

Cleveland Darting Association

Rules of Play

Rules of Play effective date: February 21, 2012

*Amended date January 27, 2016

*Amended date June 15, 2016

*Amended date February 8, 2017

I. Membership

A. Only current season registered Cleveland Darting Association (CDA) members in good standing are eligible to participate in CDA activities.

B. Team member fees will be paid per season per person. Sponsor (pub) fees will be paid per season per team. The League Council will determine member and sponsor fees and announce them in advance of the upcoming season.

C. Team members fees are due at roster turn-in for the upcoming season. Team captains must collect the fees and turn them in to the CDA Treasurer/Secretary. Only team members who have paid their fees are allowed to participate in league play. If the sponsor is delinquent in the payment of the fee, the sponsored team will not be allowed to participate in match play.

D. The CDA will not discriminate due to age, sex, race, religion, or national origin.

II. Divisions

A. The CDA will endeavor to have as many divisions each season as necessary to provide relative levels of match play for all teams. However, the CDA may require each team to play all the other teams if the number of participating teams so warrant.

B. If a team wins two championships in a row, they must move up to the next higher division the third season. If a team drops below four players from their original team from the previous season, they will be allowed to remain in that division.

III. Team Rosters

A. The final submission date for team rosters will be announced by the league president.

B. No team shall have more than six members at any time during the season.

C. Once scheduled play has begun in a season, individual players may not change teams. (This provision in no way prohibits players from changing teams in between seasons.)

D. The Drop and Add sheet shall be used to amend the original team roster. The Drop and Add sheet may be submitted to the league scorekeeper anytime prior to participation by the new member but not later than the night of participation. Attach the drop and add sheet to the score sheet for the evening match.

1. Players may be added and/or dropped from the team roster anytime during the first three weeks of a season. Added players may not participate until dues are paid. Dropped players are not entitled to dues refund.

2. If a team drops below four members anytime during the season, players may be added but team membership shall not exceed four. (Council may allow the team to have five

members if circumstances so warrant.) Once again, participation of the new player(s) is not allowed until dues are paid.

3. When a player is added to a “B” or lower division team, his/her dart point average will not exceed 10% of the average of the team’s top two players. For example, if the top two players’ dart point averages are 15 and 14, 10% of 14.5 is 1.45 which is added to 14.5 for a maximum dart point average of 15.95 for the new player.

IV. Schedules

A. League schedules will be constructed by the league secretary as soon as practical after the submission of team rosters. Criteria used in schedule construction includes:

1. The number of teams.
2. The number of sponsors:
 - a. In order for a sponsor to host a match each week, the sponsor must support a minimum of two teams.
 - b. A sponsor may have one team per board, i.e. four boards = four teams, two boards = two teams.
 - c. A scheduling priority will be to provide an equal number of home matches for each team in each division.

B. Copies of the schedule will be provided (upon request) to the team captains and sponsors prior to the beginning of each season. CDA has a web page cdadarts.org and a Facebook page, [Cleveland Darting Association](#). Both pages are updated by the scorekeeper and provide up to date information. Any inconsistencies should be reported by contacting the scorekeeper or president via text message or private message on Facebook.

C. When extenuating circumstances warrant, a match may be postponed by mutual consent of the team captains prior to the night of the scheduled match play.

1. The CDA president or vice-president must be informed of postponed matches and approve rescheduled matches.
2. If possible, postponed matches should be played within seven days of the scheduled match date.
3. The match must be rescheduled at the original sponsor location unless a new location is approved by the CDA president or vice-president.

V. Team Captains’ Duties

- A. Submit and maintain team rosters by following the guidance in section III, above.
- B. Put up matches in accordance with the guidance in section VII, below.
- C. Score sheets:
 1. Home team captains provide the CDA score sheet.
 2. Ensure accuracy of the score sheet by affixing your signature upon completion of the match and turn in the score sheet when you are home team. (In accordance with section IX, G. below.)

3. Maintain score sheet copies until the end of the season in the event questions arise.

4. Ensure Most Valuable Player (MVP) points are entered by name at the bottom of the score sheet in the section marked "All Stars". Once captains have signed off on the score sheet, the MVP points cannot be arbitrated. (In accordance with section IX, H. below.)

D. Attend meetings when properly notified by league officials.

E. Along with your sponsor, routinely inspect dart boards, toe lines, lighting and marking boards to ensure adequacy.

F. Ensure good sportsmanship is practiced by all team members and conduct is not detrimental to good order.

1. Heckling, yelling or other harassment's are forbidden. All players and spectators must give each player plenty of room to throw and refrain from undue movement or motion in or near the dart board lane so as to eliminate distractions. Conduct unbecoming may be challenged through protest procedures. In no instance will physical abuse be tolerated. Any instances of physical abuse can result in suspension or termination of one or more parties.

2. There will be no gambling between players during CDA events and spectators will be asked to leave if it is discovered that they are gambling during match play.

3. The CDA reserves the right to suspend or terminate any player, team or sponsor whose actions and/or conduct are not in the best interest of the CDA.

G. If a situation occurs before a scheduled captain's meeting, any captain may call for a captain's meeting to discuss the problem by contacting the league president or vice-president.

VI. Equipment

A. All CDA sanctioned competitions shall be conducted on a standard English bristle board (red, black and green colors only), 20 point clock faced dart board of top quality and in decent condition.

B. The dart board shall be positioned five feet, eight and $\frac{1}{4}$ inches (+or- $\frac{1}{4}$ inch) from the floor to the center of the bull's eye, with the "20" wedge at the top center.

C. The toe line shall be a minimum of eighteen inches in length and be seven feet, nine and $\frac{1}{4}$ inches (+or- $\frac{1}{4}$ inch) measured from the front of the toe line to a vertical line tangent to the front of the board.

D. A lateral distance of two feet nine inches from the bull's eye shall be cleared of all obstructions (e.g. shelves, walls, tables, etc.).

E. When more than one board is being used for play on the same wall during a match, a minimum of six feet is required between the centers of the boards in use. (This requirement may be waived by the league council).

F. All dart boards for use in league play must be firmly anchored to the wall and well illuminated.

G. The dart board spider must not be broken and the double and triple rings must be $\frac{3}{8}$ inches in height (+or- $\frac{1}{32}$ inch).

H. The sponsor is responsible for supplying and maintaining the league play dart boards, toe lines, lighting, and marking boards.

I. Prior to the beginning of season play, CDA officers will inspect each sponsor's site for compliance.

J. If any of the above conditions are not met, the visiting team may protest the match.

VII. General Match Provisions

A. Team matches will consist of the best two out of three games for each of the following:

1. Four single 501 games, single in, double out (SIDO). One point is awarded to the winning player; zero points to the losing player. Four points available.

2. Two doubles cricket. Two points awarded to the winning team; zero points to the losing team. Four points available.

3. Two doubles 601 games, double in, double out (DIDO). Two points awarded to the winning team, zero points to the losing team. Four points available.

B. The lineup for each team shall consist of the players' names and CDA card numbers. Put up rules are as follows:

1. The away team will put up the first two players in each section of play, 501, Cricket and 601 but these do not have to be written down all at once.

2. The home team will match the away teams players against theirs then put up the next two players in each section.

3. There is a five minute time limit to put up between matches.

C. All games are thrown two at a time; unless captains from both teams agree to play all four at a time. (501)

D. A player not present can be put up however if that player is not present by the beginning of the match start time, the match will be forfeited. Substitutions are not allowed once the lineup is entered on the score sheet except in the case of personal emergency where a listed player cannot throw the game and must leave the building.

E. Players arriving late, in good standing and listed on the team roster are eligible to participate in any remaining games.

F. A minimum of two players must be present for a competition.

G. Blinds shall be entered on the lineup only after all players present have been listed. For example, if only two players are present, they must put up the first two lines in 501, the blinds are the third and fourth lines; in cricket and 601, the two players play together and the two blinds are listed as a team.

1. If a blind is played incorrectly, the penalty will be loss of both the incorrectly played game and the game in which the blind should have been played. MVP's scored will be forfeited.

2. If both teams have a blind in the same game, it will be scored as 0 points for both teams. If both teams have a blind in a team game (cricket/601), participants will compete in a one-on-one match for one point.

3. When playing with a blind in team games against two other players, the blind forfeits its turn and the other players throw in normal succession.

VIII. Playing the Games

A. All local play should be ended by 7:15 p.m. on nights of scheduled CDA league play so that both the visiting and home teams can use the boards to warm up. If there are two matches

at the same pub, the captains' of the home team can mutually agree which boards will be used for each match. In the event agreement cannot be reached, the captains will splash up (two darts thrown at the same time) for high score. The captain with the highest score gets their choice of boards.

B. The starting time for the first games of the match is to be 7:45 p.m. but not later than 8:00 p.m. If a team has at least two members present at 8:00 p.m., the first two 501 matches must be started. Time can be verified by calling 423-476-1111.

C. The warm up period, after the players have been put up by the captains and prior to the start of the match play, shall be limited to nine darts per player.

D. Throwing for the cork.

1. The games must begin by "throwing for the cork" with the home team having the option of first or second throw. The team of the player who throws closest to the cork shall throw first, starting the game. Only players scheduled for the game may throw for the cork.

2. Thrown darts must remain in the board and must not be touched to determine the closeness to the cork. Measurement or decision must be made from the dart's distance to the cork without touching or straightening the dart.

3. If a thrown dart does not remain in the board, additional throws may be made until the dart remains in the board.

4. Re-throws are required if players or the scorer:

a. Cannot determine which dart is closer to the cork.

b. Determine that both darts are in the outer bull's eye.

c. Determine that both darts are in the inner bull's eye.

5. If a re-throw is required, the second thrower will throw first with additional throws being made on an alternate basis.

6. Should the second thrower dislodge the first thrower's dart, a re-throw will be made with the second thrower going first (unless the first thrower's dart was in the bull).

7. The second thrower may acknowledge the first dart as an inner or outer bull's eye and ask the dart be removed before throwing.

8. The player throwing for the cork need not throw first in doubles games.

E. Infractions of the toe line will be brought to the attention of the thrower as a courtesy at the first violation. Called subsequent violations will result in the thrown dart not counting. Toe line violations are defined as: "During the course of a player's turn, anytime the thrower's foot penetrates the vertical plane of the leading edge of the toe line except to check a thrown dart or retrieve and score thrown darts".

F. Forfeits:

1. Should a team have less than two players of its rostered team present at the starting time plus the fifteen minute grace period, the match will be forfeited.

2. Any team receiving a forfeit will be awarded eight points; the forfeiting team will receive no points.

3. When a team receives a forfeit, all members of the team in attendance will receive an average of their MVP points.

IX. Scoring

A. For a dart to count, it must remain in the board until called and scored. Scoring is not required when the dart ends the game.

B. Scores will be determined by the side of the wire separating the different areas and scored where the point of the dart first penetrated the face of the board. “Robin Hoods” and bounce outs do not score.

C. Should there be a mistake in scoring, the score must be changed before the player or team’s next turn. Errors discovered after the player or team’s next turn will remain as scored unless the players agree to change the score in the interest of sportsmanship and fair competition.

D. In team events, a player throwing out of turn will have his/her score removed and his partner’s turn forfeited for that round. For example, Clarence throws in Rosco’s turn. Clarence’s score is removed and Rosco’s turn is forfeited.

E. If a team plays an ineligible player, the team shall forfeit the points scored by the ineligible player and the points will be awarded to the opposing team.

E. An “01” game is concluded at such time as a player hits the double required to reduce the remaining score to zero. Any and all darts thrown subsequently shall not count for score.

F. Any thrower may approach the board, without touching it, to check thrown darts.

G. Matches will be recorded on a three part score sheet. One copy each will be kept by the respective captains and the original will be for the league scorekeeper. After league play a picture of the scoresheet can be sent to the scorekeeper, but the original must be turned in. The scorekeeper will notify you if the picture of the scoresheet is not readable. The scorekeeper’s copy is to put in the box at the VFW by the Saturday of that week and by 12pm. .

H. Most Valuable Player (MVP) Points.

1. The approved CDA MVP list will be used to award points.

2. All MVP points that are awarded must be properly entered on the score sheet (see Section V. C. 4., Captains Duties).

3. In Cricket games, two MVP points will be awarded for a “9 count”, all must count full value.

4. MVP points will be awarded during the 3rd leg of play during regular league, but will not be awarded during playoff matches. *Amended 2/8/17

5. The CDA will provide three MVP awards per division for men and women who have the most MVP’s at the end of the regular season. The number of awards may be changed whenever circumstances warrant.

X. Protest Procedures

A. Only team captains, acting captains and sponsors may file protests regarding irregularities related to any CDA sanctioned event.

1. If the incident occurs during a match, the word “PROTEST” should be written on the score sheet and signed by the protesting captain (or acting captain).

2. Details of the incident must be submitted to the CDA in writing within 48 hours.

3. If the incident occurs after the score sheet is completed or if hindsight dictates a protest, X. A. 2. above still applies and the opposing team captain must be contacted within that 48 hour period unless circumstances prevent contact.

B. If a protest is filed, a \$15.00 protest fee is required from the protesting entity. If the protest is won, the protest fee will be returned but if the protest is lost, the protest fee will be deposited in the account of the CDA.

C. All protests will go before the Grievance Committee before the next regularly scheduled league event. All decisions made by the Grievance Committee will be reviewed by the League Council and all elements of the decision will require a majority vote approval from the League Council.

XI. Play-off Procedures

A. The number of teams to make the play-offs in each division will be determined by the CDA and shall be announced to the team captains at the beginning of the season.

B. At the end of the season, if a tie exists for any play-off position, the following tie breakers, in order, will be used to determine standing:

1. Head-to-head win/loss record during the regular league play.
2. Head-to-head total points during regular league play.
3. The best won-loss record during the regular league play.

C. In order to be eligible for the play-offs, a player must have thrown at least two 501 matches during the season (established a dart point average).

D. The tie breaker during a play-off match will consist of two out of three, four man, single-in-double-out (SIDO) 1001 match.

**During the in between season blind draws the league will sell tickets for \$1 for a drawing held at the banquet. This is another opportunity to win some money other than the mystery out.