



General Rules of Play

Dayton Darting Association

Phone 937-317-0060

www.daytondarting.com

GENERAL RULES OF 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.
2. Fees owed to the DDA must be paid as explained on the invoice form. Team invoices will be distributed at the captain's meeting before the start of the season.
 - a) *All TEAM FEES* must be paid in full at the start of the Summer, Fall, or Winter seasons. Any team that does not have their TEAM FEE paid by the date and time on the invoice will have five (5) point deductions 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 the Fall season or before playing in the Fall, Winter, or Summer leagues. Any member who has not paid their fee by that time will forfeit all the member's participation points each week they played.
3. All previously unpaid 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 7)*.
5. The DDA assumes no responsibility for accidents or injury.
6. The DDA Board of Directors reserves the right to amend any or all of these rules at any time for any necessary purpose.

WHO MAY PLAY

1. Only players who have paid the DDA annual membership fees may play in DDA league matches.
2. DDA annual membership fees are not required for summer league play.
3. Players under 18 who are playing in DDA league play must be accompanied by a parent or legal guardian. This releases the DDA of all responsibility for the minor. The parent or guardian is responsible for all actions of the minor, 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 anyone under the age of 21 at their discretion as per Ohio Revised Code: Title 43, Chapter 4301.69.1(I).

THE TEAM

1. Wednesday and Thursday teams shall consist of four (4) to a maximum of seven (7) members.
 - a) Teams in the Monday league 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 approval by a minimum of three (3) Executive Committee Members on the "DDA New Player Approval" form. List on the approval form the 3 Board Members who approved it, and if it was verbal, text, or written. This form must contain the new player's name, email address, and phone number and must accompany the scoresheet from the first night the new player participates, along with any additional fees that are due.
 - b) Membership dues must accompany the scoresheet and be received by the Tuesday following the match they participated in.
 - c) New players may not be added to a team during the last two (2) weeks of scheduled league play.
 - d) Players from the Sub List can be used in accordance with the rules on the Sub List page. Subs cannot be used in the last two (2) weeks of scheduled league play.
3. If a team uses an illegal player, all points of matches the player participated in will be forfeited to the opposing team.
4. Players may not join a team in a lower division than they previously played in without approval from the Executive Committee.
5. Once a player is listed on a team's roster for a season, that player cannot switch teams during that season without the 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 will be 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 determined by the DDA Board and Scheduling Committee. Scoresheets will be provided in the Captain's Packet, which outlines which games and the number of legs to be played. All legs shall begin by throwing the cork.
 - a) All matches will be one (1) game for the Monday night league.
2. Play begins at 7:00 p.m., with a forfeit at 7:30 p.m., unless both team captains agree

upon an extension. All times are actual time, not bar time.

3. Rescheduling of matches is discouraged by the DDA. However, if both captains agree to reschedule, the home team will notify the DDA Secretary immediately. All rescheduled matches must be completed by that division's last night of play for the season.
4. Before beginning play, the home team captain or co-captain first fills in their team's lineup on the scoresheet. The scoresheet 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 scoresheets and a blind draw of opponents ensure a mix of players. This rule applies unless both captains agree to a change.
 - a) The home team captain or co-captain supplies the scoresheets.
 - b) Scoresheets may not be changed without the agreement of both team captains. Both team captains must initial any changes.
 - c) In the case of a playoff, the home team is determined by a coin toss. The coin toss winner 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.

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. Each time it would have been their turn to throw, a zero (0) score must be taken for their missing player(s).
 - b) On Monday, match play for 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) listed on the scoresheet may not join a leg in progress once their turn in the rotation has passed but is allowed to participate in that game's subsequent leg(s).
 - a) Players not listed on the scoresheet at the start of the match do not play.
7. Match play shall follow the order on the scoresheet (two games at a time, one 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 their 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 out shots; 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 their darts from the dartboard.

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 can 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. The visiting team can throw the cork first or second if a third leg is necessary.
 - a) A tie shall be declared if the scorer or those throwing a cork cannot decide which dart is closer to the cork. 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 before their throw. Double cork beats single cork. If both players throw a single cork, it is a tie. If both players throw a double cork, it is a tie. The cork shall be re-thrown in reverse order.
 - c) When corking, the dart must remain in the board to count. If a dart bounces from the board onto the floor, it must be thrown 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 a cork, and either player 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, anytime 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 or a Robin Hood dart (one dart sticking into the back of another) is also a dead dart and may not be re-thrown.
12. A player may not touch any dart 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 before that team's next throw. Errors in cricket arithmetic stand as written unless corrected before the next player's (opposing player's) throw.
13. In '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 the score.
14. The bust rule for '01' games is as follows:
 - a) A player busts when their three (3) darts (or less) score more points than remain in the leg.
 - b) A player busts when their three (3) darts (or less) reduce the score remaining to one (1).
 - c) Should a or b occur, the score reverts to what it was at the beginning of their throw.

15. Fast finishes such as "three in a bed," Shanghai, etc., do not apply.
16. Players involved in a leg/game on one dartboard may not practice on another.

REPORTING SCORES

1. The home team is responsible for reporting scores.
 - a) All scores and a picture of the scoresheet must be texted to the DDA secretary at (937) 317-0060 by noon following the night of play.
 - Send the text with the date, team names with respective scores, and a picture of the scoresheet.
 - b) The DDA must receive the scoresheets by the first Tuesday after the match. The preferred method is to leave the scoresheet in one of the DDA drop boxes. Alternatively, scoresheets can be emailed or mailed to our P.O. Box.
 - Drop-off box locations: Katz Lounge, King's Point Pub, Kings Table, and Patterson Pub.
 - Text to: (937) 317-0060
 - Email address: secretarydda@gmail.com
 - Mailing Address: Dayton Darting Association, P.O. Box 292828, Kettering, Ohio, 45429
2. If the home team forfeits a match, the visiting team becomes responsible for reporting the scores and must call in the game as a forfeit and forward the scoresheet to the DDA as mentioned above (*please refer to above – REPORTING SCORES line 1a and 1b*).
3. Scores not texted 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.
4. Scoresheets 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 scoresheet on the scheduled night of play.
 - b) If two or more players show up to sign the scoresheet, 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 representative may file a protest in writing on the scoresheet and by phone. For a protest to be considered valid, details must be received verbally within 24 hours and in writing (either a letter sent to the DDA Post Office or in an email to one or more Executive Committee members through the "Contact Us" option on the DDA website, or to secretarydda@gmail.com.) 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.
 - 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 the 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. This grievance must be in writing within 72 hours of the incident, either a letter sent to the DDA Post Office or an email to one or more Executive Committee members through the "Contact Us" option on the DDA website or to secretarydda@gmail.com.

GOOD SPORTSMANSHIP

1. Good sportsmanship is expected at 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 and our league depend 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 (e.g.: Nodor, Winmau, Unicorn) 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 ¼". If the board's condition is questioned, the DDA Standards Committee will determine whether it does or does not meet the minimum standards.

Note: Rotating the board periodically will increase its life span.

2. The scoring wedge indicated by the 20 must be the darker of the two wedge colors and be positioned at the top of the board.
3. Lighting must be affixed to brightly illuminate the board, reduce the shadows cast by the darts in the board to a minimum, 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 ¼" plus or minus ¼". 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 ¼" plus or minus ¼" from the previously mentioned plumb line.

Note: This shall be referred to as the oche line.

(Please refer to page 10. The diagram illustrates the dimensions in the specifications mentioned above)

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 will determine the number of dart teams permitted to play out of a facility (using the facility as a home venue). Please contact the DDA Board of Directors with any questions or concerns about these minimal standards.
 - a) For Wednesday and Thursday play, a sponsor must have at least 2 dart boards per home team per night, so if you have 4 boards, you can sponsor up to 4 Wednesday teams and up to 4 Thursday teams. Each night of league play, 2 of your teams will play at home, and 2 will play away.
 - b) For Monday play, a sponsor must have at least one dart board per home team per night, so if you have 4 boards, you can sponsor up to 8 Monday teams. Each night of league play, 4 of your teams will play at home, and 4 will play away.

NOTE: See page 8 for the rules of play for Monday nights.

MONDAY NIGHT

1. The Match:

- a) Play begins at 7:00 pm with a forfeit at 7:30 pm 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) The 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 are played one (1) time.
- e) All other DDA rules apply.

2. 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 their 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.

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

Example 1: 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: Your partner doubles in and gets the remaining score down to 16. You throw a double 16, which gets you in the game but busts the turn. All your darts will score on your next turn since you are now "in".

Odd Cricket: This game is played like Cricket but includes three doubles, three triples, and three beds (a bed is three darts in the same number).

Scoring points on beds: Take the actual value (hit triple 20, single 20, single 20...you score 100 points).

When scoring on doubles or triples, you must mark them in the order in which your darts were thrown.

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

Halve-It: The object is to finish with the most points.

Each player starts with 40 points. You then get three darts (one round) at each: 20, 19, any double, 18, 17, any triple, 16, 15, bull (single or double).

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

Example 2: Your opponent does not hit a 20, but the 40 points they started with are halved to 20.

The game ends when you have shot at all the above-listed numbers.

When halving an odd number, round up - half of 99 becomes 50.

Doubles and triples mean ANY double or triple on the board.

In a team game, all four players shoot at 20 on the first throw, and then all four shoot at 19, etc.

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

