

Fellowship Dartball League Rulebook



Revised 2018

I. League Structure:

1. Officers of the League shall consist of the following. All to be elected at the Annual meeting.
 - o President
 - o President Elect
 - o Secretary/ Treasurer
 - o Chaplain
 - o League Statistician
2. All League committees shall be appointed by the President at scheduled League Meetings. The committees are to function until the next President takes office. They will be discharged by him in the Spring after the banquet.
3. Each team shall be entitled to two (2) Delegates, with each delegate present having one (1) vote.
4. League meetings shall be called at the option of the President, or at the request of the delegates of at least three (3) teams.
5. A quorum shall exist when at least two-thirds of the teams are represented.
6. All proposed amendments to the rules shall be submitted to the President in writing
7. Amendments to the rules can be made by a two-thirds majority vote at a meeting called for that purpose.
8. The league shall be limited to a maximum of twenty (20) teams.
9. All games shall be governed by the playing rules as adopted by the League.

II. Team Structure:

1. Any male member of the church concerned who has passed his 13th birthday is eligible to play.
2. A player regularly enrolled on a team shall be associated with the church which that team represents in a definite, active way. Exception to this rule can be made by a two-thirds vote of the League delegates. A member of a non-League church is eligible to play without a League vote.
3. A player can be connected with only one (1) team. A player may be released by his club at his request.
4. Each team shall be assessed a membership fee that is determined by the League at the manager/coach meeting at the first of each season. This money shall be used to pay the expenses of the League for such items as trophies, post cards and other mail matters.
5. One-half of the membership fee shall be paid by each team at the start of the season. The balance of the fee shall be paid by the beginning of the second half.
6. Each team shall set its own assessment for its expenses.

III. Game Structure

1. The season shall start in September.
2. During the playing season, teams will play the teams in their division twice (2) and the other division once (1).
3. All League games shall be nine (9) innings in length. 2 games shall be played each scheduled night.
4. Teams can play with a minimum of 7 players during the regular season without a penalty. If a team has less than 7 players for a game during the regular season, an automatic out must be placed in the lineup for each missing spot less than 7. The manager can place the out anywhere in the lineup. Teams should play with up to 9 players if they are available.
5. A practice board of some description shall be furnished by the home team. All practicing shall cease at 7:25pm on all game nights. The home team shall relinquish the board at 7:10pm and the visitors will relinquish the board at 7:25pm.
6. The starting time for the first game shall be 7:30pm or a forfeit shall be called if unable to start the first game by 7:45pm. If unable to start the second game by 8:15pm, the games shall be forfeited.
7. Under no circumstances shall personal feelings be considered in the delay of starting or of accepting forfeits. Such action would not be fair to the other teams.
8. There shall be no forfeits in the last four (4) weeks of play in either half. The Rules and Grievance Committee will hear any dispute regarding forfeits or other disagreements, and its decisions will be final. The Rules & Grievance Committee will establish a play date and the team that did not forfeit will have first choice of the make-up date.
9. All postponements shall be in the form of a Personal phone call to the opposing manager, no later than Thursday night before the Monday night game to be played. Postponements are to be made only in extreme cases of emergency, such as, for a church sponsored event or death of a church/team member.
10. Games postponed in the first half must be made up before the second half starts or the games will be forfeited. If a time cannot be arranged between the two teams, the Rules and Grievance Committee will set up a time and place for the games to be played. This rule will also apply to the second half of the season. At no time should the manager call the Publicity Chairman and give another team three (3) wins. He must call the Chairman of the Rules and Grievance Committee.
11. The board must be regulation type adopted by the league for the season. It shall be changed only by a 2/3 majority vote of the governing body. All boards shall be cork. All darts shall be the official Apex #2 type.
12. Lines on a new board shall be as near 1/16th to 5/64ths inch as possible. The center of the Home Run (H) shall be 48 inches (+/- 1.5 inches) from the floor (measured within the Home Run circle). The Home Run diameter is 3 inches. First Base is 5 1/4 inches square. Second base is 4 1/4 inches square. Third base is 3 inches square. Walk is 3 inches square. The board shall be "plumb" to within 2 inches from top to bottom. Metal separators (or "wires") shall only be used to separate the border around the triangles that meet at the

Home Run (commonly called the SQUARE). The Home Run shall also be separated from the triangles by metal ("wires").

13. The playing field of the board used in league games shall be in good condition. It is suggested that an old board be used for practice. Players shall strive not to throw the darts so heavily that they unreasonably damage the board.
14. The distance from the board to the batter's position shall be twenty (20) feet, as measured from the board to the far side of the tape.

All players should throw from the 20 foot line except in the following situations:

A player may throw from 10 feet if he is wheelchair bound, or needs assistance standing and/or walking, such as with a walker, cane, or another player assisting him. A line should be placed 10 feet from the board for these players, and the line should be treated the same as the 20 foot line in regard to strikes if the player steps on the line, and outs if both feet go over the line while throwing.

Players that have difficulty hitting the board consistently when throwing from 20 feet due to a physical ailment, but are not wheelchair bound or need assistance standing and/or walking, may throw from 15 feet if they choose. A line should be placed 15 feet from the board for these players and treated the same as the 20 foot line in regards to strikes if the player steps on the line, and outs if both feet go over the line while throwing.

Everyone else should throw from the regular 20 foot line. The managers should tell each other before the games begin if they have players throwing from 15 or 10 feet. A player from each team should be seated at the 15 and 10 foot line to call the lines if someone is throwing from them. Players should not be allowed to throw from any line other than the 20 foot line to just increase accuracy. Players should throw from the farthest line possible if they can consistently hit the board with the dart from that line.

15. The distance between the two teams' seats shall be a minimum of ten (10) feet, with the board centered between the teams.
16. The home team must establish a batter's box for the batter next in line to wait his turn at bat.
17. Not more than two (2) men shall be at the dart table at one time. The other seven men shall keep their seats unless at the scoring table or umpiring at the board. Players shall not throw darts at the table after play is finished. Penalties are as follows
 - o First occurrence in game results in a warning by the Managers/Coaches.
 - o Second occurrence of the night the player will be removed from the game.
 - o Third occurrence the player will be suspended from play for the remainder of the night.
18. One (1) umpire shall be chosen by each team to render decisions at the league games. One (1) umpire shall stand at either side of the board at all times while the game is in progress. The umpire shall not wave his hands or in any way razz or distract the opposing players. If the player is distracted by the umpire he shall be credited with a "single" and the umpire removed from the games that night. If the umpires cannot decide on any call, the two managers shall proceed to the board and make decisions. The two umpires shall then be replaced by two new ones.

19. The umpires stand in from the board after each throw is made and the player cannot throw another dart until the OK is given.
20. The umpire may remove a dart far enough to tell whether or not a dart is touching, but he shall not remove the dart completely from the board.
21. All umpires' decisions shall be final.
22. The home team shall furnish the refreshments for the night, with serving times to be at the discretion of the home team.

IV. Game Rules

A. Definition of Terms

1. Regular baseball rules shall be used except as outlined below.
2. The batter is the player whose turn it is to throw the darts. A runner is a player safe on base. The playing board is that portion of the board inside the wooden frame.
3. A player continues his time at bat until he is call OUT or has caused a runner to make the third out. In this case, this batter is the first man up in the next inning.
4. When a dart spike touches the spaces marked "1", "2", "3", "H" or "W", the dart is to be counted as being in that space.
5. A hit is scored when a dart enters any space marked "Single", "1", "2", "3" or "H".
6. A ball is called when a dart enters a space marked "Ball" or "Wild Pitch".
7. A walk is called when a dart enters the space marked "W" or when a dart enters a space marked "Ball" or "Wild Pitch" for a total of four (4) times.
8. A strike is called when a dart enters the space marked "Strike". When a dart touches a dividing line, a foul strike shall be called.

B. Runners Advance

1. All runners advance when a hit has been made. They advance one, two or three bases according to the value of the hit.
2. All runners advance one base when a dart enters a space marked "Wild Pitch" or "Balk".
3. All runners advance one base when forced by "Walk".
4. The runner nearest home advances one base when a dart enters a space marked "Stolen Base".

5. All runners advance one base when a dart enters a space marked "Sacrifice". If there are two outs, it is called a dead dart and no advance is made.
6. In scoring, a player is not counted with a time at bat or given credit for a hit when the dart enters the space marked "Sacrifice".

C. Batter is Out

1. A batter is out when:
 - o A thrown dart does not enter the playing field.
 - o Three (3) strikes have been thrown.
 - o A dart enters the space marked "Out".
 - o A dart enters a space marked "Sacrifice" unless this would be the third out.
 - o A dart enters a space marked "Double Play" with one or more runners on base and less than two previous outs.
 - o A dart enters a space marked "Triple Play" with two or more runners on base and no previous outs.
 - o He fails to take his position at bat in the turn in which his name appears in the batting order.
 - o He crosses the foul line with both feet while releasing the dart.
2. A batter is out when his dart hits any object before it reaches the playing field.
3. A batter is out when he leaves the playing area other than for an Emergency when his time at bat comes. He shall be declared out without waiting and the next batter shall proceed to bat.

D. Runner is Out

1. The runner on first base is out when a dart enters the space marked "Runner Off First".
2. The runner nearest home is out when a dart enters a space marked "Runner Off Base". This rule applies to first base if there is not a runner on second or third base.
4. The runner nearest home is out when a dart enters a space marked "Double Play", and one or more men are on base. The batter makes the second out.
5. Two runners are out when a dart enters a space marked "Triple Play" and two or more men are on base. The batter makes the third out.

E. General Rules

1. A "dead dart" is called when a dart bounces off the playing field or when it is impossible to complete the play as in the following examples:
 - o "Double Play" or "Triple Play" with no men on base.
 - o "Double Play" with two outs.
 - o "Triple Play" with less than two men on base.
 - o "Runner Off Base" with NO men on base.
 - o "Runner Off First" with NO man on first base.
 - o "Triple Play" with one or two outs.

- "Stolen Base" with no men on base.
- 2. If the batter touches or crosses the foul line with his toe ***while releasing*** the dart, a strike will be called. If he crosses the foul line completely with both feet ***while releasing*** the dart, he is out. The player seated in the first chair is the line referee and shall call the foul line.
- 3. If a batter plays out of turn, the proper batter may replace the man at bat before the latter becomes a base runner. In this case, the balls and strikes must be counted in the "At Bat" of the proper batter. Only the proper batter shall be called out and no runs shall be scored, or bases run, because of any act of the improper batter.
- 4. The preceding rule shall not be enforced unless the error is discovered and the "OUT" is declared before the first dart is delivered by the next batter. Should the batter be declared out under this rule, and that is the third out, the proper batter in the next inning shall be the player who would have come to bat had the players been put out by ordinary play in the preceding inning.
- 5. A batter may be replaced at any time by a new man, by taking the count of the player replaced.
- 6. Any dart on the playing field becomes a part of the playing field and any dart entering such a dart will have the same value as the dart already on the board.
- 7. The darts shall be removed from the board after each player has completed his turn at bat.
- 8. The higher negative ruling at the board shall override any call at the line

V. Tournament

1. The team leading in games won at the end of the season will be Division League Champion. There will be a playoff between all the teams in each division. The playoff schedule will be determined by the Tournament Committee. The tournament Divisional Champions will play each other to determine the League Championship.
2. If two teams tie for 1st or 2nd place in the regular season, both teams will be given a trophy. The team that won the most out of four games during the regular season will be seated #1 in the playoffs.
3. Playoff games will be played as follows:
 - Quarterfinals will be played at the home of the top-ranking teams. The Home team shall bat last in all three games.
 - The Semi-finals and Final games will be played on a neutral field set up by the Tournament committee. The higher seeded team shall make the call for the first coin toss in the divisional finals and tournament championship game. If the teams in the tournament championship have the same seed, then the team with the best record shall make the coin toss. If the teams have the same record, then tiebreaker rules using head-to-head records and total number of runs scored will be used to determine who makes the first coin toss. The winner of the first coin toss shall decide if they want to be the home or away team for the first game. The home and away teams will switch for the second game. If a third game is needed, there will be another coin toss, and the lower seeded team will make the call. The winner of the second coin toss gets to decide if they want to be the home or away team for the third game.

4. Teams must have 9 players for games in the tournament to avoid a penalty. An automatic out must be placed in the lineup for each missing spot less than 9. The manager can place the outs anywhere in the lineup. Teams should play with up to 9 players if they are available.
5. To be eligible to play in a playoff game, a player must have played in at least fifteen (10) games during the regular season.
6. The league will furnish two dozen darts for the tournament league championship game. Each team will take one dozen darts after play is complete.

VI. Trophies and Banquet

1. At the close of each season a banquet will be held for the participating teams. Complimentary tickets may be furnished at the discretion of the League delegates.
2. Ladies may be invited to attend the banquet. Their tickets are to be paid for by the team member inviting them. The team manager shall be required to collect for all players and their guests.
3. A trophy for the team showing the best sportsmanship will be awarded at the end of the season. Each team shall have two (2) votes. No team may vote for themselves.
4. Averages shall be placed based on minimum of 165 "At Bats" when making trophy awards to individual players. In case of a tie, a trophy will be given to both players.

VII. Miscellaneous

1. In the case of the death of a dartball player, the manager of this team should notify the League President.