

SOUTHWEST FLORIDA DART ASSOCIATION

RULE BOOK



Current as of JANUARY 23, 2023

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TEAM:

1. No team may roster less than four (4) players and no more than six (6) players in the B1, B2 and C Divisions. Up to 2 players in the GOLD Division, and only 4 players which must include a female in the A Division.
2. No player can play in the playoffs or be eligible for any awards unless on a team roster and an active player four (4) 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 and the game is 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 score sheet 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 score sheet to the Statistician at (239) 872-0960.
4. Once a score sheet 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 score sheet, 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 BOARD.**
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 GOLD DIVISION, ATTACHMENT #2 for DIVISIONS A AND ATTACHMENT #3 for DIVISIONS B1 and B2, and ATTACHMENT #4 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 #5 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 in A Division players will be placed in position 1,2,3 or Ladies and play in that position throughout the nights match. And in Gold Division in position 1 or 2 and play in the spot throughout the match.

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 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.

SCORE-SHEETS:

- a. The winning teams Captain is responsible for texting a picture of the completed scoresheet to the Statistician at (239) 872-0960 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 WITHIN 3 WEEKS OF CANCELLED MATCH AND 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) 872-0960.

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, (A, B1, B2, and C) and two (2) in Gold.

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. (A,B1,B2,C) and top 2 in Gold Division.
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 (B1, B2 & C) wins. 10 points (A) and 17 points (Gold)
8. NO SUBS CAN PLAY IN THE PLAYOFFS.

ATTACHMENT #1: DIVISION GOLD FORMAT

Player Line-Up:

Each team consists of a 2 person roster

Each member will be placed in the 2 player spots available 1 or 2

1. Singles 501, Easy In, Double Out: Each player will play each opponent seven (7) games.
2. Doubles 501, Easy In, Double Out: 2 players vs. the opposing 2 players will play five (5) games

SCORING TEAM:

1. All matches won will be tallied to declare the winning team. There are a total of 33 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 Dart Connect, of the top three (3) players each week.

ATTACHMENT #2: DIVISION A FORMAT

Player Line-Up:

Each team consists of a 4 person roster, which must include a female.

The match up will be a blind Fill In.

Each member will be placed in the 4 player spots available 1, 2, 3 and Lady.

1. Mixed Doubles 401: Easy In, Double Out:
2. Singles 401: Easy In, Double Out:
3. Singles Cricket:
4. Men's Trips 701: Double In Double Out,
5. Ladies Singles 401:
6. Mixed Doubles Cricket:
7. Ladies Singles Cricket:
8. Mixed Trips 601: Double In Double Out

SCORING TEAM:

1. All Games are worth 1 Team Point

1. All matches won will be tallied to declare the winning team. There are a total of 19 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 Dart Connect, 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 #3: DIVISIONS B1, B2, C FORMAT

1. Singles 401: Easy In, Double Out – 1 GAME
2. Singles Cricket – 1 GAME
3. Doubles 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.)
5. Team 701 (B1) – Easy In, Double Out – 1 Game
6. Team 601 (B2) – Easy In, Double Out – 1 Game
7. Team 501 (C) – Easy In, Double Out – 1 Game

SCORING TEAM:

1. Singles 401: Each Match is worth 1 point, total of 4 possible points
 2. Singles Cricket: Each Match is worth 1 point, total of 4 possible points
 3. Doubles 401: Each Match is worth 1 point, total of 2 possible points
 4. Doubles Cricket: Each Match is worth 1 point, total of 2 possible points
 5. Team 701 or 601: Each Match is Worth 1 point, total of 1 possible point
6. Total Match points is 13

SCORING INDIVIDUAL:

1. Singles 401: 4 all-star points per win, 1 all-star point per loss
2. Singles Cricket: 4 all-star points per win, 1 all-star point per loss
3. Doubles 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. Team 701, 601, 501– 4 All-star points per win, 1 all-star point per loss
6. In Doubles, Singles and Team: If you do not win a game, you will be awarded 1 All Star point per Match
7. Total Individual points max is 20

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 #4: DIVISION C FORMAT

1. Singles 401: Easy In, Double Out – 1 GAME
2. Singles Cricket – 1 GAME
3. Doubles 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.)
5. Team 501 (C) – Easy In, Double Out – 1 Game

SCORING TEAM:

1. Singles 401: Each Match is worth 1 point, total of 4 possible points
2. Singles Cricket: Each Match is worth 1 point, total of 4 possible points
3. Doubles 401: Each Match is worth 1 point, total of 2 possible points
4. Doubles Cricket: Each Match is worth 1 point, total of 2 possible points
5. Team 501: Each Match is Worth 1 point, total of 1 possible point

SCORING INDIVIDUAL:

1. Singles 401: 4 all-star points per win, 1 all-star point per loss
2. Singles Cricket: 4 all-star points per win, 1 all-star point per loss
3. Doubles 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. Team 501– 4 All-star points per win, 1 all-star point per loss
6. In Doubles, Singles and Team: If you do not win a game, you will be awarded 1 All Star point per Match
7. Total Individual points max is 20

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.

STATE TEAM RULES AND REQUIREMENTS

- * Any Member wanting to try out for the State Team must:
 - * Must have been or is a Rostered League Member in the current season or the season prior to state dates. And have played at least 5 weeks minimum in regular season play.
 - * Must be present the day or days of tryouts
 - * Attend all State Meetings / Practices
 - * Participate in Fund Raising Activities
 - * Be Able to be a Team Player, it's not a singles event
 - * A SWFDA State Team Roster will consist of seven (7) men and four (4) women
 - * Men's – Player 1 thru 6 will be on Team 1, Player 7 thru 12 will be on Team 2, Player 13 will have choice to Captain Team 1 or Team 2 and Player 14 will get to Captain the opposite team Player 13 Chose.
 - * Ladies – Player 1 thru 3 will be on Team 1, Player 4 thru 6 will be on Team 2, Player 7 will have choice to Captain Team 1 or team 2 and Player 8 will get to Captain the opposite team Player 7 Chose.
 - * If you are not able to attend BOTH weekends that States are held on, Please advise One of the Board Members so we can make alternative plans.
 - * Failure to attend a meeting, practice or event will result in a reduction of raised funds to be paid to said individual
 - * Division of combined fundraising proceeds will be divided between all SWFDA Team players, based on number of attended practices and events of all players of both teams (including the Captains)
 - * SWFDA will pay the Current Entry Fee for Both Teams
Cash Prizes will be awarded to any team placing in the top 5, Said winnings will be divided equally amongst all the players on that team. Any other winnings below top 5 will be put into the state fund for the following year.
 - * Tryout Fees MUST be paid the day of tryouts
 - * Individual donations and secured funds, outside of SWFDA organized fundraising Secured by a member may be designated to be divided among only that person's specific team (1or 2), if desired. This must be noted at the time of submitting the funds to the Treasurer, for proper distribution
 - * Shirts and shirt Designs and colors will be discussed among the Teams at a meeting to be held shortly after State tryouts are complete, so we can get that process started. They can take up to a month or longer to process. If a player is not present to put their input in on the shirts we shall make a unanimous decision with the players that are present.
 - * If a Player has a concern, question or complaint about ANYTHING, Do Not hesitate to contact one of the board members immediately.
 - * If there is a Lack of Participation at the Tryout Dates, It would be necessary for the Board to Appoint Players to finish fielding both Teams.
 - * Must play league play if on a State Team, before and any league concurrent with state dates.