

Greene County Church Dartball League Rules

(Modified August 24, 2026)

The objective of this league is to promote fellowship among the members of all churches regardless of race, creed, or religion, and to provide recreation and encourage good sportsmanship.

I. The Board and Playing Area

A. The board shall be a target board measuring four feet square. Exact dimensions for all sections of the board are available upon request from the league officers.

B. Targets may be made of any material that will hold a dart. Wood, however, is recommended. A tongue and grooved board will hold its shape better. Remove darts with a twisting motion of fingers.

C. The official color code for the targets is as follows: S – strike (yellow), O – out, (orange), F – foul (green), B – ball (blue), DP – double play (red), S – sacrifice (red), E – error (white), hits (white), long single (black).

D. It is required that wire be inserted between the various sections of the board to make umpiring easier.

E. The base of the board shall be 24 inches above the floor or the center of the board run 48 inches above the floor. The tilt of the board shall be 8 inches from perpendicular with the base of the board near the pitching line.

1. The stand that holds the dartboard shall not have a lip at the base of the board.

F. Pitching Lines. The pitching lines shall be at least 6 feet long directly in front of the board and flush with the board. If a team must use a rug as its pitching line, it must be secured to the floor and cannot move at all during the practice and match. If the rug cannot be secured, then it must be replaced with tape.

1. The standard pitching distance shall be 20 feet from the base of the board to the front edge of the pitching line.

2. There must be a pitching line 15 feet from the base of the board, which may be used by all ladies, boys under age 13, and men age 80 and over.

a. Any players with special needs that may require them to throw closer than the prescribed distance must have the approval of the League Chairman.

G. It is required that all teams must have a spotlight on the dartball board for all games.

II. Playing Regulations

A. A minimum of seven players shall constitute a team. An automatic out shall be recorded in the batting order for each player under the required seven. If a team does not have at least five players, the game is forfeited.

1. If a team has less than five players and to avoid a forfeit, the opposing team may lend a player or players to give the other team five players. If a team has five or more players, no player lending is permitted.

2. Statistics for these "borrowed" players should be maintained by each manager and scorekeeper as they shall count towards individual trophies and games played.

B. Game time shall be at 7:30 p.m. with 15 minutes grace. If a team does not have a sufficient number of players by 7:45 p.m., then the first game shall be forfeited. If a sufficient number of players arrive for the second game by 8:00 p.m., then there shall not be a forfeit of the remaining two games.

C. The home team may practice until 7:15 p.m. The visiting team may practice from 7:15 - 7:30 p.m. No practice darts shall be thrown after the game has started with the exception of those players arriving late who may have three practice darts.

1.) If both teams agree, they can start play as early as 7 p.m. on a Monday night. But both managers must agree on the time change ahead of time and once the game is set for an earlier time you cannot go back to the original time. Teams are able to deny the time change if need be. The most important thing is both managers must communicate and be on the same page.

D. Each team should provide one line judge, one umpire, and one scorekeeper.

1. For safety reasons, umpires must be at least 16 years old (or mature enough by both managers).

E. A player may not reenter a game from which he/she has retired.

1. Pinch-hitting is not permitted. If a player retires from the game, his/her spot on the lineup shall remain empty and will be skipped during the remainder of that game.

2. Players added after the game has started shall be placed at the end of the lineup.

F. Four-feathered and three-feathered darts are required and shall be used for all games. Darts shall not weigh more than 8 ounces per dozen. Loading of darts is forbidden.

G. Runners shall advance one base on a single, two bases on a double, and three bases on a triple. All runners advance two bases on a long single. Unless forced, runners do not advance on a walk, but a walk does count as a hit toward a player's batting average. An error is scored as a single.

H. On a double play, the batter is out, plus the runner closest to home. Remaining runners advance one base. If no runner is on base, the batter is still out (only one out).

I. On a sacrifice, all runners advance one base. If there is no runner, the batter is still out. A successful sacrifice does not count as a time at bat.

J. The player is out if his/her dart fails to hit the board or strikes the edge of the board and glances off.

K. The following shall be counted as dead darts:

1. A dart that bounces off the board failing to stick long enough for the umpire to make a call.

2. A dart that sticks in the body of another dart that has already been thrown.

3. A dart hitting a line between two colors where the wire is broken, unless either color brings the same result.

L. The batter's foot may touch the pitching line without penalty. No part of the foot may be over the line. After the line judge has given the batter a warning, the batter may be called out if he/she goes over the line again within the same game. A batter's body may cross the line after the throw with no dart in hand.

M. All darts shall be removed when a thrower completes his/her time at bat.

N. Player Conduct.

1. While the batter is at the pitching line, players are not permitted to wave arms, throw objects, kick legs forward, tilt head forward, make sudden movement or sudden loud noise which will distract the batter.

2. While the batter is at the pitching line, umpires or any players standing or sitting behind the batter are not permitted to make verbal remarks to the player.

** If a player does not comply with these rules, then a manager shall give a warning to the team and the dart may be thrown again after consulting both managers. If the actions continue, a manager shall give a second warning to the team. A third occurrence shall result in the forfeit of the game.*

O. If a player begins the season with a team, he/she shall continue to play for that same team the entire season. However, a player may switch teams if his/her present manager approves, but he/she would not be eligible for the post-season playoffs or individual awards, unless it is approved formally at a league managers' meeting.

P. All children under the age of 16 must stay in a designated area, or throwing area. If in another part of the church, they must be accompanied by an adult. If a child is in an area without permission, the team will be given 2 warnings, and then they must forfeit the game.

Q. If a player bats out of order, the player who was scheduled to bat is out and play resumes with the next player in the lineup. The opposing manager must call attention to the foul before the next player throws a dart, or play will continue through the lineup with no penalty.

R. An individual must play in at least 21 complete games to be eligible for the post-season tournament.

III. League Games

A. There shall be 22 matches in a season. A match shall consist of three, 9-inning games between two teams. The home team shall bat last in the first and third games.

1. If the game is tied after nine complete innings, the teams will play up to ten innings if needed. If the score is still tied after ten complete innings, the game shall be declared a tie.

B. The league officers shall be responsible for scheduling the matches for the season.

C. Guns and weapons are strongly suggested not to be brought to Dartball buildings and events (regardless if you have a permit to carry firearms). Tobacco use and alcoholic beverages are also not permitted during Dartball games. Vulgar language is forbidden. Good sportsmanship is expected by all participants.

D. A league match may only be postponed due to weather conditions, a death in the family of a team member, special church functions such as a revival, or other emergencies determined as acceptable by league officers.

E. The manager who is postponing a match should give the opposing team as much notice as possible (never later than 5:00 p.m. the night of the match). If the call is made after 5:00 p.m., and there is no valid justification, the opposing manager may take the match by forfeit.

F. It is the responsibility of the manager of the postponing team to initially contact the other manager to reschedule the match. Both managers should strive to reschedule the match as soon as possible and report the scores to the appropriate person designated by the league officers.

G. In fairness to other teams participating in the league, forfeits should be avoided if at all possible. This would affect the league standings and teams who are not involved could be penalized for no fault of their own.

H. As for darts, the home team will provide darts for everyone playing. If the visiting team wants to use their own darts, they are able to. Each team is responsible for marking their own darts.

IV. League Officers

A. Chairman.

1. Schedule managers' meetings and contact managers.
2. Preside over meetings and season-ending awards ceremony.
3. Work with statistician in making the league schedule.

B. Secretary.

1. Take and report minutes at all league meetings.
2. Ensure that all information is recorded for programs at season-ending awards ceremony.
3. Ensure that programs are printed and available for the season-ending awards ceremony.
4. Add all approved changes to league rules.
5. Maintain a list of all members of the .400 Club, Hall of Fame, etc.
6. Record names of Pre-Season Fellowship Tournament champions.

C. Treasurer.

1. Keep an accurate account of all funds and money transactions made through the league.
2. Give treasurer's report at all league meetings and season-ending awards ceremony.
3. Collect entry fee for each team participating in the league.
4. Write checks for appropriate spending of money as approved by the league.
5. Assist statistician in purchasing league trophies.

D. Statistician.

1. Set up appropriate format for the following to be approved by league managers: a. Pre-Season Fellowship Tournament. b. Post-Season Tournament. c. All-Star Tournament.
2. Keep and record special individual and team statistics from year to year.
3. Provide a printed list of individual and team statistics at the season-ending awards ceremony for the present year.
4. Work with secretary/chairman in making the league schedule.
5. Work with secretary and treasurer to secure trophy orders and payments.

E. The league officers may appoint other special posts or tasks as deemed necessary.

V. Trophies/Certificates

A. A player's age is frozen as of the first day of the regular season. This is to determine throwing distance and individual trophies.

1. A boy who has not turned age 13 as of the first day of the regular season may throw from the 15-foot line.

2. Players who have not turned age 16 as of the first day of the regular season are eligible for any "up to and including age 15" trophies.

3. Players who have not turned age 55 as of the first day of the regular season are not eligible for any "age 55 and over" trophies.

4. The exception to this rule is that any player who turns age 70 at any point of the season shall be recognized at the season-ending awards ceremony.

B. Individual trophies shall be awarded sequentially in each of the following categories, without choice, as determined by results of statistics kept by team managers or scorekeepers:

1. Highest Batting Average.
2. Best Slugging Percentage.
3. Most Runs Batted In.
4. Most Total Bases.
5. Most Hits.
6. Most Singles.
7. Most Doubles.
8. Most Triples.
9. Most Home Runs.
10. Most Long Singles.

C. Trophies shall be awarded for each of the ten categories above to the winners from the following classifications:

1. League Leaders - All players are eligible, regardless of age.
2. Players age 55 and over.
3. Players up to and including age 54.
 - a. Hall of Fame members are not eligible for these trophies.
4. Players up to and including age 15.

D. A player may win only one individual trophy per season.

E. A "Rookie of the Year" trophy will be given out to a first-year player that did not receive any other trophies. The stats committee will determine this award with considerations from other managers.

F. All players who have a batting average of .400 or better shall be recognized at the season-ending awards ceremony with a certificate.

G. A small, token trophy shall be awarded to each member of the team who wins the Pre-Season Fellowship Tournament.

H. The Carlton T. Calvert Memorial Award shall be awarded to the team with the most players under the age of 25 (certificate).

I. The Carl Hoy, Jr. Manager of the Year Award shall be awarded through a secret ballot vote of all league managers (plaque).

J. The Chuckie Calvert Memorial Spirit Award shall be awarded to a player in the “up to and including age 15” category that does not qualify for an individual trophy through a special committee appointed by the league chairman (trophy).

K. All statistics for individual trophies must be available for final verification at the post-season managers’ meeting.

L. An individual must play in at least 21 complete games to be eligible for an individual award.

M. Team trophies shall be awarded to the champion and runner-up of the League Championship, and of other division playoffs brackets as determined by the league officers.

VI. Hall of Fame

A. A player shall enter the Hall of Fame upon winning three individual trophies. These three awards do not have to be won in consecutive seasons. The exception to this rule is that individual trophies in the “up to and including age 15” category do not count towards the Hall of Fame. Also, Pre-Season Fellowship Tournament and team trophies do not count towards the Hall of Fame.

B. The Hall of Fame roster shall be kept updated yearly by the league secretary.

VII. Post-Season Tournament

A. All teams are eligible for the post-season tournament. The league officers on a year-to-year basis shall determine the post-season tournament format. All post-season tournament series will use a best of five games format. Once a team has won three games, the series is over. All post-season tournament games will be seven innings in length.

1. League Championship

a. The winner of this bracket determines the league champion for the season.

2. Other divisions as determined by the league officers.

a. Division “B” and Division “C” playoff brackets are the norm; that may be determined upon the number of teams participating in the league.

B. Standings will be based on a points system. A team will earn 3 points for a win, 2 points for a tie and 1 point for a loss. If two or more teams finish with the same number of points at the end of the regular season, then the following tiebreaking procedures are to be used:

1. The greater number of wins.
2. Points earned in head-to-head competition.
3. Average runs per game for the entire season.
4. Total runs scored against each other in head-to-head competition.
5. Coin flip.

C. In the event that a team cannot participate in a post-season tournament match, the following criteria shall be implemented:

1. In the event that a team knows that they will not be able to participate in a post-season tournament match before the Post-Season Managers' Meeting, that team should then drop out of the post-season tournament. All remaining teams will then move up in the standings to take the place of the team that dropped out.

2. In the event that a team drops out of the post-season tournament after the Post-Season Managers' Meeting, the following criteria shall be implemented:

a. If a team drops out of the quarterfinal round of the post-season tournament, the team that they were scheduled to play shall receive a forfeit.

b. If a team drops out of the semi-final round of the post-season tournament, the two highest seeds that lost in the quarterfinal round will then meet at the site of the team that was scheduled to play the semi-final round against the team that dropped out. They shall play one, 7-inning game. The winning team will then move into the semi-final round, taking the place of the team that dropped out. Immediately following this game, the team originally scheduled to play in the semi-final round shall receive 15 minutes practice. The semi-final round match will then begin immediately.

c. If a team drops out of the final round of the post-season tournament, the team that they were scheduled to play shall receive a forfeit.

** If a post-season tournament match cannot be played at the scheduled time/venue, all efforts should be made to reschedule the match to avoid a team dropping out.*

VIII. Managers' Meetings

A. Pre-Season Meeting (August).

1. Discuss any rules modifications.
2. Address any potential issues that may arise during the season.
3. Discuss teams to participate in the league for the upcoming season.
4. Discuss arrangements for Pre-Season Fellowship Tournament.
5. Determine costs for the season (prices for darts, prices for boards, league entry fee, etc.).

B. Mid-Season Meeting (Following the middle week).

1. Discuss potential location for the Post-Season Tournament Finals.
2. Discuss potential location for the All-Star Tournament.
3. Discuss the annual fund-raising tournament.
4. Discuss potential location for the season-ending awards ceremony.
5. Address any issues that have arisen or may arise during the course of the season.
6. Determine mid-season statistical leaders.
7. Reschedule any missed games.

C. Post-Season Meeting (Week between the final week and the first round of playoffs).

1. The following must be turned in at this meeting, either by the team manager or a team representative, to the league statistician:

- a. All final team and individual statistics.
- b. Complete team roster. This is to include the complete names and ages, as well as the number of games played. This is to include all players, regardless of the number of games played that season.
- c. The list of players on your team who are already in the Hall of Fame.

** If errors in the program or trophies are discovered once the meeting is adjourned, the league statistician reserves the right to correct these errors prior to the season-ending awards ceremony. All managers will receive final notification of the program and trophies by the league statistician.*

2. Nominate and elect league officers for the next season.
3. Announce final arrangements for the Post-Season Tournament, All-Star Tournament and the season-ending awards ceremony.
4. Address any issues that have arisen during the course of the season.
5. Address any possible rules modifications for the next season.

IX. Managers' Duties

- A. The manager shall be responsible for the conduct of his/her team.
- B. The home manager shall be responsible for preparations for matches: scoring table, chairs for each team, playing board and stand, darts, spotlight, refreshments, etc.
- C. Both managers shall be responsible to report match scores to the appropriate person designated by the league officers immediately after the match. This can be done via phone call or text.
- D. The manager shall provide the opposing team's manager or scorekeeper with a line-up prior to each game.

E. Managers are not permitted to make any agreements among themselves that will violate other league rules. Example: Playing with fewer than seven players with no automatic outs.

F. The manager shall be responsible to bring his/her team's individual statistics to the Mid-Season and Post-Season Managers' Meetings.

G. The manager must attend all managers' meetings or send a representative from his/her team.

H. In the event of a protest, it is the manager's responsibility to contact the league chairman and notify him/her of the circumstances related to the protest.

I. Managers may not change any of the league rules without approval of a majority of all league managers/team representatives at a scheduled meeting.

J. The manager may set his/her own team policies, so long as they do not conflict with league rules. Examples: Church attendance, good-will offering, etc.

X. Entry Fee

A. There shall be an entry fee for each participating team in the league. This fee should be paid to the league treasurer at the Pre-Season Fellowship Tournament.

B. The amount of the entry fee shall be determined at a Managers' Meeting. The fees need to be enough to at least cover the expense of trophies, season-ending awards ceremony programs, and other materials or supplies that may be needed during the upcoming season.