

DAYTON DARTING ASSOCIATION

MONDAY NIGHT STEEL TIP LEAGUE

The Fees:

- *DDA membership of \$15 per player
- *a team fee of \$20
- *a sponsor fee of \$10 per team

The Match:

- *begins at 7:30PM with forfeit at 7:45PM
- *meant to be played on one board
- *at least two players are required for each team, but three may play
- *all games one game only
- *in the case of a forfeit, the forfeiting team receives -6 points, the opponent receives 12 points (on an 18 point play)
- *unreported scores, or score sheets not received by DDA in 5 days result in a 2 point penalty for the home team
- *all other DDA rules apply

The Games:

- *all games are standard games except for:

501 Double Doubles:

- *this is 501 double in, double out, except each player must double in before his/her score begins counting, so if one player does not get in right away, their partner may be playing against two players until they get in.
- *a game cannot be taken out (or won) until both players are in.
- *the only time this game gets confusing is: your partner gets in and down to 32, you hit a single 16, then you hit the double 16 this gets you in and wins the game (your first dart did not count as you were not in yet).
- *if your partner gets in and down to 16, and you hit a double 16 (which is a bust), all your darts count on your next throw (as you are now in).

Odd Cricket:

- *played the same as Cricket, but includes 3 doubles, 3 triples and 3 beds (a bed is three darts in the same number).
- *when scoring points on beds, take the actual value (say you hit trip 20, single 20, single 20 you would score 100 points).
- *when scoring on doubles or trips, you must mark them in the order your darts were thrown.
Example: You have 2 doubles, your opponent none. You then hit a double 18, followed by a double 4. You take the close on doubles with your D18, and take the points on the D4, for a total of 8 points.

Halve-It:

- *the object is to finish with the most points. Each player starts with 40 points. You then get 3 darts (one throw) at each of the following: 20, 19, any double, 18, 17, any triple, 16, 15, bull (single or double). For example, you shoot at 20's and hit a single and a triple, you score 80 plus your original 40, for a total of 120 points. Your opponent hits triple 5, 5, double 1 (no 20's), so they did not hit the desired target, so the 40 points they started with is halved to 20. The game continues until you have shot at all the above listed numbers.
- *when halving an odd number, round up, half of 99 becomes 50.
- *doubles and triples do not have to be cricket numbers to score.
- *for a team game, all four players shoot at 20 the first throw, then all four shoot at 19
- *in the case of a tie, all involved players shoot at the bull one more round (or more if needed) until the tie is broken.

If you have any questions, contact the DDA

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