

# PLAYING RULES – Revised January 18, 2016

## GENERAL

1. All players/teams shall play by these Rules and, where necessary, any supplemental Rules stipulated by SCDA Board of Directors.
2. Any player/team, who during the course of any event, fails to comply with any of these playing rules, shall be subject to appropriate penalty.
3. The interpretation of these Rules shall rest with the SCDA Board of Directors, whose decisions shall be final and binding. Protests after the fact shall not be considered.
4. Good sportsmanship shall be the prevailing attitude throughout the season.
5. Gambling is neither permitted nor sanctioned by SCDA.
6. The SCDA Board of Directors reserves the right to add to or amend, any, or all, of these Rules, at any time for any purpose deemed necessary.
- 7. WHEN NOT COVERED BY THESE SCDA RULES, A.D.O. (AMERICAN DARTS ASSOCIATION) RULES WILL PREVAIL IN ALL SCDA EVENTS.**

## DISPUTES OR PROTESTS

1. Any dispute/protest arising during a SCDA match must be submitted in writing to the Board of Directors within 48 hours of the match in question.
2. When sportsmanship is involved, protests may be made within one week of the incident. It is the team captain's responsibility to try and stop it at the time of the offense, but, if the captain's reprimand to the player/players does not have the desired effect, then the other players who are affected by the behavior will have the choice of making a formal protest to the board.
3. The Board of Directors will investigate any dispute/protest at the next appropriately scheduled SCDA Board Meeting.
4. Any player or team involved in the dispute/protest should have a representative at the Board Meeting in which the ruling is to take place. Failure to have a representative may result in an unfavorable decision by the Board due to hearing only one side of the dispute. Any decision reached by the Board is final and binding.

## SPORTSMANSHIP

1. Good sportsmanship shall be the prevailing attitude throughout the season.
2. During a match players shall conduct themselves in a manner of respect for the other player(s) and shall refrain from annoying the other players or using offensive language or making offensive gestures and shall refrain from any unsportsmanlike conduct. (IE: slamming down darts, kicking walls, taunting, or interfering with the throw of another player.)
3. By tradition, matches begin and end with a handshake and expression of good wishes.

## LEAGUE PLAY

1. **Packet Pick-Up is mandatory.** Any team who fails to have a representative present will automatically lose 5 match points.

a. No packets will be distributed before the set time. This is to ensure that league news; rules changes, etc. are passed along to all teams.

2. Whenever possible, the league will be divided into three “DIVISIONS.” (A, B, & C) A Division will consist of the top teams, B Division will be for mid-level teams and C Division will be for beginning player teams.

3. At the beginning of each season, the Divisions will be determined by the following:

a. At a team's request

b. Overall team strength

c. The winner of each division automatically will be moved one division up and the loser will be automatically moved one division down. This rule applies if the integrity of the team remains the same and is subject to SCDA Board of Directors discretion. These teams may not exclude original members in order to remain in the same division and then add those members back on the team after final sign up.

4. **Membership Dues**

a. Cost for membership is \$20.00, to be paid on or before packet pickup for Spring Season play. Any member joining after end of the Spring Season pays \$10.

5. **Shooting Fees**

a. Shoot fees for each Spring and Fall Season will be \$15.00, Summer Season (if one is played) will be \$10.00.

b. Shoot fees will be paid at packet pickup. Everyone on your roster is required to pay the entire \$15.00 fee regardless of the number of nights that member plays. Should the member not be able to play one night and require a substitute player, the substitute will not be charged the shoot fee. Should a new member be added to a team after 50% of the season has been played, that member will only be required to pay 50% of the shoot fee for that season.

6. **Sponsor Dues**

a. These dues are \$40 per team and are due in Spring and Fall seasons and are paid by your home bar.

b. The Board of Directors will collect these dues directly from the bar.

c. Any team wishing to play out of a new bar must inform the bar of the cost to Sponsor a team.

## **TEAM PROFILE**

1. A team will consist of no less than four players. All players must be current, valid members of the SCDA as defined by the SCDA BY-LAWS.
2. Teams are responsible for securing sponsorship prior to their registration with the SCDA. A team wishing to change sponsorship during the course of the league season must first receive permission of the SCDA Board of Directors.
3. If a team disbands, the members of that team are ineligible to compete as regular members or substitutes for any other SCDA team for the remainder of the league season, without permission from the SCDA Board of Directors.
4. If a team gives two complete forfeits in a row or three forfeits any time during the season the team is considered “DISBANDED” after consideration of the SCDA Board of Directors. All matches that have been played, including forfeits, will stand as long as all teams have played the disbanded team an equal number of times. After that point, all remaining matches will be treated as byes.
5. Forfeits and byes: Any team that forfeits a match will receive zero points and their opponents will receive nine match points. Any team having a bye will receive zero points.

## **PLAYERS**

1. A player is defined as a registered team member or substitute who is a current, valid member of the SCDA as outlined by the SCDA BY LAWS.
2. No higher division player may be added to a lower division team after final registration without approval of the Board of Directors.
3. A team adding a new player during the course of a league season must submit membership dues and shooting fees, as applicable, with the match report sheet and individual membership form on the night the addition is made and must be noted accordingly on the match report sheet.
4. A member must play in at least one half of the scheduled games to qualify for an individual award, but will be eligible for a team award. Exceptions may be appealed to the SCDA Board of Directors for consideration.
5. If for any reason a team does not have a full line-up for league night, the substitute list should be drawn upon. Only in the event a substitute is not available will rescheduling be considered. (See Match Profile Para. 7) If two substitutes are needed and only one is available, the team should then play with the two team members and substitute, aka Ironman. See Match Profile 7c for rule of play for a three player line-up.
  - a. Once a player has substituted three times for a team in any league season, the substitute becomes a registered member of that team. The SCDA Board of Directors may approve exceptions.
  - b. If a player is registered on one team, he may not substitute for any other team in the same league season. The SCDA may approve exceptions.
  - c. If a player substituted for shows up late for a match, he may not be used in the

- remaining matches for that night. The substitute is to remain in his place for the remainder of the match.
- d. No higher division player may substitute on a lower division team without prior consent of the SCDA Board of Directors.
  - e. When a substitute is used, it must be noted on the match report sheet.
  - f. NO SUBSTITUTES are allowed during the last three weeks of league play or in any playoff situation. If a substitute or a new player does play, scores will not be allowed to count. Any disputes shall be brought before the Board for appropriate penalties.

## **MATCH PROFILE**

1. Match Report Sheets: The home team captain is responsible for verifying the completion of the match report sheets, team names, dates, and team lineup completed and totaled. Score sheets must be received by the statistician no later than the Friday following the match play. The sheets may be scanned in and emailed, texted, hand delivered, or mailed. Any team not submitting their score sheet by the deadline will be assessed a penalty point. For each day the sheet is late, an additional penalty point will be assessed up to a total of 3 (three) penalty points.
2. All league matches will begin by 7:00 PM on the dates that are published in the SCDA League Playing Schedule.
3. The SCDA Board of Directors will set the format for each season.
4. The format of the match will be set forth on the match report sheet, with all games played in the order listed.
5. Lineups must be made up “BLIND” and submitted to the opposing team captain.
6. All players listed on the match report sheet must be played equally in accordance with the total number of players present. No player may play in excess of one match more than any other player. **EXAMPLE:** If the player with the least number of matches is playing 3, then the most matches any other team member can play is 4.
7. Matches will not be rescheduled from the published SCDA league schedule unless warranted by circumstances beyond the control of the teams involved, specifically, acts of God or human problems that cannot be described here. If changes are made, they must be reasonable and make sense. Both team captains must agree on the reschedule and new date. The home team captain must call a board member the original night of play to inform the league that the games will be rescheduled and must give the date the match will be played. The match will be played at the originally scheduled location unless both captains agree on another location. If a team does not show up to play the rescheduled match, the opposing team will be given 9 points and the team that forfeits will receive zero points. There should be no forfeits during the final three weeks of play. Should one team need to reschedule, the match must be played before the next regular night of play. The final night of match play cannot be rescheduled for any reason. **Forfeits are frowned upon and excessive forfeits will be dealt with by the Board of Directors as the need arises.**
  - a. Failure of a team to have a minimum of three players present at 7:30 PM will result in an automatic 9-0 forfeit to the opposing team.
  - b. Failure of both teams to have a minimum of three players present at 7:30 PM will

result in a 0-0 match score

- c. A team shooting only three players will forfeit two singles matches. If a member is involved in a doubles match in which his partner is absent, that player may give a forfeit for that match, or has the option to play against the opposing team alone (3 darts versus 6 darts), providing the absent players turn is forfeited in each rotation.
- d. If both teams have only three players then each team will forfeit two singles matches and two doubles matches.
- e. A late player can still play in any remaining games; however, any games the player was not present for will remain as a forfeit.
- f. The home team chooses the boards and, if applicable, the room in which the match is to be played and is responsible for the smooth running play of the match. If additional teams are scheduled in the pub, a coin toss will determine who plays on which boards. "First-Come First-Serve" and "Higher Division" priority are specifically not sanctioned or endorsed by the SCDA.
- g. No person on a team may play more than one of the singles games. EXAMPLE: A player cannot play two 301 singles games or two cricket singles games.

## **PROCEDURAL**

1. Each Player is entitled to (9) NINE practice darts at the assigned matchboard prior to a match. No other practice darts may be thrown during the match.
2. Should a player/team fail to report to the assigned board within the 5 minutes of being called up, a Forfeit will be called. Should a player's playing equipment become damaged, or be lost during the course of a throw, that player shall be allowed up to a maximum of 5 minutes in which to repair/replace the playing equipment.
3. Players and Scorers ONLY are allowed inside the playing area.
4. Opposing players must stand at least 2 feet behind the player.

## **THE PLAY**

1. All matches will begin by "throwing the cork." A flip of a coin will determine the first thrower. The winner of the coin flip has the option of throwing first or second at the bull. The scorer will determine which dart is closest to the bull. In the event of a tie, each player will again "throw the cork," in the reverse order of the previous throw. If the first dart is in the bull, the second thrower may request that the dart be pulled prior to his/her throw. The scorer will announce whether the bull was a single bull or a double bull.
  - a. Closest to the bull is judged by the distance of the darts entry point into the board surface. Darts WILL NOT be removed, moved or straightened before judging distance from the bull.
  - b. If the first dart is knocked out of the board by the second dart, each player will again "Throw the Cork" in the reverse order of the previous throw even if the first dart was a

bull and the second dart was not.

- c. The second game is started by the loser of the first game opting to throw the cork first or second. The third game is started by the loser of the flip opting to throw the cork first or second.
  - d. Either player of a doubles team may shoot first regardless of who throws the Cork.
2. All 01 games, as defined in the match format, shall be played out according to international match rules and will require a “DOUBLE OUT” whether the game is a double in or straight in game. Fast finishes, such as, three in a bed, 222, 111, Shanghai, etc., do not apply.
- a. In the game of 301, each player starts out with a score of 301. The object is to reduce that score to exactly zero using as few darts as possible. Each player/team must start the scoring by hitting a double and until a player/team hits a double, none of the darts thrown count for a score.
  - b. The players on each side alternate throwing three darts per turn until the game is finished. A player’s score on each turn is the total of all three darts added together.
  - c. To win the game, the player/team must hit the double that will reduce the score to zero. If the player scores on less, equal or more points than needed to reach zero, he has “Busted” and the score reverts back to the total score prior to the beginning of the throw.
  - d. 501 is identical to 301 except the player/team starts with more points and an opening double is not required to commence scoring.
3. Whenever Cricket is played, the game is to be “American Killer Cricket” with the following rules.
- a. Only the numbers 15 through 20 and the bull’s eyes are used. Each number is called an “INNINGS” and the object is to close all “INNINGS” and the bull’s eye prior to your opponent, and have equal or greater number of points.
  - b. To close an inning you must score three of that particular number. (Three singles, one double and a single, or a triple.)
  - c. To close the bull’s eyes, the outer bull counts as a single, and the inner bull as a double.
  - d. Once a player/team closes an inning, points may be scored on that number until the opponent also closes that inning. No further points can be scored on after the inning is closed by both opponents.
  - e. A player may mark or score in any unclosed inning/number without calling his/her darts.
  - f. Players may score at will. Cricket is not a gentleman’s game other than the customary handshake at the beginning and end of the match.

## **SCORING**

1. All darts must be thrown by, and from, the hand. The player is allowed a total of 3 minutes to complete their turn. No darts will be thrown after 3 minutes.
2. A Throw shall consist of three darts, unless a Leg/Match is completed in a lesser amount.
3. Should a player touch any dart, which is in the dartboard, during a throw, that throw shall be deemed completed.
4. Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown.
5. Any dart released by the throwing motion of a players arm/hand and landing over the toe-line will be considered a thrown dart and will not be re-thrown.
6. If the person throwing the dart is interfered with by physical contact the thrown dart, at the players option, may be retrieved and re-thrown. If the throw that was interfered with dislodges one or both previously thrown darts, they may also be re-thrown.
7. For a dart to score, it must remain in the board until the final dart has been thrown by that player and the darts have been reasonably retrieved by the thrower. The tip of the dart point must be touching the bristle portion of the board, in order for that dart to be counted as score.
8. No dart may be touched by the thrower, another player, scorer, or spectator, prior to the decision of the scorer. Any dart touched before all three darts are thrown will automatically end the throw and the score recorded.
9. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board.
10. It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw or in the case of team matches, prior to the next turn of a partner.
11. If a player throws out of turn there is no score and no re-throw. The player or team will forfeit the throw for that turn.
12. The Scores shall be marked on the board so that scores made are listed in the outer columns of the scoreboard, and the totals remaining are listed in the two middle columns.
13. The scoreboard must be clearly visible in front of the player at the line.

## **THE SCORER**

1. The team captains are responsible for providing scorers for matches.
  - a. The Scorer should be a member of the teams playing the match.
  - b. If the scorer is not a member of one of the teams, both team captains must agree to let them score.

- c. If a scorer is not available, players are to keep their own score. In singles matches, players are to wait for the scorer to retreat from the scoreboard before throwing darts. In doubles matches, a player may remain at the scoreboard and alternate with other players if agreed on before the match begins. However, when a retreat from the scoreboard is necessary, the player is to wait until the retreat is completed before throwing darts.
2. Any player has the right to ask for another scorer during the match if he/she feels the current scorer is not doing a proper job.
3. If requested, the scorer must inform the thrower what he has scored, or what he has left. The scorer **MAY NOT** inform the player how to obtain it. It **IS** permissible for a partner, teammate, or spectator to advise the thrower during the course of a match.

## EQUIPMENT

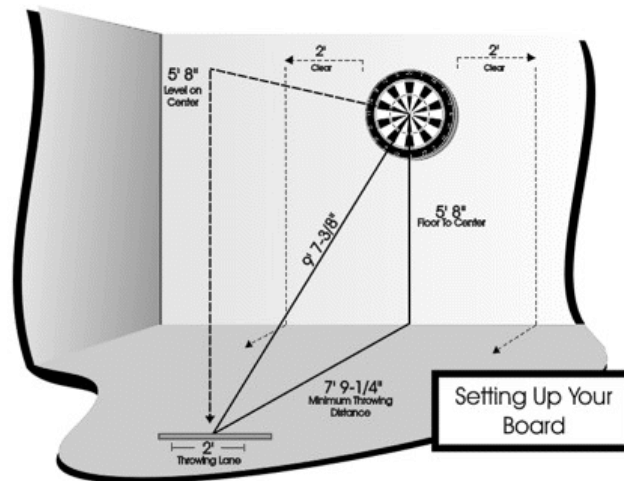
1. Darts used in SCDA league or tournament play shall not exceed an overall maximum length of 30.5 cm (12 in.), nor weigh more than 50 gm per dart. Each dart shall consist of a recognizable point, barrel, and flight.
2. The dartboard shall be a standard 18" bristle board, of the type approved by the ADO (Sportcraft, Nordor, etc.), and shall be of the standard 1-20 clock pattern.
  - a. The scoring wedge indicated by the 20 shall be the darker of the two wedge colors and must be the top center wedge.
  - b. No alterations/accessories may be added to the board setups.
  - c. The inner narrow band shall score "Triple" the segment number and the outer narrow band shall score "Double" the segment number.
  - d. The outer center ring shall score '25' and the inner center ring shall score '50' and shall be called the Bull.
  - e. The minimum throwing distance shall be 7' 9 ¼". The board height shall be 5' 8" (floor to center bull; 9' 7 ½" measured diagonally from the center bull to the hockey line at floor level.
3. Lights 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 physically impede the flight of the dart.
4. Whenever possible, a raised hockey, at least 1 ½" high and 2' long, shall be placed in position at the minimum throwing distance, and shall measure from the back of the raised hockey 7' 9 ¼" along the floor to a plumb line at the face of the dart board.
  - a. In the event (which is usually the case for safety reasons in public places) the hockey is a tape or similar 'flush' marking, the minimum throwing distance shall be measured from the front edge of the tape closest to the dartboard.
  - b. Should a player have any portion of his feet or shoes over the hockey during a throw, all darts so thrown shall be counted as part of his throw but any score made by said darts shall be invalid and not counted. One warning by the opposing team captain shall be considered sufficient before invoking this rule.
  - c. A player wishing to throw a dart, or darts, from a point either side of the hockey line, must keep is feet behind the imaginary straight line from either side of the hockey line.
5. A scoreboard must be mounted within 4' laterally from the dartboard and not more than a 45-degree angle from the dartboard.



## MAINTENANCE

1. The sponsoring body shall be responsible for supplying and maintaining the league play dartboards, scoreboards and throwing alleys.
2. The SCDA Board of Directors reserves the right to inspect playing conditions at any pub within the association and make recommendations for improvement when necessary.

## DART BOARD SETUP



## RECORD KEEPING (MATCH REPORT SHEET)

1. The Match Report Sheet is the official record for all SCDA League events. It is important that the report be completed in full, accurately and neatly. It is important that team captains understand how to prepare the report properly. Any member of the SCDA Board of Directors can assist, or any experienced team captain if assistance is needed.
  - a. Only one (1) match report sheet will be used in any one night of match play between two teams.
  - b. The home team will furnish the match report sheet for match play.
  - c. The home team will complete the necessary information on the heading of the match report sheet. (i.e.: date, home and visitor team names, etc.)
  - d. The home team captain will fill in his team's match play line-up in the following manner.
    - i. List all team members in the area labeled "Home Team Line-Up" at the top of the match report sheet.
    - ii. Indicate the total number of games each member will participate in the appropriate area listed under the heading of "Games."
    - iii. List in each separate game section the team member that will compete in that game, making sure that each member plays in only the amount of games allowed by the Equal Play Rule.
    - iv. Once the home team line-up has been completed the Match Report Sheet it should be handed to the visiting team captain with all home team information covered in such a manner as to not be visible.
2. The visiting team captain will then complete his portion of the match report sheet in the same manner as the home team captain.

3. Once all the appropriate information has been completed on the match report sheet, play may begin.
4. At the home team captain's sole discretion, he will call each game and the appropriate participants and shall decide the board on which each game will be played.
5. Each player should insure that Quality Points are recorded individually in the appropriate section of each game. The actual score should be recorded for '01' games and a 'hash' mark for cricket games. Some players will mark the QP as it is made and some will have the scorer record it at the bottom of the scoreboard and others will have someone sitting at the match report sheet to record QPs as they are thrown. Find a system that is agreeable with both team captains. **Once a game is over, there are to be no changes.**
6. At the conclusion of each '01' leg, the out should be recorded in the appropriate box.
7. At the conclusion of the game the winner should be marked with a '1' in the Match box and the non-winner should be marked with a '0'. The total legs played should be marked in the 'Legs' box and the total QPs should be written in the appropriate QP box.
8. At the completion of all games, a total score of the number of games won by each team should be posted in the appropriate blocks at the bottom of the match report sheet. All legs played, QPs, wins (note that singles wins count as well as doubles wins), high outs and high scores should be recorded for each player in the appropriate boxes in the upper portion of the match report sheet.
9. Please list all Ton 80's and 9 counts in the appropriate box.
10. Both Team Captains must sign the match report sheet after all areas are completed.
11. Any modifications or corrections must be made before the sheets are signed and initialed by both captains in order to be officially recognized. No changes can be made to the sheet after both team captains have signed.

## INDIVIDUAL STATISTICS

1. Quality Points (QPs) will be awarded to individuals based on the following.
  - a. Out shots of 50 or greater in 01 games – 1 Quality Point
  - b. 95 & above in 01 games – 1 Quality Point
2. Quality Point Average (QPA)
  - a. Quality Point Average will be determined by dividing the total number of QPs earned by the total number of legs played.
3. Win/Loss Percentage
  - a. Each player who is involved in a 'win' is awarded a 'win' in singles matches, doubles matches or, if applicable, a forfeit.
  - b. Each player's win/loss percentage will be determined by dividing the total games won by the total games played.

## AWARDS

1. Individual awards are given to individual members playing at least half the season and overall percentage is over 50%.
2. Team awards will be awarded to all members of the team.