CHURCH DARTBALL LEAGUE
GENERAL RULES

1. Membership is limited to any male or female, 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.
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 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. A player in position in the batting area and beginning the throwing motion, is out if any dart drops over the foul line or hits any other object such as the floor or ceiling before hitting the board.
    c. If while shooting, any noise from the sideline bothers the shooter, they 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 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 manner and will refrain from any un-sportsman-like tactics including but not limited to making comments or gestures that might distract the shooter. The umpire will remain 3 feet from the board while the batter is in the act of throwing a dart. <u>During Playoff and Championship play, two (2) umpires may be used. Umpires will stand on the side of the board opposite their bench. The chief umpire is the umpire from the team not currently at bat. The observing umpire will verify the chief umpire's call. The second umpire will stand approximately 3 feet to the left of the board, and no more than 3 feet from the board toward the shooter</u>

Interpretations:

1) FOUL·LINE: When a batter takes their position to bat, they must stand behind the foul line. <u>While throwing a dart</u>, if any part of their foot comes in contact with the foul line the batter will be called out by the opposing team.
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 3 and a maximum of 9 players are required to play a league game. If at least 3 players are present at the 7:00pm. starting time, the games will begin and an out will be counted for the fourth batter. The out for the missing player may appear anywhere in the lineup that the captain desires. If a fourth player arrives, he or she will fill the position of the out. If a team does not have at least three (3) players present by 7:15 they will forfeit all three games. If a team has less than 3 players for any game, they will forfeit the game. At the end of the last game teams are asked to leave the building within 15 minutes to allow the home team to close up.

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. Games will be played out through 9 innings. In the event of a tie after 9 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 3 players are present for both teams, otherwise no later than 7:15 P.M. Upon agreement of both team captains, the games may start earlier. (EXCEPTION: Postponed games may be played at other times and/or on other days of the week).
    c. Each team will provide their own refreshments, if desired. Coffee and soft drinks may be provided by the home team.
    d. A five-minute break will be taken between each game. There will not be a refreshment break as in other seasons.
8. In the event of a tie in any division after the regular season ends, the tie will be broken based on the team's 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 since 2004-2005 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 three games will be played the first night at the church of the team with the lower 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. NOTE: In the event a championship series match cannot be played at planned location due to circumstances beyond control of the league, alternate playing arrangements will be approved by the two effected teams.
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 and most improved player awards, the player must have played in 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.

Revision Dates:

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
August 16, 2000 – Rule 12
April 11, 2000 - Rules 5, 10 and 12;
April 18, 2001 – Rule 10
August 20, 2002 – Rule 4f (Umpires box)
August 19, 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 few years back 2h
August 16, 2011 – Rule 4b & 7a (was 15 innings)
August 21, 2012 – Rule 2
September 3, 2013 – Rule 5 & 7a (was 5 players)
January 13, 2014 – Rule 4f (championship game umpires)
April 14, 2015 – Rule 1 (was male only)
August 30, 2016 – Rule 11 (championship series locations)
September 28, 2021 – Rule 4f & 7c changed and 7d added
September 27, 2022 – Rule 7c – refreshments
September 24, 2024 – Rule 11 (No 3 / 4 playoff), Rule 12 – correct typos
September 9, 2025 - Rule 4b and 4f were rewritten for clarity.
September 9, 2025 – Rule 5 & 7b, Games start at 7 if teams have 3 players (previously 4). Also 15-minute limit to leave after 3rd game.
September 9, 2025 – Rule 7a changed 12 innings to 9 innings.