Monday & Wednesday Combined Rules & Regulations For

PALM BEACH COUNTY DARTING ASSOCIATION

Please Read

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1) FEES

A) ALL MEMBERS of a team must be registered members of the PBCDA. To be a registered member you must pay the sum of $30.00 per season as your LEAGUE FEE. This amount will be used to pay all charges incurred by the league in the running of the league. Players joining the league at any time during the season shall pay the FULL LEAGUE FEES. **Any returned checks are subject to a $25.00 service charge.**

B) ALL BARS sponsoring a team or teams shall pay $50.00 per team for the sponsorship fee per season, and must be paid by check made out to PBCDA by the date provided by invoice.

C) Individual fees to be paid by the third week of the league season. It is the responsibility of the TEAM CAPTAIN to see that these fees are collected and paid by the third week. Please make sure you put member information in memo area on check. Any unpaid member that participates in a game will not receive points won and will not receive all-stars.

2) DATE AND TIME OF MATCHES

A) PBCDA league competition is schedule for Monday and Wednesday night, except for those weeks when a recognized national holiday falls on that day.
B) Starting time for the first match is 8:00 pm... A match not underway by 8:15pm is subject to FORFEIT. **This 8:15 time limit will be strictly enforced.**

3) MATCH FORMAT

A) Each Monday night match consists of the following…
1) (4) singles game match of 401. Straight in/Double out. One point per game. Best 2 out of 3.
2) (4) singles game match of cricket. **DIVISION 1 ONLY** One point per game. Best 2 out of 3.
3) (2) doubles cricket matches. One point per game. Best 2 out of 3.
4) (2) doubles 501 matches. Double in/Double out. One point per game. Best 2 out of 3.

Division 1 total match points are 36. Division 2 total match points are 24.

B) Each Wednesday night match consists of the following…
1) (4) singles game match of 401. Straight in/Double out. A LADY must play in second position. One point per game. Best 2 out of 3.
2) Mixed Trios Cricket. One player must be of the opposite sex. One point per game.Best 2 of 3.
3) Doubles Cricket. One point per game. Best 2 of 3.
4) Doubles 501. Straight in/Double out. One point per game.Best 2 of 3.
5) (4) person team 801. Double in/Double out. One game worth two points. A LADY MUST PLAY.
If a LADY is not available to play in a position were she must play that position would be left blank and the team can play short.(for example it would be 3 players vs 2 players in the trios cricket match)
All divisions total match points are 23.

C) Line ups

1) Monday and Wednesday Night… The Playing Line Up for the 401 game must be completed by the captains by 8:00pm. The team that is ahead on the current standing sheet shall write down their line up first, the other team then places the names of its players on the sheet, playing them against whomever he wishes them to play. This will continue for all games. If the teams are TIED in the league standings (also the first night of play), a FLIP OF THE COIN by the team captains at the beginning of the match will determine who gives line up first.

D) Order of Play

1) Monday Night… The submitted line up will be the playing order for the match, with NO SUBSTITUTIONS OR CHANGES. The match will start with the first game of 401 and all of the 401 games will be played. The second event DIVISION 1 ONLY single cricket matches. The third and fourth events will be the doubles matches. Each of the matches in each event will be played in the order that their names were submitted on the line up sheet. The playing order of all the matches will follow the correct numerical sequence, (i.e., Player #1 plays opposing #1 for the first match, etc. on down the line up sheet).

2) Wednesday Night… The submitted line up will be the playing order for the match, with NO SUBSTITUTIONS OR CHANGES (the only exception being the Mixed Trios game, where substitutions are allowed after each game of trios). The match will start with the first game of 401 and all of the 401 games will be played. The second event will be mixed trios cricket. The third event will be doubles cricket. The fourth event will be doubles 501. The final event will be 4 person team 801match. Each of the matches in each event will be played in the order that their names were submitted on the line up sheet. The playing order of all the matches will follow the correct numerical sequence, (i.e., Player #1 plays opposing #1 for the first match, etc. on down the line up sheet). A substituted player is allowed 9 warm up darts prior to the cork being thrown.

E) ALL REGISTERED MEMBERS of a team can be used in any order on their teams playing line up, providing no player is used more than once in each match or both doubles. PLAYERS CANNOT PLAY IN BOTH DOUBLES.

F) The home team has the prerogative of choosing the boards on which the match will be played. If two or more teams are playing at home on the same night, a flip of the coin between home team captains will determine which boards will be used for play.

G) The night's playing boards will be cleared for play, by MANAGEMENT of the ESTABLISHMENT no later than 30 minutes prior to the scheduled start of competition, so that it will be available for the players to warm up.

H) ANY DISPUTES that arise during the course of play must be settled in PRIVATE CONFERENCE by the TEAM CAPTAINS ONLY (not the entire team). If an agreement cannot be reached, see protest rule; pg 5

4) GAMES PLAYED AND FINISHES

A) CRICKET. Only the number 20 through 15 and the BULLS-EYE are used. The OBJECT is to close (hit the number three (3) times, either by three singles, a double and a single or a triple) each of the numbers 20 through and including the 15 and the BULLS-EYE, in the event that an inning is hit four (4) or more times, the team doing this is awarded SCORE. This scoring applies only if the opposing team has not closed the inning. For example, the opposing team has not closed their 20's and you hit five (5) 20's. For this you close your 20's (that takes three (3) of the five 20's you hit) and you score the remaining two (2) 20's for a score of 40 points. If the opposing team is ahead in points, the point deficit must be made up by scoring in innings which the opposing team is still not closed. Closing all innings is NOT ENOUGH if you are behind in points. THE POINT DEFICIT MUST BE MADE UP. BULLS-EYES count as 25 points for a single, 50 points for a double. If you are behind on score you must score enough points on open innings or the BULLS-EYES to at least equal your opponents score or exceed it.

B) 01 games. To begin scoring 501 or 801 double in/double out, a player must land a dart in the outer (Double) ring of the board or a Double Bull. That dart, together with the darts thrown thereafter, shall be counted for score, subtracting from the initial 501 or 801 points. Each time you throw thereafter, you subtract the score until you get a point you can Double Out. To FINISH, a player's last thrown dart must land in a DOUBLE, which would reduce his remaining score to EXACTLY ZERO. For example… a score of 32 remaining points resulting in a last thrown dart of double 16. 401 games are played as Single in / Double out, the first dart may be landed in any value on the board to start, but you must double out as explain above.

C) BUST FINISHES. A player "BUST" when their dart(s) score more points than the remaining score. When this occurs, the score remains as it was prior to his throw. The next opposing team player then takes his regular turn. Game is over when double is hit regardless of any dart thrown after.

5) TEAM PROFILE

A) NUMBER OF PLAYERS

1) A MONDAY TEAM shall consist of a minimum of four (4) players and maximum of six (6) players, Must have at least 2 players to play.

2) A WEDNESDAY TEAM shall consist of a minimum of four (4) players and a maximum of seven (7) players, WEDNESDAY LEAGUE SHALL INCLUDE AT LEAST ONE OPPOSITE SEX PLAYER. Must have at least 2 players to play.

B) NEW TEAM MEMBERS, may be added at any time during the season, except for the last three (3) weeks of play, upon contacting one of the members of the MEMBERSHIP COMMITTEE 24 hrs before game time. For a member to play in the last three weeks of play they must have played on the team in the 4th week from the end or prior unless approved by the board of directors majority vote. The new member must pay his league fee to the captain and you must make arrangements to get it to the statistician.

There will be no switching of players from one team to another, except with board approval. Opposing team captain should be notified of new player.

C) Under no circumstances shall a new team be added to the league once league play has commenced for the season unless approved by the board of directors majority vote.

D) Once your roster is turned in and your team is placed in a division, no one else will be allowed onto a team until approved by a member of the membership committee, 24 hrs in advance of the game time.

6) SCORING

A) The visiting team always throws the first cork in a match event. Loser of the game corks first. The winner of the cork begins the game. A cork constitutes any dart hitting the playing surface. Darts may not be touched until cork has been decided.

B) The captain of the team is responsible for providing a scorer for each match, if the players of the match so desire. The players have the option, however, of scoring the match themselves.

C) Darts may not be touched until the score is posted or acknowledged.

D) Any changes made to correct mistakes in scoring must be effected before the player throws, otherwise the score will stand as posted.

E) If a player throws out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as posted.

F) The scorekeeper can tell the players what has been scored with the darts he has already thrown and what score is left for him to throw, but the scorekeeper cannot tell the throwing player what to throw at, even if the scorekeeper is on the same team as the player.

G) Coaching of a player is allowed only by the player's team.

7) MATCH REPORT SHEETS

A match score sheet will be kept and turned in by each captain for every week's match. Both captains must sign both match score sheets. Each team captain will hand deliver, or e-mail respective match report sheet to the statistician no later than Thursday at 8:00pm. If your sheet is not received no points or all-stars will be awarded. Check your all-star points on both sheets to make sure they are the same. If there is any discrepancy, the lower number of points shown on the two (2) sheets will be used. Please recheck your sheet to be sure that the date, name of team and all-stars agree and that both captains have signed both sheets. Also circle Home or Visitor.

8) BYE

There will be no all-stars thrown for byes with the exception of a position round. Match points will be given for position round byes only.

9) POSTPONEMENTS

A postponement may take place if both team captains agree to a postponement. The match will be played at the original location. A board member must be notified of the postponement and the date of the make up match. A postponed match may take place in the time frame that falls after the preceding scheduled night and before the following scheduled night of

play. Which gives a 13 day window of time to complete the match. If both team captains do not agree to a postponement then the match would remain unchanged and either played short of players or be a forfeit.

10) PROTEST

The captain of a team may file a protest for any irregularity of a match. The opposing team must be notified at the time of the protest that the match is being played under protest from that point. The match shall then be played to its conclusion. The protest should be written on a separate piece of paper and turned in as usual, but a member of the board should be notified that night, if at all possible. A determination of the Grievance Committee will be made, then brought before the board for a final decision.

11) FORFEIT

A) A FORFEIT will be declared for failure of a team to attend a scheduled match. The points will be awarded to the attending team by giving them an average of there match points from the current cycle of play. A team must have two (2) players on Monday and two (2) on Wednesday showing up for a scheduled match and will be allowed to play as many games as possible without duplication within the individual matches and will forfeit the respective number of points for each game not played. With regard to the team events (Doubles, Trios and 4 person teams) the team with the lesser number players shall have the option of playing these events; however they will miss one turn for each missing player in each round of play. I.e., A team playing against a team with fewer players would play turn for turn per number of players against the opposition. A three (3) person team playing against a four (4) team would have only three (3) turns for every four (4) turns of their opponents. The Doubles matches would have the light team throwing once against the full team throwing twice. If the light team does not desire to play one (1) person against two (2) in the Doubles (at the light teams discretion), that particular Doubles match is declared a forfeit.

B) The Board may declare a forfeit for the use of an unregistered player. This use of an unregistered player will result in no points awarded for any won games he / she participated in. It is the team's responsibility to accept the penalty of playing short-handed if they cannot field a full team out of their registered players. If uncertain about a new player, make a note on the bottom of your score sheet.

C) All members of a team who are present at a match must be played (It is the option of the player, not the team and not the captain whether a player plays or not) during at least one of the events played during the nights league play.

D) Up until two (2) forfeitures, all-star points and team points count. After that, they fall under bye rules (No all-stars and points except for the position rounds). See bye rules.

E) A forfeiture consists of two (2) missed matches during either the same quarter or half during the season, depending on the number of times teams play each other.

F-1) PBCDA frowns upon teams dropping out at the end of the season because they are not in contention for a team trophy. Any team dropping out for this reason will not be eligible for the banquet or for any trophies. i.e., 180's, High Ins and High Outs.
Teams dropping out will be considered a bye and all match points will be awarded retroactively for the second half of the season.

F-2) Individuals that are on a team that drop will not be allowed to play next season unless approved by a majority board vote.

12) STANDINGS

Team standings will e-mailed to the captain or a representative by Saturday night. The cover sheet will have notices on them for players to keep informed of what is going on. It will be the responsibility of the receiver to bring it with them the night of play.

13) TIES

A) If at the end of the season a tie exists between teams, the two teams have the option to have a playoff match to decide the winner if at the end of the playoff match there is still a tie then 1 (4) player team game of 801 double in double out will be played to decide the winner if both teams are not willing to participate in a playoff match then both teams will be awarded the appropriate trophies for that tie. (No all-star points will count in a playoff match)

B) All-Stars, High Ins or High Outs, All Ties Are Good For Trophies.

C) Position round ties will be broken by going back to the previous played matches and giving the team with the most total points the higher standing.

14) AWARDS

A) Trophies shall be awarded to sponsoring bars and the individual members of the FIRST, SECOND, THIRD PLACE TEAMS in each division.(Exception if there are only four (4) teams in a division then there will only be trophies awarded for First and Second Place).

In the event that the sponsoring bar is no longer in business at the end of the season, the bar where the team finishes the season will get the trophy.

B) In addition, trophy awards will be made at the end of the league season for ALL-STAR points. The points shall be awarded based on the following:

1) The only scores that count here are scores that actually go on the scoreboard, either as a mark to close a number or as a score. For example…if you hit a triple 18 but, only needed one to close the 18, only one counts toward the score of the game.

2) 01 games; (95 and over). This will include scores thrown while "Doubling In or Out" as well as those thrown during the game.

3) HIGH IN (Doubling In, in a "01" game) Scores will be for the entire season and a trophy awarded for the highest score per division. A high score over 95 points would in addition, be added to the ALL-STAR points section of your match sheet. For example… if a player scores 152, Doubling In, that 152 would be listed under the ALL-STAR section on the line marked "140 to 159" and also on the line where it says "HIGH IN". (501 and 801 ONLY)

4) HIGH OUT (Doubling Out, in a "01" game) Scores will be kept for the entire season and trophy awarded for the highest score, Men's and Ladies. (Same as High In)

5) A trophy will be awarded for a ROUND OF NINE in Cricket.

6) A trophy will be awarded for a 180 in a "01" game.

7) A trophy will be awarded for 6 BULLS-EYES in Cricket.

8) Honorable Mention trophies will be given for Ins and Outs of 120 points or over, even if it's not the highest scoring in or out for the season.

15) ALL-STAR POINTS

A) ALL-STAR points shall be awarded for High "01", Rounds of Cricket and BULLS-EYES on the following basis.

95 to 119	1 point	Round of 5	1 point	3 Bulls	2 points
120 to 139	2 points	Round of 6	2 points	4 Bulls	3 points
140 to 159	3 points	Round of 7	3 points	5 Bulls	4 points
160 to 179	4 points	Round of 8	4 points	6 Bulls	5 points
180	5 points	Round of 9	5 points		

NOTE: You cannot combine all-star points and add them together. For example… if you shot 4 Bulls and a triple, you would have a round of seven for three (3) points only. You could not count the round of 7 plus count another 3 all-star points for the Bulls.

B) In the event that a player is not matched up to a player from the opposing team during a match as a result of there not being a full opposing team, the player being awarded the forfeited game shall have the option of throwing their all-stars for the game. The number of darts to be thrown is as follows… 30 Darts for all forfeited games.

All-star points count in forfeit games until such forfeit becomes a bye. All-stars on a forfeit must be witnessed by a opposing team captain or a board member.

16) SPORTSMANSHIP

Good sportsmanship shall prevail all PBCDA functions. Attempts to distract an opponent while he is throwing will not be tolerated! Complaints may result in the board taking disciplinary action. As so requested, by the thrower, all spectators must align themselves out of his line of vision and /or behind the position from which he is throwing. Heckling or other harassment is strictly forbidden. It is the home team's responsibility (and ultimately, the bar owner's or manager) to maintain the best of order during league play and the captains are responsible for the actions of their team members. Each player must abide by the rules of the bar he/she are playing in.

17) DISCIPLINARY ACTION

The board of directors of PBCDA reserve the right to either completely suspend a member's playing privileges or to place them on probation, any member of the association against whom complaints have been received. The probationary period would be determined by the Board of Directors, at the end of this period, if no additional complaints were forthcoming,

the probation would then be terminated. The complaints would have to be determined to be valid by the Board before this disciplinary action would have been taken. Should additional complaints be received by the Board during the probationary period, and should those complaints be determined to be valid, the board reserves the right to suspend such member's membership privileges in the league, in addition to his other membership privileges in the association.
It is hoped that all persona participating in the league, either as a player or sponsor, will assist in attaining the Association overall goal, the enjoyment, betterment and promotion of the game of darts in Palm Beach County. If it becomes necessary to suspend a member's membership in our association he/she will need a majority vote of the board to be reinstated.

18) DRESS CODE

All league members shall dress in accordance with the rules established by the bar in which they will be playing. The various bar owners have requested this rule and if a team member arrives to play at a bar and is not appropriately dressed the bar owner or manager has been granted the option of refusing admittance to such player. It is the sole responsibility of the individual player to determine what various dress codes are for the participating bars.

19) BAR CLOSING DURING SEASON

In the event a bar should close midseason or before the last (4) weeks: Teams may relocate providing the new location pays sponsor fees, if the closed bar has not paid and their boards are set to PBCDA standards, and providing the new bar has boards to accommodate all the teams.

The last four (4) weeks of the season matches will be played at "away" locations. If "away" location cannot accommodate the match must be played at a bar already established in league.

20) WHAT YOUR BAR IS RESPONSIBLE FOR

A) EQUIPTMENT

1) Equipment used during league competition, including tournaments and play offs, shall be of good quality and neither worn or dim. The Board of Directors has the right to require a participating bar to purchase a board of suitable quality. If the bar does not grant the request, the Board reserves the right to put the bars team at another bar until request is granted.

2) Dartboards shall be placed 5 feet 8 inches from the center of the bulls-eye to the floor with the 20 bed at the top center. The 20 bed shall be dark colored.

3) The foul line will be 7 feet 9-1/4 inches from center of the surface of the board to the foul line and will be 9 feet 7-1/2 inches from the center of the bulls-eye diagonally to the foul line. This is the toe line, with the front of the line at 7 feet 91/4 inches.

4) All league played dartboards shall be firmly anchored in good playing condition and well illuminated, preferably by florescent lighting.

5) A scoring surface, i.e., chalkboard with chalk or dry erase with dry erase makers, must be provided and kept in good care. The board also must be located in such position the score may be read by players and spectators.

6) There should also be space provided for the standing sheets and notices to be displayed where players have easy access to pick them up.

7) Boards must be located in a safe area, so as not to be hazardous to players and/or patrons.

8) It is the option of the bar to give free drinks and/or team shirts.

9) Should the Board of Directors determine that your bar does not meet the specifications for league play; your team may be required to play away locations until the situation is corrected. I.E., boards, lighting, etc.

CLARIFICATION OF THESE RULES OR ANY CHANGES OF THE RULES IS UP TO THE BOARD OF DIRECTORS ONLY. ANY GRIEVANCE MUST BE HANDED INTO THE GRIEVANCE COMMITTEE. THIS MUST BE IN WRITING (NO EXCEPTIONS). ANY RULE CHANGE OR GRIEVANCE WILL BE SENT IN WRITTEN EMAIL NOTIFICATION TO THE CAPTAINS.

If anyone has any questions they want answered, come to a board meeting and get the correct answers.

