

First Coast Darts League (FCDL) Guidelines and Rules

FCDL is a “private” league and has no association memberships or sanctioning authority.

At any point you are unsure of a rule, have questions, or need clarification – Please reach out to FCDL Admins at that time and DO NOT wait.

ARTICLE I – LEAGUE

1. All FCDL league competitions are scheduled for Tuesday night play. Non-Tuesday night match play is permitted if there is a conflict with a sponsor with multiple teams and limited boards and subject to the Leagues discretion
2. FCDL offers (2) seasons of play – Spring and Fall – Spring season typically starts the mid-February and Fall season typically starts late July
 - a. Each team will submit a roster to play with a minimum of 4 players to a maximum of 8 players along with the following (see Article 3):
 - i. \$75 paid by the sponsor venue. Sponsors are considered the pub/bar that you have chosen to play out of.
3. Teams play a mixture of Home and Away (travel) matches within the area you have chosen to shoot in and within a number of designated weeks for regular season match play
4. Starting time is set for 7:00 pm and should be underway no later than 7:30 pm
5. Divisions based on how many teams participated in the season

ARTICLE II – EQUIPMENT

1. All league competition, including tournaments and playoffs, shall be played on a standard, staple free, English bristle board with a 20-point clock face with a wire spider separating the single, double, and triple sections
2. Dartboards shall be placed with the following measurements
 - a. Margin of error measurement for the following shall be no more than 1/4 inch
 - i. 68” (inches) from the floor to the center of the bulls-eye with the 20 bed at the top center
 - ii. The front edge of the toe line/oche (edge closest to the board) will be 93-1/4” (inches) from the surface of the board
 - b. Please request assistance from FCDL Admins to address aggressive floor offsets/slants.
 - i. Aggressive offset means: If a laser were placed at the front edge of the oche/toe line and at a height of 68” (inches) and the point of the laser does not land in the bulls-eye, this is considered aggressive floor offset.
3. The toe line/oche shall be no longer than 36” or 18” of either side to the center and have a minimum of (1) foot on either side of the ends free of any obstructions (ie walls, shelves, tables, etc)
4. The dartboard shall be firmly anchored and be in good condition (no lumps, indents, bent wires, etc) It is the home team or the sponsors’ responsibility to supply the proper equipment
5. Lights must be affixed in such a way as to brightly illuminate the board with a minimum shadow, not physically impeding the flight of the dart, covered in such a way that the bulb is not visible from the throwing line, and not hinder the sight of the board for the scorekeeper
6. A “chalk” score board is required to be next to the dart board in the event DartConnect app or tablet is unavailable

7. A scoring device must be provided and should be no less than a 9” screen. It is the home team’s responsibility to provide the scoring device for the match
8. An electronic scoring device **must be located next to the dartboard** and positioned at a maximum of 18” from the surface of the board for the scorekeeper to stand safely, so the scorekeeper can see the location of the thrown darts, and the shooter can visibly see the scoring device without obstruction or having to move from their position
 - a. Scoring a match on a device smaller than 9” or not positioned as noted above is permissible from behind the throw line and when a manual chalkboard is used (two scorekeepers are required in this scenario)
9. Venues with multiple boards should be separated by a minimum of 5’ (feet) from bull to bull

ARTICLE III – ROSTERS

1. Three weeks prior to the start of each season, Captains will email FCDL2024@outlook.com complete details with player names, phone numbers, and email
 - a. If the same players are returning to a team, an email from the Captain stating such is acceptable
2. Sponsor venue fee of \$75 per team, per season due three weeks prior to season start
 - a. Captains work with sponsor venues for fee collection
 - b. Submit cash, check or electronically to league admin
 - i. Contact FCDL2024@outlook.com to make arrangements
3. Rosters will require a minimum of (4) players and can have up to a maximum of (8)
4. Roster Changes:
 - a. Each team is allowed to make roster changes up to the halfway point of the season and after informing the FCDL Admins, roster spaces may be made available in a full roster by REMOVING Players from the original Roster
 - b. Requests must be made in writing (email or text)
 - i. A request must be approved by the FCDL Admin
 - ii. Adding a player: request must be received a minimum of 24 hours prior to match play
 - c. A new roster player must not have participated as a member of the active roster of another FCDL team in the current season
 - d. Removing a player: the request is immediate
 - i. If the player being removed has participated in at least one match during the current season, that player is not eligible to shoot for another team for the remainder of the current season
 - ii. If the player being removed has not participated in any match during the current season, they are eligible to go on another team if they choose
 - e. Hardship roster change requests after the season mid-point, will be at the FCDL Admins discretion and must be a proven hardship to the team and the team must have 5 or less shooters remaining on the roster to be considered.
 - f. If a team plays an unapproved player the Leg(s) played will be forfeited

ARTICLE IV – MATCH PLAY

1. DartConnect (DC) is the primary scoring application for FCDL matches
2. The playing lineup will be completed in the blind by each team.
 - a. DartConnect Express Player Line (EPL) tool is used (*See Captains Handbook for instructions*)

- i. Prior to the start of each segment, Captains must populate the entire segment lineup. Meaning no less than 4 players are to be selected and submitted.
 - ii. The only time changes should take place in the scoring app is for player no shows or player needed to leave the match
 - iii. When both teams agreed upon a change due to "competitive match-up" (meaning a lower skill level is matched against a higher skill player), the change will be made via the DartConnect Scoring app
- b. IF DartConnect or tablets are not available, then the blind lineup form is to be used and the match is score on standard chalk board and maintain match status on FCDL Blind Line-up form (*See Captains Handbook for instructions*)
- 3. Team "No-shows" that do not notify the opposing team Captain or does not show for a match during the regular season of play, the absent team will automatically forfeit the match
 - a. The team refusing to play at another venue will forfeit the match unless both teams come to an agreement on playing at another venue
 - b. FCDL Admins will address case-by-case and arbitrate as needed
- 4. Each spot should be filled in with an ACTIVE, rostered players name (if you do not have enough players to fill in every player spot, please go to Section 9 of this Article)
- 5. Each ACTIVE, rostered player may only play in one set of each segment of play - (1) 301, (1) Cricket doubles, (1) 501 doubles, (1) Cricket singles
- 6. A match is deemed legal with a minimum of 4 players for each team
- 7. **In the event team members are running late**, a match can start without a full team in attendance **as long as the minimum of 3 players will be in attendance**
- 8. A match can be played on (2) boards simultaneously if both boards comply with FCDL rules (see ARTICLE II)
- 9. If a team has at least 3 active rostered players present to complete the lineup, a (one) substitute player may be used for a given match:
 - a. Only if the team short the minimum of four active roster players from the current season
 - b. Only with the knowledge and consent of the opposing team's Captain
 - c. Notify FCDL2024@outlook.com with substitute player name, prior to start of the match
 - d. A specific Substitute player may only compete for a maximum of three individual matches throughout the entire regular season for one specific team
 - e. A substitute player may not be chosen from among any player registered on the roster of any team competing in the current season
 - f. If the opposing Captain does not agree to the substitution:
 - i. The Match will either be played "Iron Man" or with "Recycled Players" by the team short the minimum of 4 players
 - 1. "Iron Man" - A team plays only their three players once apiece in each game of 301 singles, Cricket doubles, 501 doubles, Cricket singles, which forfeits a Leg in each segment of the match. There are no limits to the number of Iron Man matches a team may play in active season
 - a. 701 quads is an automatic forfeit as there are not 4 roster players available
 - 2. "Recycled Player" – The team short a player may repeat a team player but only once per match in three of the five match segments
 - a. "Recycled Player" format may be used only one time during the active season
 - b. Example:
 - i. 301 – (Player A recycles)
 - 1. Players A, B, C play legs 1-3

2. Player A can play 4th leg
 3. Player A cannot recycle the remainder of the match
 - ii. Cricket doubles – (Player B recycles)
 1. Players A/B & B&C
 2. Player B cannot recycle the remainder of the match
 - iii. 501 doubles –
 1. Players A/B in leg 1
 2. As A & B have recycled, player C has no partner, leg 2 is forfeit
 - iv. Cricket – (Player C recycles)
 1. Players A, B, C play legs 1-3
 2. Player C plays 4th leg
 - v. 701 quads is an automatic forfeit as there are not 4 roster players available
 - ii. The match may be rescheduled and must be played prior to the end of the season.
(Review Section 10 of this Article)
10. Rescheduling of Matches:
- a. A match maybe rescheduled through mutual consent of the teams and MUST notify the FCDL2024@outlook.com of the change in schedule –
 - i. All rescheduled matches should be made up in a timely manner and must be made up prior to the last week of the season, sooner than later is preferred
 - ii. If the teams cannot come to an agreement of when and where to play a rescheduled match, the team that originally generated the need to reschedule will forfeit the match

ARTICLE V – FORMAT / ORDER OF PLAY

1. Each match is constructed of (13) sets and results in total match points of (13) being distributed between the two teams and determined by the winner of each leg
2. Dart Games: 5 segments, also known as “Sets”, played in the sequence listed below for a total of 13 games per match:
 - a. 301 DI/DO Singles, 2 legs; 301 SI/DO Singles, 2 legs
 - b. Cricket Doubles, 2 legs
 - c. 701 Quad, 1 leg
 - d. 501 SI/DO Doubles, 2 legs
 - e. Cricket Singles, 4 legs

ARTICLE VI – SCORING / SCOREKEEPER

1. DartConnect is the scoring application for all FCDL matches
2. The home team is responsible for providing the scoring device for the match
 - a. Work with opposing team captains if the home team does not have access to a device
 - b. Or contact FCDL Admins for assistance
3. WIFI is required to start and save the match
 - a. If you know that your pub does not have WIFI or a poor connection to WIFI remember to log into the DC Scoring App before going to the match
 - b. Once you are logged into the DC Scoring App you may play the match offline
 - c. If the match is played offline – Remember to reconnect to WIFI for the match to SAVE
4. If a match is not played on DC – The home team is responsible for reporting the match score to the FCDL Admins and provide a copy of the match report

- a. A match can be hand scored on a whiteboard adjacent to the dart board according to the proper equipment placement in Article II and shadowed on another, smaller device (ie: cell phone, 7" tablet, etc) that is connected to the DC Scoring App by a player that is behind the line and not shooting in that game
5. Every week it is a best practice to run a "check for updates" on the DC Scoring App to ensure you are using the most up-to-date version of the App and that your league and team information is up-to-date (WIFI is required for this action)
6. If there is any discrepancy in the match scores, please let FCDL Admins know so that it may be corrected
7. If there is any discrepancy in an incorrect name(s) for any set(s) please let FCDL Admins know so that it may be corrected
 - a. If no name is selected then DC will put in the teams name in automatically and this cannot be corrected and those players that played will lose their stats but the set point will be awarded to the correct winning team
8. Scorekeeping:
 - a. In the DartConnect app Cricket games, the "D" (Double) & "T" (Triple) marks are not shortcuts. For example, when three darts land in the single 20, DO NOT use the "T", but rather tap the 20 three times. "D" (Double) & "T" (Triple) marks are used when a dart hits those corresponding marks.
 - b. The scorekeeper shall face forward and stand adjacent to the scoring device, at all times, so that it is visible to the shooter on the line and the scorekeeper can clearly see the darts in the board
 - c. The scorekeeper will not call out individual dart hits on the board – (exception: the shooter asks the scorekeeper to verify the score of a thrown dart(s))
 - d. The scorekeeper will not enter any score of a thrown dart(s) into DC until the shooter has completed their turn and the score has been verified – (exception: The shooter asks what they have remaining and the scorekeeper has verified the thrown dart(s), the score of the thrown dart(s) can be entered into DC to reveal the remaining score prior to the end of that shooters turn)
 - e. The scorekeeper shall refrain from talking, eating, drinking or movements that could distract the shooter during their turn
 - f. After the shooter has completed their turn, the scorekeeper will verify what has been scored previous to the shooter removing their dart(s) from the board

ARTICLE VII – PLAYOFFS

FCDL will make every effort to plan for post-season playoffs. When planning for the playoffs, the following guidelines will be used

1. Player & Team Qualifications:
 - a. Only qualified players who competed in 50% or more of total possible matches, excluding byes, in the regular season, may compete
2. All teams can participate in the end of season playoffs for the league championship
3. If a team chooses not to participate, team captain should notify league admins at FCDL2024@outlook.com
4. Standard seeding will be used (1st vs 16th, 2nd vs 15th.....)
5. Depending on the league's aggregate team count, the first-place team may have a first round bye
6. The highest ranked team is considered the "Home" team, regardless of the location the match is played
7. Each round match completed within the determined week timeframe (example):

- a. Round 1, week 1
- b. Round 2, week 2
- c. and so on
- 8. To address multiple teams at a venue with one playable board, **Team Captains** will work with one another to complete each playoff round within said play week.
 - a. A play week is considered Tuesday through Monday
- 9. Season Point total Tie Breakers for team standings
 - a. Primary Ranking: Season match win record
 - b. 1st Tiebreaker: Match points / Division standing points (Leg win total)
 - c. 2nd Tiebreaker: Head-to-Head team match win record
 - d. 3rd Tiebreaker: Season Leg win differential
- 10. Opening & semifinal rounds are composed of one match of thirteen (13) games using the regular season match format. The first team to seven (7) game wins and advances to the next round
- 11. Finals round one (1) match of nineteen (19) games, first team to ten (10) game wins is declared the FCDL Playoff Champion
 - a. The following match format is observed:
 - i. 301 DI/DO Singles, 2 legs
 - ii. 301 SI/DO Singles, 2 legs
 - iii. Cricket Doubles, 2 legs
 - iv. 701 SI/DO Quads, 1 leg
 - v. 501 SI/DO Doubles, 2 legs
 - vi. Cricket Singles, 4 legs
 - vii. **FINAL** - 301 DI/DO Singles, 2 legs
 - viii. **FINAL** - Cricket Doubles, 1 leg
 - ix. **FINAL** - 701 SI/DO Quads, 1 leg
 - x. **FINAL** - 501 SI/DO Doubles, 1 leg
 - xi. **FINAL** - Cricket Singles, 1 legs

ARTICLE VIII – SPONSOR VENUE

- 1. FCDL venues shall remain within the following geographic area east of the St Johns River, south of Atlantic Ave and north of Race Track Road/Nocatee-Palm Valley Parkway
- 2. Venue team count must match available board count in order to facilitate both teams playing on same night.
 - a. “Grandfathered Teams” are those existing venues and teams with a single board, prior to the start of the 2026 season
 - i. If/when an existing “Grandfathered” team chooses to play at another venue, the “Grandfathered” factor no longer applies and the venue must have same board count as the team count
 - ii. If/when an existing team leaves a venue with a single available board, the “Grandfathered” factor no longer applies to the venue
- 3. All participating venues must be non-smoking
- 4. Teams may play out of a venue that falls within details noted in Section 1 of this article
- 5. If a sponsor no longer wants to host a team or is closing business
 - a. The team will need to notify the FCDL Admins and the league will accommodate another venue as best possible
 - b. The team may find another venue that falls within the designated area noted in Section 1 of this article
 - c. If applicable, the sponsor fee will not be refunded

6. A team has the option of changing sponsors at any time during the season
 - a. The team is responsible for reimbursing the sponsor fee to the old sponsor, if applicable
 - b. The team should notify FCDL Admins of the change and confirm the new sponsor venue

ARTICLE IX – CONDUCT

1. It is the responsibility of the team Captains to maintain the best of order during league match play
2. No heckling or harassment - in league play or any sponsored FCDL event
3. No insulting language – in league play or any sponsored FCDL event
4. No attire that has foul, rude, or vulgar writing or artwork – in league play or any sponsored FCDL event
5. Be mindful of comments and gestures during match play as to not distract the shooter
6. Any physical acts will result in the player(s) immediate, indefinite suspension and may also be reported to the local authorities
7. Property damage or equipment damage should be reported to FCDL Admins, the Sponsor, and if needed the local authorities – FCDL is not responsible for any property or equipment damage done by a player(s) for personal or sponsor related property or equipment
8. Any acts of misconduct, physical, verbal, or other, should be reported to FCDL Admins immediately and the player(s) may be subject to penalty
9. If at an FCDL sponsored event a player(s) damages any property or equipment of the FCDL or venue they will be held liable for the repair or replacement of the property or equipment and face possible penalty by the league / venue / or local authorities

APPENDIX

July 21, 2025 - Fall 2025 season updates and changes

- Match format
- Playoff updates

Nov, 2025 – updates apply beginning Spring 2026 season

- ARTICLE I – start time update
- ARTICLE II – Staple free board, board installation, scoring
- ARTICLE IV – Segment entries in DC, Player minimum/start, Blind line-up
- ARTICLE VIII – Non-smoking, team equals board count