

Lowcountry Dart League By-Laws

Rules and Regulations Governing the League

Article I: Name and Purpose

Section 1. Name

The organization shall be known as the Lowcountry Dart League (LCDL). The LCDL is a not-for-profit league with the goal of conducting competition between its members. Members are eligible to play each session only if they are not restricted by incurred penalties, have properly registered and all fees are current. The LCDL Board will not be held responsible for any liability incurred by any member during league play. Any contingency not addressed by, or violation of these rules should be submitted to the LCDL Board for review and appropriate membership vote.

Section 2. Purpose

The purpose of the Lowcountry Dart League is to promote the sport of darts, foster good sportsmanship, organize competitive events, and provide a friendly environment for all participants. The LCDL is an Equal Opportunity League and does not discriminate against any person who wishes to join the league because of race, color, sex, age, national origin, religion, sexual orientation, gender identity and/or expression, status as a veteran, and basis of disability or any other federal, state, or local protected class.

Article II: Membership

Section 1. Eligibility

Membership is open to any individual who is interested in participating in or supporting the league and agrees to abide by its rules and regulations.

Section 2. Membership Dues

Membership dues shall be determined annually by the LCDL Board and must be paid in full by the mid-session meeting.

- \$40 per shooter (non-refundable/transferable)
- \$40 Home Venue charge (paid by the venue)
- All fees will be coordinated with the treasurer and must be paid by check, money order, cash, PayPal or Venmo.
- If a player participates in one (1) league match for that session, that player is required to pay dues even if they do not participate in any other matches that session. Failure to do so will restrict that player from future membership in the LCDL until dues are current.

- If a player is placed on a roster, but has not played, that player's dues must be paid by the mid-session meeting for that player to remain on the roster. Once removed from a roster that player can no longer participate in that session.
- Teams that participate in one or more matches during a session are required to pay all dues even if the team decides to not complete the current session or if disciplinary action requires the team's removal from a session. Failure to pay dues will result in denial of future membership for each member of the team until all dues are brought current.

Article III: Organization Structure

Section 1. LCDL Board

The LCDL Board is comprised of the following officers: President, Vice President, Treasurer, Secretary and Division Representatives.

Section 2. Duties of Officers

- President: Will preside at all meetings of the LCDL. The President may vote only to break a tie. The President's signature will be one of the valid signatures on the LCDL account. The President will decide all questions of order and appoint all committees as necessary.
- Vice President: Will assume all duties of the President in the President's absence. The Vice-President's signature will be one of the valid signatures on the LCDL account. The Vice-President will monitor all committees and perform any other duties assigned by the President.
- Secretary: Is responsible for keeping accurate minutes of the proceedings of the league, issue notices of meetings, conduct correspondence, maintain all league schedules, standings and any other duties as assigned by the President. Meeting notices, schedules, standing and meeting minutes will be posted on the website or delivered to each team captain in a timely fashion. Also, the Secretary will assist the President with setting the session schedule.
- Treasurer: Is responsible for the collection of all fees and dues and will promptly deposit all monies received into the league account. The Treasurer's signature will be required on all LCDL checks. Treasurer will be required to submit a Treasurer's report at each league meetings. All records must be turned over at the end of the term of office to the new Treasurer and be responsible for the transfer of all accounts to the newly elected officials of the LCDL. The Treasurer's records will be audited at the end of each session. A copy of the audit will be retained for a period of 3 years. The Treasurer will also perform any other duties as assigned by the President.
- Division Representatives: Shall represent the players of their respective divisions and mitigate problems at the division level. Shall constitute the Equipment Committee and respond to equipment issues at all division levels. Representatives

will act as the liaison between the respective divisions and the LCDL Board. Shall inspect the equipment at each participating establishment at the beginning of each session and prepare a report of their findings. Shall act as voting members of the LCDL Board. Representatives shall perform other duties as assigned by the President. Players must contact their division representative to resolve issues unless they feel the representative is part of the issue then a written letter must be submitted to the Vice President who may bring it before the LCDL Board.

Article IV: Meetings

Section 1. Regular Meetings

General Membership: Two (2) meetings will be conducted per session. One (1) meeting will be held at the beginning of the session. The second meeting will be held halfway through the session. One (1) additional meeting will be scheduled every other session for the purpose of elections of LCDL Board. This meeting will be held at the end of session banquet. The only business to be discussed will be the election of officers and urgent business that is required prior to the start of the next session.

Board Meetings: Board meetings will be called by the President or Vice-President as needed. Board meetings will consist of the President, Vice-President, Secretary, Treasurer, and Division Representatives. There must be at least four (4) members at a meeting to act on any business. If this quorum cannot be achieved, the meeting must be re-scheduled. The LCDL Board will be entrusted to make decisions in the best interest of the league on minor and mundane business and decisions. Major issues will be brought before the league at a General Membership meeting. The LCDL Board will also be responsible to act on any league violations or behavior issues that are brought to the board's attention in writing.

Section 2. Special Meetings

Special meetings may be called by the President or any three members of the LCDL Board with at least seven days' notice to the membership.

Article V: Elections

Section 1. Nominations

All LCDL Board members are nominated by at least 2 active members and accept their nomination before being added to the voting ballot. Elected board members must be active league participants during their term.

Section 2. Voting

Voting shall be held via online/in person secret ballot and resulted at the annual meeting. A simple majority of votes cast shall determine the winners. Only active members of the league may vote.

Section 3. Terms of Office

The term of all LCDL Board officers will be 2 throwing sessions. LCDL Board officers may be renominated and reelected following their 2-session term. LCDL Board positions are voluntary/unpaid positions and as such, elected board members will be exempt from league dues during their term. If a LCDL Board member steps down before the end of their term, a special election will be held for a replacement officer, and this officer will hold the position for the remainder of the term.

Article VI: Committees

Section 1. Standing Committees

The league shall have the following standing committees, each chaired by a member appointed by the President:

- Banquet Committee: Will plan the banquet to be held at the end of each session. Will seek a minimum of 3 proposals for hosting the banquet, providing the food, and bar prices from participating establishments. If 3 proposals cannot be obtained from participating establishments, then they may consult other establishments within the boundaries of the league area. These proposals should be presented at the membership meeting to be voted on by the general membership. Proposals should include available dates, pricing information, and clean-up arrangements. The committee will not need to seek 3 proposals if the executive board approves the continued use of the last establishment if the establishment does not change the agreement with the league.
- Awards Committee: Will solicit proposals from a minimum of 3 companies to supply plaques, trophies, t-shirts and pins with pricing and delivery. Should have samples to show at the general membership meeting. When final standings are determined, will ensure the names and correct spelling of all winners before placing orders. Any other duties as assigned by the President. The committee will not need to seek 3 proposals if the executive board approves the continued use of the last establishment if the establishment does not change the agreement with the league.
- Equipment Committee: Will consist of the Division Representatives. Will check equipment at all participating establishments prior to the start of each session and report their findings to the Secretary to be posted on the website. Will assist the establishment with getting equipment up to league specifications. Will respond to and resolve any problems with equipment during the session. Will perform any other duties assigned by the President.

Section 2. Ad Hoc Committees

The President may establish ad hoc committees as needed to address specific issues or projects.

Article VII: Rules of Play

Section 1. Team Profile

- Teams will be comprised of a minimum of 4 and a maximum of 8 players to avoid forfeits and to maintain continuity.
- All members of the LCDL must be at least 18 years of age. Players under the age of 21 must have a parent or guardian on the team and are subject to the rules of the bar at which the match is being played. If the bar doesn't allow patrons under the age of 21, then the underage player will not participate in that match.
- Players must participate in 50% of regular season matches to be eligible for awards or participation in the end of season Championship Cup tournament.
- Registration should be submitted prior to upcoming session. Any teams that register during an "in-play" session will be entered into the league in the following session, provided that all applicable fees are paid and there are no rules violations.
- Rosters must be submitted to the LCDL league through the LCDL website or in writing (rosters will not be accepted over the phone).
- No team may add players to their original roster after signup day without the approval the league secretary. Players cannot be added to any roster after the session mid-way point of a session.
- Team names and venues can be denied by a majority vote of the board if they contain obscenities or if the venue does not meet LCDL specifications (see Home Venue Responsibilities).
- Each team will nominate a team Captain and Co-Captain.

Section 2. Protests and Conduct

Members are expected to always conduct themselves in a sportsmanlike manner. Any behavior deemed inappropriate by the LCDL Board may result in disciplinary action, including suspension or expulsion from the league. Captains must make every effort to resolve problems during their matches. If both captains are unable to resolve their problem, they should contact their Division Representative first before escalating the issue to the Vice President and President.

- All protest shall be directed to the Secretary of the Board in writing within 24 hours.
- The Secretary of the Board will notify the LCDL Board of the protest and investigate.
- If a member of a board is involved with the grievance, they will be excluded from the investigation and ruling.

- Penalties for unsportsmanlike conduct:
 - Any player that hits another player or is in any sort of physical altercation with another player will be banned for the session with a permanent ban from the league up to the discretion of the LCDL Board.
 - Minor Offenses: 1st minor offense = warning to 7-week suspension. 2nd minor offense = 8-week suspension to 13-16 game suspension (i.e., a session). 3rd minor offense = 16 game suspension to 1 year suspension.
 - Major Offenses: 1st major offense = 8-week suspension to 13-16 game suspension (i.e., a session). 2nd major offense = 16 game suspension – 1 year suspension. 3rd major offense = permanently banned from league.
- Special Circumstances: Substantiated incidents of throwing darts anywhere but at the board in play, or excessive or vulgar verbal harassment will result in mandatory suspension, for a time to be determined by the board.
- It is the responsibility of all league players to behave in a respectful manner in all host establishments, whether playing or watching another team. If it is brought to the attention of the LCDL Board that a member of the league was asked to leave a bar (by bar staff) during an LCDL event (whether the ejected member was a player or spectator at the incident), the LCDL Board may choose to sanction that player if events are verified. The board will follow the same guidelines as listed above.
- Appeal of a ruling must be made at the next available LCDL Board meeting. Their decision is final. Appeal must be in writing to the Secretary of the Board and may only be made by the grieved party. The appeal must be received before the next board meeting. The Secretary will confirm receipt of the grievance and provide information on the date/time of the next meeting.

Section 3. Team Captain/Co-Captain Responsibilities

- Responsible for all team conduct.
- Maintain scoresheets, roster information, and pay all fees.
- Represent the team at meetings and matches.
- Understand and inform team members about all rules, regulations, and by-laws.
- Distribute schedule.
- Provide 1 tablet computer compatible with DartConnect software to keep score during matches and maintain player/team statistics.
- Will ensure their provided tablet is set to display the score throughout the match.
- Will obtain necessary training to operate DartConnect software.
- Coordinate with Home Venue and maintain all necessary equipment (i.e., Dartboards, oche (toe line), adequate lighting).

- Coordinate with LCDL Board concerning any roster changes.
- Abide by all Player Responsibilities.

Section 4. Player Responsibilities

- Know and abide by all Rules, Regulations, and By-Laws.
- Behave in a sportsmanlike manner.
- Play on only one (1) team per session. With LCDL Board approval, a member may transfer to another team during a session.
- Notify their captain of any changes to contact information (email/phone number).

Section 5. Home Venue Responsibilities

- Provide adequate space, lighting, and access to electricity for a minimum of 2 dart boards.
- Properly install and maintain a minimum of 2 LCDL Board approved dart boards for competition use. Home Venue may take down league designated boards when not in use by the LCDL members.
 - Boards must be eighteen-inch (18”) diameter bristle dart boards.
 - Boards will be placed so that there is a minimum of five (5) feet between centers of boards.
 - Center of board (Bullseye) must be mounted sixty-eight inches (68”) from the floor with a one quarter (1/4) inch variance high or low allowed.
 - Boards will be firmly mounted and perpendicular to the backboard or wall.
 - Boards shall be maintained in good condition or replaced. All wires/staples must be firmly mounted. Board surfaces must be flat with no fraying, bulges, or extreme wear.
- Oche (toe line) must be provided and placed 7 foot 9 and ¼ inches from the perpendicular face of the board.
- All furniture and non-players must be cleared of the competition area to allow safe and undistracted play at least 30 minutes before a match starts. At least 3 feet of unobstructed space on either side of the oche (toe line) must be provided.
- Home Venue must be located no more than 15 miles (as the crow flies) from Charleston, SC.
- All new Home Venues must be inspected and approved by a LCDL Board member prior to session start.
- At the request of the LCDL Board, the Home Venue will replace damaged or worn-out dart boards within 2 weeks of request.

Section 6. Schedules

- The league is divided into divisions with an equal number of teams when possible.
- Byes are assigned only if there is an odd number of teams in a division.

- Matches are scheduled for Thursday's at 7:30 PM without delay, except when a team has less than 4 players present, 15-minute grace period will be observed.
- Once a match starts, it must be completed by midnight. Any remaining legs/sets will be double forfeited and removed. The final match score will be comprised of only those matches completed prior to midnight.
- If a team is unable to field a team for a scheduled match, they may request the match to be rescheduled:
 - Positive contact must be made with the opposing team captain or co-captain at least 2 hours prior to the scheduled match to allow for timely notification to other team members. Failure to do so will result in a forfeit.
 - Captains must agree to play a make-up match within 2 weeks of their canceled match.
 - Teams requesting a change must offer 3 different dates which include different days of the week
 - Opposing captain is expected to agree on one of the 3 dates. If an agreement cannot be reached both teams should notify the LCDL Board as soon as possible to avoid a double forfeit.
 - Make up matches are not required to be played on Thursdays or start at 7:30 PM.
- Teams will be assigned to divisions based on the overall team three dart average (3DA). New shooters that do not have an established 3DA will be evaluated by an LCDL Board member. The goal is to achieve fair and equitable levels of competition between each division. Only under extreme situations will a team handicap be considered.
- Season standings and tournament seedings are determined in this order (after any penalty points are assessed, if any)
 - Each match will be scored awarding 1 point for each set (best of 3 legs) won during the match. With a total of 12 points available for each match.
- Division Standings Points will be awarded for each match. 2 points will be awarded for a match win (>6 points for the match), 1 point for a tie (6 points for the match), and 0 points for a match loss (<6 points for the match).
 - Primary Ranking: Total Match Points/Division Standings Points
 - 1st Tie Breaker: Head-to-Head Match Points
 - 2nd Tie Breaker: Head-to-Head Team Match Win Record
 - 3rd Tie Breaker: Head-to-Head Match Points
 - 4th Tie Breaker: Session Match Win Record
- Sessions will be scheduled 2 to 3 times per year
- Session sign-up starts at least 3 weeks before the first match.
- Captains meeting held within 1 week before the first match.
- Teams play each other at least once at home and once away.

- Divisional tournaments start after the regular season ends.
- Seeds will be decided by the final league standings.
- Awards banquet is held the first available weekend following tournament finals. The next session sign-up date and location is announced at that time.

Section 7. Matches

- All players eligible for the current session may play.
- Scoresheets will be completed “in the blind” meaning:
 - Each captain will prepare a lineup for each match segment privately or in coordination with their team members. It will be covered until the opposing team has completed their match segment lineup.
 - When both Captains have completed their match segment lineup, they will copy the others roster, only revealing one match segment at a time.
 - No player may be listed twice in the same segment.
 - This process repeats following each segment (round) of play.
- When a match is called, players have a maximum of 5 minutes to report to the line ready to begin play. If after 5 minutes a player has not come to the line, he/she is considered to have forfeited the game. In a singles match, the team with players present scores a win and 1 point. In a doubles match, the team with only one player present can decide to play the opposing team themselves. In each instance where the absent player should have thrown, there will be a score assigned of zero.
- A doubles team must consist of 2 different players.
- Captains will have no more than 10 minutes to prepare their line ups.
- Players are permitted a nine (9) dart warm-up prior to each set.
- If the oche (toe line) is not raised players may step on, but not over the oche (toe line) while throwing. If the oche (toe line) is raised players foot must remain behind the oche (toe line).
- Teams/Players will diddle every leg.
- Home team has the option to diddle first in the first leg.
- Loser has the option to diddle first all remaining leg.
- Winner of a diddle is determined after each player throws a single dart. Closest dart to bullseye is considered the winner.
- Darts thrown for a diddle must stick in the board in any scoreable area. Darts that drop out of the board or hit outside a scoreable area are rethrown.
- In the event of a tie or the distance from bullseye of both darts is indeterminable the darts are removed from the scoreable area, and throw order is reversed for each re-diddle until a winner has been determined.
- Any bullseye (single or double) must be removed upon the request of opposing diddler only.
- Only players listed for that match may diddle.

- A double bull beats a single bull.
- In a doubles match, the player winning the diddle may differ their start to their partner.
- Coaching players at the oche (toe line):
 - Each team can have 1 teammate per thrower for support provided they stay out of the exclusion zone. The exclusion zone is an area of 2 feet on all sides of a player.
 - Coaching is ONLY allowed if the shooter requests it and should not delay the match in any way.
 - During any doubles leg, teammates may collaborate on both the remaining score and advice on subsequent darts to throw.
 - Yelling out what to throw for to your teammates will not be tolerated during matches and will be brought to the attention of the LCDL Board.
 - If an official complaint for excessive coaching is filed with the LCDL board, a verbal warning will be issued to the offending team. If after verbal warning a second report is filed with the board a forfeit of that leg(s) will be scored.
 - A-Division players are expected to know their appropriate double out combinations and should only be told what they require to finish the game, not “how” to shoot it.
- A team may call a 5-minute time out to use the restroom or repair darts.
- Each thrower has 3 minutes at the oche (toe line) to complete their turn. Time starts when their opponent pulls their darts from the board.
- Darts thrown by a shooter out of order will not be counted in the scoring.
- Match format will consist of 4 segments:
 - Singles SIDO 401/501 (Depending on Division) – 4 Sets
 - Singles Cricket – 4 Sets
 - Doubles SIDO 501 – 2 Sets
 - Doubles Cricket – 2 Sets
 - Each set will consist of a best of 3 legs.
- Match forfeits are scored as 12 to 0 when:
 - If a team fails to field at least 3 players by 7:45 PM. The players present on the team must sign score sheet and indicate a forfeit has been declared.
 - If a team forfeits 3 times in a session, they will be suspended for the remainder of the session, including the end of season tournament.
- Teams will be allowed to play with 3 players with following exceptions to scoring
 - Singles: The shorthanded team will play the first 3 sets and forfeit the remaining set to the opposing team.
 - Doubles: The shorthanded team will play the first doubles set with 2 of their available players and second set with 1 of their available players and a

“ghost” player. The “ghost” will be marked as 0 for score on each turn in '01 and a no hit for each turn in Cricket during that turn.

Section 8. Championship Cup

At the conclusion of each regular session a divisional knockout tournament will be used to determine the Championship Cup for each division. Teams awarded the Championship Cup will have their team's name added to the cup and can display the cup at their home bar until a new team wins it. Teams will be seeded based on their placement at the end of regular season. Each round, the higher seeded team will be the home team and will be scheduled to play the lowest remaining team seed. Matches will be played at the home team's bar unless an agreement is reached between both team captains and the home team's bar owner. The tournament will be single elimination knockout with the winning team moving on. The format for the Championship Cup will be the same as for the regular season except for the addition of a tie-breaker game if necessary. The tie-breaker match (if necessary) will be a 4 on 4, single leg match of SIDO 701/1001 (depending on division).

Article VIII: Amendments

Section 1. Proposal of Amendments

Amendments to the by-laws may be proposed by any member of the league and must be submitted in writing to the Secretary at least one month prior to the annual meeting.

Section 2. Adoption of Amendments

Amendments shall be adopted by a two-thirds majority vote of the members present at the annual meeting.

Amendment 1: Thursday Night Draft League Format

Proposed to Board: 6/11/25 - Adopted: 6/14/25 By Majority Vote

Section 1. Overview

The LCDL Thursday Night League will adopt a Draft-Style Format to promote balanced competition, increase participation, and foster a more inclusive and enjoyable league experience. This format replaces traditional team registrations with a structured player draft process.

Section 2. Draft System Structure

1. Team Composition

- Players will be drafted into teams of 5 to 6 members. (Minimum 5, Maximum 6 including substitutes.)
- Draft order and team reps will be determined by the top-averaged players.

- Teams will be created to ensure skill balance, using the following player average groups:
 - 50+ Average
 - 45–49 Average
 - 35–44 Average
 - Under 35 Average

2. Draft Procedures

- Paired registrations (e.g., parent/child, spouses, siblings) are allowed and will be drafted together based on the higher average.
- Known player conflicts may be submitted prior to the draft and will be considered to avoid team friction.

3. Team Autonomy

- Once teams are formed, each team will elect a Captain and Co-Captain and select their home venue (subject to venue approval per Article VII, Section 5).
- Captains will work collaboratively on lineups to ensure fairness and match engagement.

Section 3. League Play

- All teams will play each other at least once at home and once away before entering postseason.
- Match format remains:
 - 4 Singles 501 SIDO
 - 4 Singles Cricket
 - 2 Doubles 501
 - 2 Doubles Cricket

Section 4. Postseason

- Top 8 teams (or more based on participation) will qualify for a seeded, single-elimination postseason tournament.
- The format mirrors the regular season with the addition of a tie-breaker leg (SIDO 701 or 1001) if needed.

Section 5. Divisions and Scheduling

- Divisions are eliminated under this format unless participation exceeds 16 teams, at which point divisions may be reinstated to ensure logistical feasibility.
- Sessions, scheduling, match times, and general gameplay rules (coaching, diddle, tablet usage, etc.) will follow guidelines outlined in Article VII unless otherwise specified in this Article.

Section 6. Intent and Goals

The intent of this format is to:

- Create balanced and competitive teams
- Support family and social inclusion
- Minimize interpersonal conflict
- Increase engagement and match diversity
- Reinforce the LCDL mission of fun, fair, and competitive play

Article IX: Dissolution

Section 1. Procedure

The league may be dissolved by a two-thirds majority vote of the total membership. In the event of dissolution, any remaining assets shall be distributed to a charitable organization chosen by the LCDL Board.