

SOUTHWEST FLORIDA DART ASSOCIATION

RULE BOOK



CURRENT AS OF January 13, 2020

| | |
|---|-------------------------------------|
| TEAM | 3 |
| CAPTAINS RESPONSIBILITIES..... | 3 |
| SPONSORSHIP | 3 |
| MEMBERSHIP | 4 |
| SUBS | 4 |
| FORMAT..... | 4 |
| SCORING | Error! Bookmark not defined. |
| THE MATCH..... | 4 |
| Diddle | 5 |
| Game Play | 5 |
| Scoresheets..... | 6 |
| MAKE-UP GAMES | 6 |
| PROTESTS..... | 6 |
| END OF SEASON TIE BREAKER..... | 7 |
| THIRD LEG OF SEASON..... | 7 |
| PLAYOFFS/CITY CUP CHAMPIONSHIP | 7 |
| ATTACHMENT #1: DIVISION A FORMAT | 8 |
| ATTACHMENT #2: DIVISIONS B1 & B2 FORMAT..... | 9 |
| ATTACHMENT #3: DIVISION C FORMAT..... | 10 |
| AWARDS | 11 |

TEAM

1. No team may roster less than four (4) players and no more than six (6) players.
2. No player can play in the playoffs or be eligible for any awards unless on a team roster and an active player five (5) weeks prior to the playoffs and all dues are paid.
3. If you are scheduled to play a team and they do not show up and did not give prior notice, your night's points will be a win, your team will be awarded one (1) point over a loss (7 points) and the game considered a forfeit.
4. If a team drops out during the season, the above rule (#3.) will be retroactive to the start of the season to any teams that played the forfeiting team and scores will be adjusted by the Statistician.

CAPTAINS RESPONSIBILITIES

1. Captains are to make sure all dues and Sub fees are turned in to a Board member from each player on their team.
2. Captains are to review each scoresheet at the end of match play to make sure it has been completely and legibly filled out and then signed at the bottom.
3. The winning team's Captain is responsible for texting a picture of the scoresheet to the Statistician at (239) 229-5154.
4. Once a scoresheet is signed by both Captains (or team representative), the score and stats will stand as written. The Statistician will make every attempt to verify the recorded information prior to publishing the completed stats.
5. If the Statistician cannot read the scoresheet, the stats will not be entered.
6. If a Captain notices an error in the published stats, it is up to the Captain to notify the Statistician of such error.
7. Captains will let their Home Bar owners know when dart boards, chalk boards, lighting and throw lines are in need of replacement along with making sure they have been replaced. **THIS IS THE CAPTAINS RESPONSIBILITY, NOT THE BOARDS.**
8. Captains are responsible for the tablets given to them by the Board.
9. **TABLETS ARE LEAGUE PROPERTY AND NOT FOR PERSONAL USE.**
10. In the event a tablet is damaged, lost or stolen, a \$100 fee will be collected by the Board.
11. Please keep all tablets charged and clean.
12. Please make sure you **SAVE ALL OF YOUR MATCHES** at the end of play.
13. If you are not going to be a Captain the following season, you **MUST** return your tablet(s) to a Board member or you will be charged \$100.

SPONSORSHIP

1. No location/bar shall Sponsor more teams than the number of dart boards his/her establishment will allow.
2. Two (2) dart boards minimum up to two (2) teams, four (4) dart boards or more three (3) or four (4) teams, and so on.
3. Sponsors fees will be invoiced by the Treasurer after the start of the season.
4. Sponsorship fees must be received by the fourth (4th) night of play. In the event a Sponsor does not remit their fees by the fourth (4th) night of play, the Treasurer shall contact all Captains from that Sponsor and it will become the responsibility of those Captains to contact their Sponsors for remittance of the Sponsor fees and players dues, if applicable.

5. In the unlikely event that a location should for some reason close down or natural disaster is caused upon location, the match can be moved to another location that is currently in the league, provided there is adequate room to handle the match or matches. If no location is available, arrangements need to be made through the Board.
6. All locations should periodically verify the height of the dart board(s) and distance to throw lines are accurate. If a player feels the height or distance is a problem, please bring it to the Board's attention immediately and they will address the situation in a timely manner.

MEMBERSHIP

1. **ALL DUES FOR THE NEW SEASON ARE TO BE PAID BY THE FOURTH (4th) NIGHT OF PLAY. CAPTAINS ARE RESPONSIBLE FOR MONIES COLLECTED AND GETTING SAID DUES TO A BOARD MEMBER.**
2. Any players and/or sponsors that have not paid their dues by the fourth (4th) night of play will forfeit any points won in any game they have participated in and will be ineligible for further points until paid.
3. No player may play on more than one (1) team, nor change teams after the fourth (4th) week of play during the season, unless a team/and or player drops out and the change is approved by the Board.
4. If a player joins throughout the season, dues are due the night he/she first plays or all points won by said individual will be forfeited to the opposing team.
5. You must be a PAID, ROSTERED member in order to be eligible to play in the playoffs and have played at least five (5) weeks of regular season play.

SUBS

1. If a rostered team member does not show up, a Sub may be used by any team with less than four (4) rostered team players in attendance for match play.
2. You can find a list of Subs at SWFDA.com or use someone of your choosing.
3. Anybody can be a Sub, with the exception of someone who is already a rostered team member.
4. If a Sub is added for a match, a fee of \$5.00 per night, per Sub is due within two (2) weeks of play.
CAPTAINS ARE RESPONSIBLE FOR GETTING SUB FEES TO ANY BOARD MEMBER.
5. If Sub fees are not collected by the Board, any points won by said Sub will be forfeited.
6. If a single Sub plays five (5) weeks and fees of \$5.00 per week has been collected, there will no longer be Sub fees owed for that player.
7. A Sub can be used in regular season play, but cannot be used in the playoffs.

FORMAT & SCORING

1. See ATTACHMENT #1 for DIVISION A, ATTACHMENT #2 for DIVISIONS B1 and B2, and ATTACHMENT #3 for DIVISION C. (Subject to change if the format is changed.)
2. If the format changes between seasons, a new dated attachment will be sent to each Captain.
3. The Captain shall provide each player with a copy, provided by the Board, of the change to replace it in this Rule Book.
4. See ATTACHMENT #4 for a sample of a completed score sheet.

THE MATCH

1. Starting time will be 8:00 p.m. and no later than 8:15 p.m. Match time will be no longer than four (4) hours, midnight. If your match is not completed in that time frame, the match shall end at the completion of the current game(s) being played. All remaining games shall not count for either a win or loss.
2. If a team has at least two (2) rostered players present at 8:15pm, the match will be started.

3. If a team does not have at least two (2) rostered players, the match may be forfeited.
4. The match may start earlier if approved by both team Captains.
5. The Home Team/Captain is responsible for bringing the scoresheet to the match. The Away/Visiting Team Captain fills in first, followed by the Home Team Captain for match up.
6. The Home Team Captain is responsible for completing the scoresheet.
7. No player can play more than once in any of the four (4) games played in Divisions B1, B2 and C, and five (5) games in Division A.

Diddle

ALL games begin with a Diddle, a single dart thrown at the bullseye. The closest dart to the bullseye starts the game if neither dart has entered the bullseye.

- a. There is a Diddle to begin ALL legs.
- b. The player throwing the Diddle first will be decided by the Home Team player. He/she may throw first or second at the bullseye.
- c. If the first thrower has thrown a single or double bullseye, the second thrower may acknowledge the first throwers dart as an inner or outer bullseye and ask for that dart to be removed prior to his/her throw. Should the first dart be removed without the request of the second thrower, a re-throw will occur; with the second thrower now having the option of throwing first. If the first thrower refuses to remove the dart upon request of the second thrower, a re-throw will occur; with the second thrower now having the option of throwing first.
- d. If a player bounces a dart, additional throws may be made when throwing the Diddle until such time as the players dart remains in the dart board. A dart must remain in the dart board to count.
- e. Should the second thrower dislodge the dart of the first, a re-throw shall be made with the second thrower now throwing first.
- f. Re-throws shall be called if the players cannot decide which dart is closest to the bullseye if both darts lay outside the bullseye ring.
- g. Re-throws shall be called if both darts are in the same section of the bullseye. (Inner/double bullseye beats an outer/single bullseye.)
- h. Should a re-throw be necessary, the order of the throw is reversed until a decision can be made. If both players cannot agree on whose throw is closest to the bullseye, then a re-throw shall occur.

YOU MAY NOT TOUCH EITHER DART IN THE DART BOARD TO DETERMINE WHICH DART IS CLOSEST TO THE BULLSEYE. IF THE DART ENTERS THE DART BOARD AT AN ANGLE, YOU CANNOT PUSH IT UP OR PULL IT DOWN OR MOVE IT IN ANY WAY. THE POINT OF ENTRY IS WHERE YOU MEASURE FROM.

Game Play

- a. **SCORES MUST BE MARKED BEFORE THE DARTS ARE TOUCHED OR REMOVED FROM THE DART BOARD.**
- b. Errors in arithmetic in must stand as written/entered unless corrected prior to the beginning of the next players throw. In a team game, the error must be corrected prior to the next player's throw due to the strategy involved.
- c. It is permissible for a partner, teammate or spectator to advise a thrower.
- d. Should a player have any portion of his/her feet or shoes over the throw line during play, all darts thrown shall be counted as part of his/her throw, but any scores made by said darts shall be invalid and not counted. One (1) warning by the opposing Captain shall be considered sufficient.
- e. Only players in a match can go beyond the throwline during play with the exception of players requesting assistance from the Captains.

- f. Please be reminded that this sport is being played in public facilities that are likely to have younger people in the location. Let's keep our language fairly clean and fighting over a friendly sport will not be tolerated.

Scoresheets

- a. The winning teams Captain is responsible for texting a picture of the completed scoresheet to the Statistician at (239) 229-5154 before 6:00 p.m. Friday after each weeks match. If there is a tie, the Home Team Captain is responsible for turning in the sheet. The sooner you get your scoresheet to the Statistician, the sooner stats will be posted to the SWFDA.com website.
- b. ***If no scoresheet is received and the game had been played as scheduled, the winning team will forfeit all team points to that match.***
- c. The losing team has until the following Friday by 6:00 p.m. to turn in their copy for their points for the previously mentioned match. Copies of scoresheets are available to requesting Captains and on SWFDA.com.
- d. The scoresheet MUST be filled out in order. If a team plays short a player, the fourth (4th) slot of a game would be vacant throughout the entire scoresheet and is a loss for that vacancy.
- e. The Home Team Captain is responsible for making sure the scoresheet is filled out completely and legibly. There are to be no boxes left without an X or an O.

MAKE-UP GAMES

1. **ALL MAKE UP GAMES MUST BE PLAYED PRIOR TO THE LAST TWO (2) WEEKS OF REGULAR SEASON PLAY.**
2. If a game is canceled, please notify the Statistician that there will be a make-up game at a later date.
3. It is the responsibility of the Captain of the team that canceled the game to contact the other Captain.
4. Both Captains must make an effort to reschedule the game.
5. If there is a problem scheduling a make-up game or the Captains cannot agree on a date and time, a Captain may contact the Statistician and he/she will set a date and time for the make-up game. **IMPORTANT: If the Statistician sets the date and time for a make-up game, it MUST be played at that given time. Any team that does not show to play will be penalized the forfeit.**
6. The Board will not insist the make-up game be played on the same night there is a regular play, this can only be done if BOTH Captains agree.
7. Penalty of a forfeit will be invoked by failure to play the make-up game according to the rules stated above.
8. Once a make-up game has been played, the winning team's Captain is responsible for texting the completed scoresheet to the Statistician at (239) 229-5154.

PROTESTS

1. If during or after a match, a Captain wishes to protest the match for whatever reason, the protesting Captain shall NOT sign the scoresheet, but will write "PROTEST" on their signature line.
2. The protesting Captain will then notify the President and/or the Statistician the following day that they are protesting the match and give the reason why.
3. The President and/or Statistician will then follow up with the opposing Captain.
4. A Board meeting will be held **with BOTH Captains in attendance**, to review and decide a response and outcome of the protest. **If a Captain does not attend, the outcome will be awarded to the Captain in attendance.**
5. Protests may consist of a certain individual, a problem with a location/bar, or a whole team. Please contact the Board so we can make this the best league in the Southwest Florida Area.

END OF SEASON TIE BREAKER

1. In the event any teams are tied after the last week of regular season play, which affects the top four (4) teams, there will be a tie breaker game.
2. The tie breaker game will be 1001, double in, double out.
3. Each team will consist of four (4) rostered players.
4. The tie breaker game will be played at 7pm the Wednesday following the last week of regular season play, excluding holidays.
5. **THE LOCATION OF THE TIE BREAKER GAME WILL BE DETERMINED BY THE BOARD.**

THIRD LEG OF SEASON

If there is a 15 Week season, the last five (5) weeks of that season the teams with lower team points in their respective Division will be considered the “**Home Team**”, **regardless of location** of the scheduled match, and follow the rules as previously outlined under **MATCH**.

PLAYOFFS/CITY CUP CHAMPIONSHIP

1. The top four (4) teams in each Division will be in the playoffs.
2. Team 1 will play Team 4 and Team 2 will play Team 3 in the first leg of the playoffs.
3. Teams 1 and 2 will be considered the “**Home Team**”, **regardless of location** of the scheduled match, and follow the rules as previously outlined under **MATCH**.
4. The winners of the first leg will play one another for the City Cup.
5. The format of the playoffs will be the same as regular season play in each Division.
6. The first team to reach 7 points wins.
7. In the event of a tie, four (4) rostered members of each team will play a single game of 1001, double in, double out.
8. **NO SUBS CAN PLAY IN THE PLAYOFFS.**
9. **TIME, DATE AND LOCATION WILL BE DETERMINED BY THE BOARD AND CAPTAINS WILL BE NOTIFIED.**

ATTACHMENT #1: DIVISION A FORMAT

1. Doubles 501, Easy In, Double Out: Each player will match up with each other player on their team to create a two-man doubles team. Each two-man doubles team will play the opposing two-man doubles team one (1) game.
2. Singles 401, Easy In, Double Out: Each player will play each player of opponents team, one (1) game
3. Singles Cricket: Each player will play each player of opponents team, one (1) game
4. Doubles Cricket: Each player will match up with each other player on their team to create a two-man doubles team. Each two-man doubles team will play the opposing two-man doubles team one (1) game.
5. Team 701, Double In, Double Out: One (1) Game

SCORING TEAM:

1. All matches won will be tallied to declare the winning team. There are a total of 25 Match Points.
2. The Leagues' Statistician will record and report the Points Per Round (PPR) for all Cricket games and the Marks Per Round (MPR) for all '01 games per DartConnect, of the top three (3) players each week.

901 CLUB: Must consist of nine (9) or more tons, not total points combined, in one night.

ATTACHMENT #2: DIVISIONS B1 & B2 FORMAT

1. Doubles 401: Easy In, Double Out – Best 2 out of 3 (All boxes MUST be marked even if you win 2 games straight.)
2. Singles Cricket: Best 2 out of 3 (All boxes MUST be marked even if you win 2 games straight.)
3. Singles 401: Easy In, Double Out – Best 2 out of 3 (All boxes MUST be marked even if you win 2 games straight.)
4. Doubles Cricket: Best 2 out of 3 (All boxes MUST be marked even if you win 2 games straight.)

SCORING TEAM:

1. Doubles 401: Each Match is worth 1 point, total of 2 possible points
2. Singles Cricket: Each Match is worth 1 point, total of 4 possible points
3. Singles 401: Each Match is worth 1 point, total of 4 possible points
4. Doubles Cricket: Each Match is worth 1 point, total of 2 possible points
5. Total Match points is 12

SCORING INDIVIDUAL:

1. Doubles 401: 1 All Star point per leg win, 4 All Star points if won in 2 straight games
2. Singles Cricket: 1 All Star point per leg win, 4 All Star points if won in 2 straight games
3. Singles 401: 1 All Star point per leg win, 4 All Star points if won in 2 straight games
4. Doubles Cricket: 1 All Star point per leg win, 4 All Star points if won in 2 straight games
5. In Doubles and Singles: If you do not win a game, you will be awarded 1 All Star point per Match
6. Total Individual points is 16
7. *Tons: Any score above and including 100 points in a turn with three (3) darts*

Player Points Earned Table

4 points earned for 2 straight wins
3 points earned for 2 wins out of 3
2 points earned for 1 win out of 3
1 point earned for 0 wins

701 CLUB: Must consist of seven (7) or more tons, not total points combined, in one night.

ATTACHMENT #3: DIVISION C FORMAT

1. Doubles 401: Easy In, Double Out – Best 2 out of 3 (All boxes MUST be marked even if you win 2 games straight.)
2. Singles Cricket: 1 game
3. Singles 401: Easy In, Double Out – 1 game
4. Doubles Cricket: Best 2 out of 3 (All boxes MUST be marked even if you win 2 games straight.)

SCORING TEAM:

1. Doubles 401: Each Match is worth 1 point, total of 2 possible points
2. Singles Cricket: Each Match is worth 1 point, total of 4 possible points
3. Singles 401: Each Match is worth 1 point, total of 4 possible points
4. Doubles Cricket: Each Match is worth 1 point, total of 2 possible points
5. Total Match points is 12

SCORING INDIVIDUAL:

1. Doubles 401: 1 All Star point per leg win, 4 All Star points if won in 2 straight games
2. Singles Cricket: 1 All Star point per win
3. Singles 401: 1 All Star point per win
4. Doubles Cricket: 1 All Star point per leg win, 4 All Star points if won in 2 straight games
5. In Doubles and Singles: If you do not win a game, you will be awarded 1 All Star point per Match
6. Total Individual points is 16
7. *Tons: Any score above and including 100 points in a turn with three (3) darts*

Player Points Earned Table

4 points earned for 2 straight wins
3 points earned for 2 wins out of 3
2 points earned for 1 win out of 3
1 point earned for 0 wins

501 CLUB: Must consist of five (5) or more tons, not total points combined, in one night.

AWARDS

DESCRIPTION OF PIN/PATCH AWARDS

HAT TRICK: All three (3) darts in the bullseye in one (1) throw in *Cricket only*.

TURKEY: Three (3) triples with points scored in one (1) throw in *Cricket only*.

WHITE HORSE: Three (3) triples with no points scored in one (1) throw in Cricket *games only*.

TON-80'S: All three (3) darts in the triple 20 in *'01 games only*.

A PERFECT 7 DART OUT: A total of seven (7) darts thrown from start to finish (from the very first dart thrown to start a match) in *401 only*.

8 DART OUT: A total of eight (8) darts thrown from start to finish (from the very first dart thrown to start a match) in *501 only*.

A PERFECT 9 DART OUT: A total of nine (9) darts thrown from start to finish (from the very first dart thrown to start a match) in *501 only*.

10 DART OUT: A total of ten (10) darts thrown from start to finish (from the very first dart thrown to start a match) in *401 or 501*.

11 DART OUT: A total of 11 darts thrown from start to finish (from the very first dart thrown to start a match) in *401 or 501*.

12 DART OUT: A total of 12 darts thrown from start to finish (from the very first dart thrown to start a match) in *401 or 501*.

A PERFECT GAME: A total of eight (8) darts thrown from start to finish in *Cricket only*.

OH SHIT!: When you total miss the dart board with all three (3) darts.