

Quaker City English Dart League Rules and Regulations 2023 – 2024



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QUAKER CITY ENGLISH DART LEAGUE

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RULES HIGHLIGHTS

1. Use League supplied dart boards. New dart boards are supplied for each team at the beginning of the season. It is up to the captain to make sure this board is used during play and if possible, put away after the match to keep the board in reasonably good condition. This board technically belongs to the “Sponsor” but we encourage the Captain to maintain the board. Rotate the board every so often to maintain its condition as well.
(For complete details, see Rules and Regulations – Article 4 - EQUIPMENT, Section 3.)

2. Forfeit – We strongly encourage your team to **NEVER** forfeit. You can begin play at start time with Three (3) players.
 - A. **Three (3) Team members** shall be considered a legal but incomplete team at forfeit time. You can play a match with 3 players, shooting 7 games in a 15 game format and 6 games in a 13 game format.
(For complete details, see Rules and Regulations – Article 5 - THE TEAM, Sections 2 & 5.)

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September, 2023

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1. MEMBERSHIP

- A. The name of the organization shall be Quaker City English Dart League, Inc.
- B. This is a Philadelphia based League with exceptions made only by the Board.
- C. Only registered Q.C.E.D.L. Team members may participate in QUAKER CITY ENGLISH DART LEAGUE matches.
- D. The Q.C.E.D.L. Board of Directors has the authority to deny, terminate or restrict any league membership of the Q.C.E.D.L. with due cause, initiated upon protest. The member may appeal the boards' decision in accordance with the Q.C.E.D.L. By-Laws. The member will not be permitted to participate in any Q.C.E.D.L. event until the board has rescinded such termination or restrictions.

2. DEFINITIONS

- A. Match: Most Divisions will shoot Fifteen (15) games; Depending on how many teams are registered, the Board will decide if the last 2 or 3 divisions will shoot 13 games. Please refer to your packet. (PLEASE READ SECTION XXI – FORMAT AND GAME PLAY.)
- B. Game: For 15 game format: (1/15) of a Match and for 13 game format, (1/13) of a Match.
- C. Marker: Scorekeeper or Chalker.
- D. Cork: Bullseye.
- E. Board: The governing body of the Q.C.E.D.L., as per Article VI, Section 1 of the Q.C.E.D.L. By-Laws.
- F. Neutral: A Q.C.E.D.L. Member who is not personally or financially involved in the team, location or circumstances under discussion.
- G. Time: Starting time: 8:00 P.M. (Must start by 8:05 if you have 3 available shooters)
- H. Factors: Forfeit time: 8:15 PM (Not Bar Time but Eastern Daylight/Standard Time)
- I. Q.C.E.D.L.: Whenever the initials "Q.C.E.D.L." are used in these Rules and Regulations, they shall mean Quaker City English Dart League, Inc.
- J. Good Standing: A dues paying member with no sanctions or grievances against them who is an active Q.C.E.D.L. member of a team having shot in at least one regulation game, live in Philadelphia or live within a fifty (50) mile radius of Philadelphia.

3. SCHEDULES

- A. Regular season schedules must be approved by the President and shall be arranged (as much as possible) so that each team plays an equal number of home and away matches during a season.

4. EQUIPMENT

- A. The scoring wedge indicated by the number 20 shall be the darker of the two wedge colors of the board and must be the top center wedge.
- B. Lights must be affixed in such a way as to brightly illuminate the entire scoring surface of the board, reduce to a minimum the shadows cast by the darts and not physically impede the flight of the darts.
- C. An official Q.C.E.D.L. English Dart Board or tournament quality, accepted substitute, in reasonably good condition, must be secured to the wall. This board is technically owned by your Sponsor, but we suggest the Captain maintain the board and secure the board so that it isn't left

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up for daily use. We also suggest that you rotate the board every so often to maintain the condition of your board. The distance from the center of the board to the floor measures 5'8", plus or minus 1/4". The toe line shall consist of a stationary board during league play. It shall be in place and clearly visible at all times during the match. The toe line will be at the approved minimum distance of 7'9-1/4". This distance will be measured as follows: A plumb line dropped from the face of the board (beginning at the center of the double bull) to the floor at which the 7'9-1/4" distance will be measured back to the shooting edge (nearest the shooter) of the toe line. There will be an allowance of 1/4" on this measurement. (NOTE: Also, you can measure from center of bullseye diagonally to the toe line nearest the shooter, this should be a total measurement of 9' 7-3/8" with a 1/4" allowance.)

- D. Players are not allowed to shoot from a distance shorter than 7'9-1/4". (This means no player can put their foot on top of the toe board. Your foot must remain behind the toe board.) If the rule is violated by a shooter going over the minimum distance, the opposing Team Captain may warn the shooter and his/her Team Captain. Further violations during the course of the night's play, by the warned shooter, will result in the forfeit of the score from the dart thrown, i.e., if the dart remains in the board and in a scoring area.
- E. All derogatory comments concerning the equipment of a particular sponsoring establishment shall be directed, in writing to the Recording Secretary who will notify the Standards Committee. The Standards Committee, with sufficient cause, may require the sponsoring establishment to replace such equipment.
- F. An acceptable score board should be visible for league matches. Also, an official Q.C.E.D.L. out-shot chart or reasonable facsimile must be visibly posted.
- G. ANY TEAMS THAT USE ELECTRONIC SCOREBOARDS MUST BE ABLE TO SUPPLY AN ACCEPTABLE, MANUAL SCOREBOARD (WHITE BOARD, CHALK BOARD ETC.) IN THE EVENT THE ELECTRONIC BOARD BECOMES UNUSABLE.
- H. In the event of equipment failure in the middle of a game, teams are highly encouraged to work out an equitable solution. Otherwise, the game shall be left incomplete for a decision by the board.
- I. In the event multiple teams play at their home bar on the same night, it is up to the bar owner and the team to work out who gets first choice of which board the teams shoot on. This is not a league decision.

5. THE TEAM

- A. A team shall be comprised of at least six (6) and no more than twelve (12) members. All full names shall be on the Roster/Score sheets legibly with NO NICKNAMES.
- B. Three (3) Team members shall be considered a legal but incomplete team at forfeit time. You can play a match with 3 players, shooting 7 games in a 15 game format and 6 games in a 13 game format.
- C. Teams with 2 or less members present at forfeit time shall forfeit all points for that scheduled match.
- D. If a team does not have enough players and must forfeit games, you must forfeit the games as they come in order on the score sheet.
- E. A Team starting with less than six (6) members may play any late arriving members, PROVIDED RULE V-2 IS NOT VIOLATED.

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- F. Lineups of visiting Teams are given to the Home Team before each game. The Home Team then gives its lineup to the visiting team, (Home Team Advantage). There will be no changes to your lineup once the cork has been shot. Penalty for this is a forfeit of the game.
- G. All Team members present, for the entire night, have the right to shoot in: 3 games when playing a 15 game format and 2 games when playing a 13 game format, if the team member desires.
- H. Player playoff eligibility - A Team member must be present for at least sixty percent (60%), OF EACH HALF and must shoot in at least one (1) game on those nights to be eligible for playoffs. CURRENTLY, THAT IS A MINIMUM OF 6 WEEKS EACH HALF. SCORE SHEETS THAT ARE TURNED IN EVERY 48 HOURS WILL BE USED TO DETERMINE A PLAYERS' PLAYOFF ELIGIBILITY. (Also see SECTION X)
- I. If the score sheets are not already in possession of the league, it is assumed that the player being challenged did not shoot for those weeks where the score sheets are missing.

6. TIME FACTORS

- A. Matches are scheduled to start at PROMPTLY @ 8:00 P.M. (must start by 8:05 if you have 3 available shooters) on the date and at the place scheduled. Matches will be scheduled for the Thursday Night Divisions and Tuesday Night Divisions; A game can start after each player in that game has thrown nine (9) Practice darts. No more than five (5) minutes may elapse between games.
- B. Forfeit time is NOW 8:15 pm unless agreed differently by both captains. Also refer to Article 5 – Sections B & C.

7. THE MATCH

- A. All games are begun by "throwing cork", with the Home Team having the option of throwing first. The Team of the player who throws closest to the cork shall throw first in the game.
- B. Only players scheduled to play in the game may throw for cork.
- C. Should the marker call for a re-throw at the cork, the second shooter shall throw first, with additional re-throws being made on an alternating basis.
- D. The dart must remain in the board in order to count. Additional throws may be made (only when throwing cork) until such time as the player's dart remains in the board.
- E. If shooter number 1 throws a cork and shooter number 2 throws their dart, knocking shooter number 1's dart out of the board, the following will be the rule –
 - i. If shooter number 1's dart is clearly in the bull, it will stand as a bull and no re-throw is necessary (unless shooter number 2's dart is also in the bull);
 - ii. If shooter number 1's dart was not in the bull but shooter number 2's is clearly in the bull, still no re-throw;
 - iii. If both darts are clearly not in the bull, there will be a re-throw with the 2nd shooter throwing first;
 - iv. If shooter number 2 knocks shooter number 1's dart out and both darts fall out, it will be an automatic re-throw, unless dart number 1 was clearly a bull, then it will remain a bull.
 - v. Only the marker may pull the darts.

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- F. DARTS MUST NOT BE TOUCHED BY ANYONE prior to the decision of the marker. (SEE VIII – Sections 8 & 9). Should the marker or thrower be in doubt, then both Team Captains shall add their opinions, with the majority ruling.
- G. The order in which players will throw (during the game) shall be decided by their respective Team Captain (or the acting Team Captain) prior to any game.
- H. No player may throw until his/her turn. A player shooting out of turn will result in their score being a zero. The player whose turn was missed will then shoot next and the correct order will be resumed. Captains have the ability to mutually wave said rule and allow the normal course of play to prevail.
- I. If any game must be forfeited due to lack of players, the game to be forfeited is the next game on the schedule. You may not skip games for this purpose.
- J. “Splashing of Darts: - Throwing more than one dart at a time will result in a zero score as this type of behavior is considered to be unsportsmanlike.

8. SCORING AND MARKING

- A. To commence scoring in a double on game (DS on score sheet) a player must land a dart in the double (outer) ring. NOTE: All other scoring-type games will be “fast start” or “easy on”, i.e., no double required. All subsequent darts shall be counted for score, less the exception noted in VIII-5. Inner bull (50) is considered a DOUBLE 25 for both starting and finishing a game.
- B. A game is finished (i.e., 801,501 games) when a dart is thrown and it lands in a double which is equal to (1/2) of the remaining score. (NOTE: Darts thrown after a game is finished DO NOT constitute a bust).
- C. All scoring shall be subtracted from a start of 801 in the 801 games and from a start of 501 in the 501 games.
- D. The marker for each game will be a person from the Home Team, acceptable to both Team Captains. The marker must remain still and quiet, and face the board, during play. He/she may not be on the phone, texting, listening to any sort of music, with or without headphones, or conversing with other players or persons while keeping score.
- E. BUST RULE: A player “busts” when his/her three darts (or less) score more points than remain in the game for his/her team, or if the three darts (or less) score one (1) point less than the points that remain. When this occurs, the score remains as it was prior to his/her throw. The next opposing player then takes his/her regular turn, unless this occurs on your “out shot.”
- F. Fast Finishes, such as “3 in a bed”, “222”, “111”, “shanghai”, etc. do not apply. No time limit will be established for obtaining the Double-1. “Split the 11” will not be honored.
- G. For a dart to score, it must remain in the board five (5) seconds after the third or final dart has been thrown by that player.
- H. No dart may be touched by anyone (the shooter, another player, the marker, the Team Captains, or any spectator) prior to the decision of the marker and the agreement of the shooter on the score and the score is recorded.
- I. It is the responsibility of the player to verify his/her score BEFORE removing the darts from the board. The score remains as written if one or more darts have been removed from the board.
- J. Errors in arithmetic must stand as written unless corrected prior to the beginning of that team’s (affected by the error) next throw. The aforementioned may be waived in the interest of Sportsmanship, provided that both Team Captains agree.

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- K. In order to score, the point of the dart must be touching the bristle portion of the board.
- L. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board.
- M. The marker may inform the thrower what he/she has remaining and/or the number of points which he/she has scored. **THE MARKER MAY NOT INFORM THE THROWER WHAT HE/SHE HAS LEFT IN TERMS OF NUMBER COMBINATIONS.** However, it is permissible for the thrower's Team Captain or one of his/her other team members to advise the thrower during the course of the game except the Chalker of that game.
- N. The score may not be removed from the scoreboard until such time as both Team Captains have verified that the game has been ended. Once the score has been removed, **NO PROTESTS** will be entertained.
- O. A minimum distance of 2 feet behind the shooter shall be maintained in the interest of the shooter's "space" to complete their throw.

9. REPORTING RESULTS

- A. The Home Team Captain is responsible for reporting, a PDF format of score sheet, by phone or uploading via the PHILLYQCEDL.com website, the final score of the match no later than noon of the following day of play. A penalty of the loss of one (1) game (point), from the win column will be levied against the Home Team if the Home Team Captain does not give notice, via PDF, by phone, no later than noon of the following day the match was played. Such penalty points will NOT be given to the away team. It will merely be subtracted from the Home Team's total season WINS. ALL score sheets must be returned to the Recording Secretary in order that weekly Result Sheets can be verified for accuracy of reported scores. ALL Teams must turn in score sheets within 48 HOURS of a match: Via email (PDF), direct upload or dropped off at the league address. Teams will receive a penalty of 1 game (point) if score sheets are not turned in within forty-eight (48) hours of the played match. Sheets must be signed by both teams. If score sheets are emailed (PDF) every forty-eight (48) hours, there is no need to drop off the sheets, however captains should hold on to all sheets for the season in the event of a discrepancy. Score sheets can be emailed, via PDF, to the league at PhillyQCEDL@gmail.com; (SCORE SHEETS THAT ARE TURNED IN WILL BE USED TO DETERMINE A PLAYERS' PLAYOFF ELIGIBILITY FOR EACH HALF ALONG WITH ANY PROTESTS)
- B. Both Team Captains are responsible for the accuracy of the score sheets, and their signatures on the score sheets will attest to its accuracy.
- C. Loss of a score sheet will not be considered an excuse for the late reporting of results. If neither Team Captain has a score sheet prior to the match, you can recreate one. (Score sheets may be obtained from the Recording Secretary through a telephone request by any team member or downloaded from the PhillyQCEDL.com website).
- D. **THE USE OF PROFANITY AND OTHER INCONSIDERATE LANGUAGE WHEN REPORTING SCORES IS NOT ACCEPTABLE AND CAN RESULT IN A PLAYER OR TEAMS EJECTION FROM THE LEAGUE OR ADDITION OF PENALTY POINTS.**

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10. PLAYOFFS

- A. The league season will be divided into two (2) halves, THE FIRST & SECOND HALF CONSIST OF TEN (10) MATCHES EACH FOR A TOTAL OF 20 MATCHES. AT THE END OF THE FIRST HALF: There will be a top four (4) playoff to determine the 1st half champion. SECOND HALF: All teams make the playoffs. The winners of each playoff half will receive an award - determined by the Awards Committee.
- B. If a tie should occur, the team with the best head-to-head win/loss record will be the higher positioned team. All ties will be broken using head-to-head record first, if they are still tied, winners will be determined by the higher amount of crickets won, if duplicate amount of crickets are won by both teams, it will revert to most wins in 801's. If teams are still tied after the 801's, a coin flip will be the deciding factor. Both teams will be notified of their participation.
- C. It is the responsibility of the winning team captain to call in scores during playoff or upload directly to the site.

11. AWARDS

- A. The President shall appoint an Awards Committee and the Board shall determine the amount of money to be spent on awards.
- B. Provided that monies are allocated as defined in item number one above, the first and second half playoff champions shall receive an award.
- C. Additional Awards for Sponsors, Special Events or Special Achievement may be made at the discretion of the Board annually.

12. POSTPONEMENTS

- A. A match may be postponed by mutual agreement between Team Captains ONLY. The postponement should be done at least two days prior to the date of the scheduled match. When the requesting captain makes his/her initial phone call to the other team captain, a call into the league must be telephoned in at the same time giving the team names along with date and time. Exceptions to the aforementioned shall be "Acts of God".
- B. No postponements are allowed in the last two (2) weeks of the regular season.
- C. It will be the responsibility of the Team Captain requesting the postponement to notify the Recording Secretary.
- D. If the Home Team requests the postponement, there will be a change of the match location to the away Team's Sponsoring Establishment. (EXCEPTION: An Act of God type Postponement).
- E. All postponed matches MUST be played within fourteen (14) days of the scheduled date. Failure of the team that originated the postponement to make a reasonable effort to reschedule the match shall result in the forfeit of that match, with Article 14 applying.
- F. The REQUESTED Team Captain shall have the first right to select the day for the rescheduled match.
- G. If both Team Captains agree, and inform the Recording Secretary, they may play their match prior to the night scheduled for the postponed match.
- H. Should a postponed match not be played within the allotted fourteen (14) days (provided XII-5 has not been violated) the Grievance Committee shall meet to determine a course of action.

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13. PROTEST PROCEDURES

- A. Only Team Captains (or in their absence, Acting Captains) may file league competition protests.
- B. Protests should be initiated by stating the same on the face side of the score sheet used during the match. THE SCORESHEET MUST BE SIGNED BY BOTH CAPTAINS. PROTESTS SHOULD NOT BE INITIATED "AFTER THE FACT" WITHOUT THE OTHER TEAMS KNOWLEDGE.
- C. IF AT ALL POSSIBLE, A MATCH SHOULD BE COMPLETED EVEN THOUGH THE ENTIRE MATCH OR PART OF THE MATCH MAY BE UNDER PROTEST.
- D. Details of the protest MUST be submitted, IN WRITING, to the General Secretary at the league mailing address on the score sheet, no later than FIVE (5) days AFTER THE ALLEGED INFRACTION took place or the protest will be considered invalid. E-mail sent to (PhillyQCEDL@gmail.com) is acceptable, but Article 13-Section B still applies. Protests left on the league voice mailbox are NOT considered valid. Upon receipt of the written protest, the General Secretary will notify the Grievance/Standards Committee, which will meet promptly and rule on the protest.
- E. The Grievance/Standards Committee will review the protest within five (5) days and notify the concerned parties within three (3) days of their decision. The decision of the Grievance/Standards Committee is FINAL.
- F. Protests over equipment, lack of equipment, or the condition of said equipment, must be made known to the opposing Team Captain prior to the start of that night's play. The Team Captain must state the protest on the face side of the score sheet, along with the time of the protest and signatures of BOTH Team Captains. Protests on the aforementioned grounds will not be acted upon until the Grievance/Standards Committee is notified by the General Secretary to go to the Sponsoring Establishment, conduct an inspection of the same, after which they will report their findings to the General Secretary for the continuance of the protest procedure.

14. FORFEITS

- A. Any team forfeiting two (2) times in any half will be subject to exclusion of your team for the rest of the half of season you forfeited in and will be at the Board's discretion.
- B. All or individual members of said team, as well as the Sponsoring establishment, can be excluded from participating in Q.C.E.D.L. activities in the following season, as determined by a 2/3 majority vote of the Board.
- C. During the last two weeks of league play in either half, any team forfeiting a match can be, by review of the Board, excluded from further activities of the Q.C.E.D.L., including the playoffs.
- D. In the event of a FORFEIT, the forfeiting team must pay a forfeit fee of \$100.00. This fee must be paid to the treasurer or mailed to the Q.C.E.D.L. office prior to the next scheduled match. (It is the responsibility of the forfeiting team to pay this fine. No additional darts can be thrown by the "owing" team until such fine is paid.) This \$100 will be provided to the "hosting" bar to cover costs of food, staff, etc.
- E. PROCEDURE TO FORFEIT
 - i. Call in match score as a 13-0 or 15-0 and state it was a forfeit.
 - ii. Score sheets must be signed by both team captains, (if present) or acting captains.
 - iii. Two consecutive forfeits will constitute automatic ejection of said team from the league at the board's discretion.

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15. TEAM WITHDRAWING

- A. A team shall be considered to have withdrawn from the Q.C.E.D.L. as of the receipt of written notice by the General Secretary.
- B. All matches played against a team (in that half) that subsequently withdraws will be considered invalid. All match points lost by those teams which played the withdrawn team shall be considered WINS for the team which played the withdrawn team. The records of the Recording Secretary will be adjusted accordingly as soon as possible following the withdrawal of a team. All remaining matches scheduled to be played against a withdrawn shall be considered losses by the withdrawn team, and all those match points will be given to the scheduled opponents. If a team withdraws, the scheduled opponents will not have to shoot, and a bye will take place for those particular matches. All monies paid by the WITHDRAWING team shall be forfeited to the Q.C.E.D.L.

16. TEAM ROSTERS

- A. Team rosters are set at Registration. Once teams have been placed in their division for the half, NO team roster changes will be allowed with the exception of Article 16-C. A player may be dropped at any time during the season, but all players on the Roster as of the September meeting MUST be paid for.
- B. The appropriate league Membership Fee will be received by the Team Captain. Fees for new players during the course of the season must be paid IN FULL at the next Meeting or all games said player participated in shall be forfeited.
- C. If at any time you drop below seven (7) players on a team, you may pick up a player at the discretion of the Board. Players added after the 4th week of each half will be ineligible for the playoffs as they would not be able to have shot in 60% of the half.
- D. Penalties for violating these Rules are severe. The offending Team will forfeit all points, to the opposing team, they may have acquired during the games in which the offending player was a participant.
- E. All players must have identification to prove their identity for each match. They are required to show such proof to the captain of the challenging team. Players not having proper identification at the match have two days to prove their identity to the challenging captain. Failure will result in a loss for each game that this player was involved in.

17. PLAYER - TEAM STATUS

- A. A player may register for any Team he/she wishes. However, he/she must be twenty-one (21) years old, and he/she does not officially become a member of any team until the darter throws a dart in a game for that team in Q.C.E.D.L.
- B. All members can now play on one Q.C.E.D.L. team on Tuesday AND one team on Thursday. The first team a member plays for is the team which that player shall be assigned to for the rest of the season. He/she is then considered "LOCKED IN". No member of the Q.C.E.D.L. may play for more than one (1) team in the Q.C.E.D.L. on the same night. The second team he/she plays for will forfeit all wins the offending player was a participant in.
- C. Once having played for a team, a player may change teams during the season ONLY IF his/her former team withdraws from the Q.C.E.D.L.

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D. A team Captain may not drop a team member without reasonable cause. (See Article V, Section 2 of the By-Laws).

18. SECOND HALF OF SEASON CHANGES

- A. For the 2nd half of the season, if needed, teams can add new players or remove and replace players on their roster. The maximum number of names that can appear on a roster is 12. For example: (1) you currently have 7 players on your team you can add up to 5 more, (2) you currently have 8 players on your team, but have 2 that can't shoot the next half, you can remove them and add up to 6. All changes are subject to the Board's approval.
- B. Additions are for new players only—no player will be allowed to switch teams.
- C. Any player being removed from a roster must be in full compliance. This is not a Captain's decision.
- D. Depending on the player(s) being added, this may change what division your team will be placed in.
- E. New players are still required to pay their full \$50 dues - even if someone is being removed from the roster. There will also be no refunds for players being removed from a team.
- F. All Captains must send an email into the league at PhillyOCEDL@gmail.com no later than the dates announced for roster changes. Title the email 2nd Half Roster Changes. Please provide your name, phone number, your team's name and what division you shoot. For new additions we must have their full name and as much dart info as possible—what division they shot last, other leagues they play for, etc. Make sure to list any players that need to be removed from your roster. **PHONE CALLS TO THIS EFFECT WILL NOT BE ACCEPTED.**
- G. Players being added must have their dues paid in full by the time you pick up your package. You can call the league for payment options. **NO EXCEPTIONS.**
- H. Once divisions are "set" this rule will NOT apply. At that point you will only be able to pick up players if you drop below 7.

19. GAMBLING AND USE OF ILLEGAL SUBSTANCES

- A. Gambling or the use of **ILLEGAL SUBSTANCES** is neither sanctioned nor authorized during any Q.C.E.D.L. sponsored event, including league play.

20. MEMBERSHIP FEES

- A. League membership fees and sponsor membership fees shall be payable in accordance with Article IV of the Q.C.E.D.L. By-Laws. They shall be forwarded to the Treasurer at the scheduled Sponsor/Captain Meeting. They shall be presented to the Treasurer at said meeting. (A league officer will collect such fees in the absence of the Treasurer). The Team Captain will be responsible for payment of his/her Sponsor Fee.
- B. Failure to pay the designated Q.C.E.D.L. membership fees (Sponsor or league member) according to the By-Laws Article IV Section 4 will automatically eliminate the Team from participating in subsequent scheduled matches. **THIS RULE WILL BE ENFORCED.**
- C. **PENALTY** - The original team roster is afforded the benefit of a payment schedule. Failure to submit league player fees as defined in the payment schedule will result in a five (5) penalty point deduction from the win column every month that dues are not up to date. **(THESE**

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PENALTY POINTS WILL BE CARRIED ONTO YOUR SECOND HALF STANDINGS IF DUES ARE NOT PAID IN FULL BY FINAL PICK UP OF PACKAGES.)

21. DUTIES OF THE CAPTAIN

- A. A captain is responsible for overall conduct of his/her team, accuracy and submission of the score sheets, attending Sponsor/Captain, General and Special Meetings, Special Hearings, properly registering new members of his/her team, and ensuring that his/her home team location maintains proper standards of equipment. It is also the responsibility of the Captain to inform his/her team of all Q.C.E.D.L. news.
- B. When required to attend Sponsor/Captain Meetings, Protest Hearings or General Meetings, he/she shall provide an acceptable substitute when circumstances prevent his/her attendance. Otherwise the team will lose five (5) points from the win column.
- C. If a Captain disregards his/her duties to the point where he/she creates disharmony and/or impedes and interferes with the efficiency of established procedures, the Board shall have the authority to require his/her team to provide a replacement for him.
- D. It is the responsibility of each Captain to obtain and ensure a supply of score sheets at his/her home team location.
- E. It is the responsibility of the Captain to collect all team members' dues and pay them in accordance with the Rules and By-Laws.
- F. It is the responsibility of the Captain to make sure all Registration Forms are 100% completed and fully legible with full names and NO NICKNAMES.

22. GAME FORMAT AND PLAY

Fifteen (15) Game Format:

Four (4) games of 801, straight on, double out, using three (3) team members. No member may shoot more than two (2) games. If a player is entered into his/her third game and cork has been shot, the offending team forfeits that game.

Eight (8) games of 501, double on, double out, using (3) team members, no member may play more than four (4) games. If a player is entered into his/her fifth game and cork has been shot, the offending team forfeits that game.

Three (3) games of Cricket, with scoring, using two (2) different team members in each game, no member may play two (2) games. If a player is entered into his/her second game and cork has been shot, the offending team forfeits that game.

Thirteen (13) Game Format

Two (2) games of 801, straight on, double out, using three (3) team members, no member may play more than one game. If a player is entered into the second game and cork has been shot, the offending team forfeits that game.

QUAKER CITY ENGLISH DART LEAGUE

Rules and Regulations

Eight (8) games of 501, double on, double out, using three (3) team members, no member may play more than four (4) games. If a player is entered into the fifth game and cork has been shot, the offending team forfeits that game.

Three (3) games of cricket, with scoring, using two (2) different members in each game. If a player is entered into his/her second game and cork has been shot the offending team forfeits that game

Captains & Sponsors are required to POST (or make available) the Q.C.E.D.L. By-Laws, Rules and Regulations, and Schedule of play sheet in their establishment, so that ALL TEAM MEMBERS have an opportunity to read/or refer to them, if needed.

QUAKER CITY ENGLISH DART LEAGUE

Rules and Regulations

APPROVED BY THE RULES & REGULATIONS COMMITTEE AUGUST 12, 1975.

REVISED AND AMENDED

July, 1986	August, 2011
August, 1977	September, 2012
August, 1978	August, 2013
August, 1979	August, 2014
September, 1980	August, 2015
August, 1981	August, 2016
August, 1982	July, 2017
August, 1983	August, 2018
August, 1984	September, 2019
July, 1985	September, 2023
July, 1986	
August, 1987	
August, 1988	
September, 1989	
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June, 1992	
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May, 2001	
February, 2002	
September, 2002	
August, 2003	
August, 2004	
September, 2005	
September, 2006	
September, 2007-reprinted	
September, 2008-reprinted	
August, 2009	
September, 2010	