

2019-20 Darke County Church League Dartball Rules

1. DARTBALL TEAM: shall consist of no more than 9 players in the lineup.
2. Each team shall appoint a captain.
3. Each team shall provide an umpire.
4. Each team shall provide a scorekeeper.
5. AGE LIMITS: Anyone 14 years or older. Exceptions may be allowed as long as both teams agree and the participant in question is able to control the dart.
6. NUMBER OF PLAYERS REQUIRED TO START: 5 or more players must be present to start. If less than 5 members are present, the opponent then has the option to allow a forfeit, provided they themselves have enough to start the game with a full team (9). If the team in question expects more of their members to arrive, a 15 minute waiting period will be in effect, at which time the outcome of the second game will be decided. If team members arrive before the deadline, the second game should be started as soon as possible. If members are not expected to arrive, then the remaining games may be forfeited as well. EXCEPTION: See rule #11.
7. When a player arrives after the game has started, he/she may not enter the game until the next full inning.
8. Players arriving late during the regular season may throw 5 practice darts prior to their scheduled at bat. This rule does not apply for the tournament. No practice darts will be allowed.
9. The games will be played if one or both teams have less than the maximum (9) but more than the minimum (5) number of players. The team(s) shall use an automatic out for the missing team member(s).
10. If both teams have less than the minimum (5), the game may be played with enough players per side to make each lineup even. (EXAMPLE: team 1 with 3 players vs. team 2 with 3 players.) If this should occur the automatic out rule will be waived. When both teams acquire 5 players, then late players may be added in accordance with rule #7 and the automatic out rule will be reinstated for the remainder of the game. EXCEPTION: see rule #11.
11. GAME TIMES: Regular season 7:30 pm. Tournament 7:00 pm.
EXCEPTION: Regular season games may be delayed or rescheduled upon both teams agreement.
12. NOTICE OF CANCELLATION: During inclement weather the 24 hour notification will be waived.
13. In case of a weather related cancellation, it will be left up to all teams to reschedule their respective makeup game(s) as soon as possible. Home teams should notify league officers of the makeup date(s).

GAME PLAY:

14. The game is the same as baseball.
15. SH is a sacrifice hit: batter is always out.
16. DP is a double play. If there are no runners, only the batter is out.
17. If the batter hits into a double play with the bases loaded and no one out, no one scores and second and third bases are left occupied.
18. All decisions made by the umpires shall be final.
19. A player taken out of game cannot go back in during that game.
20. All protested games, or rules interpretations, shall be directed to the Dartball Officers for the current year for decision. All decisions will be final.

21. BOARD/PLAYING FIELD: The playing board is to be 16" from the floor to the base of the playing field; the center of the board is to be 40" from the floor!!! THIS IS A MUST!
22. Distance from the playing field to the foul line is to be 20 feet.
23. The playing field is 6 feet wide. Line or tape should be 6 feet in length with sidelines back a minimum of 2 feet. Both feet must be within the 6 foot line.
24. All players are to be the width of the playing field away from the pitcher.
25. Dartball playing field is to be free of non-game material(s).

26. DARTS: All teams are to use standard No. 2 three and four feather darts, with both being available for game use. Darts used in competition must be in good condition. NO darts shall be altered in any way. Team names on darts will be allowed.

27. PLAY: All pitching must be done underhand.
28. There is to be NO crossing the throwing line at ANY time until throwing is complete and player is returning to his/her seat. Any occurrence of this is an automatic out.
29. All toes/shoes must be off of line and/or tape when pitching.
30. No one is to interfere with the pitcher while in the pitcher's position.
31. No more than 12 darts may be pitched in an at-bat. If no hit, base on balls, strike out, etc. is made after 12 darts, the batter is automatically out.
32. Any dart dropped over the foul line, while pitching or accidentally, will result in an automatic out.
33. Any dart hitting the playing field, then falling to the floor is a NO DART.
34. A dart hitting any object before hitting the playing field is an out. (A dart sticking into another dart is a no dart.)
35. TIES: All ties will be decided by the head to head meeting during regular season play. If that is a tie, then the teams will flip a coin.
36. Eleven inning tie game-each team gets ½ game.
37. Any player batting out of turn continues to bat. The player(s) who was skipped is out.

38. TOURNAMENT: Tournament shall be seeded based on final season standings.
39. For a team member to play in the tournament, he/she shall have played in a least 3 league matches (3 different nights) during the season.
40. A person can only play on one team in a tournament.
41. Each team shall supply both 3 feather and 4 feather darts in excellent condition for the tournament.
42. The team captain shall inform his/her team that no food or drink be brought to the tournament with the understanding that there may be health exceptions.
43. A team roster for the tournament shall be turned into the league secretary by January 1. If a team fails to do this they will not be allowed to play in the tournament.