

**DAYTON DARTING ASSOCIATION**  
**RULES FOR PLAY**

**GLOSSARY OF TERMS**

DDA:	DAYTON DARTING ASSOCIATION
BOARD:	DDA Board of Directors – President, Vice-President, Secretary, Treasurer, nine (9) Trustees, Sergeant at Arms and Immediate Past President
EXECUTIVE COMMITTEE:	President, Vice-President, Secretary, Treasurer, and Senior Board Member
TEAM ROSTER:	A listing of individual members comprising a specific team
MATCH:	The total number of games/points being competed for between two teams
CORK:	Bullseye or Bull
SCORER:	Scorekeeper, Marker or Chalker

**GENERAL**

1. All DDA League matches and/or sanctioned events shall be played in accordance with these rules, and where applicable, any supplemental rules.
2. Only teams/individuals who have paid applicable fees established by the Board shall be allowed to participate in DDA sanctioned events. No Refunds.
3. Dues owed the DDA must be paid in timely fashion.
  - a) All TEAM FEES must be paid in full after five (5) weeks in the Fall/Winter seasons and three (3) weeks in the Summer season (typically a third of each season). Any team that does not have their TEAM FEE paid by that time will have five (5) points deducted each week their fees are in arrears.
  - b) All MEMBERSHIP FEES must be paid after five (5) weeks of play in the Fall/Winter seasons. Any member who has not paid their fee by that time will lose all points that member participated in each week he/she played.
4. All previously unpaid dues, fees and/or outstanding fines levied against members/sponsors or individuals must be paid in full before applications are considered.
5. All DDA locations must conform to the attached standards.
6. The DDA assumes no responsibility for accident or injury.
7. The DDA reserves the right to amend any or all of these rules at any time for any purpose deemed necessary at that time.

## WHO MAY PLAY

1. Only players who have paid membership dues established by the Board may play in DDA league matches.
2. Only teams whose team roster has been approved by both the Scheduling Committee and that team's Sponsor will be scheduled for play in DDA matches.
3. A parent or legal guardian must accompany members under the age of eighteen (18) who participate in DDA league play. This releases the DDA of any and all responsibility of the child. The parent or guardian is responsible for any and all actions of the child and any recourse shall be taken against the parent or legal guardian. *Please note, the owner of any establishment that serves alcohol reserves the right to not allow anyone under the age of 21 at their discretion as per Ohio Revised Code: Title 43, Chapter 4301.69.1 (I).*

## THE TEAM

1. A team shall consist of four (4) to *a maximum of seven (7)* members.
  - a) Teams in the Monday night leagues shall consist of two (2) to *a maximum of three (3)* members.
2. For teams playing in the **Wednesday** night league, the team make-up shall be as follows:
  - a) Teams in the higher divisions will be allowed a maximum of two (2) "A" players.
  - b) Teams in the lowest division will not be allowed any "A" players.

### Definition of an "A" player:

Any player, who plays in either of the Gem, Gold or Silver Thursday night DDA divisions in consecutive seasons, or an equivalent division in a non-DDA league, is considered an "A" player. *The Scheduling committee reserves the right to allow exceptions to this rule in order to maintain parity in the league.*

3. Any player added to **any** team roster after scheduling is bound by the following:
  - a) All new players must have written approval by a minimum of three (3) Executive Committee Members on the "DDA New Player Approval" form. This form must contain the new player's name, address and phone number, and must accompany the score sheet from the first night the new player participates along with any fees that are due.
  - b) Membership dues must accompany the score sheet and be received by the Tuesday following the match they participated in.
  - c) New players may not be added to a team the last two (2) weeks of scheduled league play.
4. If a team uses an illegal player, all points that player participated in will be forfeited to the opposing team.

5. Players may not join a team in a lower division than he/she played in without Executive Committee approval.
6. Once a player is listed on a team's roster for a season, that player cannot switch teams during that season without Executive Committee or Board approval and approval of the former team's captain.
7. If a team drops out of the DDA and notice is received before the halfway point of a round, a sponsor may replace the team with a team consisting of "new" players in their spot within their division provided that the new team is within the same competitive level as the team replaced.
  - a) The new team will start with the points already won by the team they replaced.
  - b) If a team drops out in the last week of a "round" all points stand as recorded.
  - c) If a team drops out before the last week of a "round" and is not replaced, all scores will be adjusted for zero (0) points.

### THE MATCH

1. The match shall consist of a specific sequence of games. The first is a single team game for one (1) point, with all the other games being the best 2 of 3 legs. All legs shall begin by throwing the cork.
  - a) In Monday night leagues, all matches will be one (1) game only.
2. Starting time is 7:30 p.m. the scheduled night of play. Deadline for starting is 7:45 p.m., unless both team captains agree upon an extension. All times are real times, not bar time.
3. Rescheduling of matches is prohibited without justifiable cause and prior approval of an Officer of the Executive Committee. All rescheduled matches must be completed by those seasons last night of play.
4. Before beginning play, the Home team captain or co-captain fills in their team's lineup on the score sheet first. The score sheet is then folded in half and given to the Visiting team's captain or co-captain who then fills in their team's lineup. Folding of score sheets and a blind draw of opponents is to insure a mix of players. This rule applies unless agreed upon by both captains.
  - a) The home team captain/co-captain is responsible for supplying score sheets.
  - b) Score sheets may not be changed without the agreement of both team captains. Both team captains must initial such changes.
  - c) In the case of a playoff, the home team is determined by a coin toss. The winner of the coin toss becomes the home team and is responsible for performing the duties of the home team.
  - d) Home team in the position round will be the team with the most points.
5. At least two (2) team members must be present to compete in a league match but all seven (7) team members may compete in any one match.

- a) One (1) player may throw a doubles game against two (2) players. Two (2) or three (3) players may throw the team game against the opposing players. A zero (0) score must be taken for their missing player(s) each time it would have been his/her (their) turn to throw.
6. A missing player(s) who is listed on the score sheet may not join a leg in progress once his/her turn in the rotation has passed, but is allowed to participate in a subsequent leg(s) of that game.
    - a) Players not listed on the score sheet at the start of the match do not play.
  7. Match play shall follow the order set forth on the score sheet (two games at a time, 1 game per board) unless agreed upon by both the team captains.
  8. It is the responsibility of the home team to furnish scorekeepers. If scorekeepers are not available, each player may chalk his/her own score. Any player in the present game may dismiss a scorekeeper.
    - a) The scorer, when asked, may inform the player what he/she scored and/or what he/she has remaining.
    - b) The scorer may not tell players outshots; however, members not scoring may advise players of shots.
    - c) The player is responsible for the correctness of what is scored for that turn before removing his/her darts from the dartboard.
  9. CORKING: All legs begin by throwing a cork (bull) with the home team having the option of throwing first or second. The player/team whose dart is closest to the cork has the option to throw first or second in that leg of the match. The loser of the first leg has the option of throwing the cork first or second before the start of the second leg. If a third leg is necessary, the visiting team has the option of throwing the cork first or second.
    - a) If the scorer or those throwing a cork cannot decide which dart is closer to the cork, then one additional player from each team shall add their opinion with majority rule. Should a tie be declared, the cork shall be re-thrown in reverse order.
    - b) The second thrower may acknowledge the first thrower's dart as a single (outer) or double (inner) bull and ask for that dart to be removed prior to his/her throw. Double cork beats single cork. Single cork ties single cork, and double cork ties double, and ties must be re-thrown in reverse order.
    - c) When corking, the dart must remain in the board in order to count. Should a dart bounce to the floor; it is necessary to throw again. Should the second thrower's dart dislodge the first thrower's dart, both throwers re-throw the cork in reverse order.
    - d) Darts may not be touched by anyone nor straightened out for measuring. To determine the closest dart, the distance is measured from the cork to where the point enters the plane of the dartboard.

- e) Only players scheduled in a game may throw for a cork. However, any player scheduled in that game may start.
10. For a dart to score it must remain in the board for five (5) seconds after the third or final dart is thrown. The tip of the dart's point must be touching the bristle of the dartboard. A dart's score is determined from the side of the wire the point enters the dartboard.
  11. Other than corking, any time a dart bounces off or falls out of the dartboard, it is a dead dart and may not be re-thrown. A dart caught in mid-air and a Robin Hood dart (one dart sticking into the back of another) is also dead darts and may not be re-thrown.
  12. A player may touch no dart that is in the dartboard during a throw. Touching any dart constitutes the end of that player's turn.
    - a) The darts must not be removed from the dartboard until after the score is written.
    - b) The score thrown remains as written if one or more darts are removed from the dartboard and that score is deemed correct.
    - c) Errors in arithmetic in "01" games stand as written unless corrected prior to that team's next throw. Errors in cricket arithmetic stand as written unless corrected prior to the next player's (opposing player's) throw.
  13. For '01' games a leg/game is over once the double is hit which reduces the score to zero (0). Any dart after this shall not count for score.
  14. The Bust Rule for '01' games is as follows:
    - a) A player busts when his/her three (3) darts (or less) score more points than remain in the leg.
    - b) A player busts when his/her three (3) darts (or less) reduces the score remaining to one (1).
    - c) Should a.) Or b.) occur, the score reverts back to what was required at the beginning of his/her throw.
  15. Fast finishes such as "three in a bed," 222, Shanghai, etc., do not apply.
  16. Players involved in a leg/game on one dartboard may not practice on another dartboard.

## REPORTING SCORES

1. The home team is responsible for reporting scores.
  - a) All scores must be phoned into the DDA phone number by 12:00 noon following the night of play. The number is 431-1300.
  - b) Score sheets must be mailed to the DDA post office box and received by the first Tuesday following a match. The address is: Dayton Darting Association, P. O. Box 292828, Kettering, Ohio, 45429.
  - c) If the home team forfeits a match, the visiting team becomes responsible for reporting the scores and must call in the match as a forfeit and mail the score sheet to the DDA post office box.
2. Scores not phoned in on time will result in a five (5)-point deduction from the responsible team's standings for Wednesday and Thursday leagues and two (2) points for Monday league.
3. Score sheets not received on time will result in a five (5) point deduction from the responsible team's standings for Wednesday and Thursday leagues and two (2) points for Monday league.

## FINES

1. If a team forfeits two (2) matches during the season, the team will be fined \$10.00 per forfeited match, starting with the second forfeit.
2. All fines will be divided among all team members: e.g.; five (5) players = \$2.00 per member per forfeit.
  - a) A player not wishing to forfeit and showing up for a match must sign the score sheet the scheduled night of play.
  - b) If two or more players show up to sign the score sheet, they must play the match.
3. Any player with unpaid fines will not be allowed to play in the following season.

## PROTEST PROCEDURES

1. Only the team captain or team representative may file a protest in writing on the score sheet and by phone. For a protest to be considered valid, details must be received verbally within 24 hours and in writing within 72 hours.
2. Upon receipt of the protest, the DDA President will appoint three (3) available Board members, not directly involved, to meet and rule on the protest within three (3) days of receipt of the protest.
  - a) The Vice-President will assume this duty if the President is directly involved.

3. The Protest Committee will inform, in writing, the team captains and any other individuals directly involved of their decision.
  - a) Appeals of Protest Committee decisions must be made in writing to the Executive Committee within three (3) days of receipt of Protest Committee's ruling.
4. For minor infractions, a team/individual may file a grievance with the DDA against the team(s) or individuals(s) involved.

#### GOOD SPORTSMANSHIP

1. Good sportsmanship will be the prevailing attitude during all DDA sponsored events. Any attempt to do otherwise will result in disciplinary action or barring the individual(s) or team(s) from further DDA participation.
2. Please remember that our sport, as well as our league, is rapidly growing and we depend on the cooperation of privately owned establishments to ensure an easy flow of our match schedules. Please conduct yourself with the highest possible standards. Our league's reputation is based on our players' reputation. Thank you and the best of luck in your upcoming dart season.

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