

# LIONHEART DART LEAGUE

## *OFFICIAL LEAGUE RULES*

### 1. **Season & Fees:**

- The season will consist of a regular season with a quarter-finals, semi-finals, and finals played after the regular season. The length of the regular season varies based on the number of teams. Generally, the seasons run between 15 and 20 weeks.
- There will be a registration fee of sixty dollars (\$60) per player on each team. The fee will be due as follows: All players must be paid in full by the FIFTH week of the season or that individual player cannot play again until the registration fee is paid in full. NO REFUNDS. Should an unpaid player play a match following week 5, the match victories (301 & Cricket) played by individuals with unpaid dues will be awarded to the team with paid dues. If both teams have members in a match with unpaid dues, both teams receive a zero for that individual game. The registration fee can be accepted at any time by the league director.
- **There will be prize money for First, Second, and Third place, as well as the winner of the consolation playoffs, plus trophies/plaques and other prizes, at the discretion of the Lionheart owner. Third place is determined by the winner of a “Bronze Match” (meaning that the two teams that lose the two Semi-Final matches play each other the following week for Third Place).**

### 2. **Teams:**

- A team may consist of three to six players. Each team will choose a Team Captain.
- Teams may add players within the first six (6) weeks of the season.
- No players may be substituted during the playoffs, except in cases of an emergency.
- A player must have accumulated at least six (6) 301 games played to qualify to play in the Championship and Consolation Playoffs.
- The League Manager will send a text message reminder with addition information to Team Captains at noon on league days. Each Team Captain or appointed representative will confirm their players for the evening and text message the “team line up” to the league manager prior to 4:00 p.m. during the day of the match. To keep line ups secret, the team line ups should be sent directly; NOT REPLY ALL.

### 3. **Use of Substitutes & Team Rosters**

- **Team rosters must be complete by Week 6 of the regular season.**

- A Team Captain should make exhaust all available means in attempting to find their own substitute prior requesting a substitute from the League Manager.
- Team rosters must consist of a minimum of three (3) players and a maximum of six (6). A player must play at least two (2) 301 games within the first six (6) weeks in order to be considered on the roster. All players must play at least six (6) 301 games in order to be eligible for playoffs.
- Teams may play a match with a minimum of three (3) players and a maximum of six (6).
- If a team cannot come up with a minimum of three players, the team captain can request to reschedule the match with the opposing team's captain. They are encouraged to reschedule. However, the league director can declare a forfeit at his/her discretion if all reasonable attempts have been made to play the match.
- After the sixth week, a team may only add a new player to survive. That is, if a team is reduced to two (2) players, that team may add a new player after the sixth week to survive the season.
- Substitutes may only be used so that a team may avoid a forfeit during any given match during the regular season. That is, a substitute may be used if a team only has two (2) regular players available to play on a given match night. A team with two (2) players may utilize ONE (1) substitute so that the team has three (3) players for the match. A team with one (1) player may utilize TWO (2) substitutes so there are three (3) players for the match.
- PLAYOFFS: For emergency substitutions during the playoffs, the opposing team must approve of the substitute by name. (I.e. This prevents teams bringing in substitutes that are "ringers.") The opposing team may deny any number of substitutes within reason.
- A substitute will take the Team Point Per Dart (PPD) Average for those additional players listed in the evening's match or their previous recorded handicap, WHICHEVER IS HIGHER. However, because of parity between the teams created by the current handicap system, a team's PPD may not be a proper representation of a substitute's ability to play darts. Accordingly, the team not using a substitute for a match may choose to play any game in which the substitute plays (Cricket or 301) even up (without handicap) on a by game basis. So, for example, in a 3-player rotation, a substitute will play four (4) Cricket games and two (2) 301 games. The OPPOSING team (not using a sub) may choose to play any of those games scratch (no handicap) since the ability of the substitute is not accurately known.

#### **4. League Play:**

- A match will consist of 12 games. There will be six (6) Cricket games, six (6) 301 games, and an "extra point" for the team left with the least amount of combined points remaining for the six (6) 301 games.

- Team Captains or his/her designee shall arrive at 6:30 p.m. to collect the score sheet and meet opposing Team Captain. Matches should begin as soon as a quorum for any match is available to play. If a match is delayed due to the late arrival of the opposing team, the late team, at the league director's discretion, shall forfeit one game for every fifteen minutes delay, beginning with the first forfeit at 7:00 p.m. After 60 minutes (7:30 p.m.), and at the league director's discretion, the late team shall forfeit the entire match. A forfeit must be declared by the league director.
- During regular season, game play does not need to be in order. Teams should attempt to keep multiple games going at once when the match ups allow. The playoffs may play games that "must be played" out of order.
- When setting the team's rotation for the match, secrecy shall be made to hide line ups from opposing teams. There is no requirement for the "home" team to set its rotation first and allow the other team to see it before it sets its own rotation.
- Each team may play with 3, 4, 5, or 6 players. The proper player rotations are calculated automatically based on the rotation sheet available for view on the website.
- Each player is entitled to a MAXIMUM of nine (9) "warm-up" darts per game.
- Each game will begin with the home team throwing first for the bulls-eye. The closest dart to the bulls-eye starts the game. Each player's dart must stick in the board. A dart that falls out must be re-thrown. A double bull beats a single bull. If both players tie, the players re-throw in the same order. The second player to throw for the bulls-eye may request the first player to pull his/her dart if it has landed in the bulls-eye. If the visiting player hits the bulls-eye (or double bulls-eye if the home team hit a double bulls-eye), it is considered a tie. *If the visitor shoots around the home team's dart, and hits the bulls-eye (or double bulls-eye if the home team hit a double bulls-eye), the visiting team wins the "diddle."*
- The player shall mark his/her score prior to removing his/her darts from the board.
- For a dart to be counted, its point must be imbedded in the board. A dart embedded in another dart will not be counted. Darts that are embedded in the board are deemed counted if they remain in the board when the player puts "chalk to the scoreboard." A dart falling out prior to "chalk to the board" will not count.
- The League Director may direct that individual achievements are tracked on the score sheets for a season. A "Ton" is 95 points or more in one round in 301. A "180" is three triple 20's in one round of 301. A "RD9" is three scoring triples by one player in one Cricket turn. A "RD5+" is 5, 6, 7, or 8 scoring marks by one player in one Cricket turn. A "Hat Trick" is three scoring bulls-eyes by one player in one Cricket turn. "High Out" is your personal best in 301 indicating the highest score you went out on (i.e., you start the round at 120 and hit 120 points in your round, your "High Out" is 120).

## 5. Forfeits:

- Forfeits are at the league director's discretion. Every reasonable attempt must be made to play the matches as scheduled or have the matches made up (i.e., play on another night). The following are guidelines for the league director to use should he/she deem it necessary.
- A match can result in a forfeit if not begun by 7:30 p.m., unless otherwise agreed upon. Captains who know their team will be unavailable to play a match must contact the opposing Team Captain to make alternate arrangements (i.e., play on another night). Every reasonable effort shall be made by both teams to reschedule the missed match. The match must be played in the following two weeks (20 days). The match will automatically be forfeited on the 21<sup>st</sup> Day. The league director will make forfeit timeline determinations for any match missed during the last two weeks of regular season or playoffs.
- If the director declares a forfeit, the forfeiting team (team that originally canceled) will receive no points for that week. The opposing team (team that was available to play) will receive the average number of wins, rounded up, based on its record prior to the week of the missed game, but in no case less than seven (7) wins. In cases where a forfeit is declared for a match in the first five weeks of the season, the first five played matches will be used to calculate the average.
- A team can be forced to forfeit, at the league director's discretion, one game for every fifteen (15) minutes it is late, beginning with the first forfeit at 7:00 p.m., up to sixty (60) minutes past start (7:30 p.m.).
- A forfeit can only be declared by the league director. The matches are meant to be played and every reasonable effort needs to be undertaken before a forfeit can be declared.
- Should a team drop out of the league at any time prior to the end of the season, all other teams will retroactively lose any points acquired playing that team.

## 6. Protests and Disputes:

- Team Captains should settle all disputes amicably.
- **Any dispute not amicably settled may be submitted to the League Director. All such disputes must be submitted within two days of when the dispute arose. The decision of the League Director will be distributed the following week. All such decisions are final and binding.**

## 7. Handicap:

- League play is handicapped according to player ability.
- Handicaps are determined by an average of the Points Per Dart in 301 games. A "+1", "+2", or "+3" next to a player's handicap indicates that a player must add additional points to their individual stated handicap when adding to their teammates in all cricket games. It is based on that player's cricket winning percentage being higher for the season at the time of a handicap adjustment. A "-1", "-2", or "-3" next to a player's handicap indicates

that a player must subtract a point from their individual stated handicap when adding to their team mates in all cricket games. It is based on that player's cricket winning percentage being lower for the season at the time of a handicap adjustment.

- Two charts will be provided to Team Captains providing the respective player handicap.
- **In 301 games, the person with the higher Points Per Dart (PPD) average will start the game at a higher number. Lionheart Dart League Handicap 301 Charts will be provided to determine a starting score for each player.**
- In Cricket, the lower average two-person team will start off with a specified number of free points before the cricket game begins. Lionheart Dart League Handicap Cricket Charts are used to determine a starting score for each player.
- **Handicaps (PPD) will be reviewed and adjusted each week during the dart season. This will be done by the League Manager.** If the handicaps are not posted for the current week, players will utilize the last published handicaps.
- New players will establish handicaps the first week, while players with previously calculated handicaps will utilize their handicaps from previous season (last six 301 games played) including substitutes. If an abundance of new teams and players join the league, the league director may use his discretion to allow all players to play week #1 with scratch handicaps. After the first week, matches from previous seasons will factor into the PPD score.
- Any player that fails to legibly record data from 301 matches will receive the highest PPD score of their previous six 301 games.

## 8. **Semi-Finals & Finals:**

- The season will end with the semi-finals and finals with the top teams competing. (Team standings are based on regular season play.) If there are any ties amongst the top teams, a team's regular season record against the other will break the tie. If a tie remains after looking back to the regular season, there will be a three-game play-off among the tied teams consisting of three Cricket games. A coin flip shall determine the home team for the tie-breaker match.
- The match format will be the same as a regular season match except that the extra point awarded for the least amount of 301 points remaining will not be awarded in these matches.
- In the Championship Playoffs the first team to win 8 games will be declared the winner. In the Consolation Playoffs the first team to win 7 games will be declared the winner.
- During playoffs, only games that must be played in the "race to eight" format may be played out of order. I.e. If the match is tied six to six, game play may end if one team sweeps the next two games, totaling eight wins. The remaining two possible games may be played at that point, but games further along should not be played to prevent a nefarious

team from leaning into a match that gains them an advantage, but would not have otherwise been played.

- If a playoff match is not won by the end of the 12th game, additional games shall be played to determine the winning team by beginning at the top of a new score sheet. Both teams may rearrange their player orders. The match continues at the top of the score sheet with two cricket games followed by a final 301 game to determine the first Consolation Team to get to 7 or Championship team to get to 8.
- The first-place team plays the lowest seeded playoff team and the second-place team plays the next lowest seeded playoff team, and so on. Each week of playoffs, the bracket is re-drafted (NFL style) with the highest remaining seed playing the lowest seed as described above.
- In the finals, the highest-ranking regular season team that won its semi-finals match has choice of boards. Boards will be award by the League Director if board assignments are not selected by 6:25pm.
- The losing teams from the semi-finals must play each other to determine third and fourth place. This match gets the second choice of boards regardless of the seeds participating.
- The highest ranked seed chooses the boards to play on, followed by the next highest seed, and so on. Any seed that does not choose within boards within 5 minutes of game play (6:25 pm for a 6:30 pm match begin time) forfeits their right to choose the board in order to get the matches playing. Matches will not be moved from boards they begin playing on.
- In all playoff matches, the highest-ranking team is the home team.
- In all cases of emergency substitution, the League Director may overrule the opposing team's veto against potential substitutes if it is determined that the opposing team is attempting force a playoff forfeit. Once the opposing team has been overruled, the League Director may choose the substitute or he may grant the substituting team use of any substitute previously presented as an option.
- At the discretion of the Lionheart owner, a single elimination tournament may be held during the playoff weeks for the teams finishing outside the Championship Playoff Positions, with the winning team receiving a money prize.

## 9. Miscellaneous:

- Any damage caused to the Lionheart walls or any other portion of the Lionheart by any player (i.e., a punched hole in the dry wall) shall result in a \$500 fine for said player and, at the discretion of the Lionheart owner, immediate expulsion of said player from the League.
- All players/teams are responsible for knowing these rules. An opposing player/team is not responsible for coaching opposing teams on rules, although it is good etiquette to

help mentor new teams. “I didn’t know you could...” is no excuse and generally considered bad sportsmanship.

- Cheating of any kind and general bad sportsmanship will not be tolerated. It can result in a declared forfeit of game or match at the discretion of the League Director. Darts is a gentleman’s game. Good sportsmanship is expected.
- These rules attempt to address most situations that arise during League play. Any unforeseen situations shall be addressed by the Team Captains or will be settled by the League Director. ***New rules may be implemented at the discretion of the League Director to address unforeseen circumstances, situations, scandals, tragedies, etc.***

©2009 Daren J. Rylewicz. 6<sup>th</sup> Edition

Amended by John H. Mead Jr. 2013, and John E. Kivelin III 2022.