

RULES OF SPENCERVILLE AREA CHURCH DARTBALL LEAGUE

Purpose

The purpose of the Spencerville Area Church Dartball League shall be to foster Christian fellowship within the Body of Christ. We affirm with the Apostle Paul that "just as the body is one and has many members, and all the members of the body, though many, are one body, so it is with Christ" (1 Corinthians 12:12).

Because we believe that "There is one body and one Spirit...one Lord, one faith, one baptism, one God and Father of all, who is above all and through all and in all" (Ephesians 4:4-5), this Spencerville Area Church Dartball League shall strive to make visible the unity of Christ by including in its membership all Christian Churches regardless of denominational affiliation who wish to fellowship together in Christian Love and sportsmanship.

Team Requirements

All teams are to be sponsored by local churches.

All season games are to be played on local church property or the property of church members if participating churches don't have facilities to accommodate such activity.

Each team must play at least 7 persons. No maximum numbers of players that may be used.

Any Team with less than 7 is automatic outs up to 7 persons. The vacant positions will be named "BOZO" and will be an automatic out when it's his time to bat. When a player arrives, they will take the position of the BOZO.

A player must play 2 nights in league play during the season to be eligible to play in tournaments.

Any team may reduce the number of their players to correspond to their opponents if they so desire. No game shall be forfeited.

In case a game has to be cancelled due to bad weather, it shall be rescheduled on an open date at the end of season.

Darts

Each team is to furnish their own darts in all match games.

Only No. 2 Apex 4-feather wood darts are to be used for league or tournament play.

Playing Field

The chart used for all games must be agreeable to the managers of both teams. Charts must not be colored.

Twenty-five (25) feet shall be the standard throwing range, measured from the chart to the back of the pitching line.

The center of the "H" on the diamond shall be exactly 54 inches from the floor.

Boards holding the charts are to be set straight up and down, and shall be large enough to hold the foul line around the entire board.

The diamond shall be 30 inches squared with a 6-inch foul border around it or 42 inches squared including foul territory.

Lights are also required to light up the board area. The lighting system will be a shielded spotlight of at least 150-watt power and may be placed on the floor or the ceiling and aimed directly at the center of the board.

Umpires

Each team shall have an Umpire of Plays and an Umpire of Bases.

The Umpire of Plays shall call the plays and remove or replace all darts on the diamond.

The Umpire of Bases shall see that all players throw from behind the batter's line.

If batter touches the line or steps over the line, he shall be declared out.

The umpires must remain neutral and are to do no rooting.
Opposite umpire of batting team is to make the decisions and call the plays.

In case of an argument, the question is to be settled by the umpires.
Umpires must make their decisions before the dart is touched.

Rules of Dartball Game:

Batter may throw from behind the batter's line either under- or over-handed.

Spaces marked 1, 2, 3, and H when hit by darts denote that the batter has scored a first, second, or third base hit or a home run.

Batter is out when:

- ➤ Dart misses the backfield and hits the floor.
- ➤ Dart strikes space marked OUT.
- ➤ Dart strikes marked sacrifice when someone is on base and there are less than two (2) outs.
- ➤ Darts scores three (3) strikes. Fouls count as strikes as in baseball.
- ➤ Player intentionally delays the game or throws more than twelve (12) darts in scoring a hit. This total includes ceiling darts and line darts if any (see rules for double or triple play).
- ➤ Player touches batter's line or steps over the batter's line.
- ➤ Player bats out of turn.

Darts hitting lines or any part of lines on the diamond shall be called in favor of the batter. (example: line between out and 2nd base, player gets 2nd base hit; line between out and strike, player gets a strike.)

Darts hitting lines around double or triple plays see below.

Darts failing to stick onto the board in the playing field shall be played over; also darts sticking in darts already played.

Darts that get stuck in the ceiling or brush the ceiling in flight towards the playing field shall be played over. (up to 12 ceiling darts max)

All runners advance with each base hit or score on a home run hit.

Double plays put out the runner nearest home and the batter.

When dart strikes the double or triple play, it is only counted as such when there is a possibility of a double or triple play; otherwise, it counts as a strike. (Darts hitting lines around double or triple plays shall be taken out and not count. Batter gets to throw again.) Double plays and triple plays, with no runners on base, count as strikes.

Sacrifice hits advance all base runners one base and the batter is out. A Sacrifice hit with no runners on base or with two outs will be called a dead dart and removed from the board and another dart will be thrown.

Error entitles batters to go to first base; all runners on base then advance one base. (Error count as a single hit on stats.)

Hit by pitcher (preacher) allows batter to go to first base and advances all runners one base that are forced to do so. (HP counts as a single on stats.)

Darts striking outside diamond and inside foul line are counted as fouls.

All darts must be removed from diamond as each batter makes a hit or is put out. All runners on bases are removed when scoring or when 3 outs have occurred.

If player deliberately throws another dart after being called out, another out shall be called against his team regardless of the inning.

Game Results

The manager of the winning team shall send the results of each league game to the Secretary of the Spencerville Area Church Dartball League as soon as possible after such games have been played.

Planning Meetings and Officers

Each church planning on participating in the Spencerville Area Dartball League shall select a Team Captain who will represent their team at Planning Meetings.

The schedule of games shall be determined at a meeting of the Team Captains prior to the beginning of the season. At this meeting, League officers will be elected and a Tournament and Banquet Committees will be established.

Tournament

A Championship Elimination Tournament shall be played at the end of season with all participating teams playing by pre-determined random draw.

Dartball Banquet

Trophies shall be given out at the Spencerville Area Church Dartball League Banquet the week following the tournament. All players of all teams are invited to attend this banquet. League and Tournament Championship Trophies shall be presented to teams winning such titles. Recognition Certificates shall also be presented to persons &/or teams as determined by the Dartball League officers.

*-League Rules adapted from "Rules of Tri-County Dartball League", Crawford County, Ohio, 1991.
Adapted September 2006; Updated January 2008.*