

WEST ALEXANDER DARTBALL LEAGUE RULES

(REVISED September 2003)

- LEAGUE:** The West Alexander Dartball League is a Men's League.
- BOARD:** The official board, approved by the league, will be used. **No** paint or varnish, which leaves a gloss or reflective finish, will be used on the playing field of the dartboard. It must be flat or snow paint.
The board is to be laced with **16 gauge steel wire**. The center of the board will be **54 inches from the floor**. Before a board is placed in competition, the Board Committee **shall** approve it. Boards and playing conditions **shall** be checked and approved before the season begins.
- Color:** **Ball** - sky blue; **Outside border and frame** - black; **Out** - red; **Foul** - **Home Run** - **Triple** - **Double** - **Single** - **Error** - **Sacrifice** - **Double Play** - white; **Strike** - yellow; **Long Single** - black.
- Pitching Distance:** Is 25 feet from the board to a pitching line which is the pitchers side of a painted line, tape, or a board. If a batter touches the restraining line, **he is out**. Also, **he is out**, if he steps out of the 8-foot maximum lane. A 20 ft line for members who are over the age of 65 and that it is up to that member which line he wants to throw from. (added 3/7/2001)
- Practice:** No practice darts shall be thrown after the match has begun. **Violation constitutes one out.**
- Game Time:** Starting time is 8:00 PM and if a team does not have at least 3 players, **the game shall not be played**. The manager can play 9 men, or he can play his entire roster, in the line-up, it is the manager's choice. If the manager is playing with less than 9 men and other players come in late, he may add players to get to 9 men. But if the manager chooses to only play 9 men and other players come in late, he may use them as a pinch hitter, the manager must announce the batter that is pinch-hitting. If the batter throws without being announced, **the pinch batter is out.**
- Wednesday:** Will ordinarily be recognized as dartball night. If agreeable to both managers concerned, a match may be played on any night of the week and not necessarily on the night scheduled.
- Postponement:** A **24-hour** notice for cancellation. All games **shall** be played, there are **no** forfeits, and the only forfeits allowed are those that have been caused by a violation of these rules.

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- Delayed Game:** The game **shall** pick up at the very point where the game was delayed. The same number of players should be used and if possible the same players. If a player that was originally in the game is not present for the completion of the game, a substitute player may be used, but the total number of players that originally started the game must stay in tact, even if that means you play with john does. (Added 9/13/2000)
- Out:** If a dart sticks in one of the areas so designated, **the batter is out**. If the dart does not hit within the 42" inch playing field, **the batter is out**. If the batter hits the D (double play) with no one on base, or if there are 2 outs, **the batter is out**.
- Foul Ball:** If the dart sticks in one of the areas so designated, the dart is a foul ball.
- Strike:** If the dart sticks in one of the areas so designated, the dart is a strike.
- E (Error):** If the dart sticks in the area so designated, it will count as a hit. **E** (error), is the 2-inch square between 3rd base and home. **No** runners will advance to the next base, unless they are forced.
- D (Double Play):** If the dart sticks in the area so designated, it is a double play. **The batter is automatically out**, whether there is anyone on base or not. If there are runners on the bases when the batter hit the double play, the runner closest to home is **out**. **D** (double play) is the 2-inch square between first base and home. **No** runners can score off of a double play.
- S (Sacrifice):** If the dart sticks in the area so designated, it is a sacrifice. If the batter hits a sacrifice and there are no runners on base, or there are 2 outs, it is a **no dart**. If there are runners on base, **the batter is out**, and the runners advance **one base**. **S** (sacrifice) is the 2-inch square between home and home run.
- B (ball):** If a dart sticks in the area so designated, it is a ball. 4 balls will constitute a walk and **no time** at bat.
- Dart Counts:** If in its course from the thrower to the board, the dart happens to come in contact or glance against some other object (low ceiling, floor, etc.), the dart counts where **the point of the dart is sticking**. If the dart comes to rest in the playing field, it counts where the dart hits (foul, single, etc.). If the dart sticks or glances off outside the playing field, **the batter is out**.

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- No Dart:** If the dart sticks into another dart (the point of the dart not touching the playing field) or if it hits the **playing field** and does not stick, it is a **no dart**.
- Long Single:** If the dart sticks in the area so designated, it is a long singles and will count as a **one base hit**. The long single is the 1 1\2 inch square in the middle of 1st base. If there are runners on base when the batter hits a long single, the runners will advance **two bases**.
- Single:** If the dart sticks in the area so designated, it is a single and will count as a **one base hit**. If there are runners on base when the batter hits a single, the runners will advance **one base**.
- Double:** If the dart sticks in the area so designated, it is a double and will count as a **two base hit**. If there are runners on base when the batter hits a double, the runners will advance **two bases**.
- Triple:** If the dart sticks in the area so designated, it is a triple and will count as a **three base hit**. If there are runners on base when the batter hits a triple, the runners will advance **three bases**.
- Home Run:** If the dart sticks in the area so designated, it is a home run and will count as a **four base hit**. If there are runners on base when the batter hits a home run, the runners will all score.
- Board Misses:** A 5 cent (nickel) penalty **shall** be given to any player who does not stick his dart within the 42-inch playing field.
- Age of Players:** Ages mentioned in these rules **shall** be the age of the adult or teenager is on the night the regular season starts.
- Adults:** Players 18 years of age and older.
- Teenager:** Players 12 to 17 years of age. Player must be 12 years of age at the start of the season.
- Players:** Teams **shall** have no more than **18 players** on their team. This includes both adults and teenagers. Teams do not have to have teenagers on their teams if they do not wish to.
- Spotlight:** **All** teams **shall** have a spotlight on the board for **all** of the game. If a team fails to have a spotlight the penalty will be the **forfeit** of all games won that evening.

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- Umpires:** **Shall** be one player from each team (unless a neutral umpire is available) and is agreeable to each manager. The umpire **shall not** interfere with the batter in any way, such as standing in his line of throw or waving his hands. Umpires **shall** be responsible for enforcing all of the rules.
- Batter:** There **shall** be **no** interference with the batter, such as waving of hands, from either side when the batter is in the batter box. **THERE SHALL BE NO ONE BEHIND THE BATTERS LINE EXCEPT THE SCOREKEEPER OR OTHER EXCEPTIONS THAT HAVE BEEN MADE.**
- Dropping Out:** If a team drops out of the league during the course of a season, all games played by that team **shall** be stricken from the opponent's records and all of the opponent's individual statistics **shall** be revised.
- Violations:** Any player throwing darts in any direction other than the board **shall IMMEDIATELY** be suspended for the duration of that evening. Any player that throws a dart at another player board **shall IMMEDIATELY** be suspended for the duration of the season.
- Darts** New darts (one dozen) are to be purchased by each team at the beginning of the season. Teams to purchase own darts (changed 3/7/2001).
- Managers Duties:** The manager **shall** be responsible for the conduct of the members of his team. The home team manager **shall** be responsible for reporting the results of that night's match to the league secretary. Failure to report the scores **shall** constitute in the forfeit of a win in the team's record. The manger **shall** be responsible for turning in his team's record at the December meeting and his team's record, player's statistics, board miss money and the number of players going to the banquet and their money at the meeting at the end of the season. Failure to turn in the records **shall** constitute in the forfeit of a win in the team's record. Managers should impress on their players that the use of swearing, alcohol and/or drugs **shall not be tolerated.** If this happens, one manager is to go to the other manager and ask to have it ceased. If this course of action fails, a written protest is to be filed out (signed by both managers) and sent to the league secretary and then it should be brought before the League Commissioner.
- Commissioners Duties:** The Commissioners duties **shall** consist of:
1. Settle all protest and/or written appeals – following the guidelines set forth in this document.
2. Visit as many team home fields as possible during the season as a spectator only.

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Entrance Fee: Team rosters and \$35.00 team entrance fee **shall** be turned in at the **1st** manager's meeting of the season. Failure to turn in your roster **shall** constitute the forfeit of any post-season play. Players may be added or removed from the roster by calling the Secretary of the League. Players that are not on a roster are able to be added to the teams roster and play the night of a Dartball match but they must be added to the roster held by the League Secretary within the next 7 days. (changed 9/10/2003)

Play-offs: in order for a team to be eligible for the play-offs, it **shall** have played a full schedule of games. In order for a player to be eligible to play in the play-offs, he **shall** have at least one hundred (100) regular season at bats.

Championship Play-offs: Championship play-offs **shall** be played between the teams with the 4 best records. The teams **shall** be bracket numbered from 1 to 4. The team with the best record being numbered 1 and the team with the 2nd best record being 2, and so on. The playoff bracket will post number 1 against number 4 and number 2 against number 3. The winner on 1-4 **shall** then play the winner of 2-3. All games **shall** be the best of 7 (seven). The first night of games **shall** be played at the home of the team with the best record of the pairing and the second night will be played at the other home field. 3 games **shall** be played the first night and the remaining games to be played the second night. The team with the best record **shall** be the home team the first game and then the games **shall** alternate from that game on.

Shaughnessy Shaughnessy play-offs **shall** be double elimination played between the remaining teams. The teams **shall** be bracketed from the best record to the worst record. Games **shall** be played at the home field of the team with the best record of the pairing, all throughout the shaughnessy play-offs. The team with the best record of the pairing **shall** be the home team the first game and then it **shall** alternate each game after that. Matches **shall** consist of best of 3 (three).

Team Awards: A team award **shall** be awarded to the team with the best season record. The winner and 2nd, 3rd and 4th place finishers of the championship play-off as well as the winner and the 2nd place finisher of the shaughnessy play-off **shall** receive trophies. (3rd and 4th place trophies added 3/15/2000)

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Individual Awards:

Individual trophies **shall** be given in the order suggested by the COMMITTEE.

Senior Citizen (65 and older) (65 times at bat)

High Average

The following trophies **shall** be awarded for the following for players who have at least **100** times at bat or better.

Rookie of the Year
Highest Average
Runs Batted In
Most Singles
Most Doubles
Most Triples
Most Home Runs
Most Board Misses
Most Valuable Player (total bases)

The following trophies **shall** be awarded for the following for players who had the highest one-night totals. (Added 3/7/2001)

Highest Average
Runs Batted In
Total Bases
Singles
Doubles
Triples
Home Runs

Officials:

Shall be made up of a President, Vice-President, Secretary and Treasurer. These offices are elected by the managers and players at the annual meeting at the end of each season and they **shall** constitute the **EXECUTIVE COMMITTEE**.

A SET OF THESE RULES SHALL BE IN THE MANAGER'S SCORE BOOK AT ALL TIMES. THESE RULES ARE TO BE TURNED OVER TO THE NEW MANAGER EACH YEAR. IF YOU DO NOT HAVE A COPY OF THESE RULES, CONTACT THE RULES COMMITTEE.

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Individual Trophy Clarification

- Rookie of the Year:** The Rookie of the Year Trophy **shall** be given to a first year player in our league, who has at least **100** times at bat, with the highest average.
- Highest Average:** The Highest Average Trophy **shall** be given to the player, who has at least **100** times at bat, with the highest batting average (total number of hits divided by the total number of at bats).
- Runs Batted In:** The Runs Batted In Trophy **shall** be given to the player, who has at least **100** times at bat, with the highest number of runs batted in.
- Most Singles:** The Singles Trophy **shall** be given to the player, who has at least **100** times at bat, with the highest number of singles.
- Most Doubles:** The Doubles Trophy **shall** be given to the player, who has at least **100** times at bat, with the highest number of doubles.
- Most Triples:** The Triples Trophy **shall** be given to the player, who has at least **100** times at bat, with the highest number of triples.
- Most Home Runs:** The Home Run Trophy **shall** be given to the player, who has at least **100** times at bat, with the highest number of home runs.
- Most Board Misses:** The Board Miss Trophy **shall** be given to the player, who has at least **100** times at bat, with the highest number of board misses.
- Most Valuable Player:** The Most Valuable Player Trophy **shall** be given to the player, who has at least **100** times at bat, with the highest number of total bases (multiply each players, total number of singles by 1, total number of doubles by 2, total number of triples by 3 and the total number of home runs by 4. Add these 4 totals together to come up with the total number of bases.
- Sr. Citizen Average:** The Sr. Citizen Average Trophy **shall** be given to the player, who has at least **65** times at bat, with the highest average (total number of hits divided by the total number of at bats).

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One Night High Trophy Clarification

These trophies **shall** be awarded to the player who had the highest one-night total for each of the following categories with a minimum of 9 at bats. Players are only eligible for one trophy. Trophies **shall** be given out in the order that follows (Highest Average, Runs Batted In, Total Bases, Singles, Doubles, Triples and Home Runs).

Highest Average: The One Night Highest Average Trophy **shall** be given to the player who has the highest batting average (total number of hits divided by the total number of at bats). In case of a tie, the player with the most total bases wins. If it is still tied, the player with the highest on base percentage wins.

Runs Batted In: The One Night High Runs Batted In Trophy **shall** be given to the player with the highest number of runs batted in. In case of a tie, the player with the most total bases wins. If it is still tied, the player with the highest on base percentage wins.

Most Valuable Player: The One Night High Most Valuable Player Trophy **shall** be given to the player with the highest number of total bases (multiply each players, total number of singles by 1, total number of doubles by 2, total number of triples by 3 and the total number of home runs by 4. Add these 4 totals together to come up with the total number of bases. In case of a tie, the player with the highest on base percentage wins.

Most Singles: The One Night High Singles Trophy **shall** be given to the player with the highest number of singles. In case of a tie, the player with the most total bases wins. If it is still tied, the player with the highest on base percentage wins.

Most Doubles: The One Night High Doubles Trophy **shall** be given to the player with the highest number of doubles. In case of a tie, the player with the most total bases wins. If it is still tied, the player with the highest on base percentage wins.

Most Triples: The One Night High Triples Trophy **shall** be given to the player with the highest number of triples. In case of a tie, the player with the most total bases wins. If it is still tied, the player with the highest on base percentage wins.

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Most Home Runs:

The One Night High Home Run Trophy **shall** be given to the player with the highest number of home runs. In case of a tie, the player with the most total bases wins. If it is still tied, the player with the highest on base percentage wins.

Total Bases

Consist of multiplying the total number of singles by 1, total number of doubles by 2, total number of triples by 3 and the total number of home runs by 4, and then adding these four (4) numbers together.

Rules Committee:

Shall be made up of **four** managers. The managers elect this committee.

Mike Burd
Mike Heinrich
John Markle
Coty Shingle