

GREATER SAN DIEGO DARTING ASSOCIATION

RULES AND CONDITIONS FOR LEAGUE PLAY

RULE 1 – MEMBERSHIP

- A. Only current GSDDA members in good standing are eligible to participate in special GSDDA activities (i.e. World Masters, ADO All Stars, etc.)
- B. Individuals, sponsors, or members of teams which are delinquent in fees, dues, or have outstanding checks written to the GSDDA, shall not be permitted to participate in any GSDDA activity. All returned checks are subject to an additional \$15.00 fee.
- C. It shall be the responsibility of all members to be in possession of their GSDDA membership cards and be able to produce such card if eligibility is challenged.
- D. A player's signature on the membership application roster, and subsequent approval of the application as defined in Article II, Section 3 of the GSDDA by-laws, is an automatic acceptance of these rules and conditions and are subject to no appeal, except through the Rules and Protest Committee.
- E. Duplicate GSDDA membership cards may be issued after payment of a \$10.00 processing fee is received by the GSDDA. The same registration number shall be assigned when replacing such card

RULE 2 – DEFINITIONS

A. STRUCTURE:

1. SESSION – A period of time scheduled by the Board during which league competition takes place.
2. FORMAT – Establishes the number of players, the number of games, and the kind of games to be played, each match, in a given league.
NOTE: See Policy Guide for format descriptions.
3. LEAGUE – Team competition identified by a specific format of separate night of play (i.e. 4-person team league; mixed-doubles team league).
4. DIVISION – Divisions of team competition will be distinguished by caliber of play with the highest skill level being "A Division", the next highest being "B Division", and so on for as many divisions as are necessary. Divisions of teams may be further divided geographically.
5. MATCH – The total number of games to be played between two teams in one night of competition as required by the format of a given league.
6. GAME – A part of a match consisting of one game of darts or a "Best Of" series of legs as determined by the appropriate format.
7. LEG – A game of darts that is one part of a "Best Of" series. "Best of Three" indicates that two out of three legs must be won to win the game.

B. TROPHIES:

1. SPONSOR TROPHY – An award that is issued by the GSDDA and becomes the property of the establishment so awarded.
2. INDIVIDUAL TROPHY - An award that is issued by the GSDDA and becomes the property of the individual so awarded.
3. PERPETUAL TROPHY – A trophy which is on conditional loan from the GSDDA to a team and sponsor which must be returned to the GSDDA office within one (1) week of the last regularly scheduled match of the season following its presentation.

C. MISCELLANEOUS:

1. SCORER – Referee, chalker, scorekeeper, or marker.
2. CORK – Bills-eye, center, or bull (diddle). Throwing for the bull to establish who starts first.
3. BLIND – An absent player who assumes a dummy score of "0" for each scheduled throw of that absent player in each game.
4. HOCKEY / TOE LINE – Throwing line.
5. TON – A score of 100 (presumably taken from the fact that there are "twenty" hundredweight's in one ton weight).

RULE 3 – DIVISIONS / SCHEDULES

- A. The GSDDA may divide its members into an unlimited number of divisions as defined in rule 2A.
- B. As a general rule, and providing that the majority of a team's members remain the same team, any team which finishes at the bottom of its division for two sessions, will automatically be placed in the next lower division when possible and any team which has placed first for two consecutive sessions in the same division will automatically be placed in the next higher division when possible.
- C. The GSDDA Board shall determine the geographical division, scheduling, and placement of teams in competitive league divisions based on the reputation of the team players and their past performances.
- D. The GSDDA shall be responsible for providing schedules to all sponsors and team captains in sufficient time to be posted prior to the start of each session.

RULE 4 – EQUIPMENT AND SETUP

- A. All matches shall be played on a "Standard English Clock Bristle Board" mounted on a stable background. The center of the board must be 5' 8 1/4" from the floor. The "20" wedge must be in the 12 o'clock position and shall be the darker color of the wedges.
- B. The "Hockey" or "Toe Line" shall be a straight line extending 18" in either direction from and perpendicular to the center line (36" in total length). It shall be in place and clearly visible at all times during the match. Rubber mats are acceptable, but must be fixed in such a way that they are stationary during the match. Measured at floor level, the front of the toe line must be 93 1/4" from the front playing surface of the board (the diagonal distance from the center of the bull to the front of the toe line is 115 1/2").
- C. Lighting must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not obstruct the path of a dart from the hockey or toe line to any section of the board.
- D. A lateral distance of 2' 9" from the bulls-eye to either side should be clear of encumbrances such as walls, shelves, tables, etc.
- E. When more than one (1) match is being played on boards mounted on the same wall, there shall be a minimum of 8' between the centers of the boards in use.
- F. A scoreboard must be mounted within 4' laterally from the dart board and at not more than a 45 degree angle from the dart board.
- G. Each sponsoring establishment is encouraged to provide a bulletin board or wall area for exclusive posting of dart news and information.
- H. All comments or protests concerning equipment at a particular establishment should be brought to the attention of the sponsor. If this fails to produce results, the Rules and Protest Committee should be notified.

RULE 5 – THE TEAM

- A. A team shall roster enough players to field a full team for the format of the league in which the team is entered.
- B. A team rostering minors must have at least enough adult members to comply with Rule 5A for away matches in establishments where minors are restricted.

RULE 6 – LINE-UPS

- A. Line-up for the first game must be entered on the score sheet at starting time and indicates the start of the match.

- B. The line-up for all games shall consist of the competing player's full name and GSDDA membership number.
- C. The home team must submit their line-up first as the games progress, unless as otherwise instructed on the score sheet.
- D. Changes and substitutions may be made only with the consent of the opposing team's captain and only if he/she initials such changes as proof of agreement to said change(s).
- E. Absent players shall not be listed in the line-up.
- F. Changes and substitutions will not be allowed after a game has begun.
- G. Blinds may not be used until all players available have been used in each section of the format.
 - 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.
 - 2. If both teams have a blind in the same game, the game will not be scored as a win or loss for either team. If this results in a tie, a tie-breaker will be played (see Section II of the Policy Guide).
- A. A team may play late arriving players provided the game he or she is to play in has not begun.

RULE 7 – TIME FACTORS

- A. Matches are to start at 7:30 P.M., but no later than 7:45 P.M. on the date and at the place scheduled.
- B. No more than ten (10) minutes may elapse between games.
- C. Accelerated bar time has no significance. Normal time in effect will be used to indicate the start of a match.

RULE 8 – THE MATCH

- A. A match shall be defined in Rule 2A(5). No changes will be permitted. One (1) point shall be awarded for each game won.
- B. All matches won will receive two (2) match points.

RULE 9 – BEGINNING THE GAME

- A. In the event that good sportsmanship does not prevail, The home team shall have exclusive use of the playing board for warm up from 7:00 P.M. until 7:15 P.M. At 7:15 P.M., the home team shall relinquish the board to the visiting team for their warm up. Sponsors and team captains should also ensure that non-scheduled players are clear of the playing area.

B. Warm up prior to the start of each game shall be limited to nine (9) darts per player. Once a game begins with the first throw of the "cork", players of that game may not throw any practice darts at the game board, or on any other dart board for the duration of that game.

C. CORKING:

1. All games are begun by "throwing the cork" with the home team throwing first. The team of the player who throws the closest to the cork shall throw first in starting the game.
2. In divisions where games consist of best 2 of 3, or 3 of 5 legs, shooters will cork every leg (no "Mugs Away") as needed in the following order: the home team corks first in the first leg; the visiting team in the second leg; the home team in the third leg; the visiting team in the fourth leg; and the home team in the fifth leg.

A. Only players scheduled to play in the game may throw for the cork.

B. The player throwing for the cork need not go first when starting a doubles, triples, or team game.

C. Should the scorer call for a re-throw at the cork, the team which threw last shall re-throw first with additional re-throws being made on an alternating basis.

D. The dart must remain in the board in order to count. Additional throws may be made (only when throwing the "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 by both players will be made with the second thrower now throwing first.

E. Re-throws shall be called for if the scorer cannot decide which dart is closest to the cork or if both darts are anywhere in the inner bull or both darts are anywhere in the outer bull.

F. The second thrower, if desired, may acknowledge the first dart as an inner or outer bull and ask for that dart to be removed prior to throwing.

G. With the exception of Rule 9I, when corking, no dart may be touched until a determination has been made by the scorekeeper.

RULE 10 – SCORING THE GAME

A. Scoring begins with the first game dart thrown unless the game or leg being played requires a double on, in which case scoring will start, for any player or team, beginning with the first dart that lands in a double ring segment.

B. An "01" game is finished when a player's dart lands in a double ring segment having the exact value of the remaining score. A cricket game is finished when a team closes all the required numbers and has points equal to or greater than that of the opponent.

C. The scorer shall be furnished by the home team, and shall be a person acceptable to both captains.

D. BUST RULE:

1. Three (3) darts or less score more points than required to complete the game; or
2. Three (3) darts or less leaves a remaining score of one (1); or
3. The remaining score is zero and the last scoring dart thrown did not land in a double ring segment.

A. Fast finishes such as "3-in-a-bed", "222", "111", "Shanghai", etc. are not permitted.

B. For a dart to score, it must remain in the board for five (5) seconds after the third or final dart has been thrown by the player. The point of the dart must be touching the bristle portion of the board. A dart sticking in another dart counts as a dart thrown, but has no score value. A dart bouncing out of the board has no score value and may not be re-thrown.

C. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board.

D. If a dart becomes lodged in a double or triple area where the ribbon or wire overlaps to complete the circle, it shall be considered the higher value, whatever the case may be.

E. No dart may be touched or removed by the thrower, another player, scoere, captain, or spectator until the score of the throw has been announced and recorded on the visible scoreboard by the scorer. If a player should remove the darts prior to the scorekeeper announcing and recording the score, the removed darts shall have no score value.

F. The scorekeeper may inform the thrower what has been scored and/or what is remaining. He may not, at any time, inform the thrower what is remaining in terms of "number" or "out" combinations. It is permissible however for the captain, partner, or a team member to advise the thrower during the course of a game.

G. The scorer shall arrange the scoreboard in such a manner as to list all individual scores in the outermost columns and the totals remaining in the two innermost columns.

H. Errors in arithmetic must stand as written unless corrected prior to the beginning of that team's next throw. (The aforementioned may be waived in the interest of sportsmanship provided both captains so agree.)

I. The scorekeeper shall refrain from smoking or drinking while in the performance of his/her duties. (See 22B)

J. No part of a players foot may extend forward of the hockey or toe line. Any darts thrown shall be scored as thrown, with a warning given to the thrower. One (1) warning will be permitted. Any darts thrown with a portion of the foot beyond the toe line after one (1) warning shall have that score removed.

- K. The score of a player throwing out of turn shall be removed from the scoreboard and that player shall lose his turn for that round. (The aforementioned may be waived in the interest of sportsmanship provided both captains so agree.)

RULE 11 – REPORTING THE RESULTS

- A. The captain of the home team is responsible for supplying and completing the official score sheet and the captain of the winning team is responsible for calling in the results (that same night) and the mailing within twenty-four (24) hours of the official score sheet.
- B. Both captains are responsible for the accuracy of the score sheet with their signatures attesting to same.
- C. The reverse side of the score sheet should be properly completed, with both the first and last name of the player, and initialed by both captains giving: High on, high score, and low dart games. In reporting "Low Dart Games" list all players involved. Other significant darting feats should also be explained.
- D. Lack of score sheet will not be considered an excuse for the last reporting of the results.
- E. Score sheets must be postmarked or hand delivered by midnight of the day immediately following the match. A one day extension shall be granted when observing postal holidays.
- F. Winning team captains are encouraged to mail score sheets at a post office rather than a street drop.
- G. If a match is postponed or rescheduled, notify the dart office of same. Mark score sheet accordingly with date for rescheduled match when played.

RULE 12 – RESULTS / STANDINGS

- A. All results and standings are posted in the weekly standings newsletter shall be considered final unless protested.

RULE 13 – POSTPONEMENTS

- A. A match may be postponed only under extreme circumstances (except during the last two weeks – see Rule 13D). A match may be postponed by a mutual agreement between captains prior to the time for which the match is scheduled. "Shooting short" is not an adequate reason for postponement. All teams are encouraged to carry extra players.
- B. All postponed matches must be played before the final two (2) weeks of the session. If this is not possible, the Rules and Protest committee shall schedule the match at the convenience of the requested team.
- C. Both captains must inform the dart office of any rescheduled match prior to the originally scheduled date.
- D. Postponements during the last two weeks of the session will not be allowed

RULE 14 – FORFEITS

- A. Should a competing team have less than fifty percent (50%) of the roster required by a given format at a scheduled match, that team could forfeit the entire match at the discretion of the Rules and Protest Committee.
- B. Any team that forfeits a match during a session could, at the discretion of the Rules and Protest Committee, be suspended from league play for the remainder of that session, and/or the following session.
- C. Once a match has begun, any team that forfeits that match for any reason other than an insufficient number of players, will be scored as having lost all games for the league format being played. The opponent, in addition to being scored as having won all games for the league format being played, will also be awarded the match points for that event.

RULE 15 – DIVISION CHAMPIONS

- A. The team having the highest number of match points at the end of the session will be declared the division champion. In the event of a tie in "match points", total games won and lost will be used to determine a winner.
- B. In the event of a tie in both match points and games won and lost, all first and second place ties will be required to play a tie-breaker match. The one (1) match play-off must be played on a regular scheduled night of the week following the last regularly scheduled match in the division, at a neutral location acceptable to both team captains.
- C. No postponements will be allowed during the play-offs.
- D. The team accumulating the most games won during play-offs will be adjudged the division champion. Should ties occur, play-offs will continue until a winner is determined.
- E. Ties occurring in perpetual trophy play-offs will be broken according to Section III in the Policy Guide

RULE 16 – AWARDS

- A. An awards committee shall be appointed by the Board.
- B. It shall be the responsibility of the awards committee to:
 - 1. Select and establish reputable and dependable award and trophy suppliers for all GSDDA sponsored activities. The suppliers shall be subject to review and approval by the Board each session.
 - 2. Designate and send out for bid the appropriate awards as described by Rule 16E according to the budget allotted by the Board; and
 - 3. Obtain sponsor and/or player names, etc. associated with each award and coordinate activities with the suppliers to assure readiness for presentation.

- A. Additional awards for special achievements may be made at the discretion of the Board, or by nomination from the general membership for action by the board.
- B. Eligibility to receive GSDDA awards/trophies is acknowledged only for darting expertise exhibited during a GSDDA activity.
- C. Awards shall be given for the following:
 - 1. Division Champions – One (1) sponsor and appropriate individual awards shall be awarded for first place in each division.
 - 2. Division Runners-up (at the discretion of the Board at each session) – One (1) sponsor and appropriate individual awards shall be awarded for second place in each division.
 - 3. High on and high out individual awards will be given each session to the players in each division shooting the highest "On" and "Out".
 - 4. Ton-80 – Individual awards presented each session to the players scoring a total of 180 points in league play, during a single turn, with three darts.
 - 5. Round of Nine – Three triples in cricket games.
 - 6. Low dart games shall be stated on the back of the score sheets.
 - 7. Six bulls thrown in a single turn in a cricket game.
 - 8. High score thrown – shall be given to the player in each division achieving the highest score thrown for that division other than a Ton-80.
 - 9. The weekly standings newsletter shall continuously publish only the leading qualifiers for each of the different categories. If there are no qualifiers for a particular category, that category shall remain blank.

- A. Eligibility for a divisional award shall be based on a minimum of 15 games during the session. Players with less than 15 games for the session will not be eligible for division champion or runner-up awards.
- B. GSDDA league sportsmanship award – The individual for this award will be chosen by the Board and given custody of the perpetual trophy for the following session. All team captains shall submit their teams' choice for the award during the final two weeks of the session and prior to the end of the session.

RULE 17 – TEAM WITHDRAWING

- A. A team shall be considered withdrawn from the association on the date written notice is published by the GSDDA.
- B. New team replacements for teams withdrawing from the association are not permitted during a scheduled session. The Board may add replacement teams within the first two weeks of the session if the new team(s) roster no players from the withdrawing team(s). Make-up matches will be required for the missed match dates.
- C. A team withdrawing from the association shall receive no refunds of monetary compensation for session or sponsor fees; however, the GSDDA individual membership will remain in good standing with the association.

- D. Contingent on session format, all matches played against a withdrawing team shall be considered void if the team withdraws during the first half (or third) of the session. If the team withdraws after the first half (or third) of the session, only its matches played in that half (or third) shall be considered void.
- E. A team cannot move from one sponsor to another after the session begins without agreement from both old and new sponsors and prior approval of the Board.

RULE 18 – PROTEST PROCEDURES

- A. Only team captains, co-captains, and sponsors may file protests. Protest action shall be initiated only by submitting a complete report in writing to the Rules and Protest committee through the GSDDA office within five (5) days of the alleged infraction. Captains or co-captains filing a protest must provide a copy to the team sponsor.
- B. A match may be played under protest if, in the opinion of either team captain, an error was made in a rule interpretation. The protesting team shall adhere to the following procedures:
 - 1. Immediately notify the opposing team captain at the time the protested condition arises.
 - 2. If the protested condition is corrected to the satisfaction of both team captains, proceed no further with the protest.
 - 3. If the protested condition is not corrected to the satisfaction of one or both captains, complete the match and annotate the match results as follows:
 - a. Indicate the protested condition, and the point from which the match is played under protest (game, score, and names of players).
 - b. Both team captains are requested to initial the protest annotation. If the opposing team captain refuses to initial the protest, it should be so noted by the protesting team captain.
 - c. A decision shall be made by the Rules and Protest committee within two (2) weeks of receipt of the report.
 - d. Decisions of the Rules and Protest committee may be appealed to the Board. The decision of the Board is final.

RULE 19 – ADDING NEW PLAYERS

- A. A captain may play a new player, providing the GSDDA receives (in the office) the appropriate membership, session fees and registration form 72 hours prior to the match in which the new player first plays.
 - 1. A newly added player may not be of a higher proficiency than the division in which the team is placed. The proficiency will be based on reputation or past performance.

2. A player added to replace a former player may be of a proficiency equal to or lesser than that of the player being replaced.
- A. Penalty for playing unrostered player(s) shall be the loss of games played by such player, and that player being suspended from league play for the remainder of the session. It may also result in a penalty to the team at the discretion of the Rules and Protest committee.
 - B. No new players may be added to a team after mid-session.
 - C. Substitute players cost a team \$3.00 per night. The substitution fee must accompany the appropriate score sheet and be received by the GSDDA prior to that team's score being posted.
 - D. If a substitute is used more than two (2) nights by any one (1) team, the substitute must become a member of that team and pay the roster fee. As a member of the team, the player may no longer substitute for any other team on the nights his/her team is scheduled to play.
 - E. A substitute player must be a paid GSDDA member in good standing and not a member of any team in any division on the night he/she is used.
 - F. Substitute players must play at a division level equal to or greater than their highest division rating the substitute is currently playing or played the last session. (see the GSDDA Policy Guide for division ratings.)
 - G. If a substitute is found to be playing below his/her level, or is not a member of the GSDDA, or the proper fees are not turned in with the score sheet, all games in which he/she played will become automatic losses.
 - H. If a substitute player is used, it must be clearly marked on the score sheet that he/she is a substitute player so that the proper records may be kept in the office.
 - I. The use of substitute players is not permitted during the final two weeks of the session.

RULE 20 – PLAYER / TEAM STATUS

- A. A player may be rostered on one team per night, and must remain on that team for the remainder of the session, except as noted by Rule 20B.
- B. Once having registered with a team, a player may change teams during the course of a session only if that team withdraws from the league and one of the following conditions is met:
 1. The Board has received written notice of a team's intention to withdraw as of a particular date. The Board has notified all other teams involved. There is at least one (1) full round of scheduled matches still remaining in the session.
 2. The player was rostered without his consent or knowledge and has not participated in a match with said team. There is at least one (1) full round of scheduled matches still remaining in the session.

- A. A player may be dropped from the team by a majority vote of the team members.
- B. The Board will consider exceptions to Rule 20B.

RULE 21 – GAMBLING

- A. Gambling is neither sanctioned nor authorized at GSDDA events and its practice could result in suspension or revocation of GSDDA membership.

RULE 22 – SPORTSMANSHIP

- A. Good sportsmanship shall be the prevailing attitude during all GSDDA competition. Captains and sponsors are specifically charged with maintaining an atmosphere of good sportsmanship, proper decorum, sobriety, and safety during matches.
- B. Match official/scorekeepers and participants shall refrain from making noise, movements, or other such actions as may prove to be distraction to a player while on the throwing line. This includes verbal expressions or harassment.
- C. Team penalties, suspension or revocation of GSDDA membership may result for any team and or individual found guilty of any misconduct covered by this rule, as decided by the Rules and Protest committee in accordance with Article II, Section 6 of the Bylaws.

RULE 23 – DUTIES OF THE TEAM CAPTAIN

- A. A captain is responsible for the conduct of the team and the safety of all participants and spectators in accordance with Rule 2. They are also responsible for the accuracy of the official score sheet, attendance at special, protest, and general meetings, properly registering new members of the team, and insuring the team's home location maintains proper standards of equipment.
- B. Each team must be represented by either its team captain or co-captain only.
- C. If a captain or co-captain fails to attend special meetings, protest hearings, and/or general meetings when requested, their team will have one (1) point removed from it's "Games Won" column and added to it's "Games Lost" column.

RULE 24 – RULE CHANGES

- A. These rules shall be revised only by the GSDDA Board of Directors.
- B. Rule changes, additions, and deletions will be published in the weekly newsletter and/or supplemental page(s) to this document.

RULE 25 – REGISTRATION

- A. Registration for GSDDA league play shall be announced by the Board. Teams not registered by the close of registration shall not be accepted unless the Board uses it's perogative to fill a bye in the schedule.

RULE 26 – POLICY GUIDE

- A. All requirements and conditions included in the Policy Guide shall be considered binding and shall be subject to change or alteration only by a majority of the GSDDA Board of Directors or by petition by a majority of the GSDDA membership.

GSDDA POLICY GUIDE

A. FORMAT FOR LEAGUE PLAY:

Format for league play shall be as specified on score sheets delivered at the captains meetings prior to the beginning of each session.

II. TEAM SIZE:

- a. Four member teams – minimum of four, maximum of eight;
- b. Mixed doubles - minimum of four, maximum of eight;
- c. Singles – minimum of three, maximum of five.

II. BREAKING TIES:

The method for breaking ties occurring from playing a blind or occurring in Perpetual Trophy play-offs will be as follows:

- a. One tie-breaker will be played;
- b. Four member teams will play a four member 801 straight start, double off game;
- c. Mixed doubles teams will play a 501 straight start, double off, doubles game with one (1) male and one (1) female on each team.
- d. Single teams will play a 301 double on, double off game.
- e. Players will be of their team's choice.
- f. All tie breaking games shall be one of one.
- g. Results of tie-breakers shall be recorded under "Notes to League Secretary".

II. DIVISION RATINGS:

- a. The Thursday division shall be rated the most difficult. Players on a Thursday team may not play in a lower division.
- b. The Monday division shall be rated second in difficulty. Monday players may play in the next lower Thursday division.
- c. The Wednesday division shall be rated third in difficulty. Wednesday players may play in the next lower Monday and Thursday divisions.
- d. If a division for a given night does not exist, a player may play in the next lower division for that night.

(i.e. Rostered players in the Thursday "A" division may only play for "A" division teams. Rostered players in the Monday "A" division may play for "A" division teams and the Thursday "B" division. Rostered players in the Wednesday "A" division may play for "A" division teams and the Monday and Thursday "B" division.)