

RALEIGH DART LEAGUE, INC. RULES

(Revised 07/25/2022)

PREFACE:

The Raleigh Dart League, Inc. is organized for the purpose of conducting competition between its members. These members are eligible to play each season only if they are not restricted by prior penalty and have properly registered and fee paid in full. The RDL, Inc. Board of Directors will not be held responsible for any liability incurred by any member during league play. Any contingency not addressed by or violation of these rules should be submitted for review to the Rules & Grievance Committee, who are responsible for this document, as enacted on August 2, 1998.

TEAMS:

A) Shall register at least 6 but not more than 10 eligible players.

- 1) Any team that registers during the published registration period will be accepted into the league for the upcoming season, provided that all applicable fees are paid and there are no rules violations.
- 2) Any team registering after the regular registration period is not guaranteed to be accepted.
 - a) Teams registering late will only be accepted when needed to fill slots in divisions to prevent byes.
 - b) In order to allow the Membership director adequate time to fairly assign teams to appropriate divisions no teams shall be added in the final week preceding the preseason captain's meeting.
- 3) Rosters must be submitted to the Membership director in writing (rosters will not be accepted over the phone).
- 4) No team may add players to their original roster after sign up day without Membership and/or Board approval. Players who have previously played in higher divisions and are moving down to a lower division may be denied!
- 5) Team names that are obscene, crude, include profanity, or are otherwise inappropriate will not be allowed. This determination will be made by a majority vote of the board.

B) Must pay these non-refundable fees each season:

- 1) \$20 per player (not transferable once player has played).
- 2) \$20 Home Board's charge.
- 3) All fees must be paid by **check, money order or PayPal** (cash will not be accepted).
- 4) Home Board fees are collected by the captain from the Home Board in return for:
 - a) Opportunity to host league board meetings.
 - b) Opportunity to host "Luck of the Draw" tournaments.
 - c) The weekly newsletter.

C) Captains Responsibilities:

- 1) Bear ultimate responsibility for team conduct.
- 2) Maintain complete data on registration form and pay all fees.
- 3) Represent team at meetings and matches.
- 4) Understand and inform team about all rules and penalties.
- 5) Distribute schedules and newsletters.
- 6) Ensure proper equipment alignment and repair (see Appendix A) in cooperation with team Home Board management.
- 7) Enforce team conduct in a polite, positive manner.
- 8) Appoint an alternate when necessary.
- 9) Accurately record game results and report match wins and statistics.
- 10) Inform Home Board of any pertinent information.
- 11) Must inform Treasurer and Membership Director by phone, of any roster changes. Written notifications are preferable, but phone will be accepted if necessary. If notification is made by phone, a written confirmation must be sent to the Membership Director postmarked no later than seven days after the phone approval. (See *under Penalties - D*).
- 12) Must turn in the board of directors' election ballot by the **beginning** week five captain's meeting of the fall season. Nomination ballots are not mandatory, election ballots, however, are mandatory.
** If a special spring election occurs, dates and penalties will be clearly stated by the board. **

D) Players Responsibilities:

- 1) Know all rules and submit to all penalties.
- 2) Behave in a sportsmanlike manner as a member of RDL, Inc.
- 3) Play on only one team per season (transferring teams is allowed only if no games have been played in on previous team).
- 4) Notify their captain of any change of address or phone number.
- 5) Check personal game scoring and all-star points.
- 6) The wearing of personal earbuds or headsets is prohibited while serving as the scorekeeper for a game as they often interfere with communication with the throwers.

E) Home Board responsibilities:

- 1) All furniture and non-players must be clear of the board area to allow safe and undistracted practice at least thirty (30) minutes before a match starts. *At this time the area should be set up as it would be for match play (including having the RDL board of director's approved dartboards in place on the wall).*
 - 2) No type of fee may be charged for a scheduled or make-up match.
 - 3) No Home Board charge will be assessed if a team moves due to business failure.
 - 4) All changes in Home Board location must first be published in two (2) RDL, Inc. newsletters and that captain must notify every other captain, in that division, at least fourteen (14) days prior to any affected match.
 - 5) Home Board shall be located within fifteen (15) miles of the Raleigh, NC capitol building, "as the Crow flies".
 - 6) All bars new to the Raleigh Dart League, bars that have changed the set-up of their dart area or returning bars that did not have a team the previous season, must have their dart area approved by the RDL board prior to package pick-up for the current season. This rule takes effect as of the Fall 2022 season. Even if the bar had hosted teams previously, they may be required to change ensure their set-up meets current requirements in order to continue hosting teams.
 - 7) Home Board Quality requirement. Home Boards will be inspected after a formal complaint. If the board of directors determines that the boards should be replaced, bar has 2 weeks to replace. If the bar does not comply, the bar will lose its charter for all hosted teams in RDL for the remainder of that season. The home boards can be re-inspected in the following season.
 - a.) Each establishment is required to reference and adhere to the Dartboard Set-Up in Appendix A.
 - 7) Home Bar must make environment accommodations for RDL activities. The home board establishment must create an environment suitable for competitive dart play. Other business activities, i.e. Trivia and/or Karaoke, must not impede on the atmosphere of the RDL dart match. Members may file formal grievances to the RDL board on the grounds of this rule being violated. If the RDL board of directors agrees with the grieved party, the home bar has two weeks to change their accommodations. If they fail or refuse to comply the bar will lose its RDL charter for the remainder of that season. This penalty is subject to re-evaluation in the following season.
 - 9) Bars that host regular season RDL matches are expected to provide accommodations to host playoff matches. If a host bar does not want to be included in the playoff match rotation, they must contact the RDL Membership director by the **end** of the fifth week captain's meeting to request an exemption. (See RDL calendar in the TONS newsletter for specific dates in a given season)
- F) Teams may add players until the **end** of the fifth week captains meeting.
- 1) Team roster shall not exceed ten (10) players at any time.
 - 2) After the fifth week captains meeting, teams may add players only to maintain minimum roster (not to exceed six (6) players).
 - 3) When a new player competes for the first time, they will be eligible only if correctly registered, *as stated on the front of the official scoresheet*, with the Membership Director and Treasurer. The registration process must be completed **before they play**.
 - 4) Any team failing to correctly **register** or **pay** for a new player, *as stated on the front of the official scoresheet*, will be assessed the following penalty: **Loss of match, loss of points scored, and loss of team statistics**. This applies to **any and all** matches that the ineligible player participates in.
 - 5) A player remains ineligible until correctly registered and all fees are paid.
 - 6) No membership requests should be made or fees paid on a Wednesday after the

start of the season.

- 7) Any team failing to verify a fifth week roster will be assessed penalty of -5 points.

SCHEDULES:

- A) The league is divided into divisions with an equal number of teams when possible:
- 1) Byes are assigned only to allow all divisions to finish the season on the same day.
 - 2) When assigning teams to divisions the primary determining factor shall be to achieve fair and equitable levels of competition between teams within a division. The following rules are 'best case scenarios' and will not be implemented if doing so would result in a division with significant differences in skills of the teams in that division.
 - 3) Ideally, the two (2) top finishers in each division will move up to the next division, in the following season, to become the bottom seeds there. The top finisher must be advanced unless the team in question agrees with the decision to remain in the previous division.
 - 4) The two (2) bottom finishers in each division will move down to the next division, in the following season, to become the top seeds there
 - 5) Teams will be seeded according to past performance.
 - 6) Changes to a team's roster (addition of players from higher divisions, loss of strongest players, addition of multiple inexperienced players) **may** affect their position.
 - 7) The Membership Committee, or the person responsible for scheduling, may not advance a team with a roster identical to the previous season up more than one division unless all three of the following are achieved:
 - a) Membership Committee deems it necessary.
 - b) Team in question is informed.
 - c) Team in question agrees with the decision.
 - 8) Decisions of the Membership Director, in collaboration with the Board are final.
 - 9) Season standings and tournament seedings are determined in this order (after any penalty points are assessed):
 - a) Match win/loss record.
 - b) Game point total.
 - c) Best record of matches between tied teams.
 - 1) Win/Loss
 - 2) Point total.
 - d) Play-off match between tied teams, before the tournament starts.

The two teams in question may decide how to handle their tiebreaker any way they wish. They do not have to play a tiebreaker and may simply agree on who will be determined to be the higher seed. If they do decide to hold a playoff they may agree to play at a time and place of their choosing, however the tiebreaker match must be played no later than the Monday before the quarterfinal Tournament begins. By default, if captains cannot agree on a mutually acceptable alternative, the match is scheduled for 8pm the Monday before the quarterfinal Tournament match. The Membership Director will determine the location of the match to ensure it is played in a neutral location that is willing to host.
- B) Spring and Fall competition will be scheduled each year.
- 1) Season sign-up starts at least three (3) weeks before the first match.
 - 2) Captains meeting held within one (1) week before the first match.
 - 3) Teams play each other once at home and once away.
 - 4) Fifth week roster confirmation:
 - a) Held before match #6.
 - b) Final rosters and fees are due by this meeting. Failure to comply will result in all penalties applicable.
 - 5) Divisional tournaments start after the regular season ends.
 - a) No team shall have home board or home bar advantage during a tournament match.
 - b) Host establishments are not guaranteed to host a tournament match. When possible, efforts should be made to schedule at least one match at each host establishment, and establishments with multiple teams should be scheduled to host multiple matches, provided this does not conflict with rule 5a above. The RDL board of Directors has the discretion to

deny an establishment a tournament match if they feel the establishment has a less than adequate dart set-up.

- 6) Awards banquet is held the first available weekend following tournament finals.
 - a) The next season sign-up date and location is announced at this time.
 - b) New RDL, Inc. officers announced at the fall banquet.

- C) Schedules must contain all this information:
 - 1) Date and location of each match.
 - 2) Each team captain's name and phone number.
 - 3) Each team Home Board name and phone number.

MATCHES:

- A) Only players eligible for the current season may play and all games are thrown according to the American Darts Organization (ADO) and the Raleigh Dart League.
- B) Competition is scheduled for Wednesdays at 8:00 PM without delay, except:
- 1) When a team has less than four (4) players present. (See *Matches - L-6*)
 - 2) When each set of opposing team captains play a make-up match within two (2) weeks of there canceled match.
 - a) Team requesting a change must first convince their opposing captain to allow an exception and then notify the statistician of any changes by no later than Thursday at 11:59pm following the regularly scheduled match.
 - b) If the statistician is not notified in the appropriate time frame, both teams will be assessed a 16-point penalty.
 - 3) In case of inclement weather the home team shall notify the statistician of any changes.
- C) Players shall be listed in the blind:
- 1) Each Captain will prepare a score sheet for each match. Each Captain will list their roster on their own individual score sheet and fold it to cover their roster. When both Captains have completed their rosters, they will exchange or copy rosters.
 - 2) One set of games should be completed before the next set of games are listed.
 - a) A set of games consists of six (6) singles games or three (3) doubles games.
 - 3) No player may be listed twice, in one (1) SET of games, *by their captain*.
 - a) No player may be listed more than two (2) times in a set of games.
 - 4) A doubles team must consist of two (2) **different** people.
 - 5) A player's full name must be used in their first game and sufficiently thereafter to prevent confusing the statistician.
 - 6) No changes are allowed once the score sheet is opened except to list a player in a blank. **Only the opposing captain, of the player being listed is allowed to add a player in a blank.**
 - a) Any player present (and in good health) can be added as a blocker.
 - b) Blockers should not be added until it is time for the game in question to be called.
 - c) Once a player has been written in as a blocker on the score sheet, that player must play the game even if an eligible player shows up.
 - d) A player may play only one game at a time.
 - e) If a player is selected as a blocker and that player is scheduled to play in another game at the same time, that player will finish the first game before playing the second. (If both captains agree, the games for that set may be played out of order to accommodate a speedy match.)
 - f) If a player plays a game on the wrong board (resulting in playing the incorrect opponent) regardless of when the error is discovered, if the entire match is not complete and the scoresheet signed, the game must be replayed. No statistics from the incorrectly played game are valid. If both players play on the "wrong" board but are playing the correct opponent, no action will be taken.
 - 7) No player may be listed as a blocker when an eligible player is available to play.
 - 8) When a match is called, players have a maximum of five (5) minutes to report to the line ready to begin play. If after five (5) minutes a player has not come to the line, he is considered to have forfeited the game.
 - a) In a singles game, the team with the player present scores a win and 1 point.
 - b) In a doubles game if one member of the two-person team is present, and their partner has

failed to come to the line, the player at the line may play the opposing team by himself. In each instance where the absent player should have thrown, there will be a score assigned of zero. If the shorthanded team wins, they will score one (1) point. (See *Matches G-1.*)

9) After the completion of the last game of a set, the captains of each competing team have a maximum of fifteen (15) minutes to list their players for the next set and collaborate with the opposing captain. Members may file a formal complaint of failure to comply with this rule to the RDL board. If the board agrees with the grieved party, the team that is non-compliant will receive an unsportsmanlike penalty.

D) After names have been called for any set, there will be no practice in the Host Establishment allowed. Practice is only allowed between sets. "Practice" includes throwing additional darts after a player has knowingly "busted".

E) Home team has the option to diddle first (dart must stay in the board).

1) Order is reversed for each re-diddle due to tie or dislodgment.

2) Any bulls eye, single or double, must be removed upon request of opposing diddler only.

3) Only players listed for that game may diddle.

4) A double bull beats a single bull.

5) The team winning the diddle throws first in that game.

6) Games must be played in the order they appear on the score sheet, starting at the top of singles. However, no person can play in more than one game at a time.

F) Each team shall take turns keeping score. **Scoring may be done via the traditional method (Dry Erase/Chalk) or using the DartConnect App.**

1) **DartConnect scoring outline and limitations.**

a) In order to use DartConnect for scoring an RDL match game, all players participating in the game must approve of the app's use (2 players in singles and 4 players in doubles). If any participating player disapproves of the app's use during gameplay, the game must be scored using the traditional method.

b) The game scorekeeper must be comfortable with DartConnect scoring functions to score a game where the app is used in gameplay. The scorekeeper is not allowed to veto the use of DartConnect if the players in the active game desire to use the app.

c) The following app user settings are permitted for use during RDL gameplay:

1) Show Notables

2) Quick Keys (Basic, Advanced, or Pro)

3) Show '01 Game Finish Flights

4) Track Double Out Attempts

5) Confirm Game Shot Player

6) Use Large Score Keys (Useful for small tablets)

7) Automatic Leg Transition (Allowed during tournament play in the best of 3 format)

d.) All other app user settings are not permitted for use.

e.) During Cricket games, manual (marker/chalk) tracking of players ASP marks is permitted while using DartConnect for scoring. Tracking of this information is not directly available in the Review Game option during gameplay in the app.

2) If a dart lodges in the board in such a manner that the possibility of more than one score exists, then the highest score contiguous to its location shall be marked.

3) Once the scorekeeper acknowledges the darts in the board (at the conclusion of the throw – this can be after the 3rd dart, or if not all three were thrown due to the game ending, after the final dart is thrown), it does not matter if they fall out at any time after that (i.e. while the scorekeeper is trying to do the math or while the winner is shaking hands with the opponent. (This is in ADO which we default to if not otherwise specified but asked that it be clearly stated in RDL rules.)

4) Anyone keeping score must face the scoreboard and remain motionless except to:

a) Mark the score correctly, after verifying that player's total. The scorekeeper must verify the throw, and the thrower must pull all darts that remain, before a throw is considered valid. No darts should be pulled from the board until all three (3) are thrown, except during the diddle; or when the player chooses not to throw all three (3) darts; or in the case of a bust.

1) A thrown dart is one that leaves your hand with a forward motion *and with the intent of scoring*, at the toe line toward the dartboard.

b) Determine a darts position, when asked. If the scorekeeper is asked the remaining score and reports it incorrectly, and the player hits the winning dart(s) for the score they were quoted (thinking they just won the game) the following rules apply:

1) If the scorekeeper is on the opposing team, whatever was stated becomes the out for 01 or a valid mark in Cricket (for that turn) and if the player hits darts that win the game based on what they were told, they win the game. (If they fail to hit it, and IF the mistake is noted when the score is recorded, at their next throw the player should aim for the actual out (01)/marks needed to win (Cricket). If the mistake is not noticed at that time, and the incorrect information is recorded on the scoreboard, Section d1 and d2 will apply.)

2) If the scorekeeper is on the same team as the thrower and states incorrect information, the player does not win the game but may proceed with their turn if they have darts remaining and have not busted.

3) Correctly state the darts thrown or give the remaining score in 01. The scorekeeper may not provide the out in 01 or the points scored or numbers closed in Cricket.

4) If, during your turn, and the scorekeeper is from the opposing team and states the out (ex. double 16) and not the remaining score (ex. 32 left) no penalty is assessed. If the scorekeeper is from the same team and states the out, not the remaining score, a penalty results in loss of complete turn and shall be score as a 3 dart bust.

5) **When a game is being scored using DartConnect, the app should only be used to record the final tallied score/marks for each turn. It is not permitted to add partial scores into the app when a thrower asks the scorekeeper for clarification of the score/marks in the middle of a turn.**

c) General rule of scorekeeper: "Speak only when spoken to."

1) In 01 games, errors must be corrected before the team, with the error, throws again.

2) In cricket, errors must be corrected before the opponent throws the first dart.

a) If an irreconcilable situation occurs, then the score remains unchanged.

b) Deliberate errors in scoring are cause for forfeit of game.

c) Scorekeeper's decision is final.

d) Scorekeeper must be able to perform tasks within a reasonable amount of time as not to disrupt the flow of the game. Players may request another scorekeeper if delays occur.

G) Matches continue until all games have been played. (Except during tournament or a team drops below 4 players L-6).

1) Each winning player scores one (1) point, except when a blocker is used. (See rule under "Matches" L-3, L-3a, & L-3b)

2) If uncontrollable circumstances stop a match:

a) Neither team scores a win or loss. Each team scores only the points and all-stars they earned before play ceased: or

b) The match is not replayed, but may be continued, from the last completed game, upon approval of the Raleigh Dart League, Inc. Board of Directors.

3) Tiebreaker

a) A tiebreaker will consist of one game of 1001.

b) 1001 will determine match win but will not earn a point for the winning team.

c) Only players listed in regulation games may participate if a tiebreaker game is played.

d) Any player may be excused from play.

e) The team with the most players present must play at least as many players as the team with the fewest players present.

f) The team with the fewest players present must play all their players.

g) Each player that participates in the game of 1001 must be listed on the score sheet by first and last name. Failure to do so will result in a penalty for failure to mail a score sheet correctly as listed in the penalties section.

H) Accuracy and legibility of the score sheet are each captain's obligation and must be verified by both captains.

1) Record keeping has paramount emphasis.

a) All players, including blockers, names should be listed on the score sheet for each game played.

Failure to list the name of the player(s) that are selected as blocker(s) will result in a 5-point penalty for both teams.

- 2) An all-star can only be counted if it does not exceed the requirements to end a game.
- 3) Each captain must sign the score sheet.
- 4) Only the final match score will count on a score sheet that is not legible.
- 5) Winning captain must report match score.
 - a) Scoresheets must be received by the statistician by 11:59 the Friday following the match, regardless of method of delivery (fax, mail, scan or photo email). If a match is rescheduled to a date other than Wednesday, scoresheets are due by 11:59 two days after the match.
 - b) Failure to correctly submit the score sheet will result in a 16-point penalty for each of the first two offenses
 - c) Failure to submit a score sheet for the third and all subsequent offenses will result in a 16-point penalty and the loss of the match win.
 - d) Forfeited match score sheets do not need to be mailed in, phone in as usual.
 - e) Once a match has been started, if one team forfeits any games that follow, the score will reflect a point for the opposing team in a singles game and two points for a doubles game.
 - f) Deliberate defacement of any portion of the score sheet will result in a - 10-point penalty for the team responsible for the defacement.
 - g) Losing team captain should always make a copy of the official score sheet and have it signed by the opposing team captain. (Recommended but not mandatory)
 - h) Winning team captain should always make a copy of the score sheet before it is mailed in. (recommended but not mandatory)
- I) Tournament play is best 2 out of 3 for each game point.
 - 1) A forfeit of the entire match is scored when one team fails to field at least 4 players by 7:15 PM.
 - 2) In order to be eligible to play in any round of the tournament, a player must have played at least one game in four separate matches during the regular season.
 - 3) Matches need only be played until one team out-points the other team.
 - 4) All-stars are not recorded except for those listed below:
 - a) T-80 "perfect score".
 - b) T-70 in/out "special achievement".
 - c) Nine (9) marks.
 - d) Six (6) bulls.
 - 5) Score and all-stars need only be *phoned* to statistician.
 - 6) Tiebreaker game (1001) is a single game for match win only (no (0) point).
 - 7) A.D.O. diddle rule for "best 2 out of 3":
 - a) Winner of coin toss has the option to diddle first to start game # 1.
 - b) Loser of that game has the option to diddle first to start game #2.
 - c) Loser of original coin toss has the option to diddle first to start game #3.
 - 8) Highest seeded team is considered the Home Team.
- J) Match forfeit is scored as sixteen (16) to zero (0) when:
 - 1) One team fails to field at least four (4) players by 8:15 PM. (7:15 PM in a tournament match.)
 - a) Four (4) players on the team present must sign score sheet and indicate a forfeit has been declared. (This rule is waived if the shorthanded captain calls the opposing captain, in advance, to notify them that they will be forfeiting the match).
 - b) Score must be phoned in as usual.
 - c) If a team forfeits three times in a season, they will be suspended for the remainder of the season, including the tournament. Remaining games will be awarded to the opposing team at 16-0.
- L) Shorthanded teams must field at least four (4) players by 8:15 PM.
 - 1) Shorthanded team may list only the players present. If another eligible player arrives before a scheduled game in which there is a blank left open, that player may be listed, without penalty, by the opposing team captain.
 - 2) The opposing captain shall list a shorthanded team player in a blank just before the game starts. (See *Matches*, Section C-3-A.)
 - 3) A shorthanded team player does not score a point in a game for which the opposing team captain has entered their name; such a win is marked zero (0).
 - a) Doubles teams score one (1) point when only one (1) player was selected by the opposing captain.
 - b) Doubles teams score zero (0) if the opposing team listed both players
- M) Captains must make every effort to reconcile problems.
 - 1) All protests shall be directed to the Rules and Grievance Director and if necessary, will be heard by the R&G Committee. Protests must be filed as follows:
 - a) Protests that could affect the outcome of a match (cheating, incorrect scorekeeping etc.) **must** be filed by the captain of the team (*If the captain did not attend that match, whomever was acting captain during the night in question may file.*):
 - 1) The protesting captain shall CLEARLY STATE to the opposing captain that the match will be concluded under protest.
 - 2) Rules and Grievance Director shall be notified BY PHONE and COMPLAINT FORM (ap/3. B) Mailed in the same time frame as scores are phoned and mailed. (phone the night after the match, written form within 3 days.)
 - 3) Rules and Grievance Committee will rule and report to both teams within fourteen (14) days after receiving the complaint form.
 - b) Protests that deal with general issues, but would not potentially change the outcome/score of a match (such as unsportsmanlike conduct) can be filed by any league member if their captain chooses not to do so or if it is not appropriate for their captain to do so. *For player on player grievances, it must be one of the two players involved or the captain (if appropriate). If the captain did not witness the alleged event, it is not appropriate for the captain to file a grievance.*
 - 1) The individual filing the protest must notify the Rules and Grievance Director by phone and complaint form (ap/3. B). Grievances of this nature may be filed up to one week from the date the match was played (It must be filed prior to the start of the following week's match). Also, the grievance must be filed before the close of the season (in the case of a tournament final match.
 - 2) After receiving the written complaint, the R&G director will notify the party to whom the grievance is directed. If this person does not have contact information provided to the league at registration, the R&G Director may notify their captain. This person will have 24 hours to respond to the grievance. If the captain does not contact the player against whom the grievance was filed within the 24 hours, the player will lose their chance to respond. In other words, trust your captain or give a phone number at registration!
 - 3) the R&G Committee will rule and report to both teams within fourteen (14) days after receiving both sides of the incident, or after determining that the accused party is choosing not to respond.
 - 2) If a member of the Rules and Grievance Committee is involved with the protest, they will abstain from ruling.
 - 3) Penalties:

It is impossible to predict every type of grievance and the situations surrounding each one. Therefore, the Rules & Grievance Committee will decide on a case by case basis what is considered unsportsmanlike conduct and what constitutes a minor vs. major offense.

 - a) Penalties for "unsportsmanlike" conduct:

Minor Offenses

 1st Minor offense = Minimum of warning to maximum of 7-week suspension
 2nd Minor offense = Minimum 8-week suspension to maximum of 13-16 game suspension (i.e. a season)
 3rd Minor offense = Minimum of 16 game suspension to maximum of 1-year suspension

Major Offenses

 1st Major offense = Minimum 8-week suspension to maximum of 13-16 game suspension (i.e. a season)
 2nd Major offense = Minimum of 16 game suspension to maximum of 1-year suspension

3rd Major offense = Permanently barred from league

4) Special Circumstances:

- a) Substantiated incidents of aggravated physical contact, throwing darts anywhere but at the board in play, or excessive or vulgar verbal harassment will result in mandatory suspension, for a time to be determined by the committee.
- b) It is the responsibility of all league players to behave in a respectful manner in all host establishments, whether playing or watching another team. If it is brought to the attention of the RDL board that a member of the league was asked to leave a bar (by bar staff) during an RDL event (whether the ejected member was a player or spectator at the incident), the board may choose to sanction that player if events are verified. The board will follow the same guidelines as the R&G committee listed above. The board cannot sanction a player for an incident that has already been brought to the R&G committee.

5) Appeals:

- 1) Appeal of a ruling must be made at the **next available** RDL Board of directors meeting. Their decision is final. **Appeal must be in writing to the Secretary of the Board of Directors and may only be made by the grieved party.** *The appeal must be received before the next board meeting. The Secretary will confirm receipt of the email and provide information on the date/time of the next meeting.*
 - a) If a board member is involved with the protest, they will abstain from voting on the appeal.

PENALTIES:

- 1) All penalty points are assessed before tournament is seeded.
- 2) **Automatic point penalties:** (applied to season point totals, not match score).
 - a) Defacing score sheet. -10 points (*See rule under Matches - H-5-E*)
 - b) Failure to verify fifth week roster correctly with Membership Director. -5 points
 - c) Failure to return board of director's election ballot correctly. -5 points
- 3) **Failure to submit score sheet correctly results in a 16-point penalty for each of the first two offenses.** (*See rules under Matches - G-3-G, H-5-B.*)
- 4) **Failure to submit score sheet correctly for the third and all subsequent offenses results in a 16 point penalty and loss of the match win.** (*See rules under Matches - G-3-G, H-5-C.*)
- 5) **Incorrect player registration,** (using an ineligible player) **will result in loss of match, loss of points scored, and loss of statistics for the entire team** - opposing team's results are unaltered. (*See rule under Teams - F-4.*)

AWARDS:

A) Division awards:

- 1) Individual award to each player of: a) First place team and Tournament winner.
 - a) Players who are ineligible for tournament play will not be awarded a mug if their team wins the tournament. See Matches, Section I-2 for tournament eligibility.
- 2) Home Board award to first place team; *if home board management paid bar fee.*

B) Individual awards:

- 1) All-star percentage awards:
 - a) Male – 1st place per division.
 - b) Female - 1st place per division.
- 2) High in award (301) – one award per Division. (*Note that high ins are only counted on a player's first turn at the dartboard.*)
- 3) High Out award – one award per Division.
- 4) T-80, 9 marks, and 6 bulls awards.
- 5) Fastest single and doubles game – one award per Division.
- 6) Win/Loss percentage award:
 - a) Male - 1st place per division.
 - b) Female - 1st place per division (must win at least 50% of games played to qualify for award).

C) If a player is approved join a team that is more than two divisions below the team played on the previous season, that player shall be ineligible for *Individual Awards (all-star percentage (#1), win/loss percentage (#6), High In (#2), High Out (#3) Fast Singles 301, and Fast Singles Cricket(#5)*, if that player

was ranked in the top 50% of the higher division *in either win loss OR all star percentages.* This rule does not apply if an entire team is placed more than two divisions below the previous season. *This rule does not apply to doubles awards (Fast Doubles Cricket and Fast Doubles 501), for which the player will still be eligible. This eligibility ban is in effect for one season.*

*** *For awards listed in B1 and B6 you must play in 66% of the game for that season.*

Email/Fax and other alternate means of Correspondence:

E-mail correspondence is acceptable in situations where "in writing" is specified. However, it is the sole responsibility of the *sender* to ensure that their email is received. The sender should request a confirmation of receipt on all email in the form of a written reply. Board members who receive emails in lieu of writing should confirm the receipt of the message. Email should not be considered received without confirmation.

Scoresheets may be scanned and emailed, faxed, or handed to the Statistician in lieu of mailing. If the sender wishes confirmation, he should request one. The Statistician is not obligated to confirm receipt unless specifically asked. Also note while scoresheets may be faxed to the Statistician, it is not appropriate to fax materials to RDL Board members.

For questions or to file a grievance, contact the Rules and Grievance Chairperson.

Grievances should be submitted on the grievance form (Appendix B) and mailed (or emailed) to the current Rules and Grievance Chairperson. This contact information is available in the TONS of Newsletter on the RDL website: <http://www.raleighdartleague.org>

