



Mon Yough Church Dartball League Official Rules

Amended August 28, 2017

1. League Format

- 1.1. The name of the League is the Mon-Yough Church Dartball League (MYCDL).
- 1.2. An opening Prayer is to be given before the games start.
- 1.3. All rules shall be enforced by team Captains.
- 1.4. The season will be played from September till April with a holiday break in December. There will be no halves.
- 1.5. Starting in 2013-2014, the league will be divided into 2 divisions; Monongahela (Mon) and Youghiogheny (Yough) Divisions. The final standings for the 2012-2013 season were used to determine the divisions. The Mon Division will be made up of the top four finishing teams of the previous year and Yough Division will be made up of the last 5 finishing teams of the previous year in a nine team league. The divisions will have separate standings throughout the year. The divisions will be realigned each year, the teams will be aligned based on their winning percentage from the previous season. If two or more teams have the same winning percentage use the tie breakers as designated in section Shaughnessy Playoffs, Tie Breakers.
- 1.6. An equal number of teams will be in each division. If there are an odd number of teams in the league then the Yough Division will have one more team than the Mon Division. New teams entering the league will be placed in the Yough Division.

2. Darts/Board

- 2.1. Darts may or may not be painted. If painted, the darts should be painted with at least one coat of varnish or paint (Enamel, Latex). No other material can be added to the paint or put on the dart prior to/ or during the painting. Only regulation M. Y. C. D. L. approved darts may be used.
- 2.2. The official board, approved by the M.Y.C.D.L. officials, shall be used. All playing boards made after the start of the season must comply with "Playing Board Regulations" (published separately) as to size, shape, color scheme, etc. Sufficient board lighting (spotlight) is required. Board and playing conditions may be checked and approved by League officials upon request from a team Captain. If three different complaints are received by the League President regarding the same board, the Captain of that team will be notified and has one month to correct the situation.

3. Game Times/Cancellations

- 3.1. Game time is **7:30 P.M.** with **8:00 P.M.** being forfeit deadline.
- 3.2. Cancellations are to be avoided, if at all possible. If they must occur, the canceling team must notify their opponent at least 24 hours ahead of game time unless the reason is due to inclement weather. To avoid a forfeit, the affected team captains must agree to makeup the game without extending the season or using the makeup nights.
 - 3.2.1. The canceling team must also notify the League Secretary and President by normal game time.
- 3.3. The League President/Vice-President has the authority to cancel **all** games due to inclement weather.



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3.3.1. **Note:** if the league officers' have to schedule a makeup game on the days reserved for makeups, it will have priority. The other makeup game between the 2 teams will have to be rescheduled.

4. Roster/Eligibility

- 4.1. A playing team shall consist of a maximum of **nine** and a minimum of **seven** players. No games will be played if a team does not have the minimum 7 players. The seventh player must be **John Doe**. (an automatic out). If less than nine players are present for a team, the opposing team has the choice of playing an equal number. The number may only be changed, after the game starts, if the original short-handed team increased its number of players. All team members present at start or during game must be used to make a nine member team. If it is necessary for a nine person team to remove a player and no pinch hitters are available the missing player is not considered an out at his time-of-bat.
- 4.2. Players cannot switch teams once the season starts. Practices before the season first game do not count. A player must throw a dart for a team in a regular game to count as playing for that team. If a team disperses during the season and some players want to join another team it will have to be approved by the league officers and team captains at a special meeting.
- 4.3. A player must play in at least **one-third** regular league games to be eligible to play in playoff competition. Captains are responsible for keeping accurate team statistics.

5. Gameplay

- 5.1. **Umpire:** Umpire duties are to call balls, strikes, and outs. **They will refrain from all movement and unnecessary noise.** The Umpire will stand an arm's length away from the board, at least 2 feet. If a call of a dart was not made or understood or if the call of the dart was wrong the umpires cannot change that call or make a call of a dart after another dart has been thrown. All calls should be agreed with by both umpires before the next dart is thrown.
- 5.2. **Practice Darts:** Any player who did not play in the previous game, may throw (**5**) five darts when that player comes up to bat; even if that player took his/her pre-game practice darts. If a player misses his/her team's allotted practice time before the game they are **NOT** permitted to throw five practice darts before their first time at bat in the first game.
- 5.3. **Pitching Distance:** Pitching distance is Twenty-five (25) feet from the pitching line to the board. Male players 75 years old and older, children 12 years old and younger and women of any age may throw from a second pitching line which is twenty feet (20) from the pitching line to the board. The team with a player who use the 20 foot line must inform the opposing team prior to the first game of the night that will use the 20 foot line.
 - 5.3.1.1. A team who has a player with special needs or temporary impairment may apply to the League Executive Committee to receive a waiver for the player to throw from the 20 foot line.
 - 5.3.2. A player who throws with a stepping motion must stand far enough behind the line as to not step on or over the line when throwing the dart. A player who sets himself up at the



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line must not place his foot on the line at all. If at any time a player begins to touch the line the player must reset himself back behind the line as to not touch the line when throwing. Stepping on/over the line is an infraction. When an infraction is committed, the Captain of the opposing team may inform the thrower's captain. The opposing captain is the only person who must see and call this infraction. Stepping on the line or slightly sliding on the line is considered a minor infraction and the player's manager should encourage the player to stay behind the line. If the incident of stepping on the line or standing or completely going over the line is determined to be flagrant or deliberate the result of the throw can be a "no dart" if protested by the opposing manager. If the player continues to deliberately or blatantly violate the line the team's manager should remove the player from the line-up for the remainder of the remaining games of the match. If the opposing manager determines that a player is flagrantly or deliberately violating the line rule then the opposing manager should bring this to the attention of the player's manager.

- 5.3.3. **Pitching Line:** The pitching line must be 4 feet to the left from the center of the board and 4 feet to the right from the center of the board. A batter must position himself/herself so that at least one foot is behind the line when throwing and not outside (to the left or right) the eight-foot line. A player refusing to position himself within the batter box will get one warning; if after a warning is given the player still refuses to reset himself inside the 8 foot line will be called out.
- 5.4. **Heckling:** There will be no heckling or unnecessary noise of any kind on or from behind the throwing line. There will be no walking around and/or abrupt movements with the intention to distract a player who is ready to through a dart, from players and or spectators in front of the throwing line. **(No exceptions)** Please use courtesy at all times and enforce this rule.
- 5.5. **Contact with Batter:** Physical contact with batter by opposing team member is prohibited. Batter who is contacted with will be given one base for interference or his dart, whichever he chooses. Runners do not advance unless forced.
- 5.6. **Board Playing Area** is defined as any part of the board between the outside wires. Any dart hitting within board playing area and dropping off is considered '**no dart**'. Hitting outside playing area and falling off is considered an out. Any dart sticking in the wire and making that call difficult, the call that will be made will benefit the batter. (REMEMBER) The Umpires' decision is final.
- 5.7. **Obstruction:**
- 5.7.1. Any dart hitting the ceiling, ceiling beam or objects attached to ceiling then deflects from ceiling and sticks into the playing area is in play.
- 5.7.2. Any dart hitting the ceiling, ceiling beam or objects attached to ceiling then deflects from ceiling and hits within board playing area and dropping off is considered '**no dart**'.
- 5.7.3. Any dart hitting the ceiling, ceiling beam or objects attached to ceiling then deflects from ceiling and does not stick into the playing area the batter is **out**.
- 5.8. One dart sticking into another dart is the same as the dart, which has been struck.



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- 5.9. **Long Single:** A one (1) inch diamond will be painted black and outlined with wire in the middle of the single. When a dart lands in the black area any player on base will move up two bases. This means players on second and third will score. A player on first will go to third. A player must be on first and/or second for another player's hit to register as a long single. The player hitting the black diamond is given credit for RBI's if any and a single.
- 5.10. **Batting out of Turn:** Batting out of turn, the scheduled batter is **out** and the next scheduled batter takes his/her turn.
- 5.11. **Error:** On an error all runners advance one base and the batter is credited with a single.
- 5.12. **Sacrifice:** A sacrifice is an **OUT** when **NO** runners are on base and/or when there are two outs. Otherwise, the batter is **out** and all runners advance one base.
- 5.13. **Double Play:** When dart hits double play with less than two outs and with one or more runners on base, runner nearest home and batter are both out (**two outs**). Any runners left on base do not advance. When double play is hit with two outs or with no runners on base, the batter is out (**one out**).
- 5.14. **Walk:** On a walk the batter is awarded first base. Runners only advance if forced.
- 5.14.1. **Intentional Walk:** A captain may intentionally walk an opposing player before he/she begins to throw. Each team may use the intentional walk once per game. The intentional walk will be considered a hit and an at bat.
- 5.15. **Mercy Rule:** The captain of a team losing by 10 runs or more after the 5th inning of a game has the option to impose the Mercy Rule. Once the captain imposes the Mercy Rule, the game is over and considered official.

6. Weekly Results

- 6.1. The home team is responsible for emailing/calling the game results to Corresponding Secretary **the night of the game.**

7. League Championship

- 7.1. The top 8 finishing teams by record (no matter which division) will qualify for the League Championship.
- 7.1.1. The teams finishing in first place in the two divisions will be seeded 1 and 2 based on winning percentage.
- 7.1.2. The remaining team(s) will qualify for the Shaughnessy Playoffs

7.2. League Championship Round 1

7.2.1. Schedule

- 7.2.1.1. Seed 1 will host Seed 8
- 7.2.1.2. Seed 2 will host Seed 7



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7.2.1.3. Seed 3 will host Seed 6

7.2.1.4. Seed 4 will host Seed 5

7.2.1.4.1. Round 1 is a best of 3 games series

7.2.1.4.2. Any team which forfeits in the First Round of the League Championship will be ineligible for the Shaughnessy Playoffs.

7.2.1.4.2.1. Shaughnessy Playoff seeding and byes will be adjusted in the event of a team forfeiting in the first round of the League Championship.

7.2.2. Winning teams will continue in the League Championship Playoffs (7.3.). Losing teams will move on to the Shaughnessy Playoffs (8).

7.3. League Championship Round 2

7.3.1. Schedule

7.3.1.1. Highest remaining seed will host lowest remaining seed

7.3.1.2. Next highest remaining seed will host the next lowest remaining series.

7.3.1.2.1. Round 2 is the best of 3 games series.

7.3.2. Winning teams will move to the League Championship Final Round (7.4.). Losing teams are eliminated from League Championship and Shaughnessy Playoffs.

7.4. League Championship Final Round

7.4.1. The League Championship Final Round will be a best of 7 games.

7.4.2. The series will take place over 2 Monday nights in consecutive weeks. The first four games will be played the first night, while the remaining three games the second night. The first night the games will be played at highest seed's home church. The second night (if needed) will be played at lowest seed remaining's home church.

7.4.3. In both rounds, this is the way home team (last bats) will be determined- Games 1 and 2, highest seed is home team. Games 3, 4, and 5 lowest seed is home. Games 6 and 7, Seed 1 is home team.

8. **Shaughnessy Playoffs**

8.1. Shaughnessy Playoffs will start one week after the start of the League Championship

8.2. The 6 remaining teams who did not qualify for the League Championship will be in the Shaughnessy Playoff Championship. The teams will be Seeded 1-6 based on the season standings regardless of division

8.3. Round 1

8.3.1. Seed 3 will host Seed 6. Seed 4 will host Seed 5. Seeds 1&2 will have a bye.



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8.4. Semifinal Round

8.4.1. Seed 1 will host the lowest seeded team from Round 1. Seed 2 will host the highest Seeded winning team from round 1.

8.5. Shaughnessy Playoff Championship Round

8.5.1. Highest remaining seed will host the lowest remaining seed.

8.6. Series Length

8.6.1. Round 1 and Semifinal Round will be a best of 3 while the Championship round will be best of 7 games.

8.6.2. The 7 game series will take place over 2 Monday nights in consecutive weeks. The first four games will be played the first night, while the remaining three games the second night. The first night the games will be played at highest seed's home board. The second night (if needed) will be played at lower seed home board.

8.6.3. In the Shaughnessy Playoff Championship Round, this is the way home team (last bats) will be determined- Games 1 and 2, highest seed is home team. Games 3, 4, and 5 lower seed is home. Games 6 and 7, highest seed is home team.

9. TIE BREAKERS First: Head to head winning % Second: head to head total runs. Final: coin toss

10. Individual Trophies:

10.1. To be eligible for Individual Trophies A-H, a player must have 195 at bats in the season.

10.2. To qualify for Rookie of the Year, a player must have played a minimum of 36 games with M.Y.C.D.L. The statistics of the year that they reach the 36th game will be used for their Rookie of the Year candidacy.

10.3. Individual trophies will be awarded in these categories:

- A. Highest Average
- B. Highest Average- Female
- C. Most Hits
- D. Most RBIs
- E. Most Singles
- F. Most Doubles



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- G. Most Triples
- H. Most HRs
- I. Most DPs
- J. Jim Smith Sr. MVP (League Championship)
- K. Shaughnessy Championship MVP

11. Miscellaneous

- 11.1. **Final Season Statistics:** Within two weeks after the end of the regular season (excluding the playoffs) each team must submit their season team statistics as well as any High RBI, and High Average to the league President. Failure to do so will result in a \$5.00 fine, which must be paid before the start of the next season.
- 11.2. **Hall of Fame Eligibility:** A person is **ELIGIBLE** for the Hall of Fame if they have played in the league 15 years and has the most impressive career statistics.
- 11.3. **All-Star Nominations:** Each team may select up to three persons to represent them in the annual All-Star vs. Hall of Fame game during the Holiday Break. The captain should inform the league secretary of his picks one week prior to the All-Star game. Only those players will be eligible to play in the All- Star game.
- 11.4. **Homeless Teams:** Teams playing without home churches, when designated as home team, must pay host church **\$5.00** per night. The team must also provide refreshments and clean up the playing area (as designated by host church) after completion of games.

12. Rule Changes

- 12.1. No league rules will be changed during the season except by a $\frac{3}{4}$ majority vote of team representatives present during a special meeting called by the president. All league rules will be reviewed prior to season beginning so all rules are understood and clear.