

Greater Tri-Cities Darting Association
Rules of Play
Revised 05/12/2021

1. Membership

- A. Only registered G.T.C.D.A. members are eligible to participate in G.T.C.D.A. matches. Registered is defined as dues paid in full.
- B. Members of teams who are delinquent in fees may be subject to FORFIET of all games they are involved in and in any MVP and match points earned.
- C. A player's membership is an automatic acceptance of the G.T.C.D.A. rules & is subject to no appeal except to the Rules & Protest Committee.
- D. The G.T.C.D.A. shall practice no discrimination because of age, sex, race, religion, or national origin and all references to "he" in the rules shall apply to & mean "she" as well.
- E. League Council - The League Council consists of all elected G.T.C.D.A. officials (President, Vice-President, Treasurer, Secretary, Sergeant at Arms, Members at Large, & Tournament Director). A League Council meeting is required at least twice per season to discuss all matters pertaining to the function & operation of the League.

2. Schedule

- A. The SCHEDULING COMMITTEE shall construct all league schedules.
- B. Dues are to be paid BEFORE or ON the FIRST night of play.
- C. Dues are to be submitted to the league TREASURER along with rosters. The TREASURER will periodically compare Match Report Sheets with rosters for unpaid players and report any violations to the Rules Committee. Refer to rules 1A, 1B, & 1C.
- D. A team that drops out of play after a schedule has been made will not be allowed to sign up as a team for one additional season. The individual players will not be able to join another team during the current season and will be liable for dues for the current season before membership is accepted in the future.

3. Date & Time of Matches

- A. Starting time for the first game of match is 7:30 pm. There is a 15-minute grace period allowed to wait on additional players; however, any match not underway by 7:45pm may be subject to the Forfeit Rule. The grace period may be extended beyond 7:45pm if both captains agree or the entire match may be rescheduled to a later date with the consent of both captains. Any rescheduled match must be reported to the Rules Committee and must be played before the last scheduled match of the season, otherwise this will fall under the FORFIET RULE.
- B. Line-up for the first game must be entered on the Match Report Sheet at the starting time indicating the start of the match.
- C. The line-up for all games shall consist of the player's name.
- D. The Visiting team will submit 2 players in the first two 501 games. The Home team will submit the next 2 in the 501 games. The teams will then alternate in this fashion throughout the match. All games must be thrown two at a time when possible unless both captains agree otherwise.
- E. Changes and substitutions in a previously turned in line-up may be made in a personal emergency.
- F. An absent player shall not be listed on the match report.

4. Equipment

- A. All league competition, including tournaments & play-offs, shall be conducted on a standard bristle 20-point clock faced dartboard of top quality & decent condition.
- B. Dartboards shall be positioned 5ft, 8in from the floor to the center of the bulls eye with the "20" wedge at the top center.
- C. The foul line (toe line) shall be 7ft 9 1/4 inches from the surface of the board, measured along the floor to the edge of the line nearest the player.
- D. The Pub owner is responsible for supplying and maintaining the league play dartboards, which must be appropriate for play as deemed by the Rules Committee.

- E. All league boards shall be firmly mounted and well illuminated. A lateral distance of 2 ft. 9 in. from the bulls eye shall be clear of walls, shelves, tables, and etc.
- F. When more than one board is being played on during a match on the same wall, a minimum of 6 ft (preferably 8 ft) shall be maintained between the centers of the boards in use.
- G. The dartboard wire spider must not be broken; the double and triple rings must be within a tolerance of 1/32 inch of the normal space measurements of 3/8 inch.
- H. Prior to the beginning of each Fall league season of play, a committee from the league will inspect each league play board for compliance of measurements and conditions of boards.

5. Beginning the Game

- A. Local play should be ended by 7:00 on nights of scheduled league play so that both teams can use the boards for warm-up.
- B. Warm-up prior to the start of each game shall be a maximum of 5 minutes prior to the "throwing for cork" on singles games and 10 minutes for doubles & team games.
- C. All games shall begin by "Throwing the Cork" with the home team having the option of going first or second to cork. The Team of the player who throws closest to the cork shall throw first, starting the game.
- D. Only players scheduled to play in that game may throw for cork.
- E. The player throwing for the cork need not go first in doubles or four-person games.
- F. Should the scorer call for a re-throw of the cork, the Visiting team will throw first with additional re-throws made on an alternating basis.
- G. The dart must remain in the board in order to count. Additional throws may be made (only when throwing for cork) until such time as the player's dart remains in the board. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower now throwing first.
- H. Re-throws shall be called for if the scorer cannot decide which dart is closer to the cork or if both darts are anywhere in the outer bull or inner bull. The thrown darts in the board may not be touched to determine the closeness to the cork. Measurements or decisions must be made from the point of the dart in the board to the cork without touching or straightening the dart.
 - I. The second thrower may acknowledge the first dart as an inner or outer bull & ask that the dart be removed before throwing.

6. Scoring

- A. The captain of the home team is responsible for proofing the Match Sheets & must keep all of the home sheets until the end of the season so if there should be any questions concerning certain matches they can be resolved.
- B. For a dart to count it must remain in the board until called and scored, except for the dart that ends the match.
- C. Should there be a mistake in the score, it must be pointed out and changed before that team's next turn. Discrepancies discovered after the player's throw of the team making the mistake will remain as scored unless both players agree to the change in the interest of good sportsmanship.
- D. Scores will be determined by the sides of the wire separating the different areas and scored where the point of the dart first penetrated the face of the board. "Robin Hood's" (a dart thrown into another dart already in the board) and bounce outs do not count.
- E. Any controversies arising during the match will be resolved in a private conference of the captains only. Team Captains will be responsible to resolve this matter at the time of occurrence. Captains not cooperating in the enforcement of this rule will be brought before the RULES COMMITTEE.
- F. A player throwing out of turn will have his score removed and his turn FORFIETED for that round.
- G. Players who leave the playing board during play have a maximum of 3 minutes between throwing turns. Failure to return in 3 minutes results in FORFIET of throwing turn. Throwing turn will be FORFEITED every 3 minutes until player returns.
- H. If there is a mismatch in the game and goes on for two rounds (6 darts per person) the game stands as played.
- I. Statistician-Duties include approving GTCDA Online Match reports, The Statistician will be paid \$200 per season plus expenses. There will be a two-part score sheet: one copy to each captain. All match reports must be submitted online by the home captain within 48 hours of the match completion, if the match is not submitted by the home

captain within the allotted timeframe the visiting captain will have access to submit the online match report. Match reports must be submitted online no later than 10PM on the Friday following the completion of the match. Penalty for late match submissions or failing to submit a match report for a completed match report: 1st. time offense-See rule 14E, 2nd. Offense-5 points or \$10 fine. The Statistician's responsibility is Stat's only; rules interpretation is the responsibility of the GTCDA Rules Committee. MVP's, with respect to MVP points:

1. MVP points must be thrown and properly entered on the score sheet. MVP's cannot be arbitrated with the Statistician at a later date.
2. In Cricket, all darts must count full value to score MVP points.
3. MVP points will not be counted during playoffs matches.
4. The GTCDA will give an award (plaques, mugs, or any other various prizes as deemed by the council etc.) to the top MVP point shooter at each season banquet.
5. If a player gets handicap darts, MVP points are only earned with the first three darts thrown. Handicap darts DO NOT count towards MVP's.
6. MVP Tournament Format:
 - a: Double Elimination with 24 or fewer throwers
 - b: Non-seeded random draw
 - c: 1 MVP needed to play - do not have to be playoff eligible
 - d: Loser bracket is 1 GAME ONLY - 301 DI & DO

J. If a chalker (scorekeeper) is used for any games during the match, the following rules shall be in effect.

1. The chalker is the scorekeeper only and will not act as an official.
2. The dart(s) must be removed by the thrower only after its value has been determined by the chalker.
3. Under no circumstance shall a chalker remove any player's darts from the board.
4. No one including the thrower or chalker, should touch the darts prior to the decision of the chalker.
5. The chalker, if asked, may inform the thrower what he has scored and/or what he has left. He MAY NOT inform the thrower what he has left in terms of number combinations. It IS permissible for a partner, teammate, or a spectator to advise the thrower during the course of a Match.
6. If a player is using headphones or any device to prevent or block out noise, they must be observant of any direction or comments from the chalker.

7. Postponements and Rescheduled Matches

A. A match may be postponed by mutual agreements between the captains prior to the night, or up to 3 hrs before the scheduled match. Other exceptions to this rule shall be "Acts of God"

B. All postponed matches shall be played before the last scheduled match of the season. Playoff matches cannot be rescheduled passed their next scheduled match date.

C. If both captains agree to reschedule a match, the home captain is required to send out a Reschedule notice via the online website system. This can be found on the Captain's Link in the Captain's Administration section. In doing so, this will fulfill Rule 7D. The system will send an email to both captains and all members of the executive council.

D. The PRESIDENT or RULES COMMITTEE must be advised of all postponements for an approval, if not, the match could be considered a FORFIET to both teams. Under certain EXTREME situations the PRESIDENT may approve the rescheduling of matches other than the rule above (7B).

8. Forfeits

A. Should a team have less than 3 of its rostered players present by starting time plus the 15 minutes grace time (7:45) the match may be called a FORFIET. By mutual agreement of both captains the match may be postponed and rescheduled. Refer to rule 7B & 7C.

B. In Case of a team invoking the FORFIET rule, the forfeiting team receives zero points and the game will be considered as played in determining the game average. The other team receives one point for the win, and an average of match points to be determined at the end of the season, in addition the team members receiving the FORFIET will get their average MVP's to be determined at the end of the season. The forfeiting team receives no MVP's. All teams in the division will have their total points scored by the end of the season. The game average may be needed to determine the division winners.

- C. Any team that allows an ineligible player to play shall FORFIET as a penalty any win points that were scored in all matches by such player from the time of his ineligibility. These points will be awarded to the opposing team.
- D. Any team that FORFIETS more than once in a season will not be allowed back the next season unless there is a 50% change in their rostered players.
- E. Any team that forfeits twice in a season must finish the season playing their matches at the opposing team's bar.

9. Teams

- A. A Team must consist of at least 4 rostered players but no more than 8.
- B. Once a team roster has been submitted & scheduled play has begun there not be allowed any changing of a player from 1 team to another. Changing teams must be done between seasons when everyone is considered a free agent. Refer to 8C.
- C. Teams may add players to their rosters at any time during the season, providing that:
 - 1. The player is signed-up with his dues paid and player average calculated by 7:15PM the day of the match he throws in.
 - 2. Addition of a player does not cause a team to exceed the "8 player" limit in roster size.
 - 3. A player must PLAY in 40% regular season matches to be eligible for post season play-defined as playoffs and MVP championships.
 - 4. A player must play within the guidelines set forth by the Scheduling Committee and may NOT join a team that would change the balance of the division.
- D. A team that has 8 rostered players but has lost one or more due to work schedules, moving out-of-town, etc. or wishes to replace a player who simply does not show up, may do so by contacting the league Treasurer & requesting that player be removed from the roster. No dues are refundable nor can the same player be added back to the roster of that team or any other team for the remainder of that season. The dues for such a player may not be applied to a replacement player under rule 9C. The team that drops a player under this rule will still retain any and all match points contributed by this player; however, this player may receive no compensation in the way of trophies, etc., earned by the team at season's end.
- E. The current roster of that the Rules Committee understands to be registered players for each team can be found on the main page of the website using the Individual Player Stats link.
- F. Adding players during the season – Power and Parity Division Rules
 - 1. When Parity Division play is in effect for a season, teams may add any player to their roster during the season regardless of "Player Average".
 - 2. When Power Division play in effect for a season:
 - i "A" Division Teams – May add any player to their roster during the season regardless of "Player Average".
 - ii "B" or "C" Division Teams – May NOT add a player to their roster that will raise their team average above the highest average in their division at time the divisions were set at the beginning of the season. This is to keep play fair and balanced.

10. Conduct

- A. Heckling or other harassment is forbidden.
- B. All players & spectators must give each thrower plenty of room to throw & refrain from undue movement or motion in or near the dartboard lane to eliminate distractions. Repeated harassment or loud foul language may result in FORFIETURE of up to 6 match points or match game.
- C. Physical abuse of any parties will be dealt with relative to the circumstances.
- D. Team Captains will be responsible to resolve this matter at the time of occurrence. Captains not cooperating in the enforcement of this rule will be brought before the Rules Committee.

11. Match Profile

- A. 1 st section shall consist of 4 singles 501 games (sido) one point each, 4 points total
- B. 2 nd section shall consist of 4 singles Cricket games 1 point each, 4 points total.
- C. 3 rd section shall consist of 2 matches of doubles 601 (dido) 2 points per game, 4 points total.
- D. 4 th section shall consist of 2 matches of doubles Cricket, 2 points per game, 4 total points.
- E. 5th section shall consist of one 4 persons 1001 (dido) with 3 total points.
- F. Players can only play 1 game in each section. Refer to Rule 8C.

G. Everyone in attendance at a match is required to play at least 1 singles game in order to be eligible to play in the doubles & team match. Players arriving AFTER the last singles match has started will be allowed to play in the doubles and team match.

H. The team with the most Match Points receives the WIN point (1)

I. All players may play the best 2 out of 3 legs in the singles games. It must be decided prior to match play and must be the decision of both team captains. Should either side not wish to play 2 out of 3 matches, there is no agreement. Teams also have the option to play the 2 out of 3 in doubles matches.

J. If teams are scheduled to play uneven matches in a division, you play at the place specified on the schedule: however, a flip of the coin will determine who acts as the home team in your third match.

K. All games MUST use the handicap system.

12. Playing Short

A. A full 19 points match may still be played even if one team has only 3 players present. The game of singles 501 and singles Cricket will be a Forfeit with the opposing team being awarded the point. The 2nd game of doubles 601 and the 2nd game of doubles Cricket will be 1 player vs. 2 with the 1 player throwing 3 darts against 6 per turn. The 1001 game will be 3 players vs. 4 players with the 3 throwing 9 darts against 12 darts per turn. You may play your SINGLE player in any match you see fit. Abiding by rule 3D.

B. Any match with both teams showing up with 3 players each should probably be postponed & rescheduled; however, it may be played under the following format. Only 3 games of singles 501 & 3 games of singles Cricket can be played, each worth 1 point. Only one game of doubles 501 can be played, worth 2 points. The other game of doubles 601 shall be considered a FORFEIT for both teams with no points awarded. The same for Cricket doubles, 2 points awarded and 2 points FORFEITED. The 1001 can be played with 3 players vs. 3 players, the game shall be worth 3 points for the winner. The total points awarded for a match are 13. If either team or both teams have additional players show up late, these players may join any game not yet begun and the remaining games would revert back to the regular 19-point format.

C. 1 MVP will be awarded to the player who receives the forfeited win in the Singles 501 & Cricket matches.

13. Rules Committee And Protest Procedures

A. The RULES COMMITTEE is made up of the league PRESIDENT, VICE PRESIDENT, TREASURER, Sergeant At Arms, & 2 Members At Large; the Secretary will be present to record the minutes of the meeting but will not have a ruling vote. The function of this committee is to interpret rules, make decisions on protests, and discipline teams or individual members. This committee has the power to change or cancel game scores, match scores, declare FORFEIT, reschedule matches, take away MVP points and drop player(s) from the league.

B. Sergeant-At-Arms: Irreconcilable differences that arise during League Matches are advised to be settled by arbitration through the Rules and Protest Committee chairperson, Sergeant-at-arms. Due to the time factors involved in the special protest, all contact shall be made by telephone. In the event the Sergeant-At-Arms cannot resolve the conflict, the matter will be placed before the Leagues President & or Rules Committee. All decisions made by the Rules Committee will be final.

C. Only team captains, acting captains, and sponsors may file a protest about any irregularity relating to the RULES COMMITTEE IN WRITING WITHIN 48 HOURS OF THE INCIDENT. If the incident occurs during a match the opposing team must be notified of the protest within 48-hour period & unless extenuating circumstances exist, the word "PROTEST" should be indicated on the score sheet and signed by both captains.

14. Duties of the Captains

A. The team captain is responsible for the conduct of the team and the safety of all participants and the spectators as referred to in the CONDUCT section (10) of these rules. The captain is responsible for the accuracy of the Match Report Sheet, its online submission within 48 hours of the completed match, attendance of special protest and general meetings, properly registering new members to the team, providing all information to and from team members and league officials, and along with the pub owner, the maintenance of equipment used in G.T.C.D.A. activities.

B. Each Captain will give a home phone number, work number if possible, and certain hour to be reached.

C. Each Captain is responsible for personally attending or designating an acting teammate as captain to attend all Captain Meetings, in the event of a personal emergency, a call to a league council member designating another captain to act as a proxy vote is acceptable. If the team is not properly represented at the meeting, a fine of \$20 and 20 Match Points will be deducted from the team's total score. All fines must be paid by the end of the season or the team will not be eligible for playoffs.

D. The home team Captain is responsible for submitting the Match Report Sheet via the online website system. The league scorekeeper must be able to view the submitted match report online no later than 48 hours after the completed match. In the event the Match Report is not submitted to the online website system within the required time frame. The team will have 1 point deducted from its total score of the match in question.

E. The Home Team Captain will be required to have access to a copy of the league rules; via hard copy, internet, or Smartphone at each match. In the event it is necessary to refer to the rules and the Home Team Captain does not have access to the League Rules document at the match; the Home Team will have 1 point deducted from its total score of the current match.

F. The Home Team Captain will be required to have in their possession the Handicap matrix for the match or access to online information to manually calculate the handicap information for the match.

15. In The Event Of a Tie

A. In the event of a tie at the end of a match, caused by rule infraction, each team will get 1/2 win point.

B. In the event of a tie at the end of the season, the 1st tiebreaker will be their head to head match record during regular season. The 2nd tiebreaker will be overall match points. The 3rd tiebreaker will be head to head match points. The 4th tiebreaker will be a coin toss.

16. Changes in the Rules of Play

A. Any changes in the "Rules of Play" must be proposed and approved by a majority vote of the captains at regularly scheduled captains meeting. Rule changes may also be proposed by the League Council and then approved by a majority vote of the captains to be amended to the G.T.C.D.A.'s "Rules of Play". All changes in the G.T.C.D.A.'s "Rules of Play" will be announced on the website.

17. End of Season Play-Off Procedures & Banquet

A. All matches will be played on the date scheduled unless proper postponement & rescheduling rules are followed (rule 7). Due to the scheduling of playoff matches in a short period of time, the winning play-off team Captain is responsible for calling in the results of the Playoff match.

B. 1 team plaque will be awarded to the regular season team winner and 2nd place team in each division. (Note: Based on 4 teams per division. If 6 or more teams per division a plaque will be awarded to the 3rd place team.) Play-off champions and runners-up will receive 1 team plaque. All teams receiving team plaques will also be awarded individual trophies/plaques for each member of their respective teams.

C. A food banquet will be provided from League funds 1 time per year. Since the winter season usually has the largest number of league members, the Food Banquet will be held at the end of that season.

D. League elections will be held at the end of the winter season for qualified applicants.

Appendix A – MVP Chart

All players can earn MVP points during a match by accomplishing the following:

<u>Throw</u>	<u>MVP</u>	<u>Points Game</u>
95 – 113 points (95 – 1T3)	1 point	501/601/1001
114 – 169 (1T4 – 6T9)	2 points	501/601/1001
3 Dart Out	1 point	501/601/1001
170 - 180 (7T0- 8T0)	3 points	501/601/1001
5 - 6 Counter	1 point	Cricket
7 - 8 Counter	2 points	Cricket
9 Counter	3 points	Cricket
3 Bulls	1 point	Cricket
4 - 5 Bulls	2 points	Cricket
6 Bulls	3 points	Cricket
Singles Win	1 point	501/Cricket

- 2 Triples and a Double Bull will count as a 9 –Mark for award pins and be valued at 3 MVP points when playing Cricket. All darts must count for score.

Award patch will be given at the end of each season for the following accomplishments:

8T0 in any '01
Game 9 Counter in any Cricket Game
15 darts or less in Singles Games
6 Bulls in any Cricket Game
7T0 In or Out in any '01 Game

Printable Pocket MVP Chart:

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