



---

## Latest Revisions

- Article I, Section I: Nomination time-frame
- Article I, Section II, A: Current Officers
- Article III, Section I: Defined upper and lower divisions
- Article III, Section V: Adding Players to the Roster
  - Removed restriction that players must play minimum 2 weeks of games to be eligible to participate in tournaments. If a player is a valid, rostered player, they are eligible to play in the tournaments.
- Article IV, Section XXI A: Forfeited Match Scoring

## ARTICLE I - OFFICERS

### Section I: Election and Nominations

Officers will be elected for a one (1) year term consisting of three (3) consecutive seasons. Elections will take place at the end-of-season meeting of the 3<sup>rd</sup> league session of the term. Only captains or co-captains of each team will vote; one (1) vote per team by ballot. If neither the captain nor co-captain is present, a designated representative will vote in their place. Any person elected into NHDL office, not accepting or completing their term, will be prohibited from running for any NHDL officer position in any future elections, unless due to extenuating circumstances.

Nominations will open the week after the mid-season tournament and be considered closed after the conclusion of the final week's matches.

### Section II: Officers

#### A. Current Officers:

President:	Yvette Escobar	(832) 343-2960
Vice-President:	Heather Bell	(832) 642-2312
Secretary/Treasurer:	Mike Manuel	(832) 419-9222

#### B. President

The president, along with the vice-president will open a checking account for the league moneys. The president will chair all league functions, and verify the deposits of the league funds. He/she will also appoint someone to any vacancy in a league office position, with the team captain's approval. President will also assist with weekly pick up of envelopes when necessary, measure boards in sponsoring bars to

ensure legal throwing distance, and post and maintain the website. Website will be posted by Tuesday evening.

**C. Vice President**

The vice-president will assist the president in all league matters. If the president is unable to attend a league function, the vice-president will chair the event. He/she will also take office as President if the need arises. The vice-president will also assist with weekly pick up of envelopes when necessary, measure boards in sponsoring bars to ensure legal throwing distance, and post and maintain the website.

**D. Secretary/Treasurer**

The secretary/treasurer will keep and maintain all stats for league play. An electronic copy of the weekly standings will be provided to the bars. Stats will be available to league players via the internet. The secretary/treasurer will furnish the president with a copy of each deposit slip.

**Section III: Salaries**

The office of the President and Vice-President are voluntary. The office of Secretary/Treasurer shall receive the sponsor fees from the sponsored teams. This money, along with any advertisement money and fines will be used by the secretary/treasurer to defray the cost incurred from publishing the mid and end-of-season standings sheets, statistics, newsletter, etc...

**ARTICLE II - SPONSORING BARS**

**Section I: Bar Eligibility**

The officers should determine if a bar that has not previously sponsored a team is within the NHDL boundaries. If the officers are uncertain about allowing a new bar into the league, it will be up for discussion at the next captains meeting. The captains will decide by majority if that bar is allowed into the NHDL.

**Section II: Sponsor Fees**

The cost of each team signed up will be \$75.00 per season, of which \$3.00 per team will go to pay for the web hosting. The sponsor fee is payable by cash or check at the sign-up meeting. If the sponsor fee and sign-up sheets are not turned in at this meeting, it is at the discretion of the secretary/treasurer if the team may join the league late. Any team that drops out of the league, all their moneys will be forfeited even if they have not played a league match. The sponsor money will remain with the secretary/treasurer and weekly money will be distributed among the division they were playing in.

**Section III: Stats**

The bar should provide a location to post the weekly stats for the team members. This cannot be a requirement of the league as we cannot dictate to the bar owners. This will have to be insisted on by

the bar's players.

#### **Section IV: Dart Boards**

Sponsoring bars must provide at least one electronic dartboard for every two (2) teams. It is suggested that you have at least one spare; sometimes it is not possible to have the equal number of teams home and away. The boards are to be Merit Scorpion, Arachnid Galaxy II, Medalist, Valley or better. The boards shall be kept in good working order and available to the league by 7:30 PM. The foul line shall be eight (8) feet from the face of the board.

##### **A. Dart League Seating**

The home team bar must reserve sufficient room (table and 4 chairs minimum) for members of the visiting team(s) within close and convenient proximity of the dart board the teams are throwing on that night.

#### **Section V: Cover Charges**

The sponsoring bars will not charge cover to the dart players or their spouses or dates.

#### **Section VI: Harassment**

No harassment will be tolerated by players or customers toward any member of the NHDL during league play. The bar staff has the right to refuse service to anyone they deem intoxicated, barred or not conducting themselves in a proper manner.

#### **Section VII: Barred Players**

NHDL or its officers cannot change a bars ruling about an individual who is barred from entering their establishment.

#### **Section VIII: Live Music & Events**

Sponsoring bars will not host live music or karaoke prior to 10:00PM on league nights. After 10:00PM, the sponsoring bar agrees to keep the music at a level that allows NHDL teams throwing in the bar to communicate.

## **ARTICLE III – TEAMS**

#### **Section I: General Rules**

Teams will consist of four (4) players, with at least one (1) being a female. A maximum of eight (8) players may be rostered at any one time. If you have eight players and want to roster another, one must be dropped. Once a player has been dropped from a team, that player becomes a free player, available to join any other team as long as it is in the same or higher division. He/she cannot rejoin the same team they were dropped from.

Divisions will be classified as either upper division or lower division. Upper division will consist of divisions 1, 2 and 3. Lower division will consist of division 4, 5, 6 and 7. If there are multiple divisions under one classification, they will be delineated with A, B, C etc.. (i.e. 3A, 3B) and will follow those rules designated by their numeric value. That is, 3A is a sub-division of division 3.

**Section II: Player Sign-up Fees**

The sign-up fees are \$5.00 per player, due at the sign-up meeting or on the first night of play. If the player fees are not paid by the end of the first night of play, the league fees paid will go towards the sign-up fees and the team may be fined \$5.00. No stats will count if this is not paid. This money will be divided evenly between the mid-season and end of season tournaments. In the event there is not a mid-season tournament for the season, all sign-up fees will be applied to the end of season tournament.

**Section III: League Fees**

The league fees are \$20.00 per team, per week including forfeits. If your match is forfeited, both teams are still required to pay the \$20. Not doing so, will result in a fine for no payment (refer to Article IV, section XXI for more details on forfeits). League fees and score sheets are due by 12:00 PM (noon) on the Friday following the match at one of the designated drop box locations. They may be paid by cash or check **except the last two (2) weeks of the season when CASH ONLY will be accepted**. Checks should be made payable to *NHDL* or *Northwest Houston Dart League*. Any returned check will be charged a \$25.00 fee in addition to all fees charged to the League by our bank. League fees may be paid in advance.

League fees will have a one-time per team deduction of \$8.00 to cover purchase of 1<sup>st</sup> place plaques (\$5.00) and pins (\$3.00). The remaining amount will be paid out 100% to the players at the end of the season, based on team standings within their division. Percentages are based on paying 8 teams in a division and adjusted for divisions with less than 8 teams. The following table shows the payout percentages that will be used based on number of teams in division and their position in the standings:

Place	8 teams in Division	7 teams in Division	6 teams in Division	5 teams in Division	4 teams in Division
1st	25.00%	27.00%	30.00%	33.00%	38.00%
2nd	17.00%	18.00%	20.00%	22.50%	25.50%
3rd	13.00%	14.00%	15.00%	17.00%	20.00%
4th	11.00%	12.00%	13.00%	14.50%	16.50%
5th	9.75%	11.00%	11.50%	13.00%	
6th	8.75%	9.50%	10.50%		
7th	8.00%	8.50%			
8th	7.50%				
	100.00%	100.00%	100.00%	100.00%	100.00%

**Section IV: Team Captains**

Each team will select a captain and co-captain for the team. The captain and co-captain must provide a phone number and email address at sign-up. The captain will be responsible for keeping and turning in team score sheets, collecting the league fees each week and notifying the secretary/treasurer of any team member changes or postponements of games. If he/she wants to, they may keep personal stats

for their team. **It is the responsibility of each team captain to collect the score sheets and money each night. The money and score sheet must be dropped off at a drop-off location before 12pm the Friday following the match.** There will be a \$5.00 fine if the score sheet or the money is turned in late. This fine will increase by \$5.00 each time the sheet/money is late. Drop-off locations will be published at the beginning of each season.

**Section V: Adding Players to the Roster**

After the season has started, a player may be added to the roster pending approval by the officers. Players being added to the roster must include the league dues (player sign-up fee). If a player is not approved for the roster, that player cannot play or substitute for that particular team for the remainder of the season and the player fees will be refunded.

**ARTICLE IV - LEAGUE PLAY**

**Section I: Format**

**\*\* ALL GAMES WILL BE PLAYED WITH SPLIT BULL ON \*\***

Division 1 and 2

- |                                    |            |            |                    |
|------------------------------------|------------|------------|--------------------|
| ▪ (4) Four games of Cricket        | Singles    | Split Bull |                    |
| ▪ (6) Six games of 501             | Doubles    | Split Bull | Open in/Master out |
| ▪ (6) Six games of Cricket Doubles | Split Bull |            |                    |
| ▪ (1) One game of Cricket Team     | Split Bull |            |                    |

Division 3

- |                                    |            |            |                  |
|------------------------------------|------------|------------|------------------|
| ▪ (4) Four games of Cricket        | Singles    | Split Bull |                  |
| ▪ (6) Six games of 501             | Doubles    | Split Bull | Open in/Open out |
| ▪ (6) Six games of Cricket Doubles | Split Bull |            |                  |
| ▪ (1) One game of Cricket Team     | Split Bull |            |                  |

Division 4, 5, 6 and 7

- |                                    |            |            |                  |
|------------------------------------|------------|------------|------------------|
| ▪ (6) Six games of 501             | Doubles    | Split Bull | Open in/Open out |
| ▪ (6) Six games of Cricket Doubles | Split Bull |            |                  |
| ▪ (1) One game of Cricket Team     | Split Bull |            |                  |

A rostered or non-rostered player may ONLY participate in one (1) match for each week of the dart season being played.

**ANY GAMES PLAYED WITH A ROSTERED OR NON-ROSTERED PLAYER, HAVING ALREADY PLAYED IN ANOTHER MATCH THAT WEEK, WILL RESULT IN A FORFEIT FOR ALL GAMES PLAYED BY THAT PLAYER IN BOTH MATCHES.**

## **Section II: Game Time**

Game time is 8:00 PM. Forfeit time is 8:30 PM. Please be considerate of other teams and make every effort to start your match by 8:00 PM. A forfeit can be requested if your team is not ready to play by 8:30 PM. No questions asked.

## **Section III: Schedule**

Games must be played at the bar according to the schedule, including early and make-up matches.

## **Section IV: Game Play**

The dart machine is always considered to be correct, however, if a dart is thrown while the “throw darts” light is on and sticks, but doesn’t score, the dart may be tapped to score it **WITH BOTH CAPTAIN’S AGREEMENT**.

## **Section V: Choosing the Board**

The home team has the choice of which board to play on. The boards will be available on a first-come, first-served basis. That is, a higher division home team cannot overrule a lower division home team on the choice of a board. If you want a specific board, get there early to claim it.

When available, multiple boards may be used during matches for singles-format cricket games ONLY. Doubles and team-format games can only be played on one board at a time. Please be cognizant of other teams playing in the bar and practice good dart etiquette (i.e. if there are only three boards available and there are two home teams playing, leave a board between you and the other team unused).

The board must be available 7:45 to 8:00 for visiting teams to practice on if they choose to.

## **Section VI: Throwing Before the Machine is Ready**

If a dart is thrown before the “throw darts” light is on, the dart stays and the player loses all darts already thrown.

## **Section VI: Throwing Out of Turn on an Opponents Score**

If a player throws a dart or darts on the opponent’s turn, the opponent has the option to take the score and continue to play or reset the machine to the correct player and continue.

## **Section VII: Throwing Out of Turn on Your Own Score**

If a player throws out of turn on his or her own turn that player loses their and their partner’s next turn. It is the throwing player’s responsibility to make sure the machine is on the correct player.

## **Section VIII: Backing Up the Score and Resetting the game**

If the players do not know how to back up the board to the correct player and correct the score or the machine is not capable of being corrected, the opponent has the option to accept the score as is and

continue play or start the game over. If the opponent chooses to accept the score as is the game will resume with the player only throwing his remaining darts on the correct score. If there are no darts left to throw then the opponent will resume play on the correct score. If the opponent chooses to back up the player score and the machine is reset or the score is altered then the game will be replayed.

#### **Section IX: Power Failure**

In the event of an act of God or the power company and a game is wiped out, that game will be replayed from the start.

#### **Section X: Darts not scoring**

If a dart jams the machine a target light appears, remove the dart and continue. If a machine is not operating properly, the captains will decide to: make the match up at a later time, wait for repairman, score manually or play on another board in the same establishment. A dart that is thrown that doesn't stick doesn't score when playing manually.

#### **Section XI: Playing during match**

If a league player is playing in a league match they may not go to another board to practice.

#### **Section XII: Unused boards**

Non-league players may play on unused boards during league play per bar's approval.

#### **Section XIII: Postponements**

In the case of extenuating circumstances, a match may be postponed if the team makes arrangements with the secretary/treasurer and the opposing team captain twenty-four (24) hours in advance. If the secretary/treasurer is not contacted then a late fee will be assessed. Postponed matches must be made up within two (2) weeks and at the opposing captain's convenience. If an agreeable date cannot be reached, the secretary/treasurer will set a date and time. If this date is not met, a forfeit will be declared. The secretary/treasurer must be notified of the new scheduled date. Make up matches may be done before the schedule night but must still be played at the scheduled bar.

**All make-up games must be made up before the last 2 weeks of scheduled play.**

A team may only reschedule up to a total of two (2) matches in one season. Any reschedules in excess of the allotted two per season will be at the discretion of the NHDL Officers.

#### **Section XIV: Dart Weights**

Darts must be soft tips and a maximum weight of 18 grams.

#### **Section XV: Teams**

Each team will consist of at least four (4) players and at most eight (8) players. At least one rostered player must be female. Only four (4) players in the line-up at one time and one (1) must be female. In

the case of a team not having enough players, the team can play with three (3) players, but one (1) must still be a female. **A match can NOT be played with less than three (3) players or without a female in the lineup** (see forfeit and sub rules below). If a male is missing they may play their game losing a turn on the missing players turn, i.e. missing player's turn, press the player change button. Once teams begin, game play should flow smoothly. All players should be present and ready to play when it's their turn to throw. If a player is not present to play and is gone more than 5 minutes, the other team has the right to press the Player Change button and proceed in this manner until the player returns or game/games are done. Only 5 minutes allowed per player, per night. Example: If team players are on stage singing karaoke then they have 5 minutes to get to the board. All players must be at least 21 years old.

### **Section XVI: Substitutes**

Substitutes (subs) are non-rostered players. Subs may enter a match for a rostered player or another sub at any point in the match. Once a player has been removed from the lineup, he/she cannot return for the duration of the match. Players cannot move from one position in the lineup to another position in the lineup during a match. Male players may sub for female players as long as there is still one (1) female playing in the match for that team after the substitution. Female players may sub for male players.

Subs may be picked up from the bar if the opposing captain agrees and both sign the score sheet to that effect. **NO EXCEPTIONS!!** An unsigned score sheet with a sub will result in a forfeit for all games played by the sub.

Subs are only allowed to play 2 times per season, for each team they sub on. The 3<sup>rd</sup> time a sub plays for the same team in a single season, they are automatically rostered on that team and can no longer sub for other teams. A \$5.00 roster fee will be due at that time. Subs are allowed the last 2 weeks of the season, **but with the approval of the officers.**

**PLEASE MAKE SURE BOTH SHEETS ARE SIGNED FOR SUBS AND INCLUDE LAST NAMES.**

### **Section XVII: Team/Player Change**

In the event of a bar closing or loss of machines, the team/teams may move to another location with the approval of the NHDL officers. A \$10.00 fee will be paid by bar acquiring a team that moved.

**Teams may not change bars for any other reason.**

If a player has been dropped from a team he/she may sign with another team within that division or a higher division. If a player is still rostered on a team as a player or sub, he/she must have the written permission from the releasing captain to join another team in the same division or higher division. No additional fee will be charged in either case. A new member must be signed up at least seven (7) days before he/she will be legal to play. The sub rule above may apply, **BUT HAS TO BE SIGNED.** NO roster changes may be made in the last four (4) weeks unless approved by the NHDL officers.

### **Section XVIII: Team/Player Removal**

Any physical violence by a player or team may be grounds for dismissal from the NHDL and forfeiture of all moneys collected. Any abuse of equipment, poor sportsmanship, or unethical conduct may be



grounds for forfeiture of a game, match, or expulsion from the NHDL. If a machine fails due to an angry player's abuse, the game is forfeited.

### **Section XIX: Protests**

All protests will be answered by the Secretary/Treasurer. If the protester does not accept the explanation then the NHDL officers will make the ruling.

### **Section XX: Movement of Teams in Divisions**

The winning team and the runner-up team in each division are eligible to move to a higher division each season. Also, the last two (2) places in each division are eligible to move down. This is not mandatory, but may happen depending on the amount of new teams and returning teams for each division. **Subject to officer's discretion.**

### **Section XXI: Forfeits**

A team must notify the opposing team and one of the league officers 24 hours before postponing a game. If for good reason after 24 hours, a team must postpone a game, they still need to notify the opposing team and one of the league officers ASAP. The league officers will decide if the match should be made up or a forfeit declared. If the team does not show up and does not notify the opposing team and a league officer, the match will be forfeited and a \$10.00 fine assessed. The \$20.00 weekly fees are still due and if not paid will result in a \$5.00 fine. The second forfeit will result in the team's suspension from the league for the remainder of the season and all moneys for that team will be forfeited back to the league. The league officers will adjust the scores for the rest of the teams in the division. If the team drops out or gets suspended before mid-season, all first half stats will remain. If they drop out or get suspended after mid-season, scores are adjusted back to mid-season.

### **Section XXI A: Forfeited Match Scoring**

A forfeited match score will be determined by "average wins" as calculated by total games won divided by total games played for the non-forfeiting team (up to that point in the season) with the following exceptions and limitations:

1. If average wins is less than 50% of games played per week
  - a. 9 wins will be awarded in upper divisions (so non-forfeiting team always gets a minimum 9 game score)
  - b. 7 wins will be awarded in lower divisions (so non-forfeiting team always gets a minimum 7 game score)
2. If average wins is greater than 75% of games played per week
  - a. 13 wins will be awarded in upper divisions (so non-forfeiting team never gets more than a maximum 13 game score)
  - b. 10 wins will be awarded in lower divisions (so non-forfeiting team never gets more than a maximum 10 game score)
3. Forfeits occurring during the first week or last 2 matches of season
  - a. 9 wins will be awarded in upper divisions to the non-forfeiting team

- b. 7 wins will be awarded in lower divisions to the non-forfeiting team

Individual scores/stats will not count for either team in a forfeited match. Standard rounding applies when determining average wins.

### **Section XXII: Drop Teams**

If a team drops out of the league, the money from the dropped or forfeited team will be forfeited back to that division. No credits will be issued to the other teams. If a team drops before mid-season, credits will be issued at secretary/treasurer discretion. If a new team replaces forfeit team or dropped team, the sponsoring bar will pay a \$10.00 fee to cover costs and the new team will take over the existing scores and existing fees.

### **Section XXIII: Suspended Teams**

If a team owes more than \$55.00 in fees and fines, the team may be suspended. All monies already paid minus fees and fines owed will be paid back to that division.

### **Section XXIV: Individual Awards**

The individual awards will be based on winning percentage. Players must participate in 65% of the games played to qualify for individual awards. Players switching out every other week with another player will not qualify at the 65% level. Pins will be awarded regardless of games played.

### **Section XXV: Team Awards**

Team awards will be based on winning percentage.

## **ARTICLE V - TOURNAMENTS**

### **Section I: Tournaments**

Two (2) tournaments a season will be held: after the sign-up meeting and after the end-of-season meeting. The end-of-season tournament is open to NHDL members only for a \$2.50 entry fee. The league dues (\$5.00 per player) paid at the beginning of the season and throughout by rostered players will be added to the tournament. The sign-up tournament is open to all players, with a \$5.00 entry fee. NHDL officers are responsible for running end-of-season tournaments.

### **Section II: Tournament Location**

Tournament locations will be decided on by the NHDL officers. The location will be based on the number of boards, space for the boards and the seating capacity of the bar as well as the willingness of the bar to host a tournament and meeting. **Owners must also attend the owner's meetings.** The end-of-season meetings will start at 5:00 PM and the tournament will start at 6:00 PM.

### **Section III: Host Bar Requirements**

- A minimum of seven (7) league-approved dartboards (preferably 8). This can vary based on the number of teams in the league.
- A P.A. system for the meeting and tournament.
- An area for the meeting to be conducted without the interference of the jukebox.
- Provide hot food - hamburgers or better. No cold cuts or hot dogs. Optional for sign-up tournament.
- Add \$100.00 to the pot or match ½ the pot at a \$5.00 entry fee rate, whichever is lowest.
- Bar owners voted that NHDL officers are responsible to run end-of-season tournament.
- No live music.

**Section IV: Tournament Entry Fees**

The end-of-season tournament entry fee is \$2.50 and open to NHDL members only. Players who are not rostered and have played in at least one match as a sub during the season may also play with a \$7.50 entry fee.

The sign-up tournament entry fee will be \$5.00 and is open to members and non-members.

**Section V: Tournament Payouts**

End-of-season tournament will pay a minimum of eight (8) places. The sign-up tournament will be based on one (1) out of four (4) entries.

**Section VI: Tournament Format**

For end-of-season tournaments: during a single-elimination loser’s bracket game there will be a coin flip and the winner of the flip chooses to go first or pick the game. Anyone can throw first for the team that starts the game.

- 25 - 32 teams: Double-elimination all the way through the winner’s bracket. Single-elimination in the loser’s bracket until playing the 8<sup>th</sup> place match.
- 33 - 38 teams: Double-elimination all the way through the winner’s bracket. Single-elimination in the loser’s bracket until playing the 6<sup>th</sup> place match.
- 39 or more teams: Double-elimination all the way through the winner’s bracket. Single-elimination in the loser’s bracket until playing the 4<sup>th</sup> place match.

**\*\*\* Tournament format up to Officers discretion \*\*\***

**ARTICLE VI - LEAGUE MEETINGS**

**Section I: General**

A league meeting will be held at the beginning of the season and at the end of the season. The secretary/treasurer will set these meetings with the president chairing each meeting. A bar owners meeting will be held within two (2) weeks before end of the season.

**Section II: Voting**

Rules will be voted on by the team captains at the end of the season meeting. New officers will be voted on by the team captains at the end of the season following the 3<sup>rd</sup> season of the term.

### **Section III: Special Meetings**

- Any NHDL officer may call a special meeting with the approval of at least one other officer.
- Any team captain may call a captains meeting with the approval of the president. Every team will be notified of this meeting.