

“14th Ward Invitational Dartball League” Rules ...

1. All league games will start at 8pm...with 8:15 deadline for first game and 8:30 for the second & 3rd games...offending teams forfeits the number of games accordingly...
2. Forfeited matches will result in a \$100 fine; to be taken from.. “End of year pay-out money”... after a second occurrence – offending team MUST put up an additional \$100 before being allowed to play any more matches, or may be removed from the league by league officers...
3. Teams may carry up to 15 players on their roster...
4. Teams MUST have at least 7 (roster) players to start any game...2 subs maybe used until a roster player arrives... Teams may NOT use a sub if a roster player is present ...
5. Teams may drop players during the year if they become absent/injured too often... The “dropped players” may NOT re-join the same team in the same season...
6. Teams may add players during season only if they fall below 12 roster players...
7. All “Adds & Drops” to rosters MUST be approved by league officers before they will go into effect...
8. Any team using illegal or non-roster players, when roster players are present, will be forced to forfeit any & all games in which these players were used...
9. Signed rosters MUST be turned in BEFORE the 6th week of play... a copy will be returned to you..
10. All teams rosters will be posted to league website for easy access...Any team captain may request an ID from ANY player of an opposing team, to determine if he is on that teams roster...
11. A 10th player may be used during any game... decision to use 10th player must be made at start of game... If you start a game with 9 players you must finish with 9 players...start with 10 finish with 10..
12. ANY paperwork not turned in to league on time, may result in fines or forfeiture of games...
13. Umpires shall be provided by home team... but must be agreed upon by both captains...
14. In case of disputed calls – one rep from each team will be allowed to approach the board to check the dart in question...
15. Umpires decision is final, if both captains do not agree on a decision...

16. Umpire must not stand more than 6 ft in front of the board and not closer than 1-2 ft from side of board... umpires must remain still and not distract batter in any way...
17. Umpires may be removed from game by either team captain at any point during the game...
18. When a player is "at bat" no other persons shall be allowed to enter the batter's box... If a batter is disrupted by an opposing player entering the batter's box: batter will be awarded a single with all runners advancing one base...
19. Waving of hands, arms, or other objects is prohibited. Players and spectators must stand or be seated, NO closer than 2 ft. from the dart area, (including; batters box, game board and entire throwing lane in between. No leaning into this area...)
20. Stomping feet, clapping, whistling, pounding on tables, walls etc., talking on microphone, while a player is in the box and ready to throw, is STRICTLY PROHIBITED... IT is the responsibility of all to captains to enforce this...
21. Any distracting lights, televisions or other flashing items must be turned off or removed...
22. Racial slurs and otherwise offensive language or verbal abuse will not be tolerated... First offense will result in a verbal warning... Subsequent offenses will result in EXPULSION from the league...
23. If a player becomes "unruly" it is the duty of the team captain to stop this or removed the offending player ... OTHERWISE GAMES WILL BE FORFEITED...!!!
24. All protests not covered by league rules will be decided upon by the "League Protest Board"
25. All protests must be reported to League Secretary with-in 24 hrs of protested game
26. All players must be 21 years of age to be allowed to join league or teams...
27. Opposing team captains, league secretary & president should be notified in the event of ANY need to cancel or post-poner any match....
28. The lighting at each house must be kept acceptable to the opinion of the league officers and/or protest board...
29. BOARD MUST BE KEPT IN GOOD CONDITION...!!!
30. All darts must be "Apex # 2 darts" with 3 feathers only- Teams shall have NO LESS than 3 dozen (36) darts in good condition at all times...

31. Visiting team shall have right to board for practice/warm-up from 7:45-8pm (It is at the discretion of visiting team captain whether or not “late arriving-home team-players” shall be allowed to use the board during this warm-up time) – NO PRACTICE DARTS WILL BE THROWN AFTER 8PM--
32. All teams shall have a “marked batters box” of approx. 6 ft x 6ft
33. The distance from the batters box/foul line will be 25 ft to center of the board...
34. All boards may not be mounted or hung flat on wall...they must have a slight angle (approx. 1 ft difference between top & bottom)
35. Center of board (homerun) must be 52 ½ inches from floor
36. Any dart touching the outside line of the board is out...
37. Darts may skim or bounce off ceiling... Any dart sticking in the ceiling or other object is out...
38. When a dart lands in the DP square (double-play)...the batter and runner closest to home are called out, other runners do not advance...
39. Any dart landing in the DP square, with no runners on base, will be called a strike...
40. With no runners on base or when there are 2 outs any dart landing in the SAC square will be called a strike...
41. All “line darts” with 2 strikes on batter are called out...
42. All runners advance on a “SAC” (sacrifice)...
43. All runners advance on an “E” (error)...
44. Only forced runners advance on “HB” (hit batter)...
45. When a dart hits a “hard spot” on the board and falls off ,it shall be a “dead dart” and shall be re-thrown...
46. ONLY players who did not play in the previous game shall be allowed to throw “warm-up or practice darts” in between games...
47. The time limit in between games shall be no more than 15 minutes...
48. Any play not covered in these rules shall be governed by MLB Official baseball rules when applicable...

49. New teams or bars must be “Voted-in” by a majority of existing team captains,... and only after the League officers have checked the new place for sufficient size and lighting requirements...
50. In case of a TIE for the Divisional Championships or Play-off positions- Regular season “head-to head” records will be used to determine standings, if there is still a tie, there will be a “3 game play-in match” that MUST be played BEFORE the following Monday. If teams cannot agree on day and time of play-in match, it will be determined by the league secretary... also a coin flip would be used to determine where the match will be played as well as home team for first game...subsequent games will alternate being “home team”...
51. Teams MUST keep accurate statistics for your teamthese MUST be turned into the league at least every 5 weeks of the season...these are used to keep track of league leaders , as well as, used to check for illegal players....
52. Failure to turn in ANY PAPERWORK TO LEAGUE ON TIME, WILL RESULT IN FINES & POSSIBLE FORFEITURE OF GAMES...!!!
53. ENTRY FEE OF \$225 MUST BE PAID BEFORE ANY TEAM IS ALLOWED TO START THE SEASON...!!!
54. Home Team is Responsible for calling in scores immediately following 3rd game...Failure to do so will result in Fines.. 55. Be a Good Winner---Be a Good Loser--- Be a Good Patron of your home bar....
55. IT IS UP TO TEAM CAPTAINS TO BE SURE YOUR TEAM AND BAR IS READY TO GO....
56. BE SURE TO POST A “SCHEDULE” & “WEEKLY STANDINGS SHEETS” IN YOUR HOME BAR...!!!