



**THE AMERICAN LEGION DART LEAGUE
RULES & REGULATIONS
2011**

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GLOSSARY OF TERMS

The following terms shall apply when used in the body of these Rules & Regulations.

BUST RULE: When a player scores one less, equal to (except when finishing on a double), or more points needed to reach zero, it is a “bust”. The score then reverts back to the score required prior to the beginning of the throw.

CORK: Bull’s eye or Bull.

HOCKEY (OCHE): The line from which the darts are thrown.

LEG: One game in the best two out of three match.

MATCH: The total number of legs being competed for between two players/teams.

SCOREKEEPER: Scorekeeper, marker, or chalker.

SHANGHAI: Single, double, triple in that order of any number.

1 – AMENDING THESE RULES

These rules may be amended by inputs from the league or Board members.

2 – MEMBERSHIP

A. Only registered members may participate in American Legion Dart League matches.

B. Persons at least 16 years of age may join the ALDL.

C. The ALDL Board will determine fees.

Membership fees shall be \$5.00 per person each season and \$4.00 per person each night of competition.

D. There will be Dart Meetings at the Beginning, Middle, and before the end of the season for the planning of banquets and so forth.

E. Team captains are responsible for ensuring all team members are aware of these rules and that the rules are followed.

3 – SPORTSMANSHIP

A. Good sportsmanship should be the prevailing attitude during ALDL competition.

B. Unsportsmanlike conduct (e.g. verbal abuse, gestures) will not be tolerated.

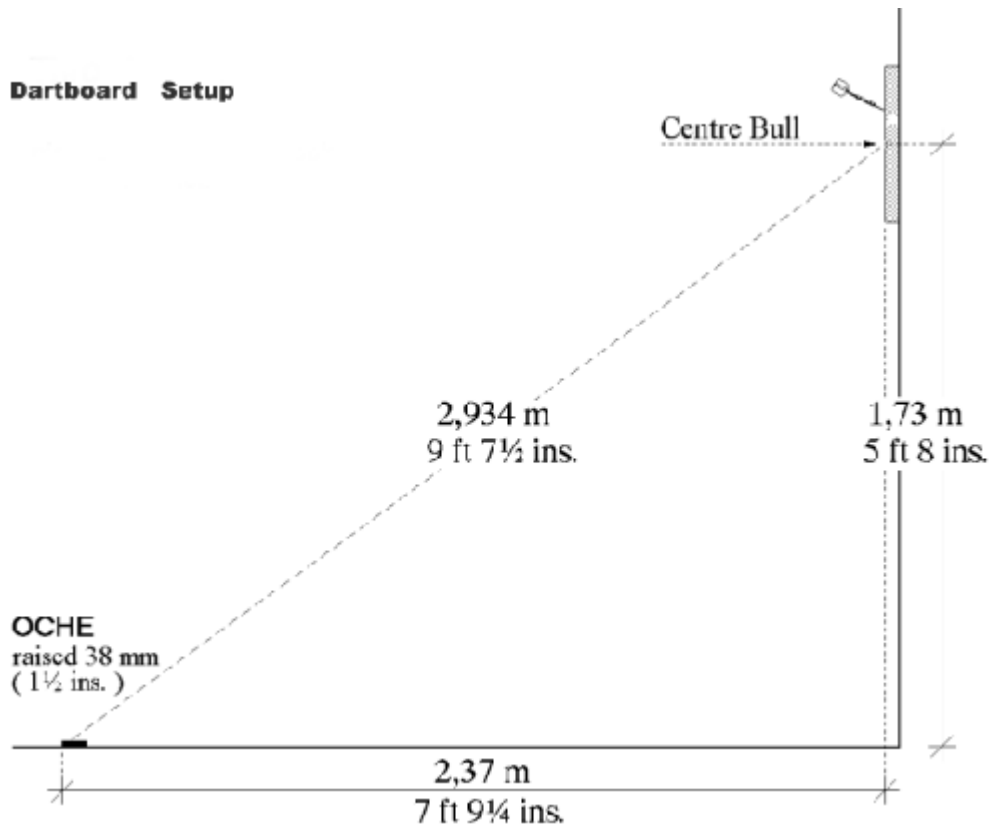
C. Gambling is neither sanctioned nor condoned by the ALDL.

4 – EQUIPMENT

A. The dartboard shall be a standard 18” bristle board, and shall be of the standard 1-20 clock pattern.

B. The dartboard shall be the standard measurements as follows:

Dartboard Setup



5 – GENERAL RULES FOR GAME PLAY

- A. The player throwing closest to the cork shall throw first in the first leg. The losing player of the first leg has the option of throwing the cork first in the second leg.
- B. A throw shall consist of three darts, unless a leg/match or by player's choice is completed in a lesser amount.
- C. The leg/match is concluded at such time as a player/team hits the "double" required to reduce their remaining score to zero.

6 – CRICKET RULES

- A. The objective shall be to "own/close" certain numbers on the board, and to achieve the highest point score. Once a player/team scores three of a number, it is "owned" by that player/team. The player/team that "owns" all the numbers first and has an equal or greater amount of points shall be the winner.

7 – SCORING AND MARKING

- A. The scorekeeper for each game will be a person acceptable to both team captains and all players of the game.
- B. Both teams are responsible for providing a recorder who will attend to the match score sheets. Both recorders, for correctness shall verify the sheet.

C. A throw will be considered valid, if the dart has traveled far enough to break the vertical plane of the face of the board.

D. For a dart to be counted as a score, the tip of the dart point must be touching the bristle portion of the board and it must remain in the board five (5) seconds after the third or final dart has been thrown by that player.

E. No dart may be touched by anyone prior to the conclusion of the throw. Should this occur, that throw shall be deemed to have been completed.

F. If a player throws out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as thrown, if the violation is detected prior to the next player's turn. If re-thrown, proper order of play shall be resumed. If not re-thrown, both team captains may agree to continue the game to completion by revising the order posted.

8– COACHING

A. At the throwers request, any team member, including the scorer, may offer advice as to what number to throw at or what double is left. This applies to all games on the format.

B. Coaching advice does not relieve the thrower of the responsibility of throwing at the correct number(s).

9 – TEAM PROFILE

A. A team shall consist of any member or player who shall be registered with the ALDL and shall not be a member of any other ALDL team.

B. Team members may be added to a team roster with up to two weeks left in the season.

10 – SUBSTITUTIONS

A. Team members may be substituted provided he/she has not and is not scheduled to play in the same type of game.

B. No changes shall be made to a game line-up once the game has begun. If a player must withdraw from a doubles or team game, the rotation will continue as listed skipping the absent player.

11 – SUBSTITUTION LIST

A. Any person who would like to be a ALDL member and not a permanent member of any team, therefore a “substitute”, may do so by first paying the membership due a regular member would pay and the weekly dues a regular member would pay each week for their participation in the ALDL.

12 – FORFEITS

A. It is the ultimate responsibility of the team captain to ensure that a player is present and ready when scheduled to play. If a player fails to appear within the 15 minute allotted time, for a game the match will be forfeited and awarded to the opposing player

B. A forfeit shall be declared for failure of a team to attend a scheduled match; the game points will be awarded to the team in attendance.

C. The match will be played and not declared a forfeit if at least two members of a team are present at the match.

D. A forfeit shall be declared for the use of any unregistered player. The use of unregistered player(s) will result in the game(s) of the unauthorized player to be forfeited; it is the team's responsibility to accept the penalty of playing shorthanded if they cannot field a full team.

13 – TEAMS WITHDRAWING

A. A team shall be considered to have withdrawn from the league as of the date of the receipt of written notice to the league Secretary from the team Captain of the team withdrawing.

B. Team members of the withdrawn team who wish to transfer to another team may do so.

C. If a team withdraws from the league, the matches they have played in the current round will be considered null and void and will be converted to forfeit equivalence. The schedule for the division will continue with the withdrawn team position considered a bye for the scheduled opposing team.

D. All games that had been played by a withdrawn team in any completed rounds before their withdrawing will be considered valid.

14 – DATES AND TIME OF MATCHES

A. League matches are scheduled for Thursday evenings at 7 P.M. with a 15-minute grace period allowed. Both teams prior to the beginning of the match, with a player's name in each slot, must complete the playing line-up. With the agreement of both team captains, the sequence of individual games may be altered to accommodate players arriving late.

15 – MATCH PROFILE

A. The league format shall be a minimum of:

Division A: 501 singles games, 301 singles, cricket singles, cricket doubles, and 801 team game.

Division B: 501 singles games, 301 singles, cricket doubles, and 801 team game.

Each division may add to but not delete from these minimums.

B. Each division in the league may change the format for their division before the start of the season.

C. Both team captains prior to the scheduled starting time shall complete the playing line-up. Score sheet will be folded so team Captains can only see their lineup.

D. Doubles/Team Events.

1. For all events, the player listed first on the score sheet for that event throws the cork first for their team to determine who goes first.

2. No substitute shall be allowed after the first leg of double/team play has started.

16 – REPORTING RESULTS

A. Each team captain shall be responsible for ensuring the match score sheets are turned in.

B. The administrative coordinator shall be responsible for collecting and compiling match score sheets.

17 – PROTESTS/GRIEVANCES

A. Only team captains, or in the case of his/her absence the team representative, may file protest for an infraction of the ALDL Rules & Regulations.

18 – TIE BREAKERS

A. In the event of a tie for an awarded place at the end of the season, the two teams will play a tie breaker match within a week following the last night of the season at a neutral location, drawn from a hat, and no fees charged. This is to ensure timeliness of getting the patches/pins ordered.

19 – SEASON AWARDS

A. Pins/Patches and Certificates will be awarded as determined by the Awards Committee.

B. Pins/Patches and Certificates will be presented to a maximum of seven (7) players per team.

20 – TOURNAMENTS/EVENTS OUTSIDE the ALDL

C. In the interest of promoting the sport of darts, the ALDL may from time to time sponsor and sanction dart events and/or tournaments other than its normal schedule. These events shall adhere to the ALDL Rules & Regulations.