

South Palm Beach Dart League (SPBDL)

League Rules

Updated 4-7-2026

The SPBDL rules (hereinafter, "League Rules") are the official rules for league play. All League Rules adopted by SPBDL board shall not conflict with the SPBDL Bi-Laws in effect at that time. It is the responsibility of every member of the SPBDL to know and understand the League Rules, as they may be amended from time to time. All dart matches played under the exclusive supervision of, and/or sanctioned by the SPBDL, shall be played in accordance with the following rules.

1. GOAL

The purpose of the SPBDL is to provide a friendly, yet competitive, atmosphere in which players of all skill levels can play dart matches at respectable venues throughout the SPBDL territory. While players and matches are expected to be competitive, the main focus is for players to have fun.

2. SPORTSMANSHIP

A. Sportsmanship is very important during all competition. Attempts to distract an opponent while they are shooting will not be tolerated. If the thrower requests all spectators and players to move out of their field of vision, they must do so. Heckling and harassment is strictly forbidden. Each team captain is responsible for the actions of their team members.

- B. If a captain believes that their circumstances beyond their control that may endanger the players (fights, brawls, physical hazards or other unsafe situation) he or she is directed to pull his or her team out of the competition for that night. The captain shall then contact a Board member (by text, call or email) and report the situation. The captain should outline the problem on the back of that night's score sheet. The SPBDL Board will decide the appropriate course of action. All decisions made by the SPBDL Board are final.
- C. All Rule and/or By-Law violations shall be reported to the SPBDL Board via email and shall consist of the exact Rule and/or By-Law section which has been violated.

3. GENERAL

- A. Any player or team who, during the course of any match, fails to comply with any of the League Rules shall be subject to disqualification from that match.
- B. The interpretation of the League Rules, in relation to a specific dart event, shall rest with the SPBDL board of Directors (hereinafter "SPBDL BOARD"), who's decision shall be final and binding.
- C. Gambling is neither permitted nor sanctioned by the SPBDL.
- D. The SPBDL assumes no responsibility for accident or injury on any match premises, prior, during, or following any match.
- E. Decisions regarding the match schedule, the method of player registration and the choice of the match pairing system, shall be left to the discretion of the SPBDL Board

4. TEAMS

- A. A team will consist of a minimum of four (4) registered players being of legal drinking age. At least one of the players must be of opposite sex of the others. One member of the team shall be designated as the Captain.
- B. If the Captain is not present, the remaining players shall determine who shall serve as acting Captain for the match. The acting Captain shall fulfill all responsibilities of the Captain including filling out the score sheet, resolving disputes in accordance with the rules, reporting the scores and emailing the score sheet and any fees collected.
- C. Players may not be registered on two active rosters per night regardless if fees are paid. Any team that has members of another team or an illegal player shall forfeit all games the player has participated in. An illegal player is defined as anyone who is not registered with the league or has not paid his/her league fees. Any questions regarding a player being a registered player will be resolved by verification of a current I. D card such as driver's license or by consulting with a SPBDL board member.
- D. A player is not allowed to change teams at any time during a single season. Once on a team's roster the player will remain on the roster until the end of the season. Under extraordinary circumstances, the SPBDL Board may grant an exception and allow a player or players to change teams.
- E. New team members may be added up to the last match of the first half of the season. Written notification must be received by the SPBDL Board prior to the match. Notification shall include

full name, address, and phone numbers. Email address is required.

F. Any additional members added within the first half, and after the second week of play, must make payment of their individual membership fees by the night of their first match. The payment, unless made in advance in person to a member of the SPBDL Board, must be in the form of a check to be sent by the team Captain to the treasurer, who will email the statistician and secretary upon receipt of the fees. The team Captain must make note on the score sheet that payment has been mailed to the treasurer.

G. The SPBDL Board may add or remove divisions to/ from the league based upon the number of teams participating in that season.

5. STARTING AND FINISHING

A. All games will begin by throwing the cork. The player who throws closest to the cork wins and the player or his/her team shall throw first.

B. The player throwing closest to the Inner Bull will throw first. The second thrower may acknowledge the first dart as an Inner or Outer Bull and ask for that dart to be removed prior to his throw. Should the first dart be removed without the request of the 2nd thrower, a rethrow will occur; with the 2nd thrower now having the option of throwing first. The dart must remain in the board in order to count. Additional throws may be made, until the player's dart remains in the board. Should the 2nd thrower dislodge the dart of the 1st, a rethrow will be made with the 2nd

thrower now throwing first. Rethrows shall be called if the chalker cannot decide which dart is closest to the Inner Bull, or if both darts are anywhere in the Inner Bull, or both darts are anywhere in the Outer Bull. The decision of the chalker is final. Should a rethrow be necessary, the darts will be removed and the person who threw 2nd will now throw 1st.

C. It is permissible for one member of a Doubles or Team to throw for the Inner Bull 1st, and have his partner or teammate shoot first in the leg.

6. PROCEDURAL

A. Starting time for all matches is 7:30 pm with the exception of matches following a General Meeting scheduled prior to a match. If no opposing team member shows within 15 minutes, and no notification has been made to delay the games that both Captains have agreed upon, the entire match will be awarded to the team that was present.

B. The lineup for each team shall be decided by the respective team Captain. All registered players of the team can be used in any order in their team line up.

C. Any player that arrives late may play their match as long as their name is on the roster. They shall not be allowed to disrupt the game in progress. If the game they were supposed to play have been passed they shall forfeit that point to the opposing team unless agreed upon by the Captains of both teams.

D. For each game in a match, the lower ranked team Captain shall have the right to match a player or players on his or her team

against the player or players listed on the score sheet of the higher ranked team. This means the higher ranked teams Captain must enter his or her players name(s) on the score sheet before the lower ranked teams Captain does so. In the event 2 teams are tied at the beginning of a match, the home team shall be considered the lower ranked team.

- E. Players in doubles and team games must play in the order they are listed on their teams score sheet.
- F. It is permissible for a doubles or team to participate with fewer than the required number of players, provided that team forfeits a turn(s) in each rotation, equal to the number of missing players. The missing player(s) may not join a game in progress, but he/she is allowed to participate in subsequent games of the match.
- G. Unless agreed upon by both Captain's, teams must play games in the order appearing on the score sheet.
- H. No player is allowed to play more than the number of games determined by the SPBDL Board as specified on each division's respective score sheets for that season. Any player who plays more than his/ her respective game limit will forfeit all games for his/her team they participated in beyond the game limit.
- I. The total number of games comprising a match shall be determined by the SPBDL Board and specified on each division's respective score sheets for that season.
- J. Prior to each game, each participating player may throw a maximum of nine (9) darts as a warm up, provided the player did not throw in the previous game. Once the match has begun, B

league players will be allowed to practice on another board so long as: (1) both captains are in agreement that the player or players can practice, (2) the location is agreed upon, and (3) the practice does not interfere in any way with the match games or match pace of play. Other than this exception, no other practice or play is allowed.

K. Only players and scorers are allowed inside the playing area.

L. Opposing players must stand at least 2 feet behind the player at the throw line and make a best effort to remain out of the shooter's peripheral vision.

M. All darts must be thrown by, and from, the hand. The player is allowed a total of 3 minutes to complete their turn as timed by the chalker. No darts will be allowed to be thrown after 3 minutes.

N. A "throw" shall consist of three (3) darts, thrown singularly, unless the match is completed in a lesser amount.

O. Should a player 'touch' any dart that is in the dartboard during a turn, that turn will be deemed to have been completed.

P. Any dart bouncing off of, or falling out of the dart board, shall not be re-thrown.

Q. Each individual player is only allowed to play in one singles 01 game per match.

R. The "bust rule" shall apply. Busting is defined as scoring one less, equal, or more points to reach 0 in a 01 game. The players

score reverts back to the score prior to be beginning to his or her throw.

S. A maximum time limit of 5 minutes under exceptional circumstances, subject to the notification of the opponent and the chalker, will be allowed in the instance of a player requiring leaving the playing area during the course of match play.

T. Should a player's equipment become damaged, or be lost during the course of a turn, that player will be allowed up to a maximum of 5 minutes in which to repair/replace the playing equipment.

7. SCORING

A. The team that has the option to cork according to the score sheet will keep score for that game. Each team shall make every attempt to score their required games. Cricket games are routinely scored by the players.

B. The scorer shall refrain from any body movement, including drinking, smoking or talking, that might distract the thrower.

C. A dart score shall be determined from the side of the wire at which the point of the dart enters the board.

D. For a dart to score it must remain in the board until retrieved by the thrower except in the case where the thrower requires assistance due to physical injury or disability. The tip of the dart point must be touching the bristle portion of the board. A dart's score shall be determined from the side of the wire at which the point of the dart enters the wire segment.

- E. It is the responsibility of the player to verify their written score before removing their darts from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In case of doubles or team matches, a scoring error must be rectified prior to the next turn of any player on that team.
- F. In doubles and team games, no player may throw until each team mate has completed their throws. The first player throwing out of turn shall receive no score for the throw and his team shall forfeit the players turn.
- G. The scorer shall mark the board so that scores made are listed in the outer columns of the score board, and the totals remaining are listed in the two middle columns.
- H. The score board or sheet must be clearly visible in front of the player at the throw line.
- I. Upon request by the player, the scorer may inform the player what he or she has scored and / or what he or she has remaining. The scorer may not inform the thrower what he or she has left in terms of number combinations (outs). A teammate may advise the thrower during the course of a game.

8. SCORE SHEETS

- A. Each team captain is responsible to maintain their team's score sheet during the match. The date of the match and full team name must be listed. The full name of each player must be entered on the first game that player plays. Score sheets must be legible.

- B. Within 24 hours after a match, each captain must email in the score to the statistician. Failure to email could result in penalties to your team. If a score sheet is not received, or not received on time, the Statistician shall determine if penalties shall be enforced. Penalties might include the loss of all-stars or taking 3 wins away from the offending team.
- C. It is each team captain's responsibility to thoroughly check the score sheets at the end of the night for correct match scores. Captains shall check to make sure they have added up the match score and have the score sheet filled out properly. If the Statistician finds a difference in the two score sheets received from a match they will use their best judgment as to how it is to be resolved.

9. STATS/ALL-STAR SHEETS

- A. Stats/all-star sheets are used by the League to determine standings within the divisions.
- B. All-Stars will be awarded when any player scores one of the scoring sequences (i.e., round of six, high-in) as determined by the SPBDL Board and specified on the respective stat/all-star sheets of each division each season.
- C. It is each team captain's responsibility to thoroughly check the stat/all-star sheets at the end of the night to correct all-star counts and individual scores. If the Statistician finds a difference in the two score sheets received from a match they will use their best judgment as to how it is to be resolved. The score must be acknowledged by both captains placed on both stats/all-star sheets and signed off by both captains.

10. FORFEITS AND RESCHEDULING OF MATCHES

- A. A forfeit occurs when a team fails to attend a scheduled match. The number of games for a match in that team's respective division will be rewarded as wins to the attending team.
- B. Any number of players who show up for a scheduled match should play as many games as possible, as long as each player does not exceed the maximum number of games per match rule. One player attending does not constitute a forfeit.
- C. In team games, players may take only as many turns as there are players, missing a turn for each missing player. Missing a team member of the opposite sex means having to forfeit one singles "01" game, one turn in 01 games if an OS is required and one turn in each of the trio cricket games. In all respects, the rules under match play apply.
- D. Any two forfeits during the season will constitute a team forfeit for the season. The forfeiting team will be eliminated from the schedule and all awards and all points will revert back to the opposing teams.
- E. Forfeits at the end of the season have the potential to conflict with the sportsmanship goals of the league as mentioned at the beginning of these rules. Therefore, any team forfeiting during the last 3 weeks of play will constitute the same as two forfeits as indicated above.
- F. The SPBDL Board shall review all forfeits, paying particular attention to those involving teams playing out of the same home location. The SPBDL Board shall have the right to impose penalties where it can be reasonably concluded that

the integrity of competition, league standings or playoff status was compromised.

G. In the event a team cannot play a scheduled match, it is the team captain's responsibility to notify the other team captain at least 24 hours prior to the match. The captains are to reschedule and play the match within 3 weeks of the originally scheduled date or make up the match during the gap week if provided in the season schedule three quarters of the way through the season. If a match needs to be rescheduled and the gap week date is available for both teams then the match must be played on the gap week date. Both captains must agree upon the scheduling change if rescheduled on a date other than the gap week date. If the gap week is not available to both teams and an agreement cannot be reached the match will be played as originally scheduled with the players that can make the match. If a team forfeits on the rescheduled date, then that team forfeits the match completely. If a reschedule is agreed upon, the Statistician shall be notified. A rescheduled match must be played at least 3 weeks prior to the end of the season and before a position night or playoffs. It shall be played at the location on the schedule.

H. Any matches which need to be rescheduled must be emailed to a Board Member prior to the regularly scheduled match by both team captains.

11. PLAYOFFS

A. The playoff schedule shall be determined as follows:

- (a) The top four (4) teams of each division at the end of each regular season will play in the playoffs.

- (b) In the event of a tie in regular season, the placement will be determined by head to head games between those two teams during that season.
- (c) In the first round of playoffs, the first-place team will host the fourth-place team and the second-place team will host the third-place team.
- (d) The championship match will consist of the winner of the two matches. The team with the higher regular season ranking will host the opposing team.
- (e) In the event two (2) or more playoff matches are scheduled at a venue that cannot accommodate that many simultaneous matches, one (1) or more of the hosting team captains may choose to play at a neutral venue. If hosting team captains cannot determine which team shall play at an alternate venue, the decision shall be made by coin-toss.
- (f) In the event a playoff match and a regular season match are scheduled at a venue which cannot accommodate that many simultaneous matches, the playoff match will take precedence and the team scheduled for a regular season match must choose an alternate venue at which to play.

B. The score sheets used by each division during the regular season match will also be used during the playoffs.

C. All SPBDL Rules and By-Laws shall be enforced.

D. The winner of a playoff match will be the team who wins the majority of the games in that match as determined by each division's score sheet.

- E. Within 24 hours after any match, each Captain must email the scoresheet to the statistician.
- F. For a player to compete in a playoff match, the player must have played in at least 25% of the regular season matches.

12. LEAGUE DUES

- A. In accordance with the SPBDL Bylaws, team captains are responsible to ensure the full amount of monies due for all players on the initial team roster are paid no later than the second week of play.
- B. Team Captains are responsible to collect and submit the bar fee with their team's initial roster fee in advance of scheduling as per the SPBDL Board.

13. EQUIPMENT/VENUES

- A. The dartboard shall be standard 18" bristle board and shall be in the standard 1-20 clock pattern.
- B. The scoring wedge indicated by the 20 must be the top center wedge.
- C. Lighting must be affixed in such a way to brightly illuminate the board, reducing to a minimum the shadows cast by the darts, and not physically impede the flight of the dart.

- D. Management at the venue of the match will be responsible for supplying and maintaining the league boards. The boards must be deemed acceptable to both the home and visiting teams.
- E. A scoring surface must be provided and located in such a position that the score is easily read by the players and spectators.
- F. The board must be located 5'8" from the floor to the center of the bull and 7'9 & 1/4" from the face of the board to the front of the throw line marking. The throwing lane consists of the area 18" to the left and right of the bull and shall extend from the board to the throwing line. All venues shall provide a throwing lane and scoring line which meets the requirements of the SPBDL Board.
- G. Darts shall not exceed an overall maximum length of 30.5 cm (12 in.), nor weigh more than 50 grams. Each dart shall consist of a recognizable point, barrel and flight.
- H. "01" drinks are not a requirement and are at each venue's discretion.
- I. All venues shall be approved by the SPBDL Board prior to the 2nd week of each season.

14. MEETINGS

Once or twice over the course of the season, SPBDL may hold mandatory captain's meetings. These meetings may be called for a number of reasons including unforeseen rule interpretation, to hand out extra score sheets, etc. Whatever the reason may be, it is mandatory that a person from every team attend

(preferably the captain). If a team is not represented – without previous notice given to a league official – a penalty will be levied on the absent team. Conversely, by attending the meeting 1 point is awarded.