



# Colorado Springs Dart League

[Csdl.darts.org](http://Csdl.darts.org)

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## Fall Season Begins August 25

The 2009 Fall Season begins on August 25 for the Masters and "A" Divisions and August 26 for "AA" Division. This season currently only has 12 teams signed up. If anyone is interested in playing the fall season please contact the CSDL Statistician, Andrea Caldwell @ 434-1940 or [ajcald@comcast.net](mailto:ajcald@comcast.net).

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# Rules

President: Sherrie Nordstorm  
Email: [sherrie@midwestbarricade.com](mailto:sherrie@midwestbarricade.com)

## RULE 24: BEGINNING THE GAME

- A. All games in each match will begin with the flip of a coin to establish the initial throw at the cork. The home team captain will toss the coin the visiting captain will call it. The winner of the coin toss will chose who corks first. For teams throwing multiple Legs, the losers of the previous game will cork first for the second and third games. The team throwing closest to the bull starts the game. If both captains agree, they can flip the coin for the first game and alternate first cork, for each successive game.
- B. If both captains agree and if they are available, 2 boards may be used simultaneously.
- C. A player must be scheduled to play the game for which he throws the cork.
- D. In team games or doubles games, the cork thrower need not be the first thrower for his team in the game.
- E. If the scorekeeper determines a tie in throwing the cork, a re-throw will be made. Single bull ties single bull, and double bull ties double bull. Players will reverse throwing order on a re-throw.
- F. The second thrower may acknowledge the first player's dart as a bull and have it removed from the board by the scorekeeper before throwing.
- G. Should the second player dislodge the first player's dart, a re-throw will be made with the second player now throwing first.
- H. A player shall not practice on any dartboard during a game in which he/she is competing after the initial cork dart has been thrown.
- I. Each player is limited to nine darts of warm-up throws between match sets unless both captains agree.
- J. Propelling a dart by mechanical means is prohibited.
- K. When throwing, both feet must remain behind the front edge of the throwing line. This line must not be over-stepped before the dart contacts the dartboard.

## RULE 26: SCOREKEEPER'S RESPONSIBILITIES

- A. The scorekeeper for each game shall be acceptable to both Captains. Both teams will share in the scoring duties.
- B. The home team provides the scorekeeper for the first set and the away team provides the scorekeeper for the second set. The scorekeeping responsibility alternates for every set thereafter.
- C. Scorekeepers are required to adhere to the following rules of scorekeeping.

### THE SCOREKEEPER SHALL NOT

1. ...Talk to anyone while keeping score
2. ...Move about -- you must stand still
3. ...Look at the shooter -- you must stand facing the board
4. ...Call out a score of one dart or all three unless asked by the shooter
5. ...Tell a shooter what to shoot or what combination to shoot for an out
6. ...Change a score if that player has shot again and his second score has been written down
7. ...Lean out to see where a dart is or follow the darts with body or head movement
8. ...Show any signs of disgust or excitement while scoring
9. ...Change the sides of the scoreboard of players in three-leg matches. If you start a team on the left, leave them on the left

### THE SCOREKEEPER MAY:

1. ...Inform the thrower what has been scored, only if requested by the thrower
2. ...Inform the thrower what is remaining to be scored, only if requested by the thrower

- D. For a dart to score, it must remain independently penetrating the dartboard for five (5) seconds after the player's last dart is thrown.
- E. A dart score will be determined from the side of the wire in which the dart penetrates the board.
- F. The point of the dart must penetrate the dartboard to score. Darts may not be touched prior to the decision of the scorekeeper.
- G. It is the responsibility of each player to verify his/her own score before removing any darts from the board. The score will remain as written if one or more darts are removed.
- H. Errors in the arithmetic must stand unless corrected prior to the next dart being thrown by any partner/player on that team.
- I. If a player throws out of turn, the score will be zero. The scheduled player will forfeit his/her turn and the game will continue. A challenge to an out of turn player must be made before the next player throws. Failure to challenge before the next player throws will allow the score to stand.

# Dates to Remember



August 20, 2009  
Captains Meeting  
Murry Street Darts 7:00 PM

August 25, 2009  
League Play begins for "A" and Masters Division

August 26, 2009  
League play begins for "AA" Division

August 28-30, 2009  
Oil City Shootout  
Casper, Wy



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September 7, 2009  
Labor Day

September 13, 2009  
1<sup>st</sup> of 4 blind draws to support the Vanloom family  
Workers Lounge 10:00 AM

September 14, 2009  
CSDL Board Meeting  
Murry Street Darts 7:30 PM

October 9-11, 2009  
Colorado Open  
Denver, Co



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