

# FPDL



**FPDL 2024-25 Winter (6-Person League)**

**Website: [www.fpdarts.net](http://www.fpdarts.net)  
[www.fpdarts.com](http://www.fpdarts.com)**

See website for all schedules, standings, match sheets, stats, and announcements.

Dart League Start Time: 8:00      Forfeit Time: 8:30  
If there is an emergency call Tom at 917.952.5335

**All scoring shall be done on the Dart Connect app.**

**All captains and co-captains shall go to [dartconnect.com](http://dartconnect.com) and sign up for a FREE account.**

All other players are also encouraged to sign up as well so someone can log in in case the captain cannot show for a match. All game scoreboards will automatically be streamed live and anyone can watch progress of a match from anywhere. Dart Connect also keeps all individual stats and are updated in real time.

ROSTERS are due **BEFORE the FIRST Week** of the season. There is a maximum of **20** persons per team. No roster additions after the **6<sup>th</sup> week**. No exceptions. Once a player plays for one team, he/she cannot transfer to another team.

LEAGUE FEE is \$225 per team, which includes Dart Connect Fees, and is due before the start of the season.

# Fair Play Dart League RULES

## CODE OF CONDUCT

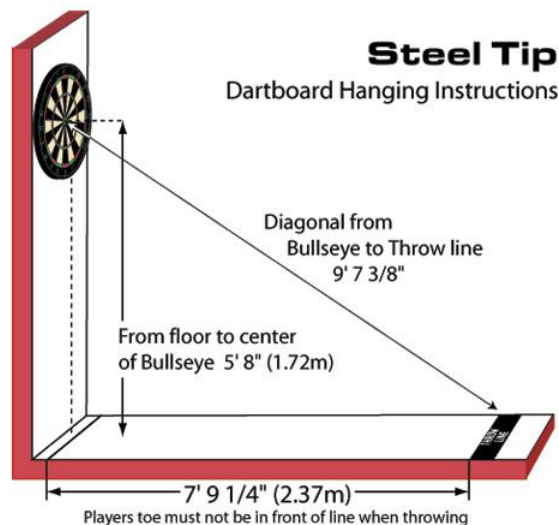
All players will conduct themselves in a manner which demonstrates good sportsmanship, fair play and respectful of the game, players, league, and sponsors. Any and all actions violating fair play shall be handled by teams' captains, or league officers. The officers of the League reserve the right to discipline teams and/or players who violate the integrity of the game or fair play as deemed necessary. The League reserves the right to take any disciplinary action within its control, including but not limited to bans or suspensions, if such actions are warranted (as decided by the Board of League Officers). It is expected of all players that while playing Matches for the League, every player will avoid discrimination, cheating, violence, threats, and any other action that might harm another person. Should any player not abide by this code of conduct, a strong stance will be taken by the League.

## CAPTAINS' RESPONSIBILITIES

1. Team Captains will be the contact person for each team and will be responsible for maintaining a full team roster through each season.
2. They will also be responsible for creating the throwing order on the set sheet and maintaining good order and sportsmanship for each match.
3. Team Captains will work together to resolve any and all issues that may surface during a league match and must direct any unresolved discrepancies to the league immediately.
4. In the event that a Team Captain must miss a league match, he/she must designate team a representative to act on his/her behalf. Such representative will then be held accountable for all responsibilities set forth in this section. Make sure your Representative knows these responsibilities!
5. They will also partner with their sponsor to ensure timely payment of league fees.

## SPONSORS' RESPONSIBILITIES

1. The Sponsor is responsible for ensuring a proper playing area for each scheduled Match.



2. See the proper measurements for a Board above. Also the board shall be in acceptable condition and well lit with its own light source. There should be a bit of room on either side of the Toe Line for a player to adjust laterally.
3. The Sponsor is responsible for providing food for the teams playing a Match in their bar. How each Sponsor accomplishes this responsibility is given wide latitude, however, the provided food must be acceptable to a reasonable person.

## PLAYERS NEEDED FOR A MATCH

In order to play a full match without any adjustments, **6** players are needed. This allows all sets to be covered without having to forfeit any games. However, to allow darts to be thrown and everyone to have a good time, having fewer than 6 on any given night will not mean a full match forfeit. A team may use up to the maximum 15 players for a match on a given night. Abuse of these rules for the sole purpose of gaining a competitive advantage will result in the disallowance of any points earned during those games. Further, while we realize that players will come late and leave early, it is up to the captains to discuss the number of players present on their teams with each other and arrive at understandings. If a team shows up with less than SIX players to start, the shorthanded team **MUST** play the present players in the 1<sup>st</sup> exchange. As teammates enter the bar, they must be slotted into the next available game of current exchange. No holding back players for future exchanges. If it is forfeit time (8:30) and a team does not have 3 or more players, the night will be FORFEIT.

## MATCH FORMAT

Matches shall consist of a series of games as laid out by the Match Sheet. The match consists of 23 total points and is broken down into 4 sets.

See scoresheets for game layouts. Each division is slightly different.

All matches are schedule to begin at 8:00 PM.

The Matches are scheduled using a "Set" format. Within a given "Set" no player may play more than one game. Each player is allowed to play once in each set per match.

**DO NOT let teams input players for match credit if they are NOT there.** There's a reason for the minimum number of weeks played to qualify for the playoffs. Don't let anyone take advantage of this. If a team is caught giving credit for weeks played to a person who is not there, the points for those matches will be forfeited and the player will not be eligible for the playoffs (unless an honest mistake is made, up to the discretion of the league). If you let a team play shorthanded use the "**EXTRA (barname)**" player designated for each team.

## HOW TO RUN A GAME

1. Players are entitled to 9 warm-up darts at the Oche (Toe Line) before each game.
2. A game begins when both players have shaken hands and signaled to the score keeper that the game is about to begin. Phrases such as "Game Darts" or "This is Game" count as such notice.
3. During the game, all darts should be announced by the player and acknowledged by the scorekeeper before being removed.
4. There is no penalty to a shooter for leaving the line to check his/her darts. However, the player must NOT touch any darts already thrown into the board or the player will forfeit the rest of the remaining darts for that turn.
5. Any dart that falls out before it is taken out DOES NOT COUNT.
6. For a dart to count, the tip must be touching the board. POINT OF ENTRY is what counts.
7. If a shooter throws out of turn, those darts DO NOT COUNT. The correct shooter must take his/her turn immediately, with the wrong shooter losing his/her turn in the proper order.
8. A game's end is marked by the announcement that a dart has hit the winning section of the board, such dart stays in the board long enough to be acknowledged by the scorekeeper, and such dart is removed by the shooter! If the dart falls out under its own power before being removed by the player, that dart does not count. A game is not over when you shake hands with the other player, so take your dart and then shake hands.
9. Remember your sportsmanship. Always shake hands with your opponent after a game, win or lose, no matter how competitive you may be. Above all else, darts is supposed to be fun!
10. **Choice Games:**
  - a. The team designated on the score sheet (H/A) gets the choice to "see or show" the bull first. The closest to the bull EITHER picks the game OR Chooses to throw first. If the winner of the bull chooses the game, the loser of the bull goes first and visa versa.

- b. If the bull shot is too close to call, or if both teams hit a Single Bull or both hit a double bull, the teams reshoot the bull again in OPPOSITE ORDER. This repeats until there is a clear winner.
- c. If the first person hits a bull or double bull, the second shooter can choose to keep or remove that dart from the board before they shoot. Any dart outside the bull must remain untouched even if it is blocking the bull
- d. Once the game and team order is chosen, a team can choose to change their own team's throw order. The order on the sheet does NOT need to be followed.
- e. Single Choice Games – 301 (Di/Do), 401 (Si/Do - Div3/4) 501 (Si/Do), Cricket
- f. Doubles Choice Games: Cricket, 501 (Di/Do). In Division 3/4, 501 is Si/Do.

## SCORING BEST PRACTICES

Scoring the game is the most important part of a dart game short of the players. For this reason we want to include a few “Best Practices” to make sure that scorekeepers never actually impact the game, only record the game:

1. Don't Speak! Unless you are asked specifically by the shooter (then you may only reveal what has been scored so far that round, or what is left), don't say anything!
2. Don't Lean in. The dart will still be there at the end of the turn. Unless specifically asked by the player to confirm a dart, do not lean in and potentially distract the player.
3. Don't Move while a player is shooting.
4. Don't score until all three darts have been thrown. A dart may be knocked out and then you're in a situation where you must erase (never good), and additionally, see the above rule: If you're scoring, you're moving.
5. Make sure you know the math, or make sure you enlist help. Use the built in dart connect calculator if you are not sure of the math.
6. If you do make a mistake, announce the mistake to all AFTER the current player is shooting. Do not adjust a score without making everyone aware and allowing them to understand. Otherwise you open yourself up to questions of integrity when you probably weren't doing anything wrong.
7. It is not only the responsibility of the Home Team to score. Members of the Away Team should be watching to make sure that scoring is done properly. If everyone is watching, no one will ever have a need to question anyone's integrity. Simply having a spotter watching the game can stop many problems before they start.
8. **Scorekeepers ARE allowed to give advice to his/her team while keeping score, if asked.**

## REPORTING OF MATCH SCORES

1. Scoresheets are NO LONGER NEEDED to be sent in. Make sure the match is complete and make sure you hit the “Save Match” button before you close down the program. It auto saves after 10 seconds, but please, make sure it is saved before you shut down.
2. Please utilize the scoresheets to exchange lineups.

## ROSTERS

Teams must submit a roster by the 1<sup>st</sup> week of the Season, and may make additions up until the 6<sup>th</sup> week, and may make NO changes throughout the season after the 6<sup>th</sup> week.

Rosters may consist of no more than TWENTY (including the Captain). Bartenders who only play home matches are not exceptions to this rule. Any roster changes made registration must be for extreme circumstances and be approved by the League and/or League vote. Any player on the roster may play in any regular season match. Players not on the roster may not play in a league match, and use of a non-roster player may result in a loss of all games played by such a player, PLUS a 5 point disqualification.

Qualification for the playoffs depends on playing **AT LEAST HALF** of the league matches if there are an even number of matches in that season, or **ONE MORE THAN HALF** if there are an odd number of matches in that season.

### Bartender Roster Rules:

1. A bartender's playoff eligibility will be reduced to HALF the normal eligibility IF the bartender ONLY plays home games. If a bartender plays ANY away games, they will be considered a regular player and will need the appropriate number of games to be eligible. IF the bartender qualifies for the playoffs through the new rule, that can ONLY play in HOME games in the playoffs.
2. A bartender can play for BOTH of the bar's teams if they have more than one team. They can ONLY play with the "HOME" team if the two bar's teams are playing each other.
3. No other player, other than regular bartenders, can play with more than one team. I know the regular bartenders, so don't try passing off a non-regular bartender as such.
4. The bartender spot will need to be one of the 20 roster spots. An additional spot will not be given (not many teams have ever used the full 20-person roster during the season)

## Re-Schedules

THERE WILL BE NO RESCHEDULES. YOU HAVE 20 SPOTS ON THE ROSTER USE THEM. IF YOUR TEAM CANNOT MAKE A MATCH, IT IS A FORFEIT LOSS.

## Forfeits

Should a Match be forfeited, the "Winning Team" shall receive 13 points, OR the head to head average OR the League average against, whichever is greatest. The forfeiting team will be awarded ZERO points, NO FORFEIT will be given without League approval. If a team forfeits After 6:00 PM on the night of the match, they will receive MINUS 5 points!!! Call the league!!

If a team forfeits an away match, the following match against the same team will be at the bar which was forfeited against. If a team forfeits two matches during the season, they will NOT be eligible for the playoffs.

## PLAYOFFS

1. Top Seeded team will play the lowest seeded team and so on. Bracket WILL NOT be re-seeded after each round.
2. TIES will be broken by MATCH WINS, then HEAD-to-HEAD points. If still tied, the higher team '01 average will decide the tiebreaker.
3. First round of Playoffs is ONE week (unless determined by the league before the playoffs start). – Higher seed has choice of Venue (this could be changed by the league if venue has more than one team scheduled to play at home) and it is first to 12 points.
4. All other Playoff Rounds consist of two weeks each; One Home and one Away. HIGHER seeded team gets choice of home or away the 1<sup>st</sup> week. (this could be changed by the league if venue has more than one team scheduled to play at home)
5. First team to 24 points wins the playoff round.
6. If the playoff round is tied after 2 weeks, tie-breaker will be played. One (1) game of 1001, double in, double out, 5 separate shooters. ANY ELIGIBLE PLAYER CAN PLAY. Closest to bull opens the game, home team gets choice on who shoots bull first.

## AWARDS (Subject to Change)

### TEAM AWARDS

Championship team(s) will receive individual awards and Bar Plaque.

Runner up teams will receive Bar Plaque

### INDIVIDUAL AWARDS

Individual awards will be awarded in the following categories (in each division 1/2/3):

- Top Overall Average (minimum 20 overall games)
- Top Overall FEMALE Average (minimum 20 overall games)
- Most All Star points
- High Open
- High Close
- 15 Darts or Less (501 and single cricket)
- Round of 9
- 6 Corks
- 180
- High Round (Div 3)
- High straight open (Div 3)

### **All-STAR POINTS**

95 or higher in '01 games	95+ Points
Round 6	120 Points
Round 7	140 Points
Round 8	160 Points
Round 9	180 Points
3 Corks	100 Points
4 Corks	125 Points
5 Corks	150 Points
6 Corks	200 Points