



Empire State Darts

Albany Amusement Co Inc

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Empire State Darts League Rules - 09-12-2019

INTRODUCTION & PHILOSOPHY

The Captains Guide has been compiled to make the league go as smoothly as possible. Knowledge of its contents is mandatory for all captains. Most of the time, problems and disputes arise due to a lack of understanding league policies. A complete knowledge and understanding of the rules, policies and procedures will allow all of us to throw darts, and have fun without worrying about the technicalities. Common sense and good sportsmanship are to be used to cover any questions that arise during a match, which are not explicitly answered in these rules. Anything not covered in this document is subject to review by the league. Remember that we play darts because of our love of the game. Have fun and enjoy your league night.

BY-LAWS AND LEAGUE REGULATIONS

1. OBJECTIVES

- 1.1 The objective shall be to stimulate an interest in the game of darts on a local basis while promoting sportsmanship, and good will among players.
- 1.2 To provide rules, methods, scoring procedures and statistics necessary to promote the competitive spirit through a structured organization.
- 1.3 Provide a system of accountability, guarantee for the legitimacy, and accuracy of league funds.
- 1.4 Provide a system for the recognition of both team, and individual accomplishments in darting.

2. OFFICERS

- 2.1 Buzzy Teson and Jeanne Teson, known from here on as Empire State Darts (ESD), assume all the duties and responsibilities associated with the formation, and administration of all their electronic dart leagues.
- 2.2 Jeff MacIntosh has been designated as League Coordinator, and assumes all the duties and responsibilities associated with formation, and administration in the event of Buzzy, or Jeanne's absence.

3. THE TEAM

- 3.1 (4 man - aka QUADS) - A team roster will consist of a maximum of 8 players. 4 of which must be designated "Regulars". All others must be designated as "Substitutes". At least 2 "Regular" players must play each week. A max of 8 players may be displayed on the dartboard.
- 3.2 (3 man - aka TRIPS) - A team roster will consist of a maximum of 6 players. 3 of which must be designated "Regulars". All others must be designated as "Substitutes". At least 2 "Regular" player must play each week.
- 3.3 (2 man - aka DOUBLES) - A team roster will consist of a maximum of 4 players. 2 of which must be designated "Regulars". All others must be designated as "Substitutes". At least 1 "Regular" player must play each week.
- 3.4 To play in playoffs a player, regular or substitute, must shoot at least 30% of regular season league play.
- 3.5 Regular players may shoot for only one team in a given league. For example, an individual or team may shoot in two leagues (Troy/Vliet H'cap & Troy/Vliet Open), but not two Divisions in the same league (Troy/Vliet Open & Albany Open).
- 3.6 Teams may be subject to PPD, MPR, or other scoring and average caps to ensure fair play. See rules for your specific division.

4. RULES OF CONDUCT

- 4.1 Distracting other players is not allowed. Please show respect for the person shooting. Protests may be filed after two verbal warnings have been issued by the opposing Captain. Please refer to section 8: Protest Procedures
- 4.2 Common sense and good sportsmanship are to be used during play regarding questions that may arise.
 - 4.2.1 The Team Captains will handle any questions during a match regarding rules interpretation.
 - 4.2.2 Team members must not engage in arguments or altercations with the opposing team.
 - 4.2.3 Spectators are not allowed to coach, or become involved in rules interpretation. This includes anyone outside the logged in players present.
- 4.3 Any physical violence, abuse of equipment, poor sportsmanship or conduct considered detrimental to the league may be grounds for forfeiture of game, match, or expulsion from the league, and forfeiture of all league monies paid.
- 4.4 Any attempt to circumvent the rules, including handicaps, default starting averages, or make up matches to gain an advantage is considered a foul.
- 4.5 First Offense - Verbal AND/OR written warning.
- 4.6 Second Offense - Expulsion from league. Player will not be reinstated without prior approval of ESD.

5. GENERAL RULES

5.1 Game Time

- 5.1.1 League start times may vary. Default time for first flight is 7:00pm. Default time for second flight is 9:00pm.
- 5.1.2 If a team cannot report on time for the match, a call or text is required by the team that is late to the opposing captain and the league coordinator.
 - 5.1.2.1 The non offending team Captain then has the option to either wait for the other team, or reschedule the match for a makeup week.

- 5.1.2.2 A no call / no show situation by the stated start time may be grounds for a forfeit.
- 5.1.2.3 In the event a team quits the league without notification, the non offending Captain may be awarded a forfeit.
- 5.1.2.4 A call or text must be made to the league coordinator as proof an attempt to contact the other team was made prior to the stated start time.
- 5.1.2.5 Use texts and calls as evidence contact was made by the scheduled start time in the event of a dispute.
- 5.1.2.6 Teams that are frequently late risk penalty or sanction by the league.
- 5.1.2.7 Leagues are run on a schedule. Use postponements judiciously. If you plan to postpone, plan your makeups accordingly. Failure to do so may require you to forfeit matches, and incur further penalties.
- 5.1.3 Emails are not an acceptable form of communication the day of the match.
- 5.1.4 If there has already been an agreement between the two Captains prior to match time regarding being late, no further action will be taken.
 - 5.1.4.1 Be mindful of whether or not there is another league match following yours.
- 5.1.5 If a match has been rescheduled, and ESD notified, any team unable to make the rescheduled match may be subject to a forfeit.
- 5.1.6 Teams that are unable to attend a match as a result of some other prior engagement are required to notify the opposing team Captain and the league by email, text, or phone 24 hours in advance.
- 5.1.7 Additional fines or penalties may be noted in your specific league or divisional rules.

5.2 Darts

- 5.2.1 Players may use their own darts, or bar darts
- 5.2.2 Darts must be made from factory issued parts and tips, or a factory set.
- 5.2.3 Do not exceed 8 inches in length, and 20 grams in weight. This is strictly enforced.

5.3 Round (Throw)

- 5.3.1 Each player may throw a maximum of 3 darts per round.
- 5.3.2 Players may pass all or part of their turn. Player must press RED Player Change Button before pulling darts.
- 5.3.3 A thrown dart consists of a dart leaving the hand in a throwing motion, AND landing beyond the foul line.
- 5.3.4 Dropped darts may be rethrown.

5.4 Foul Lines

- 5.4.1 All machines shall have foul lines positioned 8 feet from the mark on the sides of the machine's base.
- 5.4.2 The foul line is a TOE LINE and must be stood behind. This is strictly enforced.
- 5.4.3 No part of the foot is allowed on or past the edge of the foul line nearest to the dartboard.
- 5.4.4 Players are allowed to lean across the foul line with the trail foot, as long as the trail foot does not touch the floor before the dart scores.
 - 5.4.4.1 First violation of this rule will be a verbal warning from the opposing team captain.
 - 5.4.4.2 Second violation will result in forfeiture of the game.
 - 5.4.4.3 Opposing captain must then follow the protest procedures described in Section 8.

5.5 Board Failure

- 5.5.1 In the event of board failure, the Captains have the following options...
 - 5.5.1.1 Call for service; and halt the match until the serviceman arrives (518-272-5776 then press 2).
 - 5.5.1.2 Reschedule the match and notify the League Coordinator at 518-862-2216 or esdarts@hotmail.com.
- 5.5.2 If the match is completed, no protest concerning the machine will be allowed.

5.6 Shooting Guidelines

- 5.6.1 Players are expected to shoot within a reasonable time, preferably one minute. Repeated delays can be grounds for a foul.
- 5.6.2 Players may confer with their teammates for a short time. Coaching by anyone other than a logged in team member is forbidden.
- 5.6.3 Players must pull their own darts, and may do so after the "Player Change" button has been pressed.
- 5.6.4 Darts may not be rethrown or manually scored unless the Shooter's Advantage applies.
- 5.6.5 A dart that is thrown and sticks, but does not activate the electronic scoring either by score or by the "darts left" display may be manually scored according to the Shooter's Advantage.
 - 5.6.5.1 Shooter's Advantage is the act of using the back-up feature to correct a dart that stuck in a segment, but was not properly scored.
 - 5.6.5.2 A dart that sticks in a target, but does not register that target can be manually scored.
 - 5.6.5.3 A dart that flights a beneficial target on the way in, but sticks elsewhere is not manually unscored.
 - 5.6.5.4 Shooter's Advantage does not apply to a dart that does not stick, and can not be manually scored.
 - 5.6.5.5 Shooter's Advantage does not apply to a dart that has already been pulled, and can not be manually scored.
 - 5.6.5.6 The Player must confer with the opposing Captain, who must confirm and agree where the dart landed before using the back-up feature.
 - 5.6.5.7 The board will limit the number of back up darts during a game. No additional corrections may be made once that limit is reached.
 - 5.6.5.8 Making a correction without confirming with the opposing Captain is considered Unsportsmanlike Conduct
 - 5.6.5.9 Refusing to allow a correction with valid proof is considered Unsportsmanlike Conduct.
- 5.6.6 Darts thrown prior to the player change cycle are forfeited, are not subject to the Shooter's Advantage, and cannot be rethrown or manually scored.

5.7 Practice

- 5.7.1 All players are to be given a reasonable time to warm up before a match.
- 5.7.2 Monopolization of the board is not allowed.
- 5.7.3 Playing coined games 15 minutes prior to the match is not recommended.
- 5.7.4 Players may setup a game that everyone can play to avoid the cheater alarm.

5.8 Dart Machine

- 5.8.1 If the machine is not operating properly, the Captains have the following options.

- 5.8.1.1 Continue to play the match. This is HIGHLY DISCOURAGED during matches of importance.
- 5.8.1.2 Call for repairs. Call 518-272-5776 and press 2 or call the league coordinator for instructions.
- 5.8.1.3 Reschedule the match. Notify ESD within 24 hours by phone or email.
- 5.8.2 If the match is completed, no protest concerning the match result will be allowed.

5.9 Machine / Player Display

- 5.9.1 It is each player's responsibility to confirm that the machine is displaying their name prior to throwing any darts. Teammates may inform him/her that the name is being displayed.
- 5.9.2 If a shooting out of turn offense occurs during a teammate's turn...
 - 5.9.2.1 If a player has thrown less than three darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three darts. The machine is then advanced to the correct player position, and play resumes. Both players from the offending team lose their next turn.
 - 5.9.2.2 If a player throws all three darts on their partner's number, their turn is completed. The machine is then advanced to the correct player position, and play resumes. Both players from the offending team lose their next turn.
 - 5.9.2.3 The opposing Captain may use the "Back Up Turn" option in the game during a round. For Arachnid boards, the onscreen display will direct you on how to back up the machine after pressing the UP ARROW.
- 5.9.3 If a shooting out of turn offense occurs during an opponent's turn...
 - 5.9.3.1 If the player has thrown fewer than three darts, the machine is advanced to the correct position by use of the "Player Change" button, and they are allowed to throw their remaining darts. The game then proceeds normally with the opponent shooting next and so on.
 - 5.9.3.2 If the player throws all three darts on the opponent's number before the infraction is noticed, the player has completed their turn and the machine is returned to the proper order (the opponent's number) and the game proceeds normally.
 - 5.9.3.3 The opposing Captain may use the "Back Up Turn" option and allow the correct player to shoot, then the match continues as usual.
- 5.9.4 If the player wins a game on his/hers partners turn, the game is forfeited
- 5.9.5 If a player plays in a game he/she is not supposed to be playing, the game is forfeited.

5.10 New Players

- 5.10.1 Player added without prior approval will shoot scratch in Handicapped leagues.
- 5.10.2 ESD will make no guarantee a player can be added the day of your match. It is recommended you notify ESD 24 hrs before your match.
- 5.10.3 If a new player's ability cannot be assessed, a default average will be used for their first match.
 - 5.10.4.1 Default average for Men will be a PR of 46. (23.00 PPD and 2.3 MPR)
 - 5.10.4.2 Default average for Women will be a PR of 34. (18.00 PPD and 1.60 MPR)
 - 5.10.4.3 It is the responsibility of the Team Captain and/or Player being added to notify the league if a new player has abilities greater than the default starting average.
- 5.10.5 It is the responsibility the Team Captain and/or Player to know if a player is banned or suspended from league play. Adding a banned or suspended player will result in forfeiture of all games played by the player in question.

6. CAPTAIN'S RESPONSIBILITIES

- 6.1 Captains shall be present or send an acting Captain to league meetings
- 6.2 Shall know and understand the league rules, and inform teammates of all rules and regulations.
- 6.3 Must contact the League Coordinator and the opposing Captain when they will be late for a match, or must postpone.
- 6.4 To make sure both teams agree on the score, and have signed the dues envelope if applicable.
- 6.5 That all monies collected be placed in the envelope, along with explanations of any missing monies.
- 6.6 A Captain's meeting may be held periodically. Captains will be given ample notice of the time, and place for the meeting. The captain or a team representative must attend. A \$20 fine may be levied on any team not represented.
- 6.7 Ensure the envelope be placed in the slot, in the side of the dart game. If it is determined that a match has been played, and an envelope has been lost, the Home team captain will be held responsible for any missing monies for the full amount of dues owed for the match, for both teams.
- 6.8 Captains or players should not withhold any dues envelopes for any reason.
- 6.9 Captains will speak for the team in case of disputes during the match.

7. SCHEDULING

- 7.1 Regular season scheduling and playoffs are the responsibility of ESD.
- 7.2 If a match is postponed, the home captain must inform ESD within 24 hours of the circumstances and make up plans by phone or email.
 - 7.2.1 Teams are allowed 1 unplayed match per half of the season. Any additional matches may require action by the League Coordinator.
 - 7.2.2 Teams that have an unplayed match are expected to play during the make-up weeks that are set aside specifically for that purpose.
 - 7.2.3 Teams that fail to play during make-up weeks may be required to forfeit the match in question if not played by season's end.
- 7.3 Teams that fail to show for their scheduled match more than two times during the season (Aside from a legitimate emergency) will be given verbal warning that they are subject to suspension from the league for that season. If another absence occurs, a final determination for expulsion will be made by ESD.
- 7.4 Teams have the option of postponing as a result of inclement weather. If necessary, an additional make up week may be added at the end of the schedule. Inclement weather will not be grounds for a forfeit, or count against a team's allotment of unplayed matches.
- 7.5 A No-Call No-Show is defined as a team that fails to show, and has no evidence of making contact with the opposing Captain by the scheduled match time.
 - 7.5.1 No-Call No-Shows may be subject to forfeit upon explanation to the League Coordinator.

8. PROTEST PROCEDURES

- 8.1 To file a protest, the following must occur...
 - 8.1.1 The Captain of the protesting team must notify the opposing Captain of the infraction between turns following the infraction.
 - 8.1.2 The match continues but the captains DO NOT sign the score sheet or envelope if applicable.
 - 8.1.3 The protesting captain must notify the league office within 24 hours of the match in question to submit a protest. The 24 hour rule will be strictly enforced.
- 8.2 The following methods may be used to file a protest...

8.2.1 Via email to esdarts@hotmail.com.

8.2.2 Via phone at 518-862-2216. Leave your name and number where you can be reached.

8.2.3 Via direct contact with the League Coordinator.

8.3 Any matches flagged by ESD league software will be subject to review with or without a protest being filed.

8.4 ESD and both captains will review protests. Protests that require discretion will be turned over to a Protest Committee comprised of players from outside the division. That committee will vote on the outcome, and ESD will review their findings. A decision will then be rendered.

9. SPONSOR FEES

9.1 Sponsor fees vary based on the league.

9.1.1 Currently all ESD traveling leagues do not require a sponsor fee.

9.1.2 All ESD All Star Series Leagues require a fee of \$600 per year.

9.1.3 All ESD Tournament Of Champions Leagues require a fee of \$1,200 per year.

9.1.4 All ESD Points Series Qualifiers require a \$200 buy-in, paid in advance by the location to host a Qualifier Event.

9.2 Captains are required to confirm the location is willing to host them for league play regardless if a sponsor fee is required or not.

9.3 In some cases it is required to collect sponsor fees before a team's roster is added to the schedule.

9.4 Locations and/or Operators that are in arrears may be disallowed from league play until their account is current.

10. PLAYER FEES

10.1 Teams may be required to pay their registration fee and/or their first week's dues prior to being put on the league schedule.

10.2 ESD Traveling Leagues (Doubles, Triples & Quads)

10.2.1 Each Regular player pays a \$10.00 registration fee, payable at a sign up meeting, or by registering via the online registration form. Rostered subs may also pay \$10 to attend the banquet, and be eligible for individual trophies if applicable.

10.3 Weekly dues are disclosed in the league profile for your league.

10.3.1 Dues are paid into the board by all players present prior to the start of the match.

10.3.2 The amount paid into the board will include the cost of your games unless otherwise specified.

10.3.4 Players participating in a match are expected to arrive with their dues in hand.

10.4 At the end of the season, an amount determined at the league meeting of each week's dues money will be returned to the players by way of prize money based on the number of games won and lost during the season. Payouts vary by league.

10.5 The following are the responsibility of each player that participates in a match...

10.5.1 Dues are owed regardless of the use of a substitute on your roster, or acquired prior to your match.

10.5.2 Any dues or fees missing, unpaid, or otherwise unaccounted for will be deducted from the teams winnings at the end of the season.

11. TEAM STANDINGS

11.1 Team standings will be determined by win/loss percentage, and will be published weekly.

11.2 Matches that are determined Unplayed Matches will not affect Team Standings.

11.3 Ties are broken by head to head match results, Then by the win differential against the team next in standings.

11.4 A team may not take 1st place at the end of a season or a split by forfeit.

12. PLAYOFFS

12.1 Scheduling

12.1.1 ESD will be responsible for the scheduling of all teams in the playoffs when applicable.

12.1.2 If a location has one board, with two teams scheduled to play at home. The team that has the higher win percentage plays their match first as scheduled. This leaves the second home team with three options...

12.1.2.1 Second team plays their match after the first team finishes theirs. Both teams playing in the second match must agree to play their match at a later time. The away team has the right not to agree to play at a later time due to time constraints. The League Coordinator must be notified that such an arrangement has been made at 518-862-2216.

12.1.2.2 Play the match at a neutral site that does have an available board at the regularly scheduled time. The League Coordinator must be notified that such an arrangement has been made at 518-862-2216.

12.1.2.3 If neither of these situations are possible, the match may be rescheduled, but must be made up by the following Friday of the originally scheduled date. The League Coordinator must be notified that such an arrangement has been made at 518-862-2216.

12.1.3 ESD reserves the right to correct the bracket in the event of an error for any matches yet to be played. Every effort will be made to ensure the accuracy and integrity of the playoff bracket when issued.

12.1.4 Consult your specific divisional rules regarding how many teams make playoffs if applicable.

12.1.5 The playoff schedule will be posted as soon as the finishing position of each team in their respective division has been determined.

12.1.6 The Playoff bracket is considered part of the league schedule, and its completion is a requirement when applicable.

12.1.7 Failure to play a FIRST or THIRD place playoff match will result in an indefinite suspension.

12.2 Eligibility

12.2.1 It is the Captain's responsibility to ensure the eligibility of all team members for playoffs. ESD will not be responsible for incorrect, or multiple entries of a player into the database, which results in the ineligibility of a player for the playoffs.

12.2.2 Consult your specific divisional rules regarding how many teams make playoffs if applicable.

12.2.3 Teams unable to field an eligible team have the following options...

12.2.3.1 Forfeit the match, resulting in elimination. In the event this is a FIRST or THIRD place match, the offending team will automatically be indefinitely suspended.

12.2.3.2 Reschedule the match. If both team Captains agree to reschedule the match, It must be played prior to the following week's match. The League Coordinator must be notified that such an arrangement has been made at 518-862-2216. Team Captains are required to notify the league office on the evening of the originally scheduled match.

12.2.3.3 Any attempt to circumvent the rules of eligibility may result in penalties for both the offending team, and the team that allows it.

12.2.3.4 Any teams in arrears for dues or fees may be rendered ineligible for playoffs, trophies, and awards.

12.3 The Match

12.3.1 Matches are formatted as BEST OF, and will follow the same format as the regular season. Tie-breakers are already built into the match format, as are shooting orders.

12.3.2 No dues are required for playoff matches.

13. TEAM CAPS AND BREAKOUT PROCEDURES

13.1 Cap Levels

13.1.1 For leagues with Team Caps implemented, there are currently 3 Cap Levels available.

13.1.1.1 Leagues are capped using a calculation called CPR (Combined Player Rating).

13.1.1.2 Player Rating is calculated as follows...PR (Player Rating) = MPR (Marks per Round) x 10 + PPD (Points per Dart).

13.1.1.3 Teams/Players with no league history may be given a default starting average depending on the Cap Level they enter.

13.1.1.4 Doubles leagues have cap levels of 80, 100, and 120 CPR

13.1.1.5 Triples leagues have cap levels of 120, 150, and 180 CPR

13.1.1.6 Quads leagues have cap levels of 160, 200, and 240 CPR

13.1.2 Caps are enforced during the registration period to ensure teams that sign up are of similar ability.

13.1.3 Any attempt to circumvent the intent of the Team Cap structure will be penalized at the discretion of the league.

13.2 Breakout Rule

13.2.1 The following is to guarantee fair competition and prevent stacking of teams or other activity that cause damage to league competition.

13.2.2 Players are strongly advised to review their cumulative league statistic to ensure their league-starting statistics accurately demonstrate the true skill and darting ability of each player on a team. This is necessary to avoid the team "breaking out" during the course of a league session.

13.2.3 Breakout applies to any team of players whose current league stats, when added together, exceeds the original league cap by 25% or more after any of the players on the team has thrown a minimum of 3 matches.

13.2.4 Any team that performs @ 25% or more above the original team cap is deemed a "break out" and is required to modify the team roster to return to a team combination under a total of team cap when adding 25%.

13.2.5 If no combination of existing players fits under the break-out cap of a league, a new player must be added to the team.

13.2.5.1 Only a player who has previously established a true "history stat" enabling a team to be fielded under the 25% rule may be used.

13.2.5.2 Any matches played in breach of this rule are subject to be disqualified. Contact the league coordinator for a final decision.

13.3 Additional Handicapping - The 70% and 75% Rule

13.3.1 When a team's win percentage reaches more than 70%, it is usually because it has players whose skill has improved in comparison to the other teams in their league and beyond the ability of the standard handicapping to work properly. This is due to natural ability, strategy improvement or simply because they were better than average players and this was unknown prior to league startup.

13.3.2 When this happens it is necessary to add extra handicapping to ensure: A) that the improved players continue to be challenged to improve their game and B) to ensure the other teams do not become discouraged and quit, which can be devastating to any league.

13.3.3 When applied, the 70% and 75% rule applies to ALL GAMES during the match.

13.3.4 The 70% rule is applied to any team whose win % (as found on the weekly stat screen) is 70% and up to 74.99% at any time after the team has played 3 full matches.

13.3.4.1 Manual handicap is required as follows: On the team with a win percentage of 70 - 74.99%, each player on that team will pass one dart during the first round during each game in the match.

13.3.4.2 After throwing their 2 darts, the Player Change Button (Red Button) must be pressed to advance to the next player to continue the game.

13.3.5 For the same reasons explained in Rule 13.3.1, if a team has a win % of 75% or higher another level of handicapping must again be applied.

13.3.5.1 When a team's win % is 75% or more, each player on that team must pass one dart in the second round in each game as well.+

13.4 Exception to the 70% and 75% Rule

13.4.1 The 70% and 75% rules are not used whenever two teams in a match are within 5% in win percentage.

13.4.2 Example...Team A is at 71.5% and Team B is 68.0%. Therefore this match is exempt from additional handicapping.

13.4.3 If both teams are over 70%, the 70% rule is applied if one team's win percentage is 5% over the other, requiring Rule 13.3.4 to be applicable.