

Just Darts[®] Dart League

OFFICIAL RULE BOOK

SUNDAY NIGHT FORMAT



Just Darts® Dart League Official Rule Book: Sunday Format

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PART I: LEAGUE BY-LAWS

ARTICLE I: NAME OF ORGANIZATION

A. The name of this organization is: ***Just Darts[®] Dart League***

ARTICLE II: LEAGUE OBJECTIVES

A. The ***Just Darts[®] Dart League*** is a nonprofit, nonpolitical, and nonsectarian organization.

B. The ***Just Darts[®] Dart League*** is established as a traveling, plastic-tip dart league in the south Chicago suburban area for the following purposes:

1. To sanction League play according to Rules for Match Play;
2. To promote competitive darts and good sportsmanship for social and recreational purposes;
3. To improve and establish conditions of play in local establishments;
4. To establish and maintain friendly, competitive relationships with similar organizations.

ARTICLE III: THE BOARD

The Board is composed of nine elected officers. Elected members serve one-year terms from July to June of the following year.

The Board meets monthly throughout the regular season, with the day of the week chosen to accommodate the greatest number of Board members. A single location will be used for all board meetings, whenever possible, meeting dates and locations will be published in advance (at least two weeks, whenever possible). Meetings are open to any member of the League. Each season's Scheduling Meeting will be a special mandatory meeting for all Board Members only.

Board members who are: absent from two meetings (without due cause, as approved by the remainder of the Board) within their one-year appointment, fail to perform their duties to the satisfaction of the rest of the Board, or fail to attend 6 meetings during the course of the one year term for any reason, excused or not, will be relieved of their position.

Replacements will be selected by the League Commissioner, with a majority approval of the remainder of the Board. If a Board member is not notified 72 hours in advance of an unscheduled, emergency meeting, their absence is excused. Any elected member of the Board, who is replaced because she/he did not serve at least six months of the one-year term, and/or was deemed by the remainder of the Board to have failed to perform the duties of the office, is not eligible to run for office in the next election.

A. Duties of the Board shall include, but are not limited to:

1. By-laws;

By-law changes will be effected by a two-thirds majority vote of board members. Proposed changes should be published at least two matches prior to the Board meeting at which the proposal will be decided.

2. Rules for Match Play;

Rules for Match Play for each season will be determined by majority vote of Board Members present at each season's Scheduling Meeting. Tie votes, should they occur, will be ruled in favor of the Commissioner.

Any Rules for Match Play not specifically determined at a given Scheduling Meeting will utilize the rule from the previous season. The Board may enact changes in the Rules for Match Play for the following season at any time during a given season (these changes should be published in a news format as soon as they have been decided). Rules for Match Play may not be changed for the current season except under extraordinary circumstances (as determined by the Commissioner and Rules & Grievances Director) once a season has begun.

3. Determination of how league funds are to be spent.

4. Setting up special committees as necessary.

B. Members of the Board, and each member's primary areas of responsibility, are: **(Note: Board members may utilize individuals or committees to assist in the successful completion of their duties, but the proper and timely execution of each duty remains the ultimate responsibility of that board member.)**

1. **Commissioner** - Duties include, but are not limited to:

- a. Overseeing all League operations;
- b. Acting as an ex-officio member of all committees;
- c. Presiding over and setting agendas for Board meetings and Captain's meetings;
- d. Nomination of candidates to fill vacancies on the Board;
- e. Being a cosigner of the League bank account;
- f. Presentation of awards at the End-of-the-Season Banquet;
- g. Coordination of activities with other leagues and organizations;
- h. Attendance at meetings of larger scale organizations, such as the NDA, etc.

2. League Director - Duties include, but are not limited to:

- a. Assuring compliance with League standards by host establishments;
- b. Service as chief liaison between the League and host establishments;
- c. Acting as Commissioner, in the case of that officer's absence, disability, or removal.

In the case of the absence, disability, or removal of both the Commissioner and League Director, the following list has been adopted as a hierarchical ladder for succession of these offices:

- i. President;
- ii. League Director;
- iii. Rules & Grievances Director;
- iv. Treasurer;
- v. Secretary;
- vi. Engineer;
- vii. Membership Director;
- viii. Public Relations Director.

3. Rules & Grievances Director - Duties include, but are not limited to:

- a. Settling all in-season matters involving Rules for Match Play;
- b. Serving as the first person consulted regarding interpretations of the Rules for Match Play;
- c. Levying penalties against League members of teams for Rules violations;
- d. Receipt of all official League protests;
- e. Calling and presiding over all Grievance/Protest meetings.

4. Treasurer - Duties include, but are not limited to:

- a. Handling all League financial matters;
- b. Submission of a Treasurer's Report for publication on the website twice per season;
- c. Making funds available for disbursement as approved by the Board;
- d. Being bondable;
- e. Maintenance of current records of all League members, including names, addresses, and phone numbers;
- f. Receipt of all League rosters, player information, and player dues at the Registration Meeting, as well as prior to the in-season addition or replacement of any League member;
- g. Informing the Rules & Grievances Director of any player who has not paid dues before playing in a League match;
- h. Contacting all other Board members for their votes on additions and replacements to rosters after the close of the season's registration period, and then returning the decision of the Board to the requesting team. These vote results on additions and replacements are also to be supplied to the website for publication.

5. **Secretary** - Duties include, but are not limited to:

- a. Keeping minutes of all Board Meetings (including proper records of how Board members voted on all issues) and Captain's Meetings;
- b. Providing a copy of the Board and Captain's Meeting minutes and voting results for publication on the website the week following the meeting;
- c. Providing a seasonal calendar for publication on the website each season of all scheduled Board and Captain's Meetings.

6. **Engineer** - Duties include, but are not limited to:

- a. In charge of all Tournaments;
- b. Sanctioning all boards each season;
- c. Maintenance of all equipment belonging to the League;
- d. Maintain and keep track of all League property.

7. **Membership Director** - Duties include, but are not limited to:

- a. Assist in the publication of weekly information on the website;
- b. Assist in the production of the website, score sheets;
- c. Selection and oversight of Website staff, if a staff is utilized;
- d. Making all reasonable effort (in conjunction with the League Director) to ensure that Matches rescheduled for play prior to normal Match nights are provided with current player information and a score sheet for said Match;
- e. Reporting all decisions of the Board and/or Captain's Meetings regarding League operation or Match Play;
- f. Publication of all official news from the Board;
- g. Actively solicit articles for the website from the League membership;
- h. Editing and confirmation of veracity of any material submitted for publication;
- i. Publication, in a timely fashion, of the results of said elections;
- j. Publication of all other League documents including, but not limited to, League By-Laws, Rules for Match Play, fliers, election ballots, statistics for publication in other media, etc.;
- k. Maintenance of archival, machine-readable records of League publications and statistics during tenure and transfer of said records to succeeding League Membership Director;
- l. Completion of any other duties (within reason) that may, from time to time, be designated by the Board.

8. **Public Relations Director** - Duties include, but are not limited to:

- a. Director of all social events;
- b. Organization of the end-of-the-season banquet;
- c. Coordination of publicity, advertising, etc.;
- d. Awards, presentations, public service and personal announcements (deaths, births, health, injury, marriage, etc.)

9. **Board Member TBA** - Duties include, but are not limited to:

- a. Assist all other board members in the performance of their duties as needed or requested.
- b. Assist in the event any board member is unable to perform their responsibilities for an extended period of time due to illness or other personal reasons beyond their control.
- c. Serve on board committees to plan, organize and run events such as tournaments, league sponsored outings and the league banquet.

ARTICLE V: CAPTAIN'S MEETINGS AND POWERS

Each captain (or team representative) has one equal vote. Captain's Meetings are limited to 2 1/2 hours. There will be two Captain's Meetings per season and it is **mandatory** that a representative from each team attend or a **3-point penalty will be assessed**. All meeting dates will be published in advance (preferably two or more weeks in advance) and open to any member of the League.

A. The first Captain's Meeting (at scheduled folder pick-up) will serve three purposes:

1. Allow all new (and old) members to ask any questions they may have regarding the League;
2. Allow captains to voice their opinions on any League matters;
3. Notify captains to any important issues or changes in the day-to-day operations of the League.

B. The second Captain's Meeting (near the end of the season) will serve three purposes:

1. Inform captains of decisions made by the Board during the current season;
2. Allow captains to veto any By-Law changes enacted for the upcoming season by the Board since the beginning of the current season (2/3 of captains present, with not less than 1/2 of all captains will be sufficient for veto);
3. Allow captains to implement any By-Law changes of their own (2/3 of present captains, no less than 1/2 of all captains).

Whenever possible, a list of the changes enacted by the Board will be published on the website for two or more weeks prior to the second Captain's Meeting. In addition, any League member who would like to propose a By-Law change may submit a written copy of their proposal for review two weeks prior to the second Captain's Meeting.

ARTICLE VI: REGISTRATION, FEES, AND MEMBERSHIP

A. Registration

1. Registration begins at the End of Season Party for the prior season (provided that the party takes place before the start of its following season) and closes at the start of the Scheduling Meeting.
2. No team will be allowed to register with less than three players. Full player fees for all those on the roster must be paid with or by the second week.
3. At the Scheduling Meeting, the Board will determine the length of the season, the number of divisions, and schedule for Match Play based upon the number of registered teams and the Rules for Match Play.

B. Fees

1. Membership dues, sponsor fees, team, and weekly fees are determined by the Board and are subject to change at the discretion of the Board. As of this writing league fees are as follows:
 - a. Active Player dues will be \$10 per person per season;
 - b. In-active membership fee will be \$30 per person per year to cover banquet costs;
 - c. Sponsor fee will be \$80 per team each season;
 - d. Team fee will be \$20 per team each season (to be paid by the sponsor);
 - e. Weekly fees are \$20 per team for each week of play;
 - f. Secretarial Fees are \$5 per team per season. (This money is not counted in league totals.)

The above dues and fees must be paid in full before or with the 2nd week's score sheets, no exceptions.

Weekly fees (all 14 weeks) must be paid in full before or with week 7 score sheet submission, no exceptions.

2. Fees will not be refunded for any reason to a player that has participated in Match Play. Dues may be refunded to a League member who has not yet participated in Match Play up to the third match for that player's team, at the discretion of the Board (2/3 approval of the Board members who are not members of the team). The team may also choose to have the dues from someone who did not play transferred to a new team member, if it is done before the team's third match and has received approval from 2/3 of the Board.
3. Any player who participates in Match Play before having registered and paid his/her dues to the League Treasurer is considered to be an "ineligible player". (This rule applies to all darters after the third week of match play, **no exceptions.**)
4. The League will not dictate who is required to pay any of these dues & fees. Any sponsor, team, or player may pay them in any combination they see fit. This decision is at the discretion of the team and its sponsor.
 - a. All players are responsible for ensuring that payment of all their fees & dues are up-to-date and complete.
 - b. Any player who leaves the League with unpaid dues will not be allowed to register in subsequent seasons until all past dues have been paid.

5. The collections of all dues are to be included in the submission of the weekly score sheet and dropped off at **Cullen's Pub** located at **9953 Southwest Highway** in **Oak Lawn, IL**. It is the responsibility of both the captain and his/her players. Any team that has not paid its dues by the end of the second week of match (7:00 p.m. on the Friday following Match Play) play will be **penalized weekly** until they are paid.
6. Captains are responsible for collecting and delivering all dues & fees to Cullen's Pub for any player added to rosters (with Membership Director's approval) after the official registration period has ended. These dues must be paid before that player participates in match play.

C. Membership

1. The ***Just Darts[®] Dart League*** does not discriminate on the basis of race, religion, sex, age, or personal handicap.
 - a. Participation in the League by under-aged (under 21) players is subject to the permission of the host establishments.
 2. Membership in the League is open to any person expressing an interest in darting as a sport, provided that person is not currently under suspension or expulsion from the League.
 3. All membership is subject to approval by the Board.

ARTICLE VII: PLAYER PROFILE: (Active & Inactive)

- A. A player in good standing in the League is a player whose dues are paid on time and who has not been suspended for violation of any of the By-Laws or Rules governing the League.
- B. All players should consider themselves representatives of the ***Just Darts[®] Dart League*** when participating in any darting function. (Players should not however consider themselves representatives of the League to the extent that they begin infringing on the jobs and duties of the Board members.).
- C. Any person who plays in a League match shall be subject to all Rules set forth by the By-Laws and the Rules for Match Play.
- D. A player can be suspended from the League by the Board, or by decision of the captains at a Grievance/Protest meeting, for noncompliance with League Rules.
- E. All players are expected to play darts in a sportsmanlike manner.
- F. A player must be in good standing with the League to participate in any League or League-sponsored event;
- G. A player must be in good standing with a host establishment to participate in any League event held in that establishment.
- H. An active player is any player who has competed in Match Play during the current season and has not been replaced or disqualified.

I. An inactive player is any member in good standing, who wishes to be part of the league, but does not currently play on any team. This individual is eligible to participate in any league event, tournament and attend the annual banquet at no additional charge, if their annual \$30 fee is paid in full. Any member that has competed in Match Play during the current season, but has left their Team will also be considered an inactive player with the same rights.

ARTICLE VIII: TEAM PROFILE

A. Minimum number of players for an eligible team is three (3); maximum number of active players allowed is eight (8).

Each team member must participate in at least eleven (11) matches during the season to be eligible for playoffs.

B. Addition, replacement, and removal of players on a team roster:

1. There are no limitations as to who the players that make up a team may be, provided that none of them have been suspended or expelled from the League.

2. Players may be added to a team roster after the close of the registration period only with approval by the Board (2/3 approval vote of those Board members whose team is not involved in the player addition).

a. To request an addition to a roster, the team must contact the Membership Director, who will then contact the rest of the Board for their votes (all Board members whose team is not involved in the player addition).

b. Requests for roster additions must be received by the Membership Director at least 72 hours prior to that week's match. Even at this time frame, however, no guarantees can be given as to the quickness of the reply. (The Board recommends that teams request as early as possible, and they will do everything in their power to ensure a prompt response to the team.)

c. In the event that a team can not reach the Membership Director over a span of two or more days, requests for roster additions may be made to the League Director, and then the League Commissioner.

3. A team that had a full roster of eight people but has lost a player may request permission to replace that player.

At no time, however, may a team roster consist of more than 8 active players. Any players replaced during the season are ineligible for League play for the remainder of the season.

a. The same procedural guidelines as for roster additions (Article VIII, B. 2. a-c) apply to requests for roster replacements.

b. A team may petition the Board to return a player to its active roster if they feel that the player had left due to extraordinary circumstances.

4. If some of a team's registered players have not yet participated in Match Play, they may be removed from the roster (with a refund of player dues) before the team's third match of the season, provided that the team still has four active team members.
 5. A player who is dropped from his/her original team before having participated in any game sets is eligible for registration with another team during the current season.
 6. The membership fee for a new member must be submitted to the Membership Director by the team captain or team representative before the new player participates in Match Play. If the fee has not been received by that time, the team will be assessed "Ineligible player" penalties in accordance with the Rules for Match Play.
- C. All active team members must be in good standing with the ***Just Darts[®] Dart League***.
- D. Any player who leaves a team's roster, for any reason, after playing in any of the season's matches will be ineligible to re-register with another team until a new season begins.
- E. Any person who plays in a League match is subject to all Rules set forth by the League. This includes registration and payment of dues as specified. Any team who uses a player who has not met these specifications is subject to any and all forthcoming penalties. **It is the team captain's responsibility to assure compliance is met.**
- F. **Teams are free to choose their own team names within acceptable moral and publishable limits.**
- G. Each team is responsible for selecting a team captain.
- H. Each team is responsible for finding a suitable home board/host establishment.

ARTICLE IX: CAPTAIN'S RESPONSIBILITIES

This is a general list of the Captain's responsibilities. Although some duties may be delegated to some other team member, the Captain is ultimately responsible to their team and to the League to carry out these duties or to designate someone to carry them out in their absence.

- A. Be aware of and adhere to Rules for Match Play;
- B. Register the team and deliver all dues to the ***Just Darts[®] Dart League*** drop off site;
- C. Completing weekly score sheets and signing them;
- D. Collect names, addresses, and phone numbers from each team member;
- E. Represent the team at Captain's Meetings and Grievance/Protest Meetings;
- F. List participating team members on the score sheet for each match and record match results accurately and legibly;
- G. Help new players on his/her team by familiarizing them with the Rules for Match Play and the By-Laws of the ***Just Darts[®] Dart League***;

- H. Handle protests properly, if filed by or against their team;
- I. Ensure that his/her team consists of eligible players only;
- J. **ALL** team captains are responsible for turning in score sheets on time. Score sheets must be received at Cullen's Pub located at 9953 Southwest Highway in Oak Lawn, IL by **7:00 p.m. on the Monday following Match Play**;
- K. Keep team abreast of any League Rule changes;
- L. Notify Membership Director of rookie players (a rookie is any player who has never played darts in an organized league);
- M. When necessary, petition the Membership Director for additions and replacements to team roster subject to Rules for Match Play.

ARTICLE X: PERSONAL CONDUCT AND SPORTSMANSHIP

"To be sportsmanlike is to act in a manner becoming a fair, ethical, and honorable individual."

- A. The ***Just Darts***[®] ***Dart League*** is empowered to levy penalties for infractions. Repeated evidence of unsportsmanlike conduct by any individual shall be considered just cause for suspension or expulsion from the league.
- B. Heckling or harassment, including foul or insulting language by team members, is strictly forbidden. It is each team's responsibility to maintain the best of conduct during league play. In the event of improper conduct, follow the procedures for filing a grievance or protest in Article XI of these By-Laws.
- C. Physical violence, which must be witnessed by a board member whom must then fill out a grievance form and turn it into the board of directors, will result in immediate suspension from all League-sponsored activities until the next board meeting where the offending members may plead their case to the board of directors.
- D. Throwing darts at anything other than the board will result in penalties with a possibility of being suspended from League play for the remainder of the season.

ARTICLE XI: PROTESTS

- A. The captain of any team may file a protest for any irregularity of a match, or improper conduct by a League member. The opposing team must be notified at the time of the protest that the match, from that point on, is being played under protest. The match shall then be played to its conclusion.
- B. A description of any irregularity or improper conduct may be reported to the Rules & Grievances Director by team members, spectators, or the host establishment staff in writing within 7 days. In addition to the summary report of the reasons for filing the grievance/protest, those filing the protest must also include what actions or results they would like to gain from their protest.

1. If the grievance relates to a Rule with a definitive penalty specified within the By-Laws or Rules for Match Play, the Rule & Grievances Director will gather all pertinent information from the parties involved, and levy penalties accordingly. If the grievance relates to a Rule or problem without specified penalties, the Rules & Grievances Director will call a Grievance/Protest Meeting within 7 days of receiving the protest. The captains present at the Grievance/Protest meeting will then decide the outcome of the protest and may assign a penalty to the player or team for misconduct at its discretion (majority vote of captains present). **[Note: Any League member may represent his/her team's one vote, with the exception of the Rules & Grievances Director, who will act as moderator at the Grievance/Protest Meeting.]**

a. Decisions by members of the Board and penalties levied by the Rules & Grievances Director may be appealed to the League captains by filing a written grievance with the Rules & Grievances Director within 7 days of the decision or penalty being levied.

2. During the final week of the regular season and during any playoffs/tournament, protests must be filed within 24 hours. The Rules & Grievances Director will hold a Grievance/Protest Meeting within twenty-four (24) hours of receiving the protest.

3. All grievances relating to jobs or items specifically designated to another Board member (e.g., the League Director and board standards) will be brought to that member's attention by the Rules & Grievances Director upon receipt of the grievance.

C. Any protest must also be indicated on the match score sheet as a match that was played under protest. The score sheet must be handled the same as an un-protested score sheet as far as scoring is concerned until a decision of what penalties, if any, will be imposed by the Ruling Committee.

D. In the event that a protest is filed against a team, any other violations discovered as a result of an investigation shall also be subject to penalty as if they had been protested as well, with no regard to the above time requirements. It is intended that the captains at the Grievance Meeting preserve the integrity of the Rules for Match Play and violations of such shall not be take lightly.

E. Captains whose teams are involved in a protest will not be allowed to participate in the investigation, though they are certainly expected to attend and present their sides of the event at any Grievance Meeting. These teams do not have any vote in determining what penalties shall be imposed.

F. Protests must be filed in the season in which they occur.

G. A player protest must be filed by a captain or their designated representative (even if the captain does not agree), if 2/3 of team members in attendance agree with the player filing the protest.

H. All decisions of Captains' Grievance Meetings are final.

ARTICLE XII: ELECTION PROCEDURES

A. General

1. Any member in good standing with the ***Just Darts[®] Dart League*** is eligible to run for office, provided they have not disqualified themselves from a given election due to their performance or attendance records, as described in Article III.
2. Officers are to be elected by popular vote of the general membership of the ***Just Darts[®] Dart League***.
3. Approval for their name to be put into nomination must be obtained before a candidate's name will appear on the ballot.
4. All nominations for office must be presented to the Election Committee (The Commissioner and League Director).
5. Elections will be held during the Banquet each calendar year.
6. The newly elected Board will vote its' members into positions at the Board meeting immediately following the banquet. Board Members will assume their positions at this same board meeting.
7. Outgoing officers will be expected to offer assistance to the officers-elect upon request.

B. Voting

1. Notification of pending elections and the names of those running for office shall appear on the website for two weeks prior to election night. The website shall also contain instructions on how to vote.
2. Ballots will be distributed at the banquet:
 - a. Each player will receive an individual ballot.
 - b. Each ballot needs to be returned even if you choose not to vote.
3. Any League member in good standing whether active or inactive has one vote for up to (8) candidates.
4. Sealed ballots shall be turned over to the Election Committee for tallying.
5. Nominations from the floor will be accepted at the Banquet.
6. A special voting will be done, with Captains in attendance, if a tie for a Board position develops.
7. Winners will be announced on the website.

ARTICLE XIII: RECALL OF ELECTED OFFICERS

Elected officers serve at the discretion of the League in general and the League captains in particular. Elected officers may be recalled at any time during their term.

- A. A petition signed by more than half of all team captains must be submitted to the election committee (The Commissioner & League Director) to recall an elected officer.
- B. Verification of team captain signatures will occur within one week. If the petition is judged valid, recall ballots will be prepared and distributed at the scheduled team meeting. One ballot will be prepared for each League member in good standing.

D. **ALL** Recall ballots must be returned.

E. A recall is successful if 2/3 of returned ballots with votes, but not less than 1/2 of all ballots, are in favor of recall.

F. If the recall is successful, the officer will be considered removed from office, and the position will be filled in accordance with the League By-Laws.

PART II: RULES FOR MATCH PLAY

The Rules for Match Play for any given season may be changed at the Scheduling Meeting by the Board prior to the start of that season's matches. This flexibility is granted to the Board due to the ever-fluctuating state of the League, in terms of number of teams, ability of its members, host establishments currently in use, etc. Any changes in the Rules for Match Play will be published on the website each season, so that all teams may become familiar with the new Rules before beginning Match Play.

ARTICLE I: EQUIPMENT

A. Each playing establishment must provide an electronic scoring dartboard, in proper working order, for each set of teams playing in that establishment as their home location. Board must be in good to new condition and should be free of lumps, broken lights, and worn out areas due to stuck tips.

1. All League competition will be conducted on a standard electronic scoring 20-point clock-faced dartboard.
2. Dart boards are hung 5'8" from the floor to the center of the bull's eye with the 20 bed at the top center.
 - a. There must be at least 5' from the bull to bull between adjacent boards.
 - b. There must be at least 3' from the bull to any adjacent side wall or other obstacle.
3. The toe line will be 8' from the surface of the board along the floor to the front of the toe line. The toe line will be 36" long, 18" each side of the board's center. A player wishing to throw a dart or darts from a point either side of the toe line must keep their feet behind an imaginary straight line extending from either side of the toe line, making sure not to cause any distraction to throwers on adjacent boards.
4. There must be a 3' clearance behind the toe line, which begins at the front of the line/tape as marked on the floor.
5. All league play dart boards must be firmly anchored to the cabinet they are installed in.
6. Lighting should brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.
7. The scoring apparatus on each machine must be in working order and have no blank lights.

- B. The dart teams playing out of an establishment are ultimately responsible for assuring that all of the requirements of Section A are met. Host establishments are responsible for providing for all dart lane setup, supplies and maintenance themselves.
- C. An establishment's equipment and setup must be inspected and approved by representatives of the **Just Darts® Dart League** for compliance to Section A before the beginning of each season. If compliance is not met, 7 days will be given for the corrections to be made. If not corrected within that time, the home teams for that establishment will not be scheduled for play that season.
1. If, during the season, an establishment's equipment and setup are judged by the Rules & Grievances Director to be out of compliance with Section A, matches scheduled for that establishment will be rescheduled to other establishments until corrections are made.
- D. Darts will not be allowed that exceed a maximum length of 30.5 cm (12") or weight of more than 18 grams per dart. Each dart must have a recognized point, barrel, and flight.
- E. Alleged violations of Rules relating to equipment or setup should be reported to the Rules & Grievances Director, who will forward the pertinent information to the League Director.

ARTICLE II: MATCHES (DATE AND TIME)

- A. League competition is scheduled for Sunday nights.
- B. Starting time for matches is 7:30 p.m. A (30) thirty-minute grace period is allowed.
1. Teams must have the minimum number of players (3) present, listed on the score sheet, and ready to play no later than 8:00 p.m., otherwise, the match shall be considered forfeited.
- C. Team Captains may reschedule a match provided the League Director is notified at least 24 hours before the match is played. If unable to contact the League Director, captains may call the League Commissioner. **ALL** team captains are responsible for turning in their individual score sheets.
1. Rescheduled matches must be played within 14 days of the end of that session or a forfeit will be declared.
 2. Matches should be played where originally scheduled, when possible.
 3. Matches that are rescheduled during the last 2 weeks of a season must be played by the following Sunday as a Double Header.

ARTICLE III: MATCH FORMAT

- A. Match format is based on 4-person teams. A minimum of 3 players is needed to play all games in an evening.
- B. Each match consists of four sections with a total of 9 games:
1. **3 games of Singles 301 - “free-in, free out”; (1 point each)**
 2. **1 game of Doubles 501 - “free-in, free out”; (2 points)**
 3. **3 games of Singles Cricket; (2 points each)**
 4. **2 games of Doubles Cricket; (3 points each)**
- C. Points are earned by the winning team of each game with a maximum of 17 match points per night of play.
- D. During regular season play, it is required that play continue until all events have been completed.
- E. No less than 15 minutes prior to the time competition is scheduled to begin, match boards and adjacent areas shall be vacated for safe play. The boards will then be declared open and will be available for players to warm-up.
1. After a game has been called, each participating player will be allowed nine (9) practice darts immediately prior to start of the game.
 2. No practice shall be allowed on any match board that is deemed distracting to players actively involved in a game.
- F. After a player has been called to start a game, they have five minutes to complete their nine (9) warm-up darts before a game forfeit is called.
- G. During a match it is the responsibility of both captains to verify the team roster listings.
- H. The match shall be listed as follows:
1. At the top of the score sheet each captain must record the first and last names of all players.
 2. Player listings are to be done as described in Article VI of the Rules for Match Play.
- I. Matches involving one or two teams without a full complement of 4 players for each section use the following exceptions:
1. A team without 3 players present can play shorthanded (with 2 or 3 players). Player slots in each section must be left blank if a team does not have 4 players. Any games left completely blank are forfeits.
 2. Under no circumstances shall a player participate in more than one game per section, with the exception of Doubles Cricket. In doubles, if a team is able to list only one player, the listed player shoots every other time. The team playing short will throw three darts to their opponents' six darts. The player throwing shorthanded will be viewed as having a “phantom partner” (ghost).
- J. Protests for alleged violations of Rules pertaining to the match and scoring must be filed via procedures outlined in the Protests portion of the League By-Laws (Part I, Article XI).
- K. All divisions and all teams, will play a best out of three format, no exceptions, in both singles matches and doubles matches.

ARTICLE IV: THE DIDDLE

- A. All games are begun by throwing a diddle for the bull.
- B. Only players scheduled to play in that game may diddle.
- C. The player(s) of the home team will be the first to diddle in all games.
- D. The Team Captains, or the players involved, will decide the result of the diddle using the following criteria:
 - 1. Double bull beats a single bull.
 - 2. Second double bull is equal to first double bull. Opponents reverse order and throw again.
 - 3. Second single bull is equal to first single bull. Opponents reverse order and throw again.
 - 4. Double bull or single bull beats non-bull.
 - 5. Dart closest to the bull is the winner of the diddle if both darts are outside the bull.
- E. The second diddler may request that a bull be pulled from the board before throwing.
- F. Whenever a re-diddle is called, the order of throw reverses and continues to alternate as long as additional re-diddle are required. A re-diddle should be called if both darts positions are exactly equal.
- G. Darts must remain in the board and be inside the scoring area to count. If a player's dart does not remain in the board or is outside the scoring area, the player continues to throw (this applies only to the diddle).
- H. If the second thrower dislodges the dart of the first thrower, they reverse order and re-diddle.
- I. The first dart remains in the board until the second player diddles, unless it is a bull and the second diddler requests it be pulled. "Unpulled" darts should not be touched by anyone, until it is determined who wins the diddle. If a player removes his/her dart (unless requested to do so) before a winner has been determined, the player whose dart remains wins the diddle. Darts may not be straightened in the board to determine the winner of the diddle.
- J. The winner of the diddle throws first to start every game. The losing team of the diddle must have the player that diddled begin for that team.

ARTICLE V: THE GAME

A. General

- 1. A dart is considered thrown if it leaves the player's hand during the act of throwing and lands forward of the toe line. Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown (even if caught).
- 2. A player must have both feet behind the toe line for each throw. A player in violation should be warned immediately about his/her foot fault by the opposing player or the opposing team's captain. The first warning is without penalty; however, if the same player should commit another foot fault during a subsequent turn or at any other time during the match, the score for that turn shall be valid and their next turn forfeited.

3. If a player throws out of turn, the score for that throw is scored as valid and the offending player will lose a turn. After the lost turn, the correct order of play shall be restored immediately thereafter.
4. A player's turn ends after having thrown three darts (toward the board), having 'busted' in -01, having won the game, or after someone on the player's own team touches a dart in the board. Any player touching an opponent's dart in the board will forfeit their next turn.
5. A player has a maximum of two minutes per turn to throw all three darts.

B. Specific Games (presented in an order different from that used in Match Play in order to simplify explanations):

1. Singles 301 - Free-In, Free-Out

- a. Darts are not to be removed from the board until the total score has registered on the board.
- b. All points scored are subtracted from the current total automatically via the board's scoring system.
- c. Any dart resulting in a remainder or zero wins the game.
- d. The "bust rule" shall apply. (If a player scores one less, equal, or more points than needed to reach zero, they have "busted." The score then reverts back to the score prior to the bust.)
- e. Players alternate turns.

2. Doubles 501 - Free-In, Free-Out

- a. Doubles is a two-person game.
- b. No player may throw again until his/her teammate has completed their own turn. A player throwing out of turn will have that team's next turn forfeited.
- c. All other rules are the same as for Singles 301.

3. Singles Cricket

- a. The objective is to "own/close" certain numbers on the board and to achieve the highest point score. Each player takes turns in throwing. If a player throws out of turn, then the next turn is forfeited.
- b. Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and the bull.
- c. To close a number, a player must score three of that number. This can be accomplished with three singles, a single and a double, or a triple. Numbers can be "owned" or "closed" in any order. Calling your shot is not required.
- d. Once a player scores three of a number, it is "owned" by that player. After both players have scored three of a number, it is "closed." For the purpose of scoring on any number except the bull, the double and triple ring shall count as 2 or 3 times that value, respectively. The outer bull counts as a single, and the inner bull counts as a double.

- e. Once a player “owns” a number they may score points on that number until the opposing player “closes” that number. All numerical scores are added to the throwing players previous point total. Once a number is “closed,” no further scoring can be accomplished on that number by either player.
- f. Winning the game:
 - i. The player that closes all numbers first and has the most points is the winner.
 - ii. If both sides are tied on points, or have no points, the player to close all numbers first wins.
 - iii. If a player closes all numbers first and is behind in points, they must continue to score on any numbers not closed until either the point deficit is made up, or the opposing player has closed all numbers.
- g. Errors in calculating the new total score must stand as written, unless corrected prior to the beginning of the next player’s throw. The score for any turn may not be changed once the darts have been removed from the board. It is the responsibility of the player to verify the score before removing their darts from the board. The score remains as written if one or more darts have been removed from the board. In accordance with the inherent strategy involved in Cricket, no alternations in score shall be allowed after any player of either has thrown another dart.

4. Doubles Cricket

- a. Doubles is a two-person team game.
- b. No player may throw again until his/her teammate has completed his or her own turn. A player throwing out of turn will forfeit his/her next turn.
- c. All other rules are the same as for Singles Cricket.

ARTICLE VI: THE SCORE SHEET - RECORDING AND REPORTING MATCH RESULTS

- A. Each team is required to maintain its own copy of the match score sheet. Upon completion of the match, teams are to compare their score sheets to ensure that both teams are in agreement as to the data being reported. (This may also be done after each individual section of the match.) Teams must resolve any differences between their score sheet data before returning each score sheet.
- B. Each participating player’s first and last name is to be filled in on the score sheet. Team names need to be listed on the lines provided at the top of the score sheet. All information listed must be clear and legible.

C. General rules for listing a section:

1. No team captain may take more than 5 minutes to report a player for any given game.
2. Once the player for a given game is chosen by both teams, there will be no changes or substitutions allowed without the approval of the opposing team.
3. Include sufficient indication of a player's identity so that the person keeping score is able to distinguish between players (i.e., if two players on the same team or in the same singles cricket game have the same first name, include the players' last names).

D. Individual sections: In each section, each team lists 4 players unless they are playing shorthanded. Teams playing short will list only 2 or 3 names.

1. Singles games;
 - a. 301, Free-in, Free-out.
 - b. Cricket.
2. Doubles games;
 - a. 501, Free-in, free-out.
 - b. Cricket.

E. Record any high in, outs, or other notable turns scored beside the player's name on the backside of score sheet and the game in which the turn was thrown.

F. Any match being played under protest should be noted on the score sheet along with a grievance form.

G. Score sheets are to be signed by either captains or team representatives.

H. Score sheets and return:

1. **ALL** teams are responsible for dropping off the score sheet to **Cullen's Pub, located at 9953 Southwest Highway in Oak Lawn. It must be dropped off no later than 7:00 p.m. on the day following Match Play night.** Score sheets should be returned in the envelopes in which are provided. Failure to return the score sheet on time will result in a penalty being assessed to the team responsible for its return.

ARTICLE VII: KEEPING SCORE

A. Upon agreement of all players on each team, a scorekeeper may be a player from among the players on each team who are not currently participating in a game. A spectator or other person familiar with the Rules of the game may be used as a scorekeeper if all players involved in the game so desire.

B. Scorekeeper guidelines:

1. The scorekeeper from each team is permitted to inform a player of how many points or marks have been thrown and also the points remaining in a '01 game, but only when asked. The team is allowed to tell a player what to throw at or whether to shoot points in a cricket game. The score should be written legibly so it can be easily read by players.
2. While the scorekeeper for each team is the sole authority in charge of the score sheet, their scoring may be challenged by either team captain or any player in the game. If the score is disputed, stop the game, check the score sheets, and make whatever corrections are proper. It is the responsibility of the player/team to call any errors to the team captain's attention.
3. The scorekeeper is responsible for keeping track of all pertinent information. This includes, but is not necessarily limited to, the number of darts each player has thrown. At the conclusion of the game, the scorekeeper is responsible for ensuring all required game information is properly recorded on the score sheet.

C. It is the responsibility of the player to verify his/her darts scored before removing their darts from the board.

D. Only the darts that register on the board at the end of a player's turn may be counted during that round. For a dart to score it must remain in the board and register using the electronic sensors in the board. The winning dart must be scored for its full value.

1. Once the winning dart has been thrown, the turn is over. Any additional darts thrown do not count.
2. In cricket games, a winning turn that involves points scored above that which is necessary to win shall still be scored for its full value.

E. No dart may be touched by anyone, including the scorekeeper, prior to the end of a round.

1. Touching a teammate's dart while it is in the board ends the thrower's turn. Darts already thrown count for score.
2. Any player touching an opponent's dart in the board will forfeit that team's next turn.

ARTICLE VIII: SCHEDULING & SEASON STANDINGS

- A. The length of the season, schedules for Match Play, and the number of divisions will be dependent upon the number of teams that register for League play each season and will be decided by the **Just Darts® Dart League** Board each season in accordance with League Rules. The divisional format will be decided at the Scheduling Meeting.
- B. Divisions will be identified by color and numbers will identify brackets.
- C. To determine placement of teams in divisions and brackets within those divisions, team win totals will include all penalties assessed in prior season.
1. The two teams in each division with the highest win total will move up to a higher division.
 2. The two teams in each division with the lowest win total will move down to a lower division.
 3. The remainder of the teams will be placed in their respective divisions according to win total.
 4. Late team registration will result in a \$5.00 late fee and will be placed in a division/bracket as determined by the Board.
 5. Teams with three or more players with Professional status will be placed at the Board's discretion.
- D. Bracket champions will be determined by the team having the highest number of total points scored in a season. Ties will be broken using a playoff at a mutually agreed upon location within two weeks of season's end.
- E. New teams will be placed in white unless team specifies a certain division.
- F. Board has final say in League scheduling.

ARTICLE IX: TOURNAMENT PLAY

- A. Tournament format will be a single or double elimination event decided by the Engineer (or other league official) in accordance with League Rules. Each match will be the best of 3 games starting with doubles cricket followed by 501 free-in. If a 3rd match is required, there will be a diddle to decide which game is played.

ARTICLE X: MATCH AND GAME FORFEITS

- A. A forfeit will be declared against a team having less than two players in attendance at 8:15 p.m. on Match Night.
1. Forfeits are scored as matches with a final score of 17-0. All teams are responsible for their weekly fees.
 2. Teams are allowed two match forfeits. Three match forfeits will cause a team to be suspended for the remainder of the season.
 - a. The scoring of matches already completed by a team which is later suspended may be revised at the discretion of the Board.
 - b. Game forfeits will be assessed for use of any ineligible player.

3. An ineligible player is anyone who:
 - a. Has not paid his/her dues, and/or has not registered properly with the League Treasurer. This includes any player needing approval of the Board to play, but has not yet received it.
 - b. Has played during the season as a member of another **Just Darts[®] Dart League** team.
 - c. Has been expelled or suspended from the League.
 - d. Is impersonating another player.
 - e. Plays in the doubles events without having been listed and present for one or both singles rounds.
4. The penalty for use of an ineligible player will involve the following:
 - a. Forfeiture of all games involving the ineligible player to the opposing team.
 - i. Games involving an ineligible player for both teams will be ruled a double forfeit.
 - b. The loss of team points equivalent to the value of points of all games involving the ineligible player.

ARTICLE XI: PLAYER POINTS

The **Just Darts[®] Dart League** will use an average of the number of games won versus the number of games lost to see which member will receive an Award or Trophy for team MVP.

- A. In case of a forfeit neither player affected will receive a win or loss.

ARTICLE XII: PENALTIES

A. Fees:

1. 3 points assessed for each week that a team's memberships, bar and team fees are not paid.
2. 5 points assessed for each week that a team's weekly fees are not paid.

B. Score sheets:

1. 3 points assessed for each week that a team's weekly score sheet is late.

C. Captains' Meetings:

1. 3 points assessed for no representation from a team.

ARTICLE XIII: AWARDS

The **Just Darts® Dart League** currently presents the following awards at the end of the season Banquet.

- A. Place Plaques: Each team will receive a plaque which states the place that each team held at the end of a session.
- B. Championship Plaques: The winning team in the playoffs will receive the Championship plaque.
- C. Team MVP: The player with the highest win ratio will receive a trophy. In case of ties the next determining factor will be the amount of individual achievements scored for the year.
 - 1. In addition to the trophy, a monetary award of \$50 will be given to the team MVP.
- D. Outstanding Darts: Pins will be given to players with the highest achievements per team.
- E. Prize checks are given to each team based upon final divisional standings at the banquet. Checks are the preferred payment of the League. If at the beginning of the season all team captains agree to have the prize money in cash, the **Just Darts® Dart League** will gladly do so.

ARTICLE XIV: PAYOUT FORMULA

The League's payout formula is dependent upon the number of teams that play in the League in any given season. Below is a sample of the formula the **Just Darts® Dart League** will use to calculate the appropriate payouts:

Fees Per Team

14 week season x \$25 per week = \$350.00

Minimum of 3 rostered players at \$10 each = \$ 30.00

Sponsor Fee = \$ 80.00

Team Fee (paid by sponsor) = \$ 20.00

TOTAL = \$480.00 per team

8 teams per season = \$3,840.00

Fees for Plaques & Pins = **-\$400.00**

MVP Prize Money = **-\$400.00**

TOTAL = \$3,040.00 (**\$1,000.00 off the top to be divided for playoffs**)

1st Place will receive 30% = \$612.00 (\$300 @ playoffs)

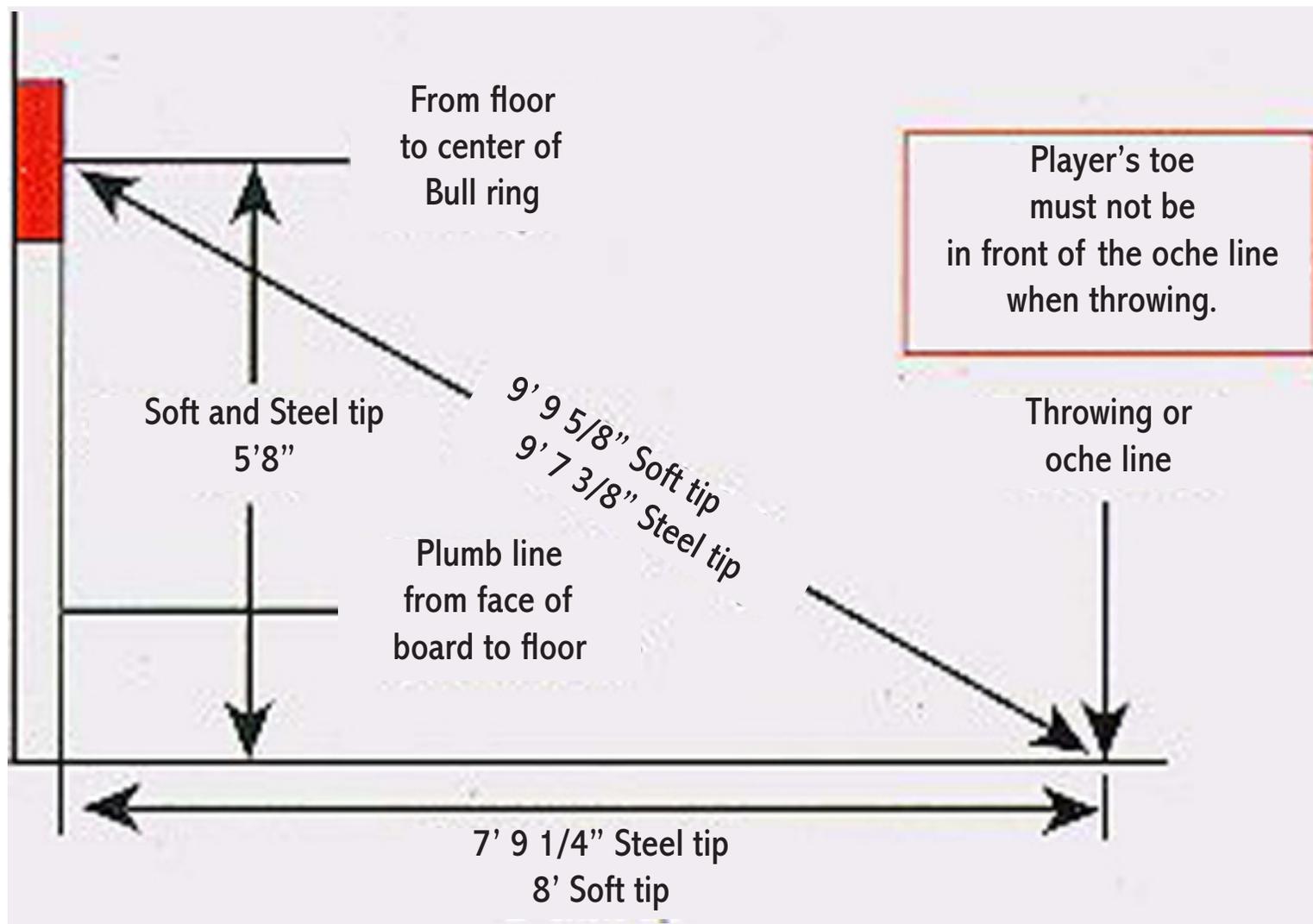
2nd Place will receive 20% = \$408.00 (\$200 @ playoffs)

3rd Place will receive 15% = \$306.00 (\$150 @ playoffs)

4th Place will receive 10% = \$204.00 (\$100 @ playoffs)

5th Place will receive 10% = \$204.00 (\$100 @ playoffs)

6th-8th Place will receive 5% = \$102.00 (\$50.00 @ playoffs)



PLAYING AREA SPECIFICATIONS

Distance from center of bull's-eye to floor is 5' 8".

Distance from FACE OF DART BOARD (plumbed down to floor) out to the HOCKEY LINE is 8'.

Distance from CENTER BULL'S EYE to HOCKEY LINE (direct) is 9' 9 5/8".

Minimum distance from HOCKEY LINE backwards to edge of mat or carpet (where player stands to throw) is 3'.

Minimum width of player room is 3'.

Minimum distance between center bull's eyes on adjacent dart boards is 5'.

Minimum total width of playing area is 6'.

Minimum distance from center bull's eye to a side wall is 3'.

ADDENDUMS - FALL 2019

All 301 and 501 matches will be free in and double out.

Match play should begin at 6:30pm, unless it is noted to the team captains that players will be late, wherein the time will be adjusted. Please give consideration when this issue arises.

Amended rules - SPRING 2017

If a team must reschedule for any reason, the team in question will lose their home game, playing it as scheduled at the opposing location. If there is a second reschedule for any team, that team will be assessed a \$50 penalty.

One single player can only play 2 sets of doubles (you pick)

No 2 same players can play the 2 doubles cricket matches back to back

One single player can play both cricket games, if they do not play 501

The players of the 501 match are only eligible to play 1 doubles cricket match, but not the same pair as the 501

In the event of this not being followed, the points of the higher match in question will be forfeit

Male Pros in Divisional Play

Any male pro that is voted into seasonal play by the majority of the team captains must uphold the following:

- Can only play 301, 501 doubles, Cricket singles, and one Cricket doubles totalling 8 points for the evening
- The team using said pro will automatically give up home team rights to the team they are playing for the duration of the season (always considered visiting)

Seasonal Point Ties

In the event of a tie in wins and losses at the end of the season, the following will be used to calculate the tiebreaker:

- Overall points accumulated
- If accumulated points are equal, Head-to-head wins against each other will be used to determine the winner.

New game play rules

After this season, no team may have more than 2 players that have a consistent 85% and higher win percentage

Committee will determine player ability in this new 85% and higher rule, as it is easier to get a higher win percentage in lower divisions

Substitutes cannot hold an 85% win percentage

Teams that win the season with the same core team and go undefeated for 2 seasons, must disband and create new teams from their core (2 core may remain as team)

Banquet Participation

To foster a positive relationship with the host of our playoff/banquet site, a mandatory number of 2 people per team MUST stay and play the blind draw match on the date of the banquet to be eligible for the sponsor's playoff payout. If team players are not available, designated outside players are eligible to fill in.

Seasonal payouts will occur upon the start of the blind draw competition. In the event a team cannot participate in the blind draw due to the lack of members or designees, ONLY their playoff money will be added to the blind draw pot.

Playoff Structure

Playoff seeding will utilize the standings established at the end of the season. These standings will determine the placement in the bracket. A standard bracket will be used where the top team plays the lowest seed, the 2nd place team plays the 2nd from last place team, etc. No deviations from the standard bracket will be made, even if there are multiple divisions.



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