

SCOTTDALE MEN'S CHURCH DARTBALL LEAGUE
RULES OF PLAY - Revised August, 2018

1. RUNNING OF THE LEAGUE

- A. The league is managed (through two business meetings per season, presided over by the president) by the five league officers and a council of two representatives from each team at these meetings.
- B. The league officer's positions are as follows:
President - One season term moved up each season after being VP.
Vice Pres.- elected each season, then advances to president.
Treasurer - Elected each season.
Statistical Secretary - Elected each season.
Recording Secretary - Elected each season.
- C. The two business meetings will be held as follows:
 - At a preseason league meeting in August of each year.
 - At the winter league meeting to prepare for the playoffs & banquet and for election of officers.
 - Officers may have meetings at any time during the year.
- D. During election of officers, if there are no nominations nor any volunteers for the office of vice-president, then each team not represented by a league officer already must nominate one of their players for VP. These names will be put in a hat, three names will be pulled and these three names will be the election slate for VP.
- E. A Disciplinary Board will be formed in case there is a violation of the Rules of Conduct (section 7). This board consists of one member from each team and the league president. The name of each team's representative to this board will be presented to the league president at the beginning of each season. A two-week maximum will be permitted for the board to resolve any complaint. Any league member can sit on this board, with the exception of any of the league officers. League officers can attend a meeting session of the board but do not have voting rights. The president will only vote in the event of a tie and all decisions of this board will be final.

2. TEAM RESPONSIBILITIES

- A. Each team will be assessed league dues at an amount determined at the beginning of each season. These dues are payable to the league treasurer before the end of the month of the season.
- B. Each team will be required to bring food items to the annual preseason picnic.
- C. Each team will be required to pre-pay for their meals at the annual banquet. The cost will be determined each season by the host church. The pre-pay is due on the night of the first playoff round to the league treasurer.
- D. Each team is to appoint a captain and a scorekeeper. After each night of games, the VISITING TEAM SCOREKEEPER will be responsible for taking the score sheets and stat sheets, from both teams, to the statistical secretary, so that scores, batting totals and standings can be tabulated and delivered to the newspaper. Carbon copies can be used for this purpose. The game sheets and/or results can also be sent via email to the statistical secretary. Full names must be used on at least one score sheet.
- E. Each team is required to turn their season total batting statistics to the statistical secretary within one week after the regular season. These totals

must include all individuals (and John Does) who have played during the season and team totals.

- F. Each team will be required to obtain their own game boards, darts and scoresheets.
- G. Any team requesting to drop out of the league or any team wanting to join the league must contact the league officers prior to August 1st.

3. GENERAL RULES OF PLAY

- A. All games will be played on Monday nights, according to the printed schedule. If a team cannot play on the regular night; the games may be played on another night as agreed upon by both captains. These changes should be agreed upon at least one week in advance and the league statistical secretary should also be notified in advance.
- B. For postponement of games due to bad weather: If the president and two other officers agree to cancel the entire league, captains will be contacted by 6:00 PM. If these officers cancel a night, then all match ups for that night are not to be played. The make up night for the canceled games will be determined by the league.
- C. Games are to start at 7:30 PM. Home teams are asked to have their churches open by 7:00 PM for practices to begin.
- D. Each Monday night regular season match shall consist of three games. Please note - Not the best of three, but three games must be played.
- E. Age requirement for players is that the boy at least 12 years old and play for the church team where he has his Church or Sunday school membership or attend regularly; i.e. at least one time per month.
- F. Forfeit times for games are at 7:45 PM, 8:00 PM and 8:15 PM. Change of game time can be made in advance as mentioned above, or FORFEIT TIMES CAN BE WAIVED IF AGREED UPON BY BOTH CAPTAINS. In the event of a forfeit, each team shall make a line-up at each forfeit time. Each score sheet should be signed by the opposing scorekeeper or captain. A copy of these score sheets must be turned in to the league statistical secretary as if they were completed score sheets.
- G. Nine or more men shall make up a team. A team may play with six to eight men in cases where no more are present. In these cases a "John Doe" will be used in place of the missing players to total the nine players. "John Doe" can be placed anywhere in the lineup. When these "John Does" appear in the batting order, they will be scored as an out. Additional players may be substituted for the "John Does" as soon as they arrive and immediately put into the lineup.
 - 1. Once a player is place in the "John Doe" slot in the lineup they are locked into that spot in the lineup.
 - 2. After the first game is played each successive game should begin with the next man due up at the end of the previous game. There are two exceptions:
 - a. If "John Doe" is scheduled to lead off he can be skipped without counting as an out.
 - b. During the last month of a season, if a players needs At Bats to reach the number to play in the playoffs, the lineup may be changed to allow him to leadoff each game.
- H. Each team captain will turn in a team roster at the beginning of each season. The roster is to have players first and last names (this aids in the newspaper article) and is to list where a player attends church, if it is not the church

he plays for.

Names of players from former league teams, or interested members from non-league churches are to be given to the league officers. Interested players from non-league teams who have a relative or close friend on a league team and request to play on that team must be approved by the league to do so. If a draft is needed for interested players, teams will draft in reverse order of the previous season standings, with players being taken one at a time. Any team with 12 or more players will not be eligible to make a choice. All drafted players shall be voted on each season.

- I. Pitching distance is 20 feet from the game board to the edge of the foul line (pitching line) farthest from the board & closest to the thrower. The pitching line is to be 12 feet wide if possible.

1. Players may throw from anywhere behind the line.

- J. If a player touches or goes over the foul line as the dart is thrown it must be called immediately. The throw will be called a "No Throw" if the dart lands in a hit, error, ball or sacrifice & removed from the board. The player will then get another throw. A dart landing in strike, foul or out will be scored as it lands.
- K. Each team shall appoint one player to umpire the board and one to umpire the pitching line. Umpires will monitor and call all plays. Their decisions will be final. Any call that is questionable to both board umpires will be called in favor of the batter.
- L. An "Umpire Line" is to be placed on the floor, at eighteen inches (one & a half feet) laterally away from both the first base and third base corners. The umpires are to remain behind these lines & still until the dart hits the board. If there is not enough room at a church to have this line on both sides of the board, then one umpire is to be eliminated. Teams playing at these churches can appoint one umpire to call both teams or can rotate each half inning.
- M. If Batting out of order happens, the following shall be followed.
 1. IF THE ERROR IS DISCOVERED:
 - (a) WHILE THE INCORRECT BATTER IS AT BAT, then the correct batter takes his place, assumes the count and continues the at bat.
 - (b) AFTER THE INCORRECT BATTER HAS COMPLETED HIS AT BAT AND BEFORE THERE HAS BEEN A PITCH BY ANOTHER BATTER, the player who should have batted is out, any runs scored are canceled, and base runners are returned to their original positions. The next batter is the player whose name in the line-up follows the player who was called out.
If the batter called out is the third out of an inning, then the lead off batter in the next inning shall be the player who would have come to bat had there been no batting out of order.
 - (c) AFTER THE FIRST PITCH BY THE NEXT BATTER, the time at bat of the incorrect batter is legal and all runs scored and bases advanced are legal. The next batter shall be the player whose name follows that of the incorrect batter in the line-up. The player or players who have not batted have lost their turn at bat until it is reached again in the regular order.
 2. If a player is not present for his turn at bat, he can re-enter that game, if he is called out for his missed at bat. If he is not called out, and skipped, then he cannot re-enter that same game.
- N. If the regular season should end in a tie for first place, the following tie-breakers shall be used (in order):

1. Head-to-head regular season record between the teams tied.
2. Total number of wins against teams in the same division.
3. A three game playoff in a neutral Church.

~~0. A "Courtesy Line" will be placed in each church at five feet in front of the throwing line or twenty feet from the board. This throwing line can be used by any player who needs the advantage in order to participate for safety or health reasons. These players should be identified by both captains before the games begin.~~

4. TOURNAMENT GUIDELINES

- A. All tournament games will be a best of five game series with the first game starting at 7:30 PM.
- B. Tournament games will be played at churches determined at the winter meeting, with the semi-finals and finals recommended to be played at a neutral church. The tournament match ups and dates will also be determined at this meeting.
- C. All rules of play, rules for the game board & game darts, and rules of conduct will be followed during the tournament.
- D. Each team is to bring their own darts to use.

5. GAME BOARD - RULES AND REGULATIONS

- A. Face of board to be made of celotex or homosote.
- B. Board size to be 4 feet square.
- C. Size of each section (see layout for exact locations):

Single	- 7" Sq.	Ball	-10" Sq.	Double Play	- 2" Sq.
Double	- 6" Sq.	Foul Ball	- 6" Wide	Sacrifice	- 2" Sq.
Triple	- 5" Sq.	Long Single	- 1 1/2" Sq.	Error	- 2" Sq.
Home Run	- 4" Sq.				

D. Colors of each section:

White - First, Second, Third, Home Run, Double Play, Error, Sacrifice and Foul.
Red - Out.
Yellow - Strike.
Blue - Ball.
Black - Long Single and Wood frame around board.

- E. Height of game board is to be 54 inches to the center of the board, when mounted vertically in a diamond shape.
- F. Special Interpretations:
 - If "S" (sacrifice) is hit with less than two outs and runners on base, the batter is out and all runners advance.
 - If "S" (sacrifice) is hit with no one on base, or it is hit with two outs, it is scored a ball.
 - If "DP" (double play) is hit with no one on base or it is hit with two outs, it is scored a strike.
 - If "DP" (double play) is hit with runners on base and less than two outs, the batter and leading base runner are out and any other base runners advance one base.
 - If "E" (error) is hit, the batter goes to first and all other base

runners advance on base.

- G. All playing area section to be lined with No. 18 wire along separation lines to avoid any possible doubt as to the exact section hit by the dart. Staples that hold the wires down should be as nearly as possible, parallel with the wire. Any broken wires should be fixed. Any dart that splits a wire shall be scored in favor of the batter.

6. GAME DARTS - RULES & REGULATIONS

- A. Four feathered Apex #2 darts shall be official for all league games.
- B. Any dart hitting the game board or wood frame around the board and not sticking is ruled a "dead dart", providing the dart falls in front of the board. This is considered to be a "no throw" and has no scoring.
- C. If a dart sticks into another dart it is scored the same as the lead dart.
- D. If a dart grazes or glances off of the ceiling or fixture attached to the ceiling, it is scored where ever it hits. If a dart sticks into the ceiling, it is scored an out.
- E. If a dart hits any object, other than the board or ceiling, such as the floor or a side wall, it is scored an out.
- F. The visiting team has the option to bring their own game darts to use. If they desire to do so, they must use them all night. The home team will use their own game darts. The home team will supply the practice darts at all regular season games.

7. RULES OF CONDUCT

- A. All nights shall begin with volunteer prayer.
- B. Any player making physical contact, fighting, swearing, or making obscene gestures shall be banned from playing for one year from the date of the incident and be brought before the Disciplinary Board.
- C. Players along the throwing lane (between the throwing line and board) are to remain seated at all times during play. As a courtesy, movement around the room is to be limited to between innings and games. In actuality, the only players to be standing are the batter, umpires and the next few on deck batters at the dart box.
- D. No player shall shout, holler or harass an opposing batter from behind the pitching line.
- E. No player shall wave arms, gesture in any way, throw items or sit forward in their chairs in order to obstruct or distract the batter.
- F. Any player abusing darts when returning them shall be warned once. Second time will result in an automatic out the very next time at bat.
- G. All seating is to be on chairs. No one is to sit on tables. Church property is to be respected.
- H. No smoking or chewing of tobacco inside the churches during games.
- I. Dress shall be casual with no questionable saying or logos. Matching team jerseys are optional.

J. Any violation of these Rules of Conduct will result in that person or persons to be brought before the Disciplinary Board.

REMEMBER - THE LEAGUE WAS FORMED FOR CHRISTIAN FELLOWSHIP