

BEDL League Rules

Finalized September 2017

- I. Play Format: BEDL will play on Thursday nights
- A. TEAMS: Each team consists of a minimum of four, and a maximum of six players including the captain. A team may have more than 6 shooters on its roster as subs in a hardship case and the Board of Directors approves. Once a player has shot for a team that player may not change teams that season except if the team drops from the league. Teams may add players up to the maximum during the first four weeks of the season, provided that the Board of Directors is contacted at least 48 hours prior to the next match and approves the new player for that team. No more than six shooters can be used in any one night's match.
- B. GAME FORMAT: All divisions will play four singles matches of 501 unless handicap applies. Then all divisions will play four singles matches of Cricket. All divisions will then play two doubles matches of 501. Straight in double out and two doubles matches of Cricket.
- C. PRACTICE BOARDS: All boards to be used during matches that night must be made available for practice at least 20 minutes before league play for the visiting team. Any team member involved in a league match may not practice on the current match board or any adjacent board while involved in that league match. No team may practice on an adjacent board while a league match is in progress.
- D. CURFEW: No game may start after 12:30 a.m., unless both captains agree. Any games left unplayed will count as double forfeits.
- E. IDLE SHOOTERS: A team must have at least two shooters to avoid a forfeit. The shooter who draws the blank in a shorthanded situation will throw two 21-dart games of 401 regardless of the singles match entered, in addition to getting all personal points earned within those 21 darts. The shooter will receive the CD in each match. If the shooter takes the game out within the 21 darts, he/she will receive the assist, also. In the event of a 3 versus 3 match, one singles will be a double forfeit. When a team is missing a shooter in a doubles match, two shooters will face two shooters and two shooters will face one. In the event one team only has two shooters, that team must match one shooter against two shooters in each doubles. In singles '01 and cricket, players can only shoot one match of each.
- F. BAR RESPONSIBILITIES: Bar must provide the following each season:
 - 1) Dart boards in good playing condition
 - 2) Adequate lighting for all boards
 - 3) Adequate quantities of markers or chalk

- 4) Scoreboards in good condition
- 5) Visual toe lines
- 6) Team Drink for home and visiting players

G. AGE: All shooters must be at least 21 years old to shoot in the BEDL. No one under 18 years old will be allowed at dart party.

H. ELIGIBLE SHOOTERS: Membership in the BEDL is open to anyone with an interest in playing darts on a travel league. The only exception will be those shooters who have been removed from the league for violating previous rules (Unsportsmanlike conduct, lying about one's age, etc.) or for failure to pay all fees from a previous season.

I. HANDICAPS: Handicaps will only be used when needed and will be issued at the beginning of the season, by a tier system. Any changes during the season will be made by the Board of Directors and communicated through the league. Handicaps will only be used in singles matches.

II Team Play

A. POSTING PLAYERS:

1. The first matches of the game will start as a blind draw. All other matches will start with the winning team writing their lineup first, then the losing team matching shooters. If there is a tie after a match, then the next match will be a blind draw.
2. Shooters who are arriving late can be listed on the score sheet. If the shooter is not present when their match is ready to start, it will be a forfeit. The opponent will shoot two 21-dart games of 401. No changes will be made after the draw unless agreed to by both captains

B. BEGIN PLAY: Play begins at 8:00 p.m. for all divisions, but a fifteen (15) minute late allowance will be accepted. At 8:15 p.m. two singles matches must begin, unless both captains agree to wait longer. All matches will begin no more than five (5) minutes following the termination of the previous match. Games may start earlier than 8:00 pm, if both captains agree.

C. BEGIN MATCH: First game starts with a cork shot, or diddle. Home team has option on the cork. Cork ties Cork; double beats single. Dart closest to the bull wins. The dart must land inside the triples ring to count. If the dart falls out or does not land inside the triples ring, the shooter must throw again. In the event of a tie, shooters will re-shoot for cork in the opposite order until the tie is broken. Darts can be pulled before the reshoot if requested by either shooter. Winner of the cork will start the first game; the loser of the first game (not cork) starts second game. If there is a

third game, visiting team has option on cork. All matches consist of the best 2 out of 3 games.

- D. UNNECESSARY DELAYS: Delays due to shooter on telephone, singing karaoke, playing pool, poker machine or any other amusement machine will result in forfeiture of first three darts if more than 5 minutes late. Interruption of play for more than 5 minutes in the middle of a match will result in forfeiture of match.
- E. VERIFICATION OF CHECK DART: A shooter must tell the opponent or the opponent's team mate, verbally if he/she has thrown a check dart before pulling winning dart. The check dart ends the game and the player's turn, even if additional darts are thrown.

III Score Keeping

A. Matches

1. SCORE KEEPING: When shooting any match, score must be written before darts are pulled. In case of discrepancy, the scorekeeper has final say. Points will be scored where the darts enter the board; the point of the dart must be touching the board to score.
2. ASSISTANCE: Any team member is allowed to give strategy, math assistance or out shots even when chalking, but only to its own team members. Shooters are ultimately responsible for their own strategy and score.
3. TOUCHING DARTS: If a shooter touches a dart in the board before all three have been thrown his/her turn is over. The remaining darts may not be thrown. Verification of score should be done by visual inspection or by asking the scorekeeper.
4. FOOT PLACEMENT: Players may not have their feet or shoes extend beyond the toe line (oche) while shooting. On the first occurrence the shooter may be warned. The second time and every time thereafter, the shooter will forfeit that dart. Captains should observe the match after the first warning.
5. WRITTEN SCORES: In '01 games, any discrepancy in the score must be cleared up before the team in error shoots again. In cricket games the discrepancy must be cleared up before opposing team shoots. If not noticed in time, the discrepancy will remain as written.
6. FALLING DARTS: In order for the score to count, darts must remain in the board for at least 5 seconds after the third dart is thrown or until score is written.

B. Team Scores

1. SCORING THE MATCH: Each game won counts as one point for that team. Maximum points for teams in all divisions each night are 24.
2. SCORE SHEETS: One sheet is to be filled out by each team each night. Each captain is to keep their sheet for team records. The sheets must be dated and signed by each captain. Both captains are responsible for going over the sheets at the end of the night, to ensure the personal points and team scores are the same.
3. RECORDING SCORES: Captains of each team have been given a log in and password for entering scores on the website. The home team captain is responsible for entering scores onto the website by 8:00 Sunday night. In the event the site is down, scores can be emailed to Jimmy at jimmy@kingofmonkeys.com. If the home captain is not available, certain players have administrative rights and can enter scores for all teams.

C. Final Ranking

1. WINNING TEAM: At the end of the season, after all scores, averages and makeups have been entered, the team with the most overall wins per division is considered the winner of that division.
2. In the event two or more teams are tied at the end of the season, the tie breaker will be established by:
 - a) Record of heads up competition
 - b) Total wins from heads up competition

IV Special Circumstances

A. Missing shooters/Teams

1. QUITTING: Leaving any league match without consent of the team captain or shoot-off without consent of league representative will result in a forfeit of all personal points or awards associated with the match or event.
 - a. In singles: Remaining player will win current game by forfeit.
 - b. In doubles: If shooter leaves during an active game, the game will continue two shooters versus one shooter. See IDLE SHOOTERS (Section I, E) for details. The match must play out without substitution. Another player may not step in during the match.

2. **POSTPONEMENTS:** Any request for a postponement must be made to the opposing captain at least 24 hours before the scheduled match. Postponements must be requested under an emergency situation. No team will be allowed more than three postponements per season. Any after that will be forfeits. If a team does not show up for a match without notice it will be a forfeit, unless opposing team gives a postponement at their discretion.
3. **FORFEITS:** If a team does not accept a postponement from a team with no chance to make it up, it will be a forfeit. Both teams will still pay their own dues for said date. The team receiving the forfeit will receive its average team points and personal points. All averages will be rounded to the nearest whole number. A player will only receive his or her personal point average for shooting teams in that division. The forfeiting team and players will receive no points for that night.
4. **DOUBLE FORFEITS:** A double forfeit is when two teams cannot come up with a date for a postponement before the end of the season. Both teams will still pay their own dues for said date and receive their average team points and personal points.
5. **BYES:** If all teams in a division are receiving the same amount of byes in a season, than all teams in that division will not receive any team points or personal points for their bye. If byes are uneven in a division, the team or teams will receive their average points at the end of the season.
6. **DROPPING OUT:** Any team who drops out at any time during a season will not be eligible for: shoot-offs, party, luck of the draws sponsored by the league or any awards. Exception: a member of that team is picked up by another team with the Board of Directors permission. Member must then pay all fees he/she owes from prior team. If a team drops out any time during a season, the Secretary will subtract all team points and personal points from any team that has shot the team dropping out more times than any other team in that division.

B. Conduct

1. **CONDUCT:** Any unsportsmanlike conduct will not be tolerated in this league. The first act of unsportsmanlike conduct should be brought to the attention of both captains. Examples of unsportsmanlike conduct are: Loud bad language, throwing anything not conducive to league play, or throwing their darts at anything other than a dart board. Any problems should be settled between the two captains and players(s) involved. Second warning to the same player(s) for that night will result in forfeit of match. Once a player has been warned a second time in one night, both captains should get in touch with the Vice President within 48 hours of the match to give their accounts of the incident.

When the Vice President receives two unsportsmanlike conduct reports on the same player in any one season, player may be suspended from the league for the remainder of the season. Fighting will result in suspension from the league.

2. PROTESTS: All protests must be made to the Vice President within 48 hours of the disputed match. Players must bring any protest to their Captain's attention immediately. Do not wait until the end of the game or the match to protest. Such protests include sandbagging (scoring a lot of unnecessary points to build up personal points.)

V. Fees

- A. FEES: The fees for each team playing in BEDL is \$350. Fees will be due on the deadline set forth by the Board of Directors.
- B. FAILURE TO PAY: Any team whose dues are not paid by the deadline will lose 5 points from their team total.
- C. BOUNCED CHECKS: Any person/team/bar bouncing a check to the league (for any reason) is responsible for paying the league the amount of the check plus any fees or penalties incurred by the league as a result of the bounced check.

VI End of Season

- A. SHOOT OFFS: As long as interest continues, each division will have a shoot off in one of the bars in the league, on the week following the last scheduled league match. All shoot offs will start at 8:00 p.m. The top 16 shooters in all divisions in personal points to show up in time will shoot. If the top 16 shooters don't show up in time, anyone from that division who is present may be able to shoot by order of finish on personal point sheet. A shooter who receives a handicap during regular season will use it in the shoot offs. Players will shoot in the divisional shoot offs where your personal points are listed. Players may opt to shoot in their team's divisional shoot off if their team is ranked higher. Players may not shoot in a lower division than they are individually ranked.
- B. AWARDS: BEDL gives out trophies and plaques for: teams placing first in their division and shooters hitting: T80, 6 Corks, High In, High Out, and High Mark Out in their division. Individual awards for personal points are given to the top three shooters in each division. Awards for shoot offs are as follows:
 - 3- 5 players – First place only
 - 6 – 10 players – First and Second places
 - 11 + players – First, second and third places

Any shooter receiving at least three individual awards will instead receive one plaque with all achievements listed. Any player who does not want a trophy or plaque must tell the Board of Directors no later than the shootoff. Players will receive \$5.00 at party per trophy or plaque forfeited, if the director is notified in time.

- C. SHOOT-OFF ELIGIBILITY: Only bars with a minimum of four boards will be considered for hosting a shoot-off. The top 16 shooters in personal points to show up at the appointed time in any division will shoot provided they are in good standing with the league at the time of the shootoff. Any shooter who does not shoot at least 5 weeks during regular season will not be eligible to attend the party as a member or shoot in the luck of the draw at the party.