



Dart League Rules

Revised and Effective Date: 10/18/21

Thank you for playing the best dart leagues with the most opportunities for the players!

1. Basic Information

- 1.1. This guide is designed to assist captains and players in ensuring leagues run as smoothly as possible. It contains information that is mandatory for all league players to know. Most problems and disputes arise from the lack of understanding the league rules and policies. By having a complete understanding of the rules, policies and procedures, the leagues will run smoother and allow players to have more fun.
- 1.2. Sportsmanship and fair play are in every player's best interest. By following the rules and procedures set forth in this guide all players and teams will be insured to have a fun and enjoyable season. Players, please remember that we are here to have fun and promote the game of darts!

2. Sanction Fees

- 2.1. All ECS leagues (excluding Extreme Leagues) are 100% NDA sanctioned. This requires all players to pay a \$10.00 sanction fee per year. The sanctioning year runs from September 1st - August 31st every year. ECS will take the sanctioning fee out of your first league payout that takes place after the new sanctioning year starts. This is included for all players on the team, including subs. The sanction fee will only be taken out one time throughout the sanctioning year.

3. Captain's Expectations (As Team Captain you will be expected to)

- 3.1. Attend any meetings called by the league coordinator that require your presence. If you are not able to attend, then one of your teammates can attend in your place.
- 3.2. Make sure you have a full team on league nights.
- 3.3. Perform any talking during league play to help with any disputes or issues.
- 3.4. Be sure that the correct handicaps are entered for subs from both teams before starting league play.

4. League Rules /Forfeits

- 4.1. If a team does not show up within 15 mins after the start time (real time, not bar time), the opposing team has the option to wait for the team to show up or reschedule the match. If the match cannot be rescheduled, then the team that did not show up will take a forfeit. The forfeiting team will have the league dues for both teams taken from there payouts.
- 4.2. Please be courteous to other teams, if you know you or one of your teammates will be running late, let the other team know. There is a captain's list on the website www.ECSplay.com that has all captain's phone numbers listed.
- 4.3. If you do not want your number listed, please contact your league coordinator.
- 4.4. The team that forfeits receives 0 wins and the opposing team receives their win percentage at the time of the scheduled match.
- 4.5. Any team that does not show up for league without contacting the league coordinator or refuses to play a match against another team, will receive one warning. If they, do it again, they will be suspended from ECS leagues for 6 months and forfeit their prize money for the league that the infraction took place during.

5. Subs / Averages

- 5.1. Subs averages will be entered in at the board by the Team Captains. Unless the captain would like, the league coordinator can add your sub and there average up to 24hrs before the match start time. The league coordinator will also be available to help you find your sub's average before league start time. If you feel that your opponent is not using the correct average for the sub, you must contact the league coordinator before starting the match. After the match has started it will be played as is.
- 5.2. All subs, new players or known players will be brought into handicapped leagues with their highest known handicap or based upon their known ability. It is up to the team captain and the players to advise the league coordinator if a new to ECS player has an average from another league.
- 5.3. If a Sub or New Player has an average from another league including www.dartstoc.com that can be verified or knows their average, they must use that average.
- 5.4. If they play in multiple leagues, they will use their highest average.
- 5.5. If no average is available, the Sub or New Player will start with an average of **19.00PPD 1.90 MPR.**
- 5.6. Unless they are a "Known Player" (someone who has not played leagues in more than 3 years, but their ability is known) They must use a **0.0 PPD and a 0.0 MPR**
- 5.7. If they do not use their known average, then all games that player played in will be forfeited.
- 5.8. This will be their starting average for the first week and during that player's first week of play, that player will establish an average to be used in all subsequent weeks.
- 5.9. 2 person teams will be limited to having 2 subs per team, 3 person teams limited to 3 subs and 4 person teams limited to 4 subs. Singles league are not allowed subs.
- 5.10. New subs are not allowed to be entered in the last two weeks of league. Unless they have the league, coordinator's approval and will only be allowed in emergency situations. If a player was listed on your roster but never played, they are considered a new sub and not allowed to play in the last two weeks.
- 5.11. If you use a sub in a capped league, it is the captain's responsibility to make sure the team is still under the cap. If a sub is used that puts the team over the cap, all wins will be forfeited for that match.
- 5.12. When entering a sub at the board, first and last names must be entered, or the player will be deleted from the league and not maintain an average and they will not get credit for game count towards NDA or TOC.
- 5.13. A player is allowed to sub on more than one team within a league as long as they are not a permanent player or subbing for 2 teams playing each other. A permanent player is a player that has played on the same team 4 weeks.

6. Rescheduling

- 6.1. A team that is unable to attend the scheduled match must contact the other team and schedule a make up at the opposing team's convenience. This should be done 4 hours prior to the scheduled start time. If there is an emergency situation and a team requests a reschedule and it is not within the 4 hours window, the opposing team should try and work with the other team. If there is a dispute, it must be brought to the league coordinators attention immediately.
- 6.2. There will be one week added to the end of the league schedules for makeup matches. All matches must be played by this date to ensure an accurate end to the league and a prompt payout.
- 6.3. Leagues that have a position round will have a makeup week entered prior to the position round week, to allow all make up matches to be played.
- 6.4. Matches are typically never cancelled due to bad weather, if your team feels that it is unsafe to participate in league due to road conditions, contact the opposing team and reschedule the match.

7. Dropping out of league

- 7.1. If a team drops out of a league, they will be removed from the schedule and all their league fees will be added to the payout at the end of the season and be paid to the remaining teams in the league. All games played by the team dropping out will be removed from the standings.
- 7.2. A team that drops out of a league will receive one warning, if the team joins another league and drops out again, they will not be allowed to play in any ECSplay.com League or Extreme leagues for a period of one year.

8. League Play

- 8.1. All league matches will be played on ECS owned or sanctioned G2 or G3 dart boards under the play league option. All ECS leagues are 100% NDA sanctioned and all team leagues will count towards TOC events and NDA events for game count and average.
- 8.2. League fees must all be put into the board before starting league.
- 8.3. It is the captains of each team's responsibility to ensure that all subs and their averages have been put in correctly and their team is in the correct shooting order before starting league.
- 8.4. If a league is started and a team forgot to put in their sub the match needs to be cancelled and the team causing the infraction will need to pay all leagues fees required to start the match again. The team captain will need to contact the league coordinator the next day to arrange a refund for those league fees.
- 8.5. If a team is short a player when league starts, the team may still start league play but they must push the player change button every time it is the missing players turn to throw. If the missing player arrives after league start time, they may throw when it is their turn.
- 8.6. If a dart sticks in the board but does not score correctly, the team captain should notify the other team captain, then back up that dart and tap it in so it counts the correct number scored.
- 8.7. It is each player's responsibility to ensure that the board is displaying their name and they are throwing on the correct turn.
 - 8.7.1. If a player throws on one of their teammate's turns, they must back up the darts that were thrown and the player who should have been throwing gets skipped. If the infraction is not noticed until the round is over play moves on with each person throwing on the correct name.
 - 8.7.2. If a player throws on an opposing team's turn, the team has the choice to keep what that player hit or back up the turn and throw their three darts.
 - 8.7.3. If a player throws their dart while the board is displaying the 'do not throw' screen, that dart remains in the board and does not count and the player can continue to throw their remaining darts.

9. Match Rules

- 9.1. Players must stand at, but not over, the throw line. It is legal to lean over the line. If a player steps over the line while throwing their dart, their dart must hit the board before their foot lands on the floor. If a foot foul is called the player loses the dart that was thrown when the infraction occurred, this is done by backing up the dart that was thrown on that turn. The player may throw their remaining darts.

- 9.2. A player's dart must have plastic tips, they cannot exceed 8" in total length (flights included), flights cannot be wider than 3/4" measured from shaft to flight edge and have no more than 4 wings and they may not exceed 21 grams in weight.
- 9.3. Each player will throw no more than 3 darts per turn. If a dart is thrown but does not register the player may not re-throw the dart.

If a dart board is not working properly during a league match and the teams cannot continue the match the team captain must call the service line for their area and report an issue with the board. A technician will come out and access the board and advise if league can continue for the evening. Each location has the service number to call in such instances. The service phone numbers are listed on the website at www.ECSplay.com

ECS – Cedar Rapids/Camden Ph. 319.582.1585

ECS – Clinton/Illowa Music Ph. 563.243.7612

ECS – Quad Cities/Cox/Howard Ph. 563.386.4003

ECS – Marshalltown/Heartland Ph. 641.485.9512

ECS – Waterloo/Automatic Ph. 319.232.1371

X01-All handicap leagues will be reverse handicap which means the lower player will start at X01 with the higher player starting above depending on the average difference. Each player throws 3 darts per turn until their score reaches zero. If a player scores more than what they had remaining they will 'bust' and their score will return to what it was at the beginning of their turn.

When playing X01 with four scores, the freeze rule will be used. The teammate of the player that takes out the game must have an equal or lower score than the total of the opposing team's score. If a player takes out the game while they are frozen that team will lose the game.

Cricket-The bull's eye will be a double bull in all cricket games, unless specified in a specific league's match format, the outer ring being worth 1 bull or 25 points and the inner circle being worth 2 bulls or 50 points. The object will be to close the numbers 20,19,18,17,16,15, and the bull's eye, by hitting 3 of each, before your opponent(s). The player/team that closes all numbers and the bull's eye first and has a greater or equal point score, wins.

10. League Standings

10.1. Finishing order in a league will be decided by games won. Ties will be broken by Total games won, then Head-to-Head games won and then Team PPD (Main Roster Players only). If there is a tie for 1st place a 1 match playoff will be played consisting of the same match format that was used throughout the league. The teams will be responsible for league dues during this playoff. Home team will be decided by the Tie Breaker Rule above.

11. Smoke Breaks

11.1. Smoke breaks are allowed during a match; these should be limited to 2 per match and agreed upon by both teams. During remote play it is important to communicate these breaks via text or phone calls.

11.2. If you are playing a team league (3 or 4 person) you will not get a break for smoking you SHOULD take your breaks on your off games.

12. Prohibited and Underage Players

12.1. If a player is not allowed in a particular location, for any reason including being a minor, their team must find a substitute to play in that location. If a player can make arrangements with the location owner to play and leave immediately following play, that is up to the location owner.

13. Sportsmanship

13.1. All players are expected to show good sportsmanship at all times. If you are playing either remotely or locally, all players should be respectful of each other on and off the board. If a team reports unsportsmanlike conduct, the matter will be addressed and the team in question will be spoken too. The first instance will result in a verbal warning. Unsportsmanlike conduct will not be tolerated and any person engaging in it may result in suspension from league, future leagues and tournaments, if an infraction occurs after verbal warning a player will be suspended for 6 months.

13.2. No harassment will be tolerated from players or their spectators.

13.3. Absolutely no physical violence will be tolerated, any player involved in such actions will be immediately suspended from the league.

14. Team Drinks

14.1. Some locations are willing to offer the teams that throw out of their bar a team drink. This is a courtesy not a requirement for locations, please be respectful of the location's decision. If a location does offer team drinks, the player should only get what they have been drinking throughout the league match.

15. Protest Procedures

15.1. A team that would like to file a protest must have their team captain submit their protest in writing to the league coordinator along with a \$25 protest fee within 96 hours. If the team filing the protest wins their protest, they will receive a refund. If they lose their protest, the \$25 fee will be added to the payout at the end of the league.

15.2. When a protest is made, the league coordinator will contact both teams involved in the protest to hear both sides of the situation, then the league coordinator will refer to the rules to make sure there is a reasonable dispute and use said rules for reference to resolve the dispute. If there is no clear rule to resolve the dispute the league coordinator will form a committee of five league players at random, not involved in the dispute or the league in question. After forming the committee, the situation will be explained/described so that they may have a clear understanding of the situation. The teams involved in the protest and the players involved in the committee will all be withheld. After the dispute is explained to the committee members, their opinion will help determine how the situation should be resolved. Majority vote determines the outcome.

16. Extreme League

16.1. Extreme leagues are run by the Partners Promoting Darts group on the ECS dart boards. The ECS league coordinator can help answer any questions that you may have, but they do not have access to the league set ups. If you are participating in an Extreme league, it is very important that you visit the PPD website and read the league rules. www.dartstoc.com. Any issues or questions during Extreme league play should be addressed on the [Horizon Darts Extreme-Team Leagues and Tournaments](#) Facebook page. It will be a helpful tool for you to become a member of this page.