

# Quaker City English Dart Pro League

**Drafted Not Yet Approved by QCEDL Board**

## Rules and Regulations

### 2005 - 2006



**Draft day is the first Wednesday after Labor Day.**

# QUAKER CITY ENGLISH DART PRO LEAGUE

## Rules and Regulations

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# QUAKER CITY ENGLISH DART PRO LEAGUE

## Rules and Regulations

### **I. MEMBERSHIP**

1. Fee paying members of the Pro League are considered ASSOCIATE MEMBERS of the Quaker City English Dart League and shall be afforded the same rights and privileges as current members (IE: protest procedures, voting, holding office etc) with exception that the associate members are not entitled to awards.
2. Pro League will provide awards internally. See AWARDS section below.
3. All QCEDL By-laws apply, as do all Rules & Regulations except as noted differently here.

### **II. DEFINITIONS**

1. **Match:** Thursday night seventeen (17) games. Unless adjusted due to higher player turn out.
2. **Game:** One game of 501, 1001, or cricket. Example, 17 game format this would be 1/17<sup>th</sup> of the Match.
3. **Marker:** Scorekeeper or Chalker.
4. **Cork:** Bullseye.
5. **Board:** The governing body of the Q.C.E.D.L., as per Article VI, Section 1 of the Q.C.E.D.L. By-Laws.
6. **Team:** All teams will be drafted. Cannot sign up as a team, only a member.
7. **Time:** Starting time: 8:00 P.M.
8. **Factors:** Unscheduled Postponements time: 8:30 P.M. (Not Bar Time but Eastern Daylight/Standard Time)
9. **Q.C.E.D.L.:** Whenever the initials "Q.C.E.D.L." are used in these Rules and Regulations, they shall mean Quaker City English Dart League, Inc.

### **III. SCHEDULES**

1. Season schedules shall be arranged (as much as possible) so that each team plays an equal number of home and away matches during a season with board assignments.

### **IV. MEMBERSHIP DUES ("POINTS")**

1. League membership will be 125 "points". They shall be payable at the draft and at subsequent QCEDL meeting(s). Failure to pay the designated Q.C.E.D.L. membership "points" according payment schedule listed below will automatically eliminate the Team from participating in subsequent scheduled matches. THIS RULE WILL BE ENFORCED.
2. PENALTY - Failure to submit league player "points" as defined in the payment schedule will result in a one (1) penalty point deduction from the win column every week that dues are not up to date.
3. PAYMENT SCHEULE - 125 total
  - 50 points Due Draft Night
  - 50 points due at the October QCEDL meeting.
  - 25 points due at the November QCEDL meeting. I believe Keith wants total by October! But at \$125 versus \$30 that may be unrealistic.

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### V. LOCATION

1. Location(s) options, if any, will be discussed at the Pro meeting at the start of each season.  
2005-06 Season **Jokers/All Access, 7312 Castor Avenue 215-725-6202**

### VI. THE TEAM (DRAFT)

1. **Draft day is the first Wednesday after Labor Day.**
2. To be eligible you must register and pay 50 "point" deposit, before or on the day of the draft, immediately refundable if not drafted. All those present at the draft will vote on the top players based on talent to form Captains only. You need not be present to be drafted but you must be present to vote; there is NO choice of the team on which you play. Based on the tabulations of the votes, the top vote getters will be the captains. The Bottom ranked Captain will have 1<sup>st</sup> choice of the field for the second position on the team. After the 1<sup>st</sup> round, the Top ranked captain will draft through to the Bottom ranked captain and then Bottom ranked captain to Top Ranked Captain and so forth until the teams are complete.
3. If there are an odd number of draft rounds, the final round will be a blind draw of top ranking players to determine the pick order. Then no team has 3 first round picks of the field. The draw order will start with the BOTTOM ranked player.

First Draft Pick for 2 <sup>nd</sup> team member	PICK	Second Draft Pick for 3rd team member	PICK
1 <sup>st</sup> (Top) Ranked Player -----	8	1 <sup>st</sup> (Top) Ranked Player -----	1
2 <sup>nd</sup> Ranked Player -----	7	2 <sup>nd</sup> Ranked Player -----	2
3 <sup>rd</sup> Ranked Player -----	6	3 <sup>rd</sup> Ranked Player -----	3
4 <sup>th</sup> Ranked Player -----	5	4 <sup>th</sup> Ranked Player -----	4
5 <sup>th</sup> Ranked Player -----	4	5 <sup>th</sup> Ranked Player -----	5
6 <sup>th</sup> Ranked Player -----	3	6 <sup>th</sup> Ranked Player -----	6
7 <sup>th</sup> Ranked Player -----	2	7 <sup>th</sup> Ranked Player -----	7
8 <sup>th</sup> (Bottom) Ranked Player -----	1	8 <sup>th</sup> (Bottom) Ranked Player -----	8

4. The Division will be comprised of 6 or 8 teams consisting of 4 to 6 players based on the number of players registering for the draft. Optimal team size is 5 players. Number of members on each team will depend on the number of registered shooters at the draft and calculating the numbers of teams to avoid byes but allow maximum participation

### 5. **Team Size**

Registered players 24-29 - 6 teams, 4 players each  
Registered players 30-31 - 6 teams, 5 players each  
Registered players 32-35 - 8 teams, 4 players each  
Registered players 36-39 - 6 teams, 6 players each  
Registered players 40-49 - 8 teams, 5 players each

### VII ATTENDANCE

1. As a member of this division, it is expected that all players will be present for a minimum of 22 of 28 weeks of play. Do not commit to this division if this is not possible. Any player missing six weeks forfeits all "points" and will be terminated from the team.

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### VIII TIME FACTORS

1. Matches are scheduled to start at 8:00 P.M. on the date and at the place scheduled. If at least four members of the team are not present for the start of the 1001, a team must play shorthanded for this game. A game can start after each player in that game has thrown nine (9) practice darts. No more than five (5) minutes may elapse between games.

### IX. THE MATCH

1. Per the score sheet - 15 to 19 points per Thursday night match depending on the number of players per team established above. Format will be finalized once team size is known. Each player will play 1 or 2 singles, 2 or 3 doubles and a team game.
2. A legal match can be completed shorthanded subject to the following: If 4 out of 5 or 5 out of 6 players are present, opposing captains choose the person(s) to fill in for the missing player and if the shorthanded team is home team, they relinquish that privilege and must put in their line up first. If 3 out of 4, 3 out of 5 or 4 out of 6 players are present, then opposing captain gets to put in the entire teams line up for the night. Should both teams be equally shorthanded than the home team advantage is not forfeited but opposing captains still determine the players for the missing spots for the other team. (Note the players who have shown up on a short handed team must play at least their normal quotient of games).
3. All games are begun by "throwing cork", with the Home Team having the option of throwing first. The Team of the player who throws closest to the cork shall throw first in the game.
4. Only players scheduled to play in the game may throw for cork.
5. Should the marker call for a re-throw at the cork, the second shooter shall throw first, with additional re-throws being made on an alternating basis.
6. The dart must remain in the board in order to count. Additional throws may be made (only when throwing cork) until such time as the player's dart remains in the board. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower now throwing first.
7. Re-throws shall be called if the marker cannot decide which dart is closest to the cork. Cork ties cork, i.e., inner bull (50) ties inner bull, inner bull beats outer bull, outer 25 bull ties outer bull. Any cork may be pulled.
8. DARTS MUST NOT BE TOUCHED BY ANYONE prior to the decision of the marker. (SEE VIII - Sections 8 & 9). Should the marker or thrower be in doubt, then both Team Captains shall add their opinions, with the majority ruling.
9. The order in which players will throw (during the game) shall be decided by their respective Team Captain (or the acting Team Captain) prior to any game.
10. No player may throw until his/her turn. The first player throwing out of turn, as well as the player who missed his/her turn, shall receive a score of zero for that round.

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### X. SCORING AND MARKING

1. To commence scoring in the 501 games during a Division match, a player must land a dart in the double (outer) ring.  
NOTE: All other scoring-type games will be "free start", i.e. no double required. All subsequent darts shall be counted for score, less the exception noted in VIII-5. Inner bull (50) is considered a DOUBLE 25 for both starting and finishing a game.
2. A game is finished (i.e. 1001,801,501 games) when a dart is thrown and it lands in a double which is equal to (1/2) of the remaining score. (NOTE: Darts thrown after a game is finished DO NOT constitute a bust).
3. All scoring shall be subtracted from a start of 1001 in the 1001 games, from a start of 801 in the 801 games and from a start of 501 in the 501 games.
4. The marker for each game will be a person from the Home Team, acceptable to both Team Captains.
5. BUST RULE: A player "busts" when his three darts (or less) score more points than remain in the game for his team, or if the three darts (or less) score one (1) point less than the points that remain. When this occurs the score remains as it was prior to his throw. The next opposing player then takes his regular turn.
6. Fast Finishes, such as "3 in a bed","222","111","shanghai", etc. do not apply. No time limit will be established for obtaining the Double-1."Split the 11" will not be honored.
7. For a dart to score, it must remain in the board five (5) seconds after the third or final dart has been thrown by that player.
8. No dart may be touched by anyone (the shooter, another player, the marker, the Team Captains, or any spectator) prior to the decision of the marker and the agreement of the shooter on the score and the score is recorded.
9. It is the responsibility of the player to verify his/her score BEFORE removing the darts from the board. The score remains as written if one or more darts have been removed from the board.
10. Errors in arithmetic must stand as written unless corrected prior to the beginning of that team's (affected by the error) next throw. The aforementioned may be waived in the interest of Sportsmanship, provided that both Team Captains so agree.
11. In order to score, the point of the dart must be touching the bristle portion of the board.
12. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board.
13. The marker may inform the thrower what he has remaining and/or the number of points that he has scored. THE MARKER MAY NOT INFORM THE THROWER WHAT HE HAS LEFT IN TERMS OF NUMBER COMBINATIONS. However, it is permissible for the thrower's Team Captain or one of his other team members to advise the thrower during the course of the game except the chalker of that game.
14. The score may not be removed from the scoreboard until such time as both Team Captains have verified that the game has been ended. Once the score has been removed, NO PROTESTS will be entertained.
15. A minimum distance of 2 feet behind the shooter (per ADO rules) shall be maintained in the interest of the shooter's "space" to complete their throw.

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### XI. REPORTING RESULTS

1. The Home Team Captain is responsible for reporting, by phone, the final score of the match; a penalty of the loss of three (3) games, from the win column will be levied against the Home Team if the Home Team Captain does not give notice, by phone, following the match that night. Such penalty points will NOT be given to the away team. It will merely be subtracted from the Home Team's total WINS. ALL score sheets must be returned to the Recording Secretary in order that weekly Result Sheets can be verified for accuracy of reported scores. All score sheets must be turned in at the next meeting.
2. Both Team Captains are responsible for the accuracy of the score sheets, and their signatures on the score sheets will attest to its accuracy.
3. Loss of a score sheet will not be considered an excuse for the late reporting of results. If neither Team Captain has a score sheet prior to the match, a facsimile may be used. (score sheets may be obtained online at [www.PhillyDarts.com/QCEDL](http://www.PhillyDarts.com/QCEDL) under "Dart Paperwork" section).
4. THE USE OF PROFANITY AND OTHER INCONSIDERATE LANGUAGE WHEN REPORTING SCORES IS NOT ACCEPTABLE AND CAN RESULT IN A TEAMS EJECTION FROM THE LEAGUE OR ADDITION OF PENALTY POINTS.

### XII. RESULTS

1. The league season will be divided into two (2) half's, the first half will consist of fourteen (14 or 15) matches. The second half will consist of fourteen (14 or 15) matches. At the end of the first and second halves, the top teams will be receive "points". (NO PLAYOFFS). The half winner's will receive individual awards. If a tie should occur for any position, the team with the best win/loss record vs. each other will be the higher positioned team. If there is still a tie, the tied teams will shoot one (1) game of 1001, all team members play. Winner of the match will be the higher positioned team.

### XIII. AWARDS

1. The top teams will compensated "points" according to the "points" breakdown table.

#### **POINTS BREAKDOWN 6 TEAMS**

1<sup>st</sup> Place Team 51%  
2<sup>nd</sup> Place Team 33%  
Playoff Non winners 16%

#### **POINTS BREAKDOWN 8 TEAMS**

1<sup>st</sup> Place Team 40%  
2<sup>nd</sup> Place Team 30%  
3<sup>rd</sup> Place Team 20%  
Playoff Non winners 10%

See Sample Payouts Attached.

2. First and Second Half Division champions shall receive awards. Awards are funded by weekly 50/50's. Extra 50-50 will go into playoffs or separate free league only luck of the draw.

### XIV. POSTPONEMENTS

1. A match may be postponed by mutual agreement between Team Captains ONLY. The postponement should be done at least two days prior to the date of the scheduled match. When the requesting captain makes his/her initial phone call to the other team captain, a call to the league must also be made

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giving the team names along with date and time. Exceptions to the aforementioned shall be "Acts of God".

2. No postponements are allowed in the last two (2) weeks of either half of the regular season.
3. It will be the responsibility of the Team Captain requesting the postponement to notify the league and the date of the make up.
4. All postponed matches MUST be played the following Monday, Tuesday or Wednesday and the results phoned in.
5. If both Team Captains agree, and inform the league, they may play their match prior to the night scheduled for the postponed match.
6. Should a postponed match not be played within the allotted timeframe, the league will determine a course of action.

### **XV. FORFEITS (UNSCHEDULED POSTPONEMENTS)**

1. No forfeits will be allowed since this is a "points" league. All matches MUST be played. If a team only has 2 or fewer members after 8:30 pm then the offending team will receive 3 penalty points deducted from the win column. It is imperative that team members that will be absent let their teammates know as far in advance as possible.
2. The match MUST be made up in accordance with the postponed rules.
3. Any team causing an unscheduled postponement three (3) times will be excluded from the half and all point given back to all teams they played and a BYE will replace said team.
4. All or individual members of said team can be excluded from participating in Q.C.E.D.L. Pro League activities in the following half, as determined by the league.
5. PROCEDURE FOR UNSCHEDULED POSTPONEMENTS
  - a. Call in score as an unscheduled postponement.
  - b. Two consecutive unscheduled postponements will constitute the ejection of said team individual members of said team from the league at the QCEDL's discretion

### **XVI. DUTIES OF THE CAPTAIN / QUORUM**

1. The 1<sup>st</sup> position player on a team (highest ranked players of the draft) will choose a team representative to become a Director of the league. One Director for each team. Directors will attempt to resolve all protests, grievances or any issues not addressed in the rules and regulations. Any issues that can not be solved by the directors will be referred to the QCEDL board for a final decision.
2. Three-Quarters of the Directors (fractions rounded down) in attendance at a Pro meeting shall constitute a Quorum.
3. **NO VOTE PROVISIO:** No Member of the Directors may vote on operational procedures or protests taking place in the Team in which he/she plays. Should this PROVISIO delete the Board below Quorum level, it shall be the responsibility of the Senior Neutral Member of the QCEDL Board to assemble a Quorum from the list of all Neutral Co-Captains
4. The captain is responsible for overall conduct of his team and accuracy of score sheets. It is also the responsibility of the Captain to inform his/her team of all Q.C.E.D.L. news.
5. If a Captain disregards his duties to the point where he creates disharmony and/or impedes and interferes with the efficiency of established procedures,

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the Board shall have the authority to require his team to provide a replacement for him.

6. It is the responsibility of each Captain to obtain and ensure a supply of score sheets at his home team location.
7. It is the responsibility of the Captain to collect all team members' dues and pay them in accordance with the Payment Schedule.

### **XVI. DUTIES OF THE EXECUTIVE DIRECTOR**

1. If there is an even number of teams then an Executive Directive must be appointed. The Executive Director will be the "odd" person if the captain's vote and they tie, then the deciding vote will go to the Executive Director. Otherwise the Executive Director does not have a vote.
2. The league will appoint an Executive Director.

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Approved at the Rules & Regulations Meeting August, 2005.