

Rules and Regulations

1. **Format** 4 games- singles Corkers Choice 301 or 501 (BEST OF 3 IN PLATINUM ONLY)
2 games- doubles cricket
4 games- singles cricket
2 games- doubles 501

FINAL GAME- 3 man (801 or Super Cricket) During regular season, trailing team chooses game that is played. Game is announced first then players are chosen by the captains. If tied 8-8, corkers choice during regular season and playoffs. The winner of the cork chooses the game and shoots first. In the playoffs, the leading team will chose the game. Playoff example, if the score is 9-7, the team with 9 points chooses the final game and teams still cork to shoot first. Each player is only eligible to play 1 game in each event.

2. **Line ups** Line ups will be done verbally with visiting team declaring first player of the night for the first singles 501 game. Home team will match player then home team will declare player first for the second 501 game upon completion of the first game. Remainder of the games will rotate for the remainder of the night. In doubles or triples, a player shooting out of turn forfeits all 3 darts and the opposing team shoots. The announced player must play in the game or the points are forfeited for that game.

3. **Emergency players** A team which has 3 or less roster players to begin the night may pick up players to fill in, no roster dues will be due. Emergency players will only be eligible until a 4th roster player shows up. Emergency player must finish game that has already begun. If there are 3 team members present the emergency player is not eligible for the 3 man game. Emergency player cannot be a current Tuesday FDL member. Any current Thursday night player cannot substitute for a lower division(letter). This rule is designed to help prevent forfeits and not to gain a competitive advantage. Abuse will not be tolerated. Emergency players cannot be used the last 2 weeks of the season or during playoffs. Mark these players with (EP) behind their name. Any emergency player that has played in a higher division(letter) their most previous season played for 1 year are not allowed to drop divisions(letter).

4. **League Requirements** The FDL welcomes all players. League members must adhere to all home team establishment age and patron rules. These

supersede all FDL membership rules. League is played on Tuesday night, 7:30PM start. First match must be declared by 7:45PM, any delay or postponements must be approved by both captains and the league must be notified. Home teams provide first scorekeeper and will rotate in all remaining matches. Teams will have up to 5 minutes from completion of match to declare the next player. Nine practice darts are allowed prior to the start of each game. A player has one minute to get to the oche after the other player has pulled their darts, and 30 seconds to complete his turn. One warning is allowed, after that, remaining darts will not be allowed to be thrown. A player will be allowed one time out per game for a length of time not to exceed 5 minutes for emergency, restroom or strategy discussion. Stalling tactics will not be allowed. A foot foul will be allowed one warning. Second foul, darts will not count. **THROWING DARTS IN AN UNSPORTSMAN LIKE MANNER WILL NOT BE TOLERATED.** If any more than 1 dart is thrown at a time, it will be a warning. The second offense will result in a forfeit of the match and the third offense you will be thrown out of the league. Do NOT throw all 3 darts at the board at the same time.

5. Team Requirements A team must consist of 4-10 players. Players may be added through week 10, this includes pre-paid spots. All added players must pay league dues. Once a player participates in a game, his/her dues are not transferable to another player. Open roster spots at the end of the season are non-refundable and not transferrable. Add on players are not allowed to drop divisions(letter) from their most previous season played for 1 year. This pertains to both Tuesday and Thursday night. Players must have 20 or more games played or 8 weeks of at least one game played in order to qualify for the playoffs. **ADD-ON PLAYERS DUES MUST BE PAYED THE NIGHT THEY ARE ADDED OR THEIR POINTS WILL NOT COUNT.**

6. Team Placement Factors used: 1. Previous season results - example cup winning team moves up a division, not a letter. 2. Team history - example team takes first place back to back seasons will be moved up considerably. Factors that are not considered: 1. Division an individual plays in on opposite nights- example a silver team on Tuesday may be comprised of 2 gold players, 2 silver players and 2 bronze players. As a whole, they are a silver team even though there are 2 gold players on the team. Adjustments are made season to season.

7. Coaching Coaching is allowed, only if requested, by anyone, even the scorekeeper, but only during their team players turn. Please do not coach while the opponent is shooting. FDL is designed to grow darts. A player may approach the

board during his turn but may not touch a dart already in the board. Once a player begins his shooting motion, the throw will count even if the dart slips out and does not hit the board. Players are not allowed to throw out of turn. Once a player starts a game, the player cannot practice on any boards.

8. Forfeits/Postponed Matches Please note: A team can play with only 2 players(They actually can score 11 points). A team that forfeits twice in the season or in the final 2 weeks of the season without league approval are not allowed back the following season. Businesses put up dues, shirts and drink specials. Please respect their investment. All scores against any forfeiting team for the last five weeks of the season will be treated as a bye(10 points) or the average of the last two times the teams played, whichever is higher. (Emergency exceptions will be allowed.) If a game begins and a team forfeits at any point of the match, all remaining points go to the opposing team.

NO LONGER WILL MATCHES BE ALLOWED TO BE PLAYED FOR DOUBLE POINTS. This was being allowed because of so many issues with Covid but has gotten out of hand. You only need 2 players to play. Even with just 2 players, you will be able to play a total of 4 the singles and 2 of the doubles which allows you to get 8pts right there and you could win the three-man game two against three. We have an emergency player rule which allows you to get up to 3 legal emergency players any week except the last two weeks of the season. This could be a person you work with, somebody who used to play, a family member etc. It's also a great way to get somebody interested in the game that has never played or has not played in a long time. If you still cannot play it will be up to the other team to just take a forfeit or find an acceptable day to reschedule. If there is not an acceptable day to reschedule because of the other team's availability, it will be a forfeit for the original team that cannot show up.

9. Tie breakers Tie breaker for playoff positions will be determined by head to head points of games played against each other in the regular season. If still tied, head to head total points against the remaining highest seed.

10. Playoff home field advantage This will be determined by highest finish with in division. If two teams with equal seeding face each other, the team in the higher division will be the home team. City championship home field advantage will go to highest placed team.

11. **Scorekeeper rules** Scorekeeper must sit or stand still, facing board, when players are at the oche. No leaning, smoking, cell phones, head gestures or hand movements are allowed while a player is shooting.
12. **Rule disputes** Any dispute between teams not covered by above rules will be settled by league chairman Ronnie Dalleo 504-250-3946.
13. **Double one** In Tin, Bronze or Silver, if both teams are left with a double one prior to throwing the first dart, the player cannot bust. Both players can use all 3 darts to hit the double one. This rule is not applicable during the playoffs or the championship.
14. **11PM** If 2 teams have multiple games left to play by 11PM they may chose to play multiple games at the same time using more than one dart board.
15. **Scorecards** FDL makes turning in scorecards as convenient as possible. We accept scorecards via fax (504-273-4350), drop boxes(3rd Base Sports Bar, Chateau Pub, Colby's Cocktails, Perry's, Cleary Tavern), text to Ronnie Dalleo(504-250-3946) or email hymel6011@aol.com. If we do not receive the scorecard, home team is subject to -5 points. Repeated issues could result in higher penalties. If a scorecard is not received within 2 weeks of the played match, the visiting team will automatically receive ten or more points.
16. **FDL mission statement** FDL is designed to promote darts, build new players and improve existing players all within a fun competitive atmosphere.