

# Copper Country Dart League

## 2002 – 2003 Season

<http://www.geocities.com/ccdarts>

1. There will be a minimum of 6 players to a team with a roster limit of 12 players. Each player may play up to 5 games per match. In the event a team has less than 6 players, a player must shoot with a BLIND. The Blind is an imaginary player, which receives 40 points per round, but cannot go lower than 21 points. The Blind will always go 2<sup>nd</sup>. If a player shows up late, the Blind must finish the game in progress. The home team shoots 1<sup>st</sup> and 3<sup>rd</sup> in the first game. Thereafter the team who lost the previous game will shoot 1<sup>st</sup> and 3<sup>rd</sup>.
2. To go out, a player's partner must have the SAME or LESS points than the opponent's COMBINED score. The player CANNOT go out if the partner's score is MORE than the opponent's combined score. If the player does go out when he should not, the opposing team wins that game.
3. Once a player has shot for one team, he cannot shoot for any other team until a new season begins.
4. All league games will be played on Wednesday nights at 7:30 pm, unless otherwise rescheduled. There are 15 games per match.
5. No new players may play in the final three (3) weeks of the season or in the playoffs. To be eligible for the playoffs, a player must have played in at least six (6) regular season matches.
6. During playoffs, in the event of a tie, a tiebreaker game will be played at the current location and a coin toss will determine the order of play.
7. To qualify for playoffs, a player must shoot at least one game in eight (8) different matches.
8. Score sheets must be kept by each team. If two or more players have the same name, include the last initial to differentiate between the two (or more) Players. *Keep all score sheets* until the end of playoffs, in case of dispute.
9. Darts cannot weigh more than 16 grams. Any player caught using illegal darts will be suspended for 3 matches and all games played by player with illegal darts in the disputed match shall be made forfeit.
10. Excessive yelling to distract players is not allowed. Abuse of equipment is not tolerated. Any disagreements that cannot be settled through common sense and good sportsmanship will be settled by the flip of the coin by the team captains.
11. **THE DART BOARD IS ALWAYS RIGHT**. If a dart does not register, it may not be rethrown. In case of a *stuck segment*, the dart will be removed and play continues. If a dartboard is continually malfunctioning, the remainder of the match may be rescheduled or played out on a neutral board, if mutually agreed upon by *both* team captains.
12. There will be a \$25 sponsor fee due **at registration**. To be on the schedule, the sponsor cannot owe for previous seasons and the registration fee **MUST** be paid in full.
13. In the event that a team cannot appear at a scheduled match, the captain must contact the opposing captain *before 6pm* or forfeit the match. If contact cannot be made, both bars should be notified. If a team does not show up by 8:00 pm, that team will receive zero (0) points and the opponent will receive 8 points. If the team that showed up consents, that match may be played within two (2) weeks of the original match, excluding break weeks. If it is known in advance that a team cannot attend a match, it is strongly encouraged to be rescheduled and played ahead of the original date and time, if possible.
14. Match scores must be called to **482-4800** immediately after the match but no later than bar closing (2:30 am) that night. Any delay causes inaccurate and late standings (online). All rescheduled or forfeit matches must be reported to the league scorekeeper (482-4800). Any failure to report will cause both teams to attain ZERO (0) points for that match.