



Dart League Rules

Revised and Effective Date: 9/1/25

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

ECS – Ames	515.292.2997	ECS – Cedar Rapids	319.582.1585
ECS – Clinton	563.243.7612	ECS – Marshalltown	641.485.9512
ECS – Quad Cities	563.386.4003	ECS – Waterloo	319.232.1371
ECS – West Atlantic	712.243.1558	ECS – West Denison	712.263.2949

1. Basic Information

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 of 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.

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 ensured to have a fun and enjoyable season. Players, please remember that we are here to have fun and promote the game of darts!

2. Sportsmanship

- 2.1. All players are expected to always show good sportsmanship and respect to each other. If you are playing remotely or locally, all players should be respectful of each other on and off board. This will include all times before, during and after a league match.

- 2.2. If a team reports unsportsmanlike conduct, the matter will be addressed and the team in question will be spoken to. 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.
- 2.3. No harassment or threats will be tolerated by players or their spectators.
- 2.4. Absolutely no physical violence will be tolerated, any players involved in such actions will be immediately suspended from the league.

3. Sanction Fees

- 3.1. All ECS leagues (except PPD Leagues) require every player to pay a sanction fee.
- 3.2. The sanction fee is \$15.00, deducted from your first league payout after September 1.
- 3.3. All ECS leagues (except PPD Leagues) require every player to pay a sanction fee.
- 3.4. Each player only pays this fee once per year.
- 3.5. The sanctioning year is from September 1 to August 31.
- 3.6. This applies to all team members, including substitutes.
- 3.7. All leagues count towards TOC and NDA events for game totals and averages. (PPD games do not count toward IOMA Iowa State Dart Tournament)

4. Captain's Expectations

- 4.1. Captains must attend any meetings. If you cannot attend, then one of your teammates can attend for you.
- 4.2. Ensure you have a full team on league nights.
- 4.3. Handle any disputes or issues.
- 4.4. Verify correct handicaps for substitutes before starting league play.
- 4.5. Make sure you have a working phone number listed on the captain's list.

5. Scheduling or Rescheduling

- 5.1. Please be considerate of other teams. If you or any of your teammates expect to arrive late for a match, promptly notify the opposing team's captain or players.
- 5.2. You can find all captains' phone numbers on the captain's list at www.ECSplay.com. If you prefer not to have your number displayed, contact your league coordinator for removal.
- 5.3. If your team cannot attend a scheduled match, you must inform both the opposing team and the league coordinator by text message at least four hours in advance. Be sure to include both captains and the coordinator in the group text.
- 5.4. Rescheduling is arranged at the convenience of the opposing team and must involve the league coordinator in the group text. All rescheduled matches should be completed within two weeks. Matches not made up within that timeframe will be considered forfeited by the team that missed or refused to play.
- 5.5. For leagues with a position round, a make-up week may be added before the position round.
- 5.6. Matches are rarely cancelled due to bad weather. However, if your team believes road conditions are unsafe, you should contact the opposing team to reschedule the match.

6. Forfeits

- 6.1. If a team fails to arrive within 15 minutes of the scheduled start time (according to real time, not the venue's clock), the opposing team may choose to either wait for the late team or reschedule the match. If rescheduling is not possible, the team that did not show up will be considered to have forfeited the match.
- 6.2. The forfeiting team will have to cover the league dues for both teams, which will be deducted from their payouts at the end of the season.
- 6.3. The forfeiting team receives zero wins for the match in question.
- 6.4. The opposing team is awarded wins based on their win percentage at the time of the scheduled match.
- 6.5. If a team misses a match without notifying the league coordinator and the opposing team, or refuses to play a scheduled match, they will receive one warning. If this happens again, the team will be suspended from all ECS leagues for six months and will forfeit any prize money for the league in which the violation occurred.

7. Dropping out of league

- 7.1. If a team decides to drop out of a league, they will be removed from the schedule immediately. All league fees paid by that team will be added to the season-end payout and distributed among the remaining teams.
- 7.2. Any matches played by the team that dropped out will be erased from the standings, unless that team has completed a full round by playing every other team once.
- 7.3. Teams that drop out will receive a warning. If the same team joins another league and drops out again, they will be banned from participating in any ECS Leagues for one year.

8. Prohibited and Underage Players

- 8.1. If a player is prohibited from playing at a certain venue, for example, if they are underage or barred for other reasons, the team must provide a substitute who is allowed at that location.
- 8.2. In special cases, the player may ask the venue owner for permission to play and then leave immediately after their match, but this is only allowed if the owner agrees.

9. Substitutes Players (Subs)

- 9.1. If needed, the league coordinator can assist with adding a substitute player and their average before a match begins or help locate a substitute's average in advance. Team captains must enter substitute players' averages at the board.
- 9.2. All substitutes, whether new or previously known, will be placed in handicapped leagues based on their highest average from any other ECS or PPD league. If no such average exists, they must start with **0.0 PPD and 0.00 MPR**. (They will have the highest Avg of the players in there game.)
- 9.3. For the first week, this will be the substitute's starting average. During that week, their performance will establish the average used in following weeks.
- 9.4. When entering a substitute at the board, you must provide both the first and last names. If you don't, the player will be removed from the league and won't maintain an average.
- 9.5. If a player does not use their assigned average, all games they played will be forfeited.
- 9.6. If you believe your opponent is not using the correct average for a substitute, contact the league coordinator before the match begins. Once the match starts, it will continue as scheduled.
- 9.7. Substitute limits depend on team size: 2-person teams can have up to 2 subs, 3-person teams up to 3 subs, and 4-person teams up to 4 subs. In singles leagues, substitutes are not allowed.
- 9.8. New substitutes cannot be used in the last two weeks of the league, including makeup matches, unless approved by the Dart League Coordinator. If a player was listed on your roster but never played, they are considered a new substitute and are not eligible in the last two weeks.
- 9.9. If a substitute is used in a capped league, the captain is responsible for ensuring the team stays under the cap. If the team goes over the cap because of the sub, all wins for that match will be forfeited.
- 9.10. A player may substitute for more than one team in a league if they have not played on the same team for more than four weeks. However, a substitute can only play for one team at a time in any given match.

10. Match Rules

- 10.1. All league matches must be played on ECS-owned or approved G3 dart boards.
- 10.2. Before starting a league match, ensure that all league fees are paid at the board. Captains are responsible for verifying that all substitutes and their averages are entered correctly and that the team's shooting order is accurate before the match begins.
- 10.3. If a match starts and a substitute hasn't been entered, the match must be stopped. The team responsible for the mistake will need to pay all league fees again to restart the match. The captain should contact the league coordinator the following day to arrange any necessary refunds.
- 10.4. If your team is missing a player at the start of the match, you may still begin playing. For each turn that would belong to the absent player, you must press the Player Change Button. If that player arrives later, they can take their turn when it comes up.
- 10.5. Players must stand at or behind the throw line; leaning over is allowed. When throwing, the dart must hit the board before your foot touches the floor in front the line—otherwise, it's a foul. The first infraction must receive a warning from the opposing captain; repeated fouls should be reported to the league coordinator.
- 10.6. 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.
- 10.7. 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
- 10.8. Only 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.
- 10.9. It is each player's responsibility to ensure that the board is displaying their name, and they are throwing on the correct turn
- 10.10. If a dart is thrown while the board reads "do not throw," that dart stays in the board but does not count, and the player can throw any remaining darts for that turn.
- 10.11. If a player throws during one of their teammates' 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, the game will be advanced to the correct player and then continue.
- 10.12. If a player throws on an opposing team's turn, the opposing team has the choice to keep what that player hits or back up the turn and throw their three darts.

11. All X01 Leagues

- 11.1. 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.
- 11.2. When playing X01 with four scores, the "Freeze rule" can 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.
- 11.3. Freeze Rule – Your partner's score must be lower than the combined score of the other team's players.

12. All Cricket Leagues

- 12.1. 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 score, wins.

13. League Standings

- 13.1. Finishing order in a league will be decided by games won.
- 13.2. Ties will be broken by Total games won, then Head-to-Head games won and then Team PPD (Main Roster Players only).
- 13.3. 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.

14. Dart Equipment Specifications

- 14.1. They must be plastic-tip darts. They must be standard factory issue for electronic darting and cannot be broken or have tips cut off.
- 14.2. Flights may be any length if they do not exceed eight (8) inches in total length (from end of tip to end of flight).
- 14.3. Flights may be no wider than $\frac{3}{4}$ inch as measured from shaft to flight edge and may not have more than four wings.
- 14.4. Complete darts may not exceed 20 grams in weight. This total weight includes flight, tips, shaft, barrel, etc.
- 14.5. Darts will be inspected upon request.

15. Equipment Malfunction

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

16. Smoke Breaks

- 16.1. 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.
- 16.2. If you are playing in a team league (3 or 4 people) you will not get a break for smoking you SHOULD take your breaks on your off games.

17. Team Drinks

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.

18. Protest Procedures

- 18.1. To file a protest, the team captain must submit a written protest and a \$100 fee within 96 hours.
- 18.2. 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.
- 18.3. If there is no clear rule to resolve a dispute, or if the league coordinator chooses, a committee of five randomly selected league players not involved in the dispute will be formed. The situation will be explained to the committee for a clear understanding. The identities of the teams and committee members will be withheld. The committee's majority vote will determine the outcome.
- 18.4. If the team filing the protest wins their protest they will receive a refund. If they lose their protest, the fee will be added to the payout at the end of the league.

19. League coordinators may change or modify rules at any time.

20. PPD Leagues (Partners Promoting Darts) and TOC (Tournament of Champions)

PPD 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 a PPD league, it is very important that you visit the PPD website and read the league rules. www.dartstoc.com Any issues or questions during PPD league play should be addressed on the PPD league assistance text 573-468-5347 Between 9am and 9pm CT Daily.