEDURE SHALL BE DETERMINED BY THE L.O.

6.1 LEAGUE DISQUALIFICATION (7/9/00)

IN THE CASE OF A LEAGUE DISQUALIFICATION (SEASON FORFEIT) THE SPONSOR, CAPTAIN AND ALL REGISTERED MEMBERS OF A TEAM SHALL FORFEIT ALL RIGHTS TO AWARDS, BENEFITS AND BONDS POSTED WITH THE NJDARTS. IN THIS CASE THE L.O. WILL ATTEMPT TO ENLIST A REPLACEMENT TEAM TO COMPLETE THE SEASON. A REPLACEMENT TEAM WILL RECEIVE THE DIVISION AVERAGE TEAM POINTS TO DATE UP TO THE 3/4 (OR 2/3) POINT OF THE SEASON SCHEDULE WITHIN A DIVISION. (IN OTHER WORDS; AT LEAST 1 MATCH IS YET TO BE PLAYED AGAINST ALL TEAMS WITHIN THE CONFERENCE). ADDITIONAL SPONSOR FEE'S WILL NOT BE REQUIRED. IF A TEAM CANNOT BE ENLISTED THE L.O. SHALL INSERT A "BYE" EVERY PLACE IN THE SCHEDULE WHERE THE OFFENDING TEAM APPEARED. TEAMS THAT RECEIVE A "BYE" AS A RESULT OF A DISQUALIFICATION ARE REQUIRED TO SUBMIT A SCORESHEET WITH A MINIMUM OF SIX PLAYERS NAMES AND THE CORRESPONDING WEEKLY DUES PAYMENT. A WIN, 13 POINTS AND AVERAGE ASP WILL BE AWARDED TO THE TEAM RECEIVING THE "BYE."

6.2 DUES REFUND

IN NO CASE SHALL FORFEITURES, DISQUALIFICATIONS OR FAILURE TO COMPLETE THE SEASON BE CAUSE FOR A REFUND OF DUES.

6.3 PLAYOFF SEEDED TEAMS

SEEDED PLAYOFF TEAMS WHO FAIL TO SHOW FOR A PLAYOFF MATCH SHALL FORFEIT THEIR SEED AND BE DENIED ANY AWARDS OR BENEFITS NORMALLY OBTAINED IN THE CONFERENCE PLAYOFF AND LEAGUE CHAMPIONSHIP FORMAT.

SECTION 7.0

ALL STAR POINTS

7.1 RANKINGS

DURING THE REGULAR SEASON PLAYERS ARE RANKED 1-10 BASED ON ASP EARNED. THIS LIST IS UPDATED WEEEEKLY. THE METHODS OF ACCUMULATION ARE AS FOLLOWS.

7.2 "01" GAMES

IN ALL "01" GAMES, SCORES OF 95 OR MORE SHALL BE RECORDED ON THE SCORE SHEET IN THE DESIGNATED AREA ALONG SIDE THE PLAYER OBTAINING IT.

7.3 CRICKET GAMES

6 OR MORE "MARKS" OR 4 OR MORE BULLS IN A CRICKET GAME CONSTITUTE ALL STAR POINTS AND SHALL BE RECORDED AS IN SUB SEC. 7.2. ALL HITS OR CORKS MUST COUNT. VALUES ARE LISTED BELOW.

RECORDED AS	ASP	RECORDED AS	ASP
C-6(MARKS)=	120	4-B (BULLS)	= 125
C-7(MARKS)=	140	5-B (BULLS)	= 150
C-8(MARKS)=	160	6-B (BULLS)	= 180
C-9(MARKS)=	180		

7.3(A) ALL STAR POINTS

IT SHOULD BE NOTED THAT THE 1ST PRIORITY IS TO WIN THE GAME FOR THE TEAM. WITH THIS IN MIND REGARDLESS OF WIN OR LOSS, ASP EARNED SHALL BE RECORDED AS EARNED. "CASH AWARDS" IN ADDITION TO THE ASP IE: HIGH IN (100+), C-9, T80 & 6-BULLS SHALL NOT BE AWARDED IN THE CASE OF A LOSS.

7.4 WIN BY FORFEIT

A PLAYER WHO WINS BY FORFEIT IN ADDITION TO BONUS POINTS SHALL BE AWARDED AVERAGE ASP.

7.5 BONUS ALL STAR POINTS

BONUS ALL STAR POINTS ARE AWARDED IN THE FOLLOWING MANNER:

- (a) SINGLES WINS 100 POINTS
- (b) DOUBLES WINS 50 POINTS ea.

SECTION 8.0

RATING PLAYERS

IN THE INTEREST OF FAIR PLAY, THE LEAGUE, STARTING WITH THE END OF THE 1996 SEASON BEGAN RATING PLAYERS. RATINGS WILL BE COMMENSURATE WITH SKILL LEVEL, PLATINUM (HIGH/LOW), GOLD (HIGH/LOW) & SILVER (PLATINUM BEING THE HIGHEST AND DESCENDING FROM THERE). THE SYSTEM WAS COMPLETELY REVAMPED 7/17/05 AND BECAME EFFECTIVE STARTING WITH THE 2005-2006 SEASON. RATINGS WERE ADJUSTED FROM 2003 SEASON TO DATE.

A PLAYER EARNS A DESIGNATED RATING (MINIMUM 10 SINGLES GAMES) AT THE END OF THE SEASON BASED ON INDIVIDUAL SINGLES PERFORMANCE.

PLAYERS THAT ARE RATED SHALL MAINTAIN SAID RATING UNTIL THE NEXT FULL NJDL SEASON IN, WHICH THEY COMPETE QUALIFY FOR A NEW RATING.

A LIST OF RATED PLAYERS WILL BE COMPILED AT THE END OF THE EACH SEASON AND INCLUDED IN THE REGISTRATION PACKAGES FOR THE UPCOMING SEASON.

8.1 RATING SYSTEM (01/07/08)

- (a) PLAYERS WITH AN AVERAGE OF .801-1.000% SHALL BE RATED HIGH PLATINUM.
- (b) PLAYERS WITH AN AVERAGE OF .601-.800% SHALL BE RATED LOW PLATINUM.
- (c) PLAYERS WITH AN AVERAGE OF .501-.600% SHALL BE RATED HIGH GOLD.
- (d) PLAYERS WITH AN AVERAGE OF .401-.500% SHALL BE RATED LOW GOLD.
- (e) PLAYERS WITH AN AVERAGE OF .000-.400% SHALL BE RATED SILVER.
- (f) SUBJECT TO CONDITIONS ENUMERATED, RATED PLAYERS MUST REGISTER AND COMPETE AT A LEVEL EQUAL TO OR GREATER THAN THEIR ASSIGNED OR EARNED RATING.

STARTING WITH THE COMPLETION OF THE 1999 SEASON, ADDITIONAL RATINGS MAY BE ASSIGNED TO "NON-QUALIFIED" & "KNOWN PLAYERS" AT THE DISCRETION OF THE L.O. SEE ALSO RULE 8.2 ASSIGNED RATINGS (AMMENDED 2003-2004)

EXCEPTION: (6/17/05)

- (1) HIGH PLATINUM PLAYERS (DESIGNATED "P" UPPER CASE) ARE REQUIRED TO COMPETE IN THE PLATINUM DIVISION.
- (2) LOW PLATINUM PLAYERS (DESIGNATED "p" LOWER CASE) MAY COMPETE IN THE GOLD DIVISION PROVIDED THERE ARE NO MORE THAN TWO (2) ON THE SAME TEAM. RATED PLAYERS COMPETEING AT A SKILL LEVEL LOWER THAN THEIR RATING SHALL BE RANKED IN THE ASP STANDINGS COMMENSURATE WITH THEIR RATING.
- (3) HIGH GOLD PLAYERS (DESIGNATED "G" UPPER CASE) ARE REQUIRED TO COMPETE IN A DIVISION EQUAL TO OR HIGHER THEN THEIR EARNED/ASSIGNED RATING
- (4) LOW GOLD PLAYERS (DESIGNATED "g" LOWER CASE) MAY COMPETE IN THE SILVER DIVISION PROVIDED THERE ARE NO MORE THEN TWO (2) ON THE SAME TEAM. RATED PLAYERS COMPETEING AT A SKILL LEVEL LOWER THAN THEIR RATING SHALL BE RANKED IN THE ASP STANDINGS COMMENSURATE WITH THEIR RATING.
- (5) ALL OTHER PLAYERS MAY COMPETE IN THE SILVER DIVISION (DESIGNATED "S" UPPER CASE).
- (6) WHEREAS A PLAYER MAY (AS A RESULT OF LEAGUE EXPANSION) REGISTER IN A NEW OR NOT FULLY DEVELOPED CONFERENCE (LESS THEN 3 DIVISIONS) THE PLAYER SHALL BE REQUIRED TO PLAY IN THE HIGHEST AVAILABLE DIVISION COMMENSURATE WITH THEIR OBTAINED RATING SUBJECT TO THE CONDITIONS AS SET FORTH IN EXAMPLES #1 & #2 BELOW.

EXAMPLE #1:

WHERE AS THERE IS ONLY A GOLD & SILVER DIVISION. A HIGH PLATINUM RATED PLAYER MAY COMPETE IN THE GOLD DIVISION PROVIDED THERE ARE NO OTHER LIKE RATED PLAYERS ON THE TEAM. THE ADDITION OF ONE LOW PLATINUM IS PERMISSABLE. UNDER THIS CIRCUMSTANCE A PLATINUM PLAYER WILL BE RANKED WITH THE GOLD ASP WITHOUT PENALTY.

EXAMPLE #2:

WHERE AS THERE IS ONLY A SILVER DIVISION. A HIGH GOLD RATED PLAYER MAY COMPETE IN THE SILVER DIVISION PROVIDED THERE ARE NO OTHER LIKE RATED PLAYERS ON THE TEAM. THE ADDITION OF ONE LOW GOLD IS PERMISSABLE. UNDER THIS CIRCUMSTANCE A GOLD PLAYER WILL BE RANKED WITH THE SILVER ASP WITHOUT PENALTY.

8.2 ASSIGNED RATINGS (AMMENDED 2003-2004)

IMPORTANT NOTE:

ASSIGNED RATINGS MAY BE CHALLENGED PRIOR TO THE START OF THE SCHEDULED SEASON. THE DECISION OF THE L.O. IS FINAL. VIOLATION OF THE RATINGS SYSTEM WHEN DISCOVERED SHALL SUBJECT THE OFFENDING TEAM TO GAME AND/OR MATCH FORFEITS.

8.3 TEAM SCHEDULE ASSIGNMENT (new 2009-2010)

BEGINNING WITH THE 2009-2010 SEASON. NO TEAM SHALL SECURE A DIVISION CHAMPIONSHIP TITLE AS A RESULT OF NO OTHER LIKE RATED TEAM WITHIN THE DIVISION. THE TEAM SHALL AUTOMATICALLY BE PLACED IN THE NEXT HIGHEST AVAILABLE DIVISION LEVEL.

SECTION 9.0

PROTESTS

9.1 DISPUTES

DISPUTES OR DISAGREEMENTS DURING PLAY ARE EXPECTED TO BE RESOLVED BETWEEN THE CAPTAINS IN ACCORDANCE WITH THE RULES OF NJDARTS. NJDARTS ALSO RECOGNIZES THAT THE RULES MAY NOT COVER EVERY CONCEIVABLE PROBLEM. IN MATTERS THAT CAN'T BE RESOLVED BETWEEN THE CAPTAINS, AN ATTEMPT TO CONTACT THE L.O. SHOULD BE MADE (SEE 9.2). IF UNABLE TO CONTACT THE L.O., A FORMAL PROTEST MAY BE FILED WITH NJDARTS (SEE 9.3).

9.2 LEAGUE DISPUTE RESOLUTION HOTLINE

THE LEAGUE IN AN ATTEMPT TO MINIMIZE DISPUTES AND PROTESTS HAS MADE AVAILABLE TO ALL TEAM CAPTAINS AN EMERGENCY PAGER AND/OR CELLULAR TELEPHONE NUMBER TO CONTACT THE L.O. FOR RULES INTERPRETATIONS. THIS NUMBER IS FOR THE SOLE USE OF TEAM CAPTAINS (ACTING CAPTAINS) ON TUESDAY EVENINGS FROM 6PM - 12PM. ALL OTHER LEAGUE MATTERS WILL BE REFERRED TO THE LEAGUE OFFICE DURING REGULAR BUSINESS HOURS TUESDAY - SATURDAY.

9.3 PROTEST PROCEDURE

THE PROTESTING CAPTAIN MUST AT THE TIME OF THE DISPUTE, MAKE HIS INTENTIONS KNOWN TO THE OTHER CAPTAIN. BEFORE THE GAME CONTINUES, THE SCORE SHEET SHALL BE MARKED AT THE POINT/GAME WHERE THE PROTEST HAS ARISEN. THE GAMES AND MATCH SHALL CONTINUE THEREAFTER. THE PROTESTING CAPTAIN SHALL FILE A WRITTEN PROTEST WITHIN 24 HOURS, TO NJDARTS. THE PROTEST SHOULD INCLUDE ALL DETAILS OF THE DISPUTE INCLUDING IF KNOWN, THE RULES THAT WERE VIOLATED. BOTH CAPTAINS ARE ENCOURAGED TO FILE THEIR VERSIONS OF THE DISPUTE. THE LEAGUE OPERATOR UPON RECEIPT OF THE WRITTEN PROTEST SHALL INVESTIGATE AND MAKE A RULING. THE L.O. DECISION IS FINAL. BOTH PARTIES SHALL BE NOTIFIED OF THE L.O. DECISION IN THE REGULAR WEEKLY BULLETIN, TELEPHONE OR IN PERSON PRIOR TO THE NEXT REGULARLY SCHEDULED MATCH.

SECTION 10.0

PLAYOFFS

TEAMS PLACING 1ST - 4TH WITHIN THE DIVISIONS AT THE END OF THE REGULAR SEASON WITH A MINIMUM OF SIX QUALIFIED PLAYERS SHALL BE SEEDED TO COMPETE IN THE CONFERENCE PLAYOFFS. PLAYOFF VENUE, DATES & TIMES SHALL BE DETERMINED BY THE LEAGUE OPERATOR PRIOR TO COMPLETION OF ONE HALF OF THE REGULAR SEASON SCHEDULED MATCHES. ONLY QUALIFIED PLAYERS MAY COMPETE IN PLAYOFFS. (SEE SECTION 11.0 QUALIFIED PLAYERS)

10.1 PLAYOFF FORMAT

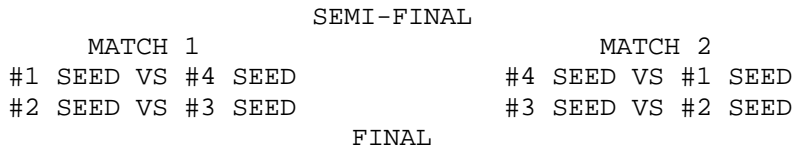
THE PLAYOFF FORMAT SHALL BE IDENTICAL TO THAT OF THE REGULAR SEASON:

- (a) SET 1 3 GAMES OF DOUBLES CRICKET 2 POINTS PER GAME 6 TOTAL POINTS
 - (b) SET 2 3 GAMES OF DOUBLES "501DD" 2 POINTS PER GAME 6 TOTAL POINTS
 - (c) SET 3 6 GAMES OF SINGLES CRICKET 1 POINT PER GAME 6 TOTAL POINTS
 - (d) SET 4 6 GAMES OF SINGLES "301DD" 1 POINT PER GAME 6 TOTAL POINTS
- 18 TOTAL GAMES 24 TOTAL POINTS

ALL PLAYOFF MATCHES SHALL BE A RACE TO 25 POINTS. THIS REQUIRES THAT TWO SCHEDULED MATCHES BE PLAYED.

THE HIGHER SEED SHALL BE CONSIDERED THE HOME TEAM MATCH ONE (1ST 24 POINTS).

EXAMPLE:



WINNERS FROM SEMI-FINAL COMPETE FOR DIVISION CHAMPIONSHIP AND 2ND PLACE
LOSERS FROM SEMI-FINAL COMPETE FOR 3RD - 4TH PLACE.

TIE BREAKER

In the case of a tie at the completion of the 36 games (2 full match's) the following procedure shall be followed:

Each team shall select 6 qualified players from their roster and record them on the back of the White (league copy) folded score sheet without making reference to the other team selection.

Closest to the bull shall determine the start.

The 1st player from each lineup shall take to the Oche and a coin toss will determine who shall shoot the bull first. Closest to the bull shall start. Should there be a tie at this point the 2nd players in the line up shall take to the Oche (then 3,4,5,6) and shoot the bull for the start alternating until such time the start is determined.

Once the start has been determined the format is 1001DD starting with players #1 in the respective line-ups shooting in order through players #6. The teams shall shoot in the order as recorded on the reverse of the score sheet. In the event that a player shoots out of turn a score of "0" shall be recorded and the opposing team shall take their place at the line.

As in all "01" games the first team to double out shall be declared the winner.

HOME ADVANTAGE FOR THE INTERCONFERENCE LEAGUE CHAMPIONSHIPS SHALL BE DETERMINED BY THE TEAM WIN PERCENTAGE. THE HIGHER TEAM WIN PERCENTAGE SHALL BE THE HOME TEAM PART ONE.

SECTION 11.0

QUALIFIED PLAYER

A PLAYER RECEIVES A DESIGNATION AS "QUALIFIED" WHEN SAID PLAYER HAS COMPETED IN ONE-HALF OF THE SEASON SCHEDULED MATCHES. IN ADDITION, A QUALIFIED PLAYER MUST HAVE A MINIMUM OF FIVE SINGLE 301DD & FIVE SINGLE CRICKET GAMES TO HIS/HER CREDIT. IN THE CASE OF A TRANSFER, A QUALIFIED PLAYER MUST HAVE A MINIMUM OF FIVE SINGLE 301DD & FIVE SINGLE CRICKET GAMES TO HIS/HER CREDIT WITH A SEEDED TEAM TO COMPETE IN CONFERENCE PLAYOFFS AND LEAGUE CHAMPIONSHIPS.

ONLY "QUALIFIED" PLAYERS WITH A MINIMUM OF FIVE SINGLE 301DD & FIVE SINGLE CRICKET GAMES TO HIS/HER CREDIT WITH THEIR CURRENT TEAM MAY PARTICIPATE IN PLAYOFFS.

ONLY "QUALIFIED" PLAYERS MAY OBTAIN AWARDS THROUGH PARTICIPATION IN THE REGULAR SEASON, CONFERENCE PLAYOFFS AND LEAGUE CHAMPIONSHIPS.

A "QUALIFIED" PLAYER ON A CONFERENCE CHAMPIONSHIP TEAM MUST HAVE PARTICIPATED IN A MINIMUM OF ONE SINGLE AND ONE DOUBLE GAME IN THE CHAMPIONSHIP MATCH TO EARN A LEAGUE JACKET AND CORRESPONDING CHAMPIONSHIP AWARDS.

A "QUALIFIED" PLAYER ON A LEAGUE CHAMPIONSHIP TEAM MUST HAVE PARTICIPATED IN A MINIMUM OF ONE SINGLE AND ONE DOUBLE GAME IN THE CHAMPIONSHIP MATCH TO EARN A LEAGUE JACKET AND CORRESPONDING CHAMPIONSHIP AWARDS.