

CHURCH DARTBALL LEAGUE

GENERAL RULES

1. Membership is limited to any male, single or married, regardless of denomination (age minimum at captain's discretion).
2. To be a member of a church dartball team, you must be a member of the Church, or a member of a church-sponsored group (i.e. Boy Scouts, Youth Group, Men's Club, etc.); each team will be allowed to have additional players from outside the Church or group so long as the majority of players participating in any game are from the sponsoring Church or Group.
3. The League officers consist of the following: President, Vice-President, Secretary, Treasurer, Historian, and Public Relations. All officers, with the exception of the President, are to be elected bi-annually at the Annual Banquet by all members present. The President's position is filled by the previously elected Vice-President. These officers and the team captains constitute the governing body of the Church Dartball League.
4. The game follows the official Dartball rules for the State of Wisconsin with the following modifications being made and accepted by mutual agreement of the local governing body.
 - a. A Player must take a minimum of three (3) darts to the batting line each time. He is automatically out if he takes less than three darts.
 - b. After taking his position in the batting area and beginning his throwing motion, any dart which drops in front of the foul line, or hits any other object such as the floor or ceiling before hitting the board, makes him automatically out.
 - c. If while shooting, any noise from the sideline bothers the shooter, he may demand quiet and expect to get it.
 - d. When not at bat, players must stay on sidelines and not roam around.
 - e. Warm-up shots are taken before the start of the first game. This is the only practice time that is allowed.
 - f. The umpire must stand in the marked umpires box, approximately 3 feet to the right of the board, and no more than 3 feet from the board toward the shooter. Umpires must conduct themselves in an orderly gentleman-like manner and will refrain from any unsportsman-like tactics including but not limited to making comments or gestures that might distract the shooter. The umpire will remain in the umpires box while while the batter is in the act of throwing a dart.
 - g. Interpretations:
 - 1) FOUL·LINE: When a batter takes his position to bat, he must stand behind the foul line. At no time will any part of his foot come in contact with the foul line or he will be called out.
 - 2) MOON·SHOTS: Any thrown dart not hitting the playing field or hitting another object such as the floor or ceiling before hitting the board will be a moon shot. If the dart happens to hit the crack between the board and frame, it is still a moon shot. Any moon shot is an automatic out.
 - 3) DEAD·DART: Any thrown dart that hits any part of the playing field or a wire, and drops off, will be considered a dead dart and will not count. The umpire will make the decision as to where the dart hit. If a thrown dart enters any other dart already on the board, it will be removed and considered dead also.
 - 4) If a batter takes his place at bat and throws a dart and then it is drawn to the umpire's attention that he is out of turn, the skipped batter is out and the proper order is resumed with the new and proper batter being charged with any darts thrown.
5. A minimum of 5 and a maximum of 9 players are required to play a league game. If less than 5 players are present at the starting time, a penalty of 1 out per missing player will be counted, Missing players (outs) may appear anywhere in the lineup the captain desires. If a missing player arrives, he can fill the position of any out the captain desires.

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6. If a game has started and all players have shot at least once, any late arrivals on that team will be added to the bottom of the lineup for that game. (EXCEPTION: See rule 5 above concerning shorted players.) Following games may have any lineup desired.
7. A League Game will be:
 - a. A series of 3 games played each night. All ties will be played until broken or through 12 innings. In the event of a tie after 12 innings, the game will be declared a tie if both teams are also tied in hits.
 - b. All games will be played on Tuesday nights beginning at 7:00 P.M. if at least 5 players are present for both teams, otherwise no later than 7:15 P.M. Upon agreement of both team captains, the games may be started earlier. (EXCEPTION: Postponed games may be played at other times and/or on other days of the week).
 - c. Host (home team) will provide refreshments and coffee and soft drinks.
8. In the event of a tie in any division after the regular season ends, the tie will be broken based on the teams' win/loss record (against each other), with the team with the best record proceeding to the championships. If the teams have the same win/loss record, the tie will be broken based on total runs then total hits, if tied in runs.
9. An All-Star game series may be played as decided at the fall captains meeting (none in 2005-2006 season).
10. All playoff games begin at 6:30 p.m. Each night's series will consist of a best three of five games that will be played at the church of the participating team with the best win/loss record (home team for the entire series).
11. The championship series will be a best four out of seven games and will be played at the home churches of the participants on consecutive nights, beginning at 6:30 p.m. The first four games will be played the first night at the church of the team with the best win/loss record with that team being the home team for all games being played that night. Any additional games required will be played at the other church on the next night with that team being the home team for those games. The winner of the four games will be the league champion and all eligible players will receive trophies. The playoff series for third and fourth place will be a best three out of five games held at the team's church with the higher seed (best record) on Monday night during the championship series week beginning at 6:30 p.m.
12. At the Annual Banquet, which will start at 6:00 PM, there will be the presentation of individual trophies, team trophies and the Championship "Traveling Trophy". Team trophies will be presented based on season and playoff results, as decided at the fall captains meeting. Individual trophies will also be presented to the players on the league champion and runner-up teams. Their respective team captains will determine eligibility requirements for these individual trophies. In order to qualify for the batting average trophy, most improved player 75% of the regular season games. In the case of extenuating circumstances, a player that has played in less than 75% of the games may receive a trophy or recognition, for which he otherwise qualified, upon approval by a majority of the team captains and league board.

Revised: August 6, 1996 - Rules 4b, 4f, 4g2, 7b, 9 and 11;
September 1, 1997 - Rule 4f;
April 14, 1999 - Rule 7b;
August 17, 1999 - Rules 8 and 10b1;
April 15, 2003 - Rules 10, 11 and 12
April 11, 2000 - Rules 5, 10 and 12;
August 16, 2000 - Rule 12
April 18, 2001 - Rule 10
August 20, 2002 - Rule 4f (Umpires box)
August 19, 2003 - Rule 9

April 13, 2003 - Rule 9
August 17, 2004 - Rules 9 & 12
August 23, 2005 - Rules 7a, 8, 9, 10, 12
September 20, 2006 - Rule 7a
September 18, 2007 - Rule 2, 10 & 11
August 19, 2008 - Rule 2h (new) & 12 (was 75%)
August 18, 2009 - Rule 10 & 12 (was 60%)
August 17, 2010 - Rule 10 & 11 (rewrite) & 12 (time), delete 2h
August 16, 2011 - Rule 4b & 7a (was 15 innings)