



Dayton Darting Association

Rules for Play, updated 09.2016

P.O. Box 292828, Kettering, Ohio 45429 • Phone 937.431.1300 • www.daytondarting.com

GENERAL RULES FOR PLAY

All DDA League matches and/or sanctioned events shall be played in accordance with these rules, and where applicable, any supplemental rules.

1. Only teams/individuals who have paid applicable fees established by the Board shall be allowed to participate in DDA sanctioned events. No Refunds.
2. Dues owed the DDA must be paid in the manner explained on the invoice form. Team invoices will be distributed at the Captain's meeting prior to the start of the season.
 - a) **All TEAM FEES** must be paid in full at the start of Summer/Fall/Winter seasons. Any team that does not have their TEAM FEE paid by the time on the invoice will have five (5)-point deduction for Wednesday and Thursday leagues and two (2) points for Monday league each week their fees are in arrears.
 - b) **All MEMBERSHIP FEES** must be paid in full at the start of Fall/Winter seasons. Any member who has not paid their fee by that time will lose all points that member participated in each week he/she played.
3. All previously unpaid dues, fees and/or outstanding fines levied against members/sponsors or individuals must be paid in full before applications are considered.
4. All DDA sponsored locations must conform to the attached standards. *(please refer to page 6)*
5. The DDA assumes no responsibility for accident or injury.
6. The DDA reserves the right to amend any or all of these rules at any time for any purpose deemed necessary at that time.

WHO MAY PLAY

1. Only players who have paid the DDA annual membership dues may play in DDA league matches.
 - a) DDA annual membership dues are not required for summer league play.
All other team and sponsor fees apply!
2. Team Rosters must be approved by both the Scheduling Committee and that team's Sponsor to be scheduled for play in DDA matches.
3. A parent or legal guardian must accompany members under the age of eighteen (18) who participate in DDA league play. This releases the DDA of any and all responsibility of the child. The parent or guardian is responsible for any and all actions of the child and any recourse shall be taken against the parent or legal guardian.

Please note: The owner of any establishment that serves alcohol reserves the right to not allow in anyone under the age of 21 at their discretion as per Ohio Revised Code: Title 43, Chapter 4301.69.1 (I).

THE TEAM

1. A team shall consist of four (4) to a maximum of seven (7) members.
 - a) Teams in the Monday night leagues shall consist of two (2) to a maximum of three (3) members.
2. Any player added to any team roster after scheduling is bound by the following:
 - a) All new players must have written approval by a minimum of three (3) Executive Committee Members on the "DDA New Player Approval" form. This form must contain the new player's name, home and email addresses and phone number, and must accompany the score sheet from the first night the new player participates along with any additional fees that are due.
 - b) Membership dues must accompany the score sheet and be received by the Tuesday following the match they participated in.
 - c) New players may not be added to a team the last two (2) weeks of scheduled league play.
3. If a team uses an illegal player, all points that player participated in will be forfeited to the opposing team.
4. Players may not join a team in a lower division than he/she played in without Executive Committee approval.
5. Once a player is listed on a team's roster for a season, that player cannot switch teams during that season without Executive Committee or Board approval and approval of the former team's captain.
6. If a team drops out of the DDA and notice is received before the halfway point of a round, a sponsor may replace the team with a team consisting of "new" players in their spot within their division provided that the new team is within the same competitive level as the team replaced.
 - a) The new team will start with the points already won by the team they replaced.
 - b) If a team drops out in the last week of a "round" all points stand as recorded.
 - c) If a team drops out before the last week of a "round" and is not replaced, all scores will be adjusted for zero (0) points.

THE MATCH

1. The match shall consist of a specific sequence of games. The first is a single team game for one (1) point, with all the other games being the best 2 of 3 legs. All legs shall begin by throwing the cork.
 - a) In Monday night leagues, all matches will be one (1) game only.
2. Play begins at 7:30 p.m., with Forfeit at 7:45 p.m., unless both team captains agree upon an extension. All times are real times, not bar time.
3. Rescheduling of matches is prohibited without justifiable cause and notification to the DDA Secretary. All rescheduled matches must be completed by those seasons last night of play.
4. Before beginning play, the home team captain or co-captain fills in their team's lineup on the score sheet first. The score sheet is then folded in half and given to the visiting team's captain or co-captain who then fills in their team's lineup. Folding of score sheets and a blind draw of opponents is to insure a mix of players. This rule applies unless agreed upon by both captains.
 - a) The home team captain/co-captain is responsible for supplying score sheets.
 - b) Score sheets may not be changed without the agreement of both team captains. Both team captains must initial such changes.
 - c) In the case of a playoff, the home team is determined by a coin toss. The winner of the coin toss becomes the home team and is responsible for performing the duties of the home team.
5. Required number of team members that must be present to compete in a league match.
 - a) On Wednesday and Thursday night match play at least two (2) team members must be present to compete in a league match but all seven (7) team members may compete in any one match.
 - a1) One (1) player may throw a doubles game against two (2) players. Two (2) or three (3) players may throw the team game against the opposing players. A zero (0) score must be taken for their missing player(s) each time it would have been his/her (their) turn to throw.
 - b) On Monday night match play a team may consist of Three (3) people. One (1) or up to Three (3) team members may play (min.1 – max. 3).
6. A missing player(s) who is listed on the score sheet may not join a leg in progress once his/her turn in the rotation has passed, but is allowed to participate in a subsequent leg(s) of that game.
 - a) Players not listed on the score sheet at the start of the match do not play.
7. Match play shall follow the order set forth on the score sheet (two games at a time, 1 game per board) unless agreed upon by both the team captains.
8. It is the responsibility of team captains to furnish scorekeepers. If scorekeepers are not available, each player may chalk his/her own score. Any player in the present game may dismiss a scorekeeper.
 - a) The scorer, when asked, may inform the player what he/she scored and/or what he/she has remaining.
 - b) The scorer may not tell players outshots; however, members not scoring may advise players of shots.
 - c) The player is responsible for the correctness of what is scored for that turn before removing his/her darts from the dartboard.

THE MATCH continued

9. CORKING: All legs begin by throwing a cork (bull) with the home team having the option of throwing first or second. The player/team whose dart is closest to the cork has the option to throw first or second in that leg of the match. The loser of the first leg has the option of throwing the cork first or second before the start of the second leg. If a third leg is necessary, the visiting team has the option of throwing the cork first or second.
 - a) If the scorer or those throwing a cork cannot decide which dart is closer to the cork, a tie shall be declared. The cork shall be re-thrown in reverse order.
 - b) The second thrower may acknowledge the first thrower's dart as a single (outer) or double (inner) bull and ask for that dart to be removed prior to his/her throw. Double cork beats single cork. Single cork ties single cork, and double cork ties double, and ties must be re-thrown in reverse order.
 - c) When corking, the dart must remain in the board in order to count. Should a dart bounce to the floor; it is necessary to throw again. Should the second thrower's dart dislodge the first thrower's dart, both throwers re-throw the cork in reverse order.
 - d) Darts may not be touched by anyone nor straightened out for measuring. To determine the closest dart, the distance is measured from the cork to where the point enters the plane of the dartboard.
 - e) Only players scheduled in a game may throw for a cork. However, any player scheduled in that game may start.
10. For a dart to score it must remain in the board for five (5) seconds after the third or final dart is thrown. The tip of the dart's point must be touching the bristle of the dartboard. A dart's score is determined from the side of the wire the point enters the dartboard.
11. Other than corking, any time a dart bounces off or falls out of the dartboard, it is a dead dart and may not be re-thrown. A dart caught in mid-air and a Robin Hood dart (one dart sticking into the back of another) is also dead darts and may not be re-thrown.
12. A player may not touch any dart that is in the dartboard during a throw. Touching any dart constitutes the end of that player's turn.
 - a) The darts must not be covered or removed from the dartboard until after the score is written.
 - b) The score thrown remains as written if one or more darts are removed from the dartboard and that score is deemed correct.
 - c) Errors in arithmetic in "01" games stand as written unless corrected prior to that team's next throw. Errors in cricket arithmetic stand as written unless corrected prior to the next player's (opposing player's) throw.
13. For '01' games a leg/game is over once the double is hit which reduces the score to zero (0). Any dart after this shall not count for score.
14. The Bust Rule for '01' games is as follows:
 - a) A player busts when his/her three (3) darts (or less) score more points than remain in the leg.
 - b) A player busts when his/her three (3) darts (or less) reduces the score remaining to one (1).
 - c) Should a.) Or b.) occur, the score reverts back to what was required at the beginning of his/her throw.
15. Fast finishes such as "three in a bed," 222, Shanghai, etc., do not apply.
16. Players involved in a leg/game on one dartboard may not practice on another dartboard.

REPORTING SCORES

1. The home team is responsible for reporting scores.
 - a) All scores must be phoned or texted to the DDA (937 431-1300) by 12:00 noon following the night of play.
 - b) Score sheets must be received by the DDA by the first Tuesday following the match. Score sheets can be emailed to the DDA, sent to our Post Office Box, or left in any of the DDA drop boxes.
2. Mailing Address: **Dayton Darting Association, P. O. Box 292828, Kettering, Ohio, 45429**
3. Email address: **secretarydda@gmail.com**
4. Drop off box locations: **Katz, Hanks, Kings Point, Kings Table, Patterson Pub**
5. If the home team forfeits a match, the visiting team becomes responsible for reporting the scores and must call in the match as a forfeit and forward the score sheet to the DDA as mentioned above (*please refer to above – REPORTING SCORES line 1a and 1b*).
6. Scores not phoned in on time will result in a five (5)-point deduction from the responsible team's standings for Wednesday and Thursday leagues and two (2) points for Monday league.
7. Score sheets not received on time will result in a five (5) point deduction from the responsible team's standings for Wednesday and Thursday leagues and two (2) points for Monday league.

FINES

1. If a team forfeits two (2) matches during the season, the team will be fined \$10.00 per forfeited match, starting with the second forfeit.
2. All fines will be divided among all team members: e.g.; five (5) players = \$2.00 per member per forfeit.
 - a) A player not wishing to forfeit and showing up for a match must sign the score sheet the scheduled night of play.
 - b) If two or more players show up to sign the score sheet, they must play the match.
3. Any player with unpaid fines will not be allowed to play in the following season.

PROTEST PROCEDURES

1. Only the team captain or team representative may file a protest in writing on the score sheet and by phone. For a protest to be considered valid, details must be received verbally within 24 hours and in writing within 72 hours.
2. Upon receipt of the protest, the DDA President will appoint three (3) available board members, not directly involved, to meet and rule on the protest within three (3) days of receipt of the protest.
 - a) The Vice-President will assume this duty if the President is directly involved.
3. The Protest Committee will inform, in writing, the team captains and any other individuals directly involved of their decision.
 - a) Appeals of Protest Committee decisions must be made in writing to the Executive Committee within three (3) days of receipt of Protest Committee's ruling.
4. For minor infractions, a team/individual may file a grievance with the DDA against the team(s) or individuals(s) involved.

GOOD SPORTSMANSHIP

1. Good sportsmanship will be the prevailing attitude during all DDA sponsored events. Any attempt to do otherwise will result in disciplinary action or barring the individual(s) or team(s) from further DDA participation.
2. Please remember that our sport, as well as our league, depends on the cooperation of privately owned establishments to ensure an easy flow of our match schedules. Each sponsoring bar is required to furnish two (2) boards per home team each night of play.

NOTE: *open/additional boards can be utilized at the discretion of the bar owner. The DDA wants to encourage the expansion of our league and therefore invites all bar patrons to play on open boards before, during and after league play.*

Please conduct yourself with the highest possible standards. Our league's reputation is based on our players' reputation. Thank you and the best of luck in your upcoming dart season.

MINIMAL EQUIPMENT STANDARDS

The following minimal equipment standards are to be followed by Dayton Darting Association facilities for league play

1. An acceptable bristle board (eg.: Nodor, Winmau, Raven) in good condition must be secured to the wall so that the distance from the center of the bullseye to the floor measures 5'8" plus or minus 1/4". If the condition of the board is questioned, the DDA Standards Committee will determine whether or not it meets the minimum standards. **Note:** *Rotating the boards periodically will increase the life of the board.*
2. The scoring wedge indicated by the 20 must be the darker of the two wedge colors and must be positioned at the top of the board.
3. Lighting must be affixed in such a way so as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts in the board, and not interfere with the dart's flight. We suggest the light bulbs be replaced periodically to help maintain adequate brightness.
4. The throwing distance must be 7' 9 1/4" plus or minus 1/4". This distance is measured from a plumb line from the face of the board to the floor. A strip of tape at least 2' long must be placed on the floor so that the front of the tape is 7' 9 1/4" plus or minus 1/4" from the previously mentioned plumb line. **Note:** *This shall be referred to as the oche line.*
(Please refer to page 8. The diagram illustrates the dimensions in the above mentioned specifications)
5. There must be a minimum of 2' behind the oche line designated as the darters' throwing area.
6. Scoreboards must be in front of the oche line and in full view of the shooter. Chalk/markers and erasers must be furnished for each board.
7. Bare concrete floors in front of the board are prohibited for league play. Carpet, carpet runners, or rubber mats are suggested floor coverings to protect concrete, vinyl, hardwood, and tile floors. This will also protect the players and their darts.
8. The following method shall be used to determine the number of dart teams permitted to play "out of" a facility (using facility as home venue). If you have any questions or concerns about these minimal standards, please feel free to contact the DDA Board of Directors.
 - a) For Wednesday and Thursday play: for 1 or 2 teams, a facility must have 2 dart boards; to have 3 or 4 teams, the facility must have 4 dart boards; to have 5 or 6 teams, the facility must have 6 boards; etc. A facility with 4 dart boards may have 8 teams with 4 on Wed. and 4 on Thurs.
 - b) For Monday play: a facility must have at least 1 dart board per home team.

NOTE: *See page 7 for the rules of play for Monday nights.*

NOTE: *Open/additional boards can be utilized at the discretion of the bar owner. The DDA wants to encourage the expansion of our league and therefore invites all bar patrons to play on open boards before, during and after league play.*

MONDAY NIGHT

1. Fees:
 - a) Annual DDA membership of \$20 per player
 - b) \$20 Team fee
 - c) \$15 Sponsor fee (per team)

2. The Match:
 - a) Play begins at 7:30pm with forfeit at 7:45pm, unless both team captains agree upon an extension. All times are real times, not bar time.
 - b) Designed to be played on one board
 - c) Team may consist of Three (3) people. One (1) or up to Three (3) team members may play (min. 1 – max. 3).
 - d) All games: Single game only (winner takes all)
 - e) In the case of a forfeit, the forfeiting team receives -6 points, the opponent receives 12 points (on an 18 point play)
 - f) Unreported scores, or score sheets not received by DDA in 5 days result in a 2 point penalty for the home team
 - g) All other DDA rules apply (please refer to pages 1-6 of this document)

3. The Games:

- a) All games are standard games except for:

501 Double Doubles:

This is 501 double in, double out, except each player must double in before his/her score begins counting, so if one player does not get in right away, their partner may be playing against two players until they get in.

- a1) A game cannot be taken out (won) until both players are in.

Example 1: Point when this game may become confusing

Your partner gets in and down to 32, you hit a single 16, then you hit the double 16... this gets you in and wins the game (your first dart did not count as you were not in yet).

Example 2: Point when this game may become confusing

Your partner gets in and down to 16, and you hit a double 16 (which is a bust), all your darts count on your next throw (as you are now in).

Odd Cricket:

Played the same as Cricket, but includes 3 doubles, 3 triples and 3 beds (a bed is three darts in the same number).

- a1) Scoring points on beds: Take the actual value (hit trip 20, single 20, single 20...you score 100 points).
- a2) Scoring on doubles or trips, you must mark them in the order your darts were thrown.

Example: You have 2 doubles, you then hit a double 18, followed by a double 4. You close with your D18, and point on the D4, for a total of 8 points.

Halve-It:

The object is to finish with the most points. Each player starts with 40 points. You then get 3 darts (one round) at each of the following: 20, 19, any double, 18, 17, any triple, 16, 15, bull (single or double).

Example 1: You shoot at 20's and hit a single and a triple, you score 80 plus your original 40, for a total of 120 points.

Example 2: Your opponent does not hit the 20 bed, the 40 points they started with is halved to 20.

- a1) The game ends when you have shot at all the above listed numbers.
- a2) When halving an odd number, round up, half of 99 becomes 50.
- a3) Doubles and triples...means ANY double or triple on the board.
- a4) Team game... all four players shoot at 20 the first throw, then all four shoot at 19, etc.
- a5) In the case of a tie, players shoot a round at the bull (more if needed) until the tie is broken.

GLOSSARY OF TERMS

DDA:

Dayton Darting Association

BOARD:

DDA Board of Directors – President, Vice-President, Secretary, Treasurer, Nine (9) Trustees and Immediate Past President

EXECUTIVE COMMITTEE:

President, Vice-President, Secretary, Treasurer, and Senior Board Member

TEAM ROSTER:

A listing of individual members comprising a specific team

MATCH:

The total number of games/points being competed for between two teams

CORK:

Bullseye or Bull

SCORER:

Scorekeeper, Marker or Chalker

“A” PLAYER:

Any player, who plays in either of the Gem, Gold or Silver Thursday night DDA divisions in consecutive seasons, or an equivalent division in a non-DDA league, is considered an “A” player. The Scheduling committee reserves the right to allow exceptions to this rule in order to maintain parity in the league.

