



Ellis Dart League

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On behalf of the EDL, we must abide by club rules, which have restrictions on age limits (21). If you have a player that is under the age of 21, a parent or legal guardian must accompany the minor to the match. **NO EXCEPTIONS!!**

1. MEMBERSHIP

- Only EDL members who have paid the \$10.00 entry fee per season can participate in league activities. (Team captains are responsible for collecting fees prior to first match. If there is a hardship, arrangements *must be made* with the treasurer.) **Anyone who does not pay prior to the first night of play will forfeit all games won during the match. These wins will not be returned when dues are finally paid.**
- Dues are non-refundable.
- If a check is given to pay for dues, it should be made payable to "Ellis Dart League" (do not make payable to "EDL"). If your check is returned unpaid, you WILL BE responsible for the \$25 returned check fee, and you will also forfeit any wins awarded up to that date, as dues were not technically paid.
- Participating pub membership is limited to Ellis County boundaries. (Members can have any county of residence—this pertains to the clubs only.)
- The cut-off point for all add-ons is midway through the season (by the end of play on the Monday night that ends the first half). Any hardship problems will be discussed and decided on by the board.
- League / team alternates are not allowed.

2. ADD-ONS

Any players added to a team must be added prior to the end of the first half of the season. To add a player to a team, an add-on sheet must be completed on the night the player is added. An added member's money is due the night that the player is added to the team. Please call one of the league officers to inform them when someone is added to the team.

A team will forfeit any wins achieved by a person who has not been officially added to that team.

(Officially, in this case, means that an add-on sheet is not attached to the applicable night's score sheet and an officer has not been notified prior to league play.)

A team may make changes to their roster up to the night before the start of the new season. Once the season has started, a team can not exchange out a player for another one. The team captain will have to add the player to the roster by following the add-on rules. **No team can have more than 7 players.**

3. TEAMS

Each team will be allowed to have no less than 4 players and no more than 7.

4. MATCH FORMAT

Match nights are scheduled every Monday night at 7:00 p.m. and must begin no later than 7:30 p.m. or risk forfeiture.

- a. Each match will be played with 4 games of 301, 3 games of 501, 3 games of cricket, and 1 game of 701.
- b. A match is won by getting 6 or more wins, with the chance to get as many as 11 wins, excluding

the victor point.

c. The match winner will be awarded 1 victor point per night, to be added to the win column. (See #5 below for more information concerning the victor points.)

d. **A player may not play more than 5 games during a match.** He/She may not play with the same partner twice in 501 or in cricket (ex. Mike M. and Chris H. can play partners in one game of 501 and one game of cricket, but not in 2 games of 501 or cricket).

The home team is responsible for choosing the board for the evening's match, providing the match's score sheet, as well as providing the first scorekeeper for the night. Once a game is on the score sheet and the match has begun, a player may not be removed without the permission of the opposing team captain. A team will forfeit that game if their scheduled player is not present. (If your player might be late, you may ask the opposing team captain if you can play around them until they arrive. If they do not show, you will be forced to forfeit any games they were scheduled to play.)

5. **Tom Tons**

If a player hits a 26 (called a Tom Ton), this will need to be recorded on the scoresheet. At the end of the 3rd to last week of the season, the tom tons will be calculated on a per player total. A player will be responsible for paying \$.25 per tom ton hit. The money will be collected during the last two weeks of the season. The tom tons for the last two weeks of the season will be carried over to the following season.

6. **VICTOR POINTS**

A victor point will be awarded to the match winner in each night of league play. (If a team wins 6 or more games against their opponent, then the match winner is awarded 1 victor point for the night. For example, if Team One wins 7 against Team Two's 4 game win, Team One would receive 1 victor point.)

Awarding victor points will lessen the chance of ties between teams for the top three placements of each division. In the event that a tie for 1st, 2nd, or 3rd place does occur, the victor point will play an important role. If two teams end the season with the same number of wins, the team with the most victor points will decide the location of the tiebreaker and that team will have the option of being the Home team or the Visiting team.

7. **GAME FORMAT**

Home team keeps score on all odd games and the visiting team keeps score on even games played. All games start with a diddle (team that is scoring diddles first). A re-diddle happens if both throws are in the bull. If this happens, the diddle order is reversed. However, a double bull does override a single bull. A player may ask a dart to be removed if it is in the bull's-eye. If the scorekeeper cannot determine who is closer then you are asked to throw again.

A. 301

Scoring in 301 starts when the player scores a dart in the outer wedge for a double. Darts prior to the double **do not count** for the score. However, those darts do count towards the dart count. Then the score must be brought down to a low enough number to go out with a double that is equal to the remaining score (ex. with 40 left, you must hit a double 20 to go out). 301 is played with only one member per team.

B. 501 / 701

501 and 701 scoring end the same way as 301 but do not require a double to begin scoring. 501 is played with 2 players per team and 701 is played with 4 members per team. Any member of the line-up can diddle, but play will begin with the person who diddled and the order will follow from that point. (Example, the second person listed on 701 wants to diddle. After the diddle, player two will throw first, then player three, four, one, and two.) The order of the players listed on the score sheet is the order that the players must follow to take their turns.

C. Cricket

Cricket requires the player to hit 3 marks on each of the following numbers: 20, 19, 18, 17, 16, 15, and 3 bull's-eyes, in any order. Triple wedges count as 3 marks, double wedges count as 2 marks, and a single counts as only 1. If one team has

closed any number and the other team has left their number open, the team that has their number closed may get a score for that number. The game is over when a team has all their numbers closed and has a higher score. If no one scores then the first to close wins. This game is also played with 2 members per team.

A dart counts **ONLY IF** it remains in the board after the throw and **ONLY IF** the scorekeeper has added the score. Darts must not be **touched** or **removed** until the scorekeeper has verified the score. If darts are pulled before the scorekeeper verifies them, the score **will not** count. Player order that is on the score sheet **must** be followed or could result in a forfeit of round or game.

8. **TIEBREAKER**

Tiebreakers between the top three placing teams per division are determined by the total number of wins, not by the number of times one team beats the other. (ex. Team A and Team B have 30 wins each. The two teams would play a tiebreaker consisting of an 11-game match; first team to 6 wins would break the tie. It does not matter if Team A won both nights of regular season play against Team B.) (Please see Rule #5 above concerning the determination of the location of the tiebreaker match.)

9. **PLAYOFFS**

The top three teams of each division will participate in the playoffs. There will not be interleague play until the final rounds of the playoffs. Each match will consist of an 11-game format. The format will be 2 – 301, 2 – 501, 2 – Cricket, 2 – 301, 1 – 501, 1 – Cricket, and 1 – 701. The maximum number of games a player can play is 5 games. The same rules for Monday night league play, apply to the playoffs. The playoffs will be held on the Monday nights following regular play, instead of on a Sunday afternoon. This is a trial run.

10. **SCOREKEEPER**

At no time is the scorekeeper to coach a player on how to shoot the remaining dart. **NO EXCEPTIONS!!** The scorekeeper is only allowed to give total amount of darts thrown and score that is left, ***if asked!!*** Addition and subtraction errors may be corrected **before** the opposing player throws their first dart. **For this reason, no dart should be thrown until the scorekeeper has finished tallying the previous player's score.** The only exception to score corrections being made is if both team captains agree. (Please remember that the scorekeeper is only human and does make mistakes, so please let them know of any errors in a nice manner.)

Note: The scorekeeper is the only individual who is allowed to stand at the score board during a match. Distractions can occur and space is limited between the dart boards, so this rule will be enforced.

11. **MATCH COMPLETION**

It is the home team's responsibility to make sure that each team's name, the date, players' first and last names, and EDL numbers are on the score sheets and printed legibly. Both captains must verify and sign the sheet for the night. If any changes are made after both captains have signed then **both** captains must initial the YELLOW copy. The match victor will retain the white copy, the opposing team shall get the pink copy, and the home team is to mail in the YELLOW copy to the EDL director.

VERY IMPORTANT: The home team's captain is responsible for leaving the YELLOW copy of the score sheet at a participating club (VFW, American Legion, or Bowling Alley). **In addition to the score sheet being left at a club, the scores are also to be called in, e-mailed, or texted by Tuesday at noon to the EDL Director.** This is no longer a trial-run. If the YELLOW score sheet is not received by the following Monday, the home team will forfeit wins until the score sheet is received. However, once the first half has ended, all forfeits from sheets not being turned in will remain forfeits. At the end of the season, all missing score sheets will become forfeits. Any exceptions will be made at the Director's discretion. Score sheets should be left at the participating club on Monday night. If the home team is playing at a club that is not the VFW, American Legion or Bowling Alley, then the home team captain should hold on to the Yellow score sheet until their team is playing at either the VFW, American Legion or Bowling Alley. Prior to leaving the score sheet, please verify that all information is clear and legible. (NOTE: Only the YELLOW copy of the score sheet will be accepted. This is to ensure that all recorded

wins/losses, tons, etc. have been verified by both team captains.)

Note: The last week of the season, scores MUST BE CALLED IN by Tuesday so that all season qualifications can be compiled to expedite playoff standings.

The contact information to report scores is:

Brandi Shore

Phone: 214.316.5422

E-Mail: brandis001@gmail.com

12. **FORFEITS**

If a team can't attend on a scheduled Monday night, it is that team's responsibility to contact their opponent and attempt to reschedule for a night that is convenient for their opponent. The match must be made up **before** the next Monday night match. The team that reschedules also needs to let the director know that the game is being made up. Teams that do not have the required number of players and that cannot reschedule the match before the next Monday will have to forfeit. Every attempt should be made to reschedule a match instead of simply forfeiting.

If a match is forfeited, the forfeiting team will receive 0 wins and 11 losses. The winning team will receive the average number of wins of the teams that competed that night in their division. Example:

Match 1	9-2
Match 2	7-4
Match 3	6-5
Match 4	Forfeit

Take the winning scores of each match, add them together. $9+7+6=22$

Divide the total winning scores by the number of matches that actually played. $22/3=7.333$

Round down to the first whole number. 7.333 would round down to 7.

Forfeit win team would receive 7 + (f) pt. and no losses.

No victor point will be awarded to a team for the first forfeit. Any subsequent forfeit wins **WILL** include an additional victor point in standings.

A team player can play only one game of 301 in a match. If there are less than 4 players, the remaining 301 game must

be forfeited. You can play with 3 players but must forfeit 1 game of 301 and your 701, if you have no other choice.

13. **PROTESTS**

A protest sheet can be found in the team folder. The protest sheet is meant to allow a team the opportunity to describe, in detail, any incident that occurs pertaining to infractions of the rules, a player's misconduct, or anything else that a team captain deems necessary to report.

If an incident occurs during an EDL match, each team captain must fill out the EDL Protest Sheet describing what took place on the night in question. The completed sheet must be turned in to the EDL board before the start of the next regularly scheduled match night. The EDL board will discuss the incident and vote on what appropriate actions to take. *Please include all details that pertain to the infraction (ex. if playing does not begin until after 7:30 p.m., please note the time on the protest sheet).*

If the incident pertains to a player's/team's conduct, ONE verbal warning will be given. Any further acts of misconduct will result in the ineligibility of the player/team to participate in any EDL sponsored event for a length of time to be determined by the EDL board.

If necessary, a meeting will be called for all team captains to discuss the situation.

14. MEETINGS

The mid-season meeting will no longer be held. Meetings will be called only at the board's request, a Team Captain's request, or if a protest or other problem needs to be discussed

15. END-OF-SEASON MEETING/TOURNAMENT/PARTY

- The end-of-season meeting will be held to vote for officers and to vote on (or discuss) any issues brought up during the season. This meeting is not mandatory, but it is in your best interests to attend so that your opinion can be heard.
- The tournament / party at the end of each season is for current members. Inactive or non-members will be allowed to participate but will be required to pay \$10 to enter the tournament, as opposed to the current member's \$5 entry fee.

16. AWARDS

To be eligible for awards, a player must play at least half the season. The EDL awards the following accomplishments:

- If a division has 7 or more teams, then the top three teams will be recognized. If a division has 6 or less teams, then the top two teams will be recognized.
- The overall League Grand Champion will be recognized (will not be done per division).
- The runner-up for the League Grand Champion will be recognized.
- The male player and the female player of each division that has the most recorded tons will receive an award. This allows the Most Tons for male & female to be recognized of each division to be recognized.
- An award will be presented (per division) to the player who throws the lowest dart game in a 301 match. All darts thrown count towards the total number of darts. This includes both the number of darts thrown to double in and the number of darts used to double out.
- An award will be presented to each player who throws a Ton 80 during league play.
- An award will be presented to the player in each division with the highest-in dart thrown for a 301 game.
- An award will be presented to the player in each division with the highest-out dart thrown for an '01 game.
- An award will be presented to the male player and to the female player in each division with the highest point average.
- An award will be presented to the male player and to the female player in each division with the most improved point average from the previous season.
- An award will be presented to the male player and to the female player in each division with the highest percentage of Cricket games won.
- An award will be presented to the male player and to the female player in each division with the most 3IB's thrown in a season during Cricket games. (If you only need 2 bulls to win the game and throw a 3IB, it does not count as a 3IB.)
- An award will be presented to the two-some of a team that throws the lowest dart 501 game. This award will be given to 2 people on the team. This will be given per division.
- An award will be presented to the four-some of a team that throws the lowest dart game 701 game. This award will be given to 4 people on the team. This award will be given per division
- **Note:** Please remember to write down all tons, any high-in or high-out darts, and any dart games that might be considered a low-dart game. (It is better to write it down even if it does not qualify than for the score to have qualified but it was not written down.)

17. FOLDERS

Each team is given a folder that the team captain is responsible for. **The folder contains:**

- a. Schedule for season
- e. Add-on sheets

- b. Score sheets
- c. Convenience sheet
- d. Protest sheet

- f. By Laws
- g. Rules

18. **DUTIES OF TEAM CAPTAIN**

A team captain is responsible for:

- Ensuring that all team members are aware of upcoming dates and all rules.
- The team folder for the season.
- Collecting the dues from each member and turning in to treasurer by the first night.
- Addressing the opponent's team captain if a problem should arise.
- Making sure that the match sheet has all tons and high-in / high-out darts recorded and tom tons wrote down
- Signing the sheet at the end of the match.
- Calling in the scores for both teams by noon the next day.
- Attending all mandatory meetings called by the board.
- Making sure that the EDL board has a good contact number or e-mail address for the team captain (if the captain has neither, please appoint another team member to be captain). Please do not use as your contact number the telephone number of your "home" club. When a problem or question arises, it has been difficult to get in touch with some teams who have used the club number as their contact number.
- May not be a member of the board.

19. **DUTIES OF EDL BOARD**

The EDL board consists of three officers—president, treasurer, and director. The voting-in of the board members will be done in a staggered election—there will not be an entire board replacement at one time. The first office that is voted on will be for the president. The second offices that are voted on will be for the director. The third office that is voted on will be for the treasurer. Each board member will serve for a one-year term, which is approximately three dart seasons. To be eligible to run for office, the following qualifications must be met:

- Played the entire previous year,
- Is not currently a team captain,
- Is a member in good standing, and
- Never been brought before the EDL board for any infraction.

The duties of the EDL President include:

- To oversee the other board members,
- To provide assistance with anything one of the other officers may need,
- To call and to manage a meeting when one is necessary, and
- To oversee the party at the end of every season.

The duties of the EDL Treasurer include:

- To collect rosters,
- To make schedules,
- To obtain trophies for the season, and
- To manage the financial responsibilities of the EDL.

The duties of the EDL Director include:

- To manage the league during season play,
- To maintain the team standings,
- To record the noteworthy darts thrown on a weekly basis, and
- To ensure the postings of weekly standings.

Please remember that you voted your board in and they are here to help you. Please let them know if something needs to be added to or removed from the rules or if something needs to be addressed. Also, remember to read **all** rules.

20. EDL POINT SYSTEM

Using a point system will let individual players know how they did during a season and would present a base for comparison on a player's improvement from one season to the next. The information for the point system is as follows.

What is kept up with during a match:

- | | |
|------------------------------------|-----------------|
| 1. 301, 501, 701, and Cricket wins | 5. High Ton-In |
| 2. Low Ton (Ton to Ton 39) | 6. Low Ton-Out |
| 3. High Ton (Ton 40 to Ton 79) | 7. High Ton-Out |
| 4. Low Ton-In | 8. Ton 80 |

Points credited for each of these:

- | | |
|----------------------------|------------------------------|
| 1. 301 win (20 points) | 7. Low Ton-In (8 points) |
| 2. 501 win (10 points) | 8. High Ton-In (10 points) |
| 3. 701 win (5 points) | 9. Low Ton-Out (8 points) |
| 4. Cricket win (10 points) | 10. High Ton-Out (10 points) |
| 5. Low Ton (5 points) | 11. Ton 80 (12 points) |
| 6. High Ton (8 points) | |

There is a party, award ceremony, and meeting at the end of every season. This is for everyone who has played that season, not just for those who placed. Please come and enjoy yourself!

Thank you,

EDL Officers

HELPFUL HINTS...

1. Magnetic darts are not allowed at any EDL function. This includes league play, tournaments, benefits, and any other EDL competition that exists or that will exist in the future. If any player is caught playing with magnetic darts in competition then that player will be banned. (The length of time will be determined upon discovery.)
2. A single bull (the outer ring of the bull's-eye) counts as 25 points. A double bull (the dead center of the bull) counts as 50 points. On a diddle, a double bull beats a single bull.
3. If you will not be able to show up for darts on Monday night, all attempts should be made at rescheduling the match. Reminder, the match must be made up before the next Monday night but a rescheduled match is preferred over handing wins over to an opponent.
4. The most games a player can be listed on the sheet each night is for 5 games. Even if the opposing team doesn't notice a player on 6 games, the director does count the number of games that each person plays. (The number of games played is part of the formula for figuring the point average.) **If a player is listed for 6 games and the 6th game is won, the win reverts to the opposing team.** It is in the team captain's best interest to count how many games he/she has listed each player after completing the score sheet and before the match begins.
5. A Ton is not equal to a Ton 52. If a player throws a Ton 01, please write that down. It matters—a high in or out could be affected.
6. During match, a player who is in the middle of a game should not wander off. Please stay by the board that the match is being played on. This will keep the game going and will not hold up match play.
7. If both teams have 3 players show up, every attempt to reschedule the match must be made. Otherwise, the total wins will not match up.

FOLDERS WILL BE GIVEN OUT AT A TEAM CAPTAIN MEETING PRIOR TO SEASON STARTING SO THAT RULES, EXPECTATIONS, ETC. CAN BE GONE OVER PRIOR TO SEASON'S KICK-OFF (DECIDED AT MANDATORY TC MEETING ON 04/12/07)