



# RAPID CITY SOFT-TIP DART LEAGUE

## LEAGUE RULES AND BY-LAWS



*Effective 2/15/23*

1. All matches will be played according to NDA Rules.
2. An **\$10.00 NATIONAL DART ASSOCIATION SANCTION FEE IS REQUIRED** and will be taken out of your league fees at the end of the season. New Spring League players must also be sanctioned; this fee will be taken out of your league fees. The Sanction Fee is only paid one time per year (Sept. 1-August 31) and is required to play in any of our leagues, State, Regional, and National Tournaments.
3. **All players must provide the following information on the first night of play to be sanctioned** (Please complete the NDA sanction form provided in the Captain's Packet): Full Name (nicknames are not acceptable), complete mailing address including zip code, phone number, and email address. This information can be emailed to [jackie.dsvend@gmail.com](mailto:jackie.dsvend@gmail.com). If information is already on record, the player does not have to send the information again.
4. **The league limit is 20 grams per dart.** Please note: Play in the State or National Tournaments will require players to abide by the NDA limit of 20 grams.
5. **All league matches MUST** be shot on the scheduled dartboard owned and operated by an NDA Chartered Operator.
6. Any league player or patron of any league location may shoot on an unused dartboard in that location during the shooting of any scheduled league match, as long as the dartboard is coined into game play and a game is selected.

7. **Each team must designate a RELIABLE Team Captain.** Each Team Captain must have a home/cell phone number. Teams may also designate a secondary contact with a phone number. ONLY Team Captains will be allowed to make team decisions and collect team monies. The Team Captain's picture ID is required when collecting monies.
8. **Player fees are between \$5 and \$6, depending on games played.** This fee is distributed in the following manner: \$1.00 to City Shoot-off Tournament Prize Fund, \$3.90 to be redistributed to the teams at the end of the league season, \$0.10 will be used to set up a contingency fund for future events and local charity donations. Each team will be charged \$5 for the Shoot-off.
9. **ALL player fees are required** to be included with the game fees put in the machine. **YOU MUST PAY BEFORE YOU PLAY.**
10. **All league monies**, less any fees owed to the league and trophy/awards costs, will be returned to the teams based upon games played. 75% of the prize fund will be distributed based on wins. 25% of the prize fund will be based upon losses. Monies MUST be picked up within 60 days after the shoot-off is held or all monies will be returned to the city shoot-off fund for the next season.
11. **All team sponsorships** will be collected by the vending company.
12. **All matches start at 7:30 pm**, NOT at "Bar Time". No grace periods are given. However, teams may start matches early if agreed upon by both teams.
13. **There is a one (1) minute time limit for each player.** The one minute will start at the moment that the prior player completes his/her turn. Team Captain's discretion will be used for each event. This foul will result in a loss of turn. Cell phone use when you are playing a match could be considered delaying. *See rule #46 for delaying.*
14. **League play will be handicapped.** Handicap is based upon Points Per Dart (PPD) for '01 games and Marks Per Round (MPR) for cricket. Each player may have a different handicap for '01 and cricket games.
15. Each player will need to **establish a new PPD/MPR average** for each night of league play for each division.

16. **Doubles leagues will be 2 person teams.** Cricket play is two (2) players per score, split bullseye, 25/50 points.
17. **All '01 teams are 4 person teams** and may be any combination of women and/or men.
18. **Pink Ladies teams** will consist of ladies only. **Pink Supporters teams** may have 1 male playing, with at least half of the players being ladies.
19. **Team roster limits** for ALL league members are a maximum of 8 members per team. Board approval is necessary for an additional member.
20. **Teams that lose a player due to unusual circumstances** must get a majority of board approval to add a player prior to any future matches played. Any team that exceeds the maximum allowable players without the Board of Directors' approval will be fined \$20 per player. All fines will be subtracted from team winnings at the end of the season and will be the Team Captain's responsibility. Once a player is removed from a team that player is not eligible to play again on that league night for the completion of the season.
21. **Only dart players with current league standings on your team are eligible to participate during the last THREE weeks of league.** If any "NEW" players are added to the team during the last 3 weeks of fall league; the last 2 weeks of spring league; or the last 1 week of summer league, then all wins will be given to the opposing team. If an original rostered player has not played prior to the previously listed weeks of league they will be considered an illegal player. Exceptions may apply for military personnel and other circumstances, but the league director **MUST** be contacted prior to league night. *See Rule #20 regarding prior board approval.*
22. **Any new player shooting in their first match** will be shooting scratch (0) darts the first round.
23. **ONLY opening night matches will be shot using past individual PPDs** stored in history on the first night of league, unless your team has a bye; all subsequent matches will be shot with a handicap.

24. **No player may shoot under another player's name** or ALL games won will be given to the opposing team.
25. **All dart players are eligible to play in any one of the divisions on any given league night.** For example: You may play in the "A" division on Tuesday and in the "C" division on Thursday, as long as your individual PPD/MPR meets the stated criteria. *See Rule #29.*
26. **Once a player shoots for a team that player may not shoot** for any other team on that night in the same division.
27. **New players may be entered on their first night of league play** by entering their complete first and last name with one space between names in the dartboard. The Team Captain must email jackie.dsvend@gmail.com the player's full name, complete address, birth date, and phone number. Information not received on the first night of league play will result in a forfeit of ½ of the team wins for that evening.
28. **A player may sub for a team for no more than 4 weeks during league play.** Only one (1) sub may be used per match without prior Board approval. Rule #29 still applies regarding player's PPD/MPR. When using a sub please notify the opposing team prior to playing the match. Any extensions to this rule will require prior Board of Directors' approval. *See Rule #20.*
29. **A player can sub in any division if the sub has an equal to or lower PPD/MPR (always rounded up) of the posted league average.** The player's average cannot exceed the person they are replacing. For example: The posted league average for that division is 18.5 and the person the sub is replacing has an average of 16.5 PPD, then the sub's average cannot exceed 16.5 PPD. *See Sub Rule Guide in the Captain's Packet.*
30. **Pink & Pink Supporters** Leagues are OPEN Leagues. These leagues do not qualify to play in any Shoot-Off tournaments, but games do qualify for all SD State and all NDA tournaments.

31. **NO SHOWS on the first night of league:** If no match is played or a handicap established, then both teams will play scratch the following week. If you know that you cannot be there on the first scheduled night of league you may play the game prior to the scheduled match date. Call the League Director (605.342.0530) to verify the dart location and that all information has been sent to the dartboard. If the match is played after the scheduled match date then teams may have to play scratch for the second week of league or until the match may be processed. Teams that fail to show up will be charged the normal fee for the evening plus half of quarters for the games to establish a handicap. The quarter expense will be payable at the end of the league and deducted from the team's money at that time.
32. **No dummy score can be used on the first night of league play.** Teams may play 1 or 2 players short by using a BLIND score on the first night of league. A blind score can be used by skipping the absent player's score on every turn. The blind player must stay at '501 for the entire evening. A blind score can be entered in the dartboard as "BLIND". If this situation occurs after the first night of league play then teams should play with a dummy score.
33. **'501 Dummy Score:** Teams may play 1 or 2 players short and use the dummy score. The dummy score for '501 will be the PPD of the lowest participating player on both teams playing that evening, even if that player is shooting, minus 3 points. For example: The lowest PPD is  $19.55 - 3 = 16.55$  (dummy score), always rounded down. This will be the same per dart. A dummy can only go down to 1 point and cannot go out. Enter a dummy score on the dartboard as "XX".
34. **Cricket Dummy Score:** Teams may play 1 or 2 players short and use a Cricket Dummy. A Cricket Dummy cannot point, never close a number and has one (1) mark per round. The Cricket Dummy will start tapping off scores with 20 and descend numerically with the bullseye being last.

35. **Incomplete teams:** If a player leaves after a match has been started then a dummy score cannot be added into league play. (This effects a player's PPD.) The team may continue the match by passing the missing player (blind). A blind player must stay at '501 the entire game (skipping the player's turn each round). If the missing player returns during a match, he/she cannot play until the next complete game. It is the responsibility of the Captain to call a Board of Director or the League Coordinator if this situation occurs.
36. **In the event a player reaches zero and his or her partner's score is too high to go out,** the team with the lowest score will be credited with the win.
37. **Underage players:** It is the sole responsibility of the Team Captain to ensure that the venue and the bartender working that evening allows accompanied minors. If the venue will not allow your player you must find a replacement. **This is not a reason to reschedule.** Rapid City Soft-Tip Dart League is not responsible for any underage players during league play.
38. **Sandbagging will be monitored by the Board of Directors** who will take appropriate action for any player/team. The following options may be implemented: loss of games, removal from the league, or loss of "good standing" for future tournament play.
39. **A member of the Board of Directors MUST be contacted by both teams for all forfeits** on the evening of the scheduled match. All forfeits must be reported to the League Director the next day. Forfeits will be handled in the following manner:
- a. No-show or no prior contact made to match date: A calculated 5-week league average (always rounded up) will be given. The forfeiting team will be fined weekly fees plus an additional \$10 fee for that evening, even if the match is made up at a later date.
  - b. No agreed upon make-up date is scheduled: A calculated 5-week average (always rounded up) will be given.

- c. Teams forfeiting within the last 4 weeks of league will NOT be awarded ANY wins or losses in the team's monies. Teams will also be eliminated from receiving trophies.
- d. Teams who do not play matches in the last 2 weeks of league will be considered a dropped team. Dropped teams forfeit all their payout money back to that specific league for the season.
- e. The Board of Directors will make final decisions on matches if Captains cannot come to an agreement.

40. **In the event a match must be rescheduled, a 24-hour notice must be given to the opposing Team Captain.** The League Director must also be contacted at 605-342-0530. Please leave a message for the League Director, about the rescheduling, and possible make-up date of the match. It is the postponing Team Captain's responsibility to contact the other team regarding the rescheduling of the match and also contact the location (bar). Any rescheduled matches must be played within two (2) weeks (prior or after) of the scheduled match date. Rescheduling matches is a courtesy, not mandatory. Once a reschedule is agreed on by both Team Captains the match must be played or the forfeit will be applied. If rescheduling is not possible for any reason the match will be played at 1pm on the Saturday of the second week following the original match date at the originally scheduled location. Postponements within the last two (2) weeks of scheduled league matches must be made up by the Saturday following the completion of the league.

41. **When "No Travel Advised"** is in effect in Rapid City or the surrounding areas the dart league for that evening is postponed. It will be both Team Captains' discretion if they still want to play that evening. Teams must make every effort to fill a complete team including utilizing a dummy score. A courtesy call to the bar of the scheduled match and opposing Team Captain is expected. The postponed game must also follow the two (2) week reschedule rule.

42. **A protest is necessary for any action to be taken** that may or may not affect the outcome of the match. Any disputes that cannot be settled by the Team Captains will be ruled upon by the Board of Directors. A team can protest against any team within the league system. For example: Teams that are not in the same league but play at the same facility. All decisions by the Board of Directors are FINAL. A \$20.00 filing fee must be included with the protest form within 24 hours. A protest form has been included in each Team Captain's packet. The protest form must be completed on the night of the dispute and submitted to the Board of Directors or League Director within 24 hours of the protested game with the \$20.00 filing fee. Both Team Captains involved in the protest will be properly notified of the protest. All protests require notification to the League Director by phone the following morning at 605.342.0530. The 24-hour notification rule will apply or the protest is null and void. All fees charged for an illegal action will be subtracted from the prize fund. If a protest is determined to be valid the \$20.00 filing fee will be refunded to the protesting team.
43. **A complaint is an opportunity to air your concerns** to the Board of Directors or League Director. If during the course of the discussion any party (a member of the team or Board of Directors) deems that action is required then a formal protest must be filed. If a protest is filed in this circumstance the 24-hour notification rule is void.
44. **Any and all written complaints/protests received** by the League Director or Board of Directors will be dealt with.
45. **If a protest is determined to be valid** the Board of Directors may enforce a reasonable penalty which can include but is not limited to: fines placed on the player and/or team involved, suspensions of team/player from the league or league-sponsored events, or removal from the league.



46. **Unsportsmanlike conduct/language will NOT be tolerated.** This is defined as any action that is inappropriate, loud, abusive, mean-spirited, delaying (cell phone use included), rude, crude, lewd behavior, injurious to people and equipment, and just plain obnoxious. In addition, abusive language received in written form will not be tolerated and will be subject to reasonable penalties. This rule also applies to dropped teams.
47. **Abuse of any equipment will result in the following penalties:** 1<sup>st</sup> offense \$25.00 fine; 2<sup>nd</sup> offense \$100 fine; 3<sup>rd</sup> offense is termination from the league/league tournament for that season; 4<sup>th</sup> offense will result in a petition for removal of the player from the league. All penalties include but are not limited to: fees incurred, parts and labor in the repair of all equipment. The Board of Directors decision is final.
48. **All players are invited to attend the Board of Directors meetings.** Please contact the League Director at 605.342.0530.
49. **Team and player standing information will be available** on the Arachnid dartboard and will also be updated weekly on the website at [www.dsvend.com](http://www.dsvend.com). Read the dartboard for weekly updated information.
50. The Board of Directors reserves the right to make changes to the rules and bylaws for the good of the entire league.

# RAPID CITY SOFT-TIP DART LEAGUE BOARD OF DIRECTORS

|                  |              |
|------------------|--------------|
| Chris Shields    | 605-415-8412 |
| Lynne Pedersen   | 605-209-7962 |
| Tammy McGuffey   | 605-391-5253 |
| Shelly Schlenker | 605-872-0889 |
| Jackie Smith     | 605-342-0530 |

*If you are interested in serving on the RCST Board of Directors  
please contact Jackie at D&S Vending at 605-342-0530.*

