

MON VALLEY DARTBALL LEAGUE BY-LAWS AND RULES (Amended August 29, 2016)

1. League Officers and Election

The League officers will be elected at a February meeting and installed at the February Meeting. The officers will be elected by majority vote of all members present at that February meeting with a guarantee that elected officers will serve.

(a) Officers of the League and their Duties

President: Call and conduct all League meetings and appoint committees.

Vice-President: Help the President and conduct meetings in his absence.

Secretary: Shall maintain the records of the League and minutes of the League meetings for future reference.

Treasurer: Shall maintain the financial records and report to the League meetings.

Executive Board: Will consist of all League officers and managers.

(b) League Officer Rotation

Starting in the 1977-78 season the officers of the President and Vice-President will come from all the teams in the League. Vice-President will always succeed the President for the coming year. Each team will supply a man for the Vice-Presidency the following year until all teams are represented. It will take ten (10) years to complete the team rotation and then the cycle will be repeated. If a team in rotation defers the office of President, the league may vote on a President of its choosing by a majority vote.

Team rotation for manager's choice award is as follows:

1. Fayette City Alliance
2. Orchard Christian
3. Salvation Army
4. Grace Methodist
5. Belle Vernon Presbyterian
6. Rehoboth Presbyterian
7. Belle Vernon Methodist
8. Christian Center
9. Marion Presbyterian
10. St. Johns

Regular scheduled league meetings shall be rotated in a season among the churches represented by the four officers (President, Vice President, Secretary, Treasurer).

(c) Checking Account

There must be two (2) signatures on the Checking Account signature card of the Mon Valley Dartball League at all times. Only one signature is required.

2. Voting Quorum

At least one more than half of all the teams in the League shall be represented by the manager or his alternate at all meetings. Each team in the league will be entitled to one vote to be cast by the manager or alternate. A majority vote elects a team to the League, a two-thirds majority vote of all managers or alternates present is necessary to amend or change the by-laws. Officers will be elected by a majority vote of all members present at the February meeting.

3. League and Teams

- (a) The League will consist of no greater than twelve (12) teams. Teams to be admitted by a majority vote.
- (b) After the first night of play each season the manager of each team in the League shall furnish the League secretary with a roster of players that will constitute his team.
- (c) A team will not be permitted to add any names to their roster until they have notified the League secretary 1 week prior to playing or unless the team managers agree that they can start playing that first night. It is unlawful for any player to be transferred from one roster to another during any half. All transfers are to be made prior to the start of any half. Any players not legally on the roster, that play in any games, all such games will be forfeited at the discretion of the Executive Board. All team rosters will be added to the website and maintained each year and as players are added.
- (d) Each team is to consist of at least nine players. In the event of seven or eight players being present at game time (7:30pm), John Does shall be added to fill the line-up. The John Does can be placed in any position in the line-up and will be an automatic out at their time at bat. In the event of the arrival of other players, the John Does shall be replaced by these players. The first arrival will replace the first John Doe, etc. All teams must have at least two adult members over the age of twenty-one at all League games. All players reporting shall play in all three games during the evening if able. No players shall be added to the line-up before the last batter posted bats, except when replacing a John Doe(s). He will then play in the remaining games. Second and Third games --- The next batter posted in the line-up after the player making the last out of the previous game, will bat first.
- (e) If a team leaves the league, that team's records per half shall be destroyed and all games scheduled during any half shall be stricken from the opponents' records. The players of this team shall have their records maintained and these will be a

part of their records in the event they join another team. Players from a dissolved team may join any other team at any time.

- (f) The manager of each team shall be responsible for reporting all games to the League secretary. These records are to be reported in the first mail following the games. All teams shall use the League accepted score sheet. Each manager is to forward the standings of each player to the secretary at mid-season and at the end of the season.
- (g) No female is to be added to any team roster.
- (h) It is up to the individual manager's discretion to decide if a boy is old enough to be put on a team's roster.
- (i) A line-up of all players shall be posted each night prior to the first game, including any John Does.
- (j) Any team exhibiting behavior that another team deems inappropriate, including language, is to notify the League President. The League President shall present the occurrence to the Executive Board at the next league meeting for discussion. A majority vote of all teams present will determine whether or not that team's manager is to remove the player(s) from their roster for the remainder of that season. Repeated occurrences by any one team shall be grounds for removal of that team from the league by a majority vote by all teams present at an Executive meeting.

4. Schedule and Number of Games

The schedule will be composed of two halves. Each team will meet the other eleven teams in each half. Each meeting will consist of three games. The home team will be at bat last in the first and third games and the visiting team will bat last in the second game. The schedule will be reversed for the second half in regard to home games and away games. To eliminate playing the same team at the same time each year, a rotation schedule will be used. The teams that play each other on the first week of the season will play each other again the last week of the following season. All other games are to be moved ahead one week. All games are scheduled for Monday nights at 7:30 PM. If a team does not have at least seven of their regular players ready to play at that time, they shall forfeit the first game. If they do not have at least seven or more players at 8:00 PM they shall forfeit all three games. The home team shall have their practice prior to 7:15 PM, at which time the visiting team shall be given the floor for practice. No player shall have practice other than their allotted time or after the games have started.

- (a) Postponement of a game shall be before 5:00 PM by the home team on the playing date due to extraordinary circumstances. In case of a postponement, the two managers involved must set another night to play the delayed game. All postponed games are to be made up before the end of each half. Postponed games are to be rescheduled within seven (7) days and managers are to notify

the League secretary with that date. In case the postponed game is the last game of the half or season, that game is to be made up within three days after the end of that half or season. If neither team can set a future date to make up a postponed game, the Executive Board will set a night and time for that game to be played. If a team fails to show on that night without just cause, those games will be forfeited.

- (b) In case the visiting team believes a board or darts to be in bad condition or the pitching line is not visible as required in (9), they will have the right to play the games under protest. The protest is to be made by the manager before the games start. The protest will be carried to the Executive Board, who, in turn, will meet and decide the case. If the Executive Board finds the home team's darts or board to be in bad condition, they may, at their discretion, cause the home team to forfeit three games to the visiting team.
- (c) Any team that forfeits 9 games during any season shall be removed from the league immediately after the 9th forfeited game. The team can only be reinstated the following season after reasonable assurance of a solid roster, and by a vote of the league managers.

5. Dues Designated Each Year

Each team is required to post dues as specified at the November Executive Board meeting and are payable to the League Treasurer. Failure to pay dues will result in that teams' second half games being forfeited until dues are paid. The League Treasurer will be responsible to provide each team a receipt for dues paid. The league will, as funds allow, provide one dozen new darts to each team every other year beginning in the 2004-2005 season upon payment of dues. The league will present each team darts at the August managers meeting every other season starting in 2013-2014.

6. Boards and Darts

(a) Boards

All boards must be of regulation size and color. (See diagram on front cover)

The board, when in playing position, shall measure fifty-four (54) inches from the floor to the center of the board. The pitching distance shall be twenty-five (25) feet from the board to the pitching line and for seniors it will be twenty (20) feet from the board to the pitching line. A senior is allowed to throw from the senior line if he is 70 years old or older and must be marked with an asterisk on the roster board before the first game begins. All boards shall be wired with 18-gauge steel wire with the exception of the long single which is not to be wired. All boards are to be in good condition during the playing season.

(b) Score Boards

Each team shall furnish a score board that will list the line-ups and the three games played each evening.

(c) Darts

Four feathered professional darts only will be classed as official darts. All teams are required to have two dozen darts in good condition at all times during the playing season. Teams involved in the play-offs will supply one dozen playable darts each.

7. Playing Surface

(a) Singles

A dart entering the white area of the extreme right square will be a single and all runners, if any, shall advance one base. If the dart should stick in the 1.5 in. square in the center of the single square, it shall be called a long single and all base runners, if any, shall advance two bases. If any part of the dart is touching the blue area of the long single, it shall be ruled a long single.

(b) Doubles

A dart entering the white area of the square at the extreme top of the board shall be called a double. The player throwing the same will be on second base and all other base runners, if any, will advance two bases.

(c) Triples

A dart entering the white area of the square at the extreme left of the board shall be called a triple. The player throwing the same will be on third base and all other runners, if any, will advance three bases.

(d) Home runs

A dart entering the white area of the square at the center of the board will be called a home run. The player throwing the same and all runners, if any, will score.

(e) Ball

A dart entering the blue area of the square at the bottom of the board shall be called a ball. Any player throwing four balls before he makes an out shall take first base and all other runners, if any, shall remain on their respective bases unless forced to move. This is not considered a time at bat.

(f) Error

A dart entering the small 2 in. square between third and home shall be called an error. The player throwing the same goes to first base and all runners, if any, will advance one base. An error shall not be considered as a single, but it is a time at bat. Any runners that score shall be considered an RBI for the batter.

(g) **Sacrifice**

A dart entering the small 2 in. square at the upper corner of the ball square shall be called a sacrifice. A dart entering this square with no runners on base or when two men are out shall be called a "no dart". If there are runners on base with no outs or one man out, the player throwing the same shall be called out and all runners will advance one base. A sacrifice is not considered a time at bat.

(h) **Double Play**

A dart entering the small 2 in. square between home and first base shall be called a double play. The player throwing the same is out and, if there are runners on base, the most advanced runner is also out. No other runner will advance. If there are no runners on base or two outs it will be considered a "no dart".

(i) **Strikes and Foul Balls**

A dart entering any of the four yellow squares shall be called a strike. A dart entering the foul ball area, the white area around the squares, shall be called a strike on all throws except the third strike, (as in baseball), this being ruled a "foul". The player throwing three strikes is out.

(j) **Outs**

1. Dart entering any red space on the board.
2. Three darts entering strike area.
3. Dart entering double play square with runners on base with less than two outs.
4. Dart entering sacrifice square with runners on base with less than two outs.
5. Dart missing board completely.
6. Dart entering outside the six (6") inch foul area.
7. Dart touching any objects other than the ceiling before reaching the board.
8. Dart hitting the wood frame of the board as defined in rule 6 (a) shall be out if the dart sticks or not.
9. Dart hitting the leg standards or base indicators shall be out, whether or not the dart sticks.
10. Dart glancing off the board and passing beyond the board.
11. Any player(s) missing a turn at bat.

(k) **"No Dart"**

1. Dart that sticks in another dart.
2. Dart that strikes the cork area of the board but does not stick and falls in front of the board.
 - a. The leg standards and base indicators are not part of said board.
3. Dart entering the sacrifice area without runners on base or with two men out.
4. Dart stuck in the wire on the playing surface of the board.
5. Dart entering the double play area without runners on base or with two men out.

8. **Players Batting Out of Order**

- (a) Any player batting out of order is out, not to exceed three outs in that inning per occurrence.
- (b) Any player skipped shall be considered out, not to exceed three outs in that inning per occurrence.
- (c) Only those batters charged with an out as described in 8 (a) and 8 (b) shall be charged with an At Bat. All others who were skipped or batted out of order shall be considered as not batting.
- (d) The next player to bat will be the player following the last person who batted out of order.
- (e) This rule is only to be used when the first batter bats out of order. If the opposing team does not challenge the order of the batters at that time or within that inning, the game shall proceed from that point without any penalty.
- (f) All players will remain in the game and the lineup shall remain unchanged.

9. Umpires

Each team will furnish one suitable umpire per game. The umpire is to be an adult of at least eighteen (18) years of age. Both umpires will serve at the same time and their decisions will be final. NO player shall be permitted to aid in any decision! Umpires shall not be permitted to pull a dart from the board until all decisions are made. Any time the umpires are in doubt as to a decision, they should give the benefit of the doubt to the batter. Umpires shall stand at a safe distance from the playing board while the batter is throwing their darts. An umpire can call a man out if his foot extends beyond the throwing line. The home team provides the scorekeeper to be overseen by the umpires. The pitching line shall be clearly distinguishable from the umpire's vantage point. If a visiting team feels that the line is not visible as required, they may ask the home team to make the line more visible or play the game in protest as provided under section 4(b).

(a) Interference

No spectators or players are permitted within five feet of the center of the throwing line. No movement of the limbs of any player, spectator, or umpire will be permitted that would exceed the five foot playing area. No player, spectator, or umpire will be permitted to interfere with the batter at any time. No mechanical sounds of any kind will be permitted by any player, spectator or umpire. No sharp or sudden noises are to be made as a player releases a dart. In cases of any violation of these rules by the opposing team, the umpire may award the batter a single and advance all runners one base if there are any runners on base at that time.

10. Play-offs and Trophies

(a) CHAMPIONSHIP SERIES

The team winning the most games in the first half of the season will be declared the winner of the first half. The team winning the most games in the second half will be declared the winner of the second half. The winner of the first half and the winner of the second half will play a seven game Championship series on

one Monday evening. The team winning four games will be declared the champions and receive a trophy. The team losing four games will be declared the runner-up and receive a trophy. These two teams will be eliminated from any further play-offs that season. In the event one team wins both halves of the season they will be declared the champion of the league. The team with the next highest win total for both halves will be declared the league runner-up. In the event of a tie, see the tie breaker rules in 10(c) below. The Championship Series will be played at the site of the team with the best overall regular season record. If there is a tie to between the two teams' regular season record to determine the site of the championship series, please see the tie breaker rules in 10(c) below.

(b) **SHAUGHNESSY SERIES**

All but the two teams who are in the league championship based on overall record will play in a double elimination tournament at the end of the season. The winner and runner up of the Shaughnessy Series will receive a trophy.

(c) **TIE BREAKER RULES**

The following tie breaker rules are to be applied as follows: for any Championship Series tiebreaker, "overall" shall be defined as the half in question. For any other tiebreaker, "overall" shall be defined as the entire season.

- 1) The first tiebreaker will be overall head to head.
- 2) The second tiebreaker will be overall total runs scored between the tied teams.
- 3) The third tiebreaker will be overall total hits between the tied teams.
- 4) The fourth tiebreaker will be a coin toss.

(d) All play-off games will be conducted by the Executive Board who will schedule the dates and places of the play-off games. The Executive Board shall meet immediately prior to the league meeting at the end of the season to prepare for the playoffs. No player can be added to a team's roster after the second half of the season has been completed.

(e) The Christmas Tournament will consist of all teams and will be a single elimination tournament. It will be played between the first and second halves of the season. This tournament will be conducted by the Executive Board.

(f) The team trophies awarded will be as follows:

1. League Champion
2. League Runner-up
3. Winner of the Shaughnessy's Series
4. Runner up of Shaughnessy's Series
5. Christmas Tournament

(g) The individual trophies awarded will be for highest and runner-up totals in these categories with all trophies engraved at League expense:

1. Average --- Player must have played in at least 42 games.
2. Runs Batted In

3. Singles
4. Doubles
5. Triples
6. Home Runs
7. Walks (minimum of 15; no runner up will be awarded a trophy)

(h) A special Manager's Choice award will be awarded by the Rotating League Manager each year at the season ending banquet to someone of his choice.