

Warner Robins Dart Association Guidelines Revised as of 5 August 2009

The objective of this league is to promote the sport of darts and fellowship. All terms and rules set forth in this document are intended as general guidelines and are not intended to be overly restrictive. This document can only be revised at the regularly scheduled rules meetings.

- 1 ELIGIBILITY REQUIREMENTS:** Any person.
- 2 REGISTRATION REQUIREMENTS:** All dart shooters are required to register with the League Secretary. They may do this through their respective Team Captains. This is a one-time registration for players that are to become team members for that season.

Each member who joins the league will pay a one time per season membership fee of \$5.00. This fee will be designated for league enrollment and deposited in the general fund. Each team captain is required to identify the names of players paying the membership fee when dues are collected by the treasurer.

- 3 ACTIVE MEMBERSHIP:** Dart Shooters are considered an active member if they are legally registered on a team roster and participate at least 50% of the scheduled matches.
No team member will be allowed to drop from a team in order to shoot for another team once he/she has shot a game for their original team without majority consensus from the General Board prior to throwing for the new team.
- 4 TEAM CAPTAINS:** Team Captains will be designated to represent their team for the duration of the League season. Each team captain will submit a team roster consisting of a minimum of four (4) and a maximum of ten (10) players.

Team Captains will not be allowed to add new players to their rosters during the last four weeks of the season without prior approval of the Executive Board.

- A. MATCH ROSTERS:** The home team captain (designated home team, if both teams are playing on their home boards) is responsible for emailing of completed match rosters (score sheets), no later than by Friday following the match, to the League Secretary. Teams that fail to meet the above deadline are subject to point penalties. The responsible team will be penalized by the initial deduction of one (1) win point from their overall record for each late match roster turned in, plus a point for each additional week late. Each team will be allowed one late turn-in before points are assessed.
- B. DUES:** All teams shall be required to pay weekly dues of \$20.00 per match per team. Team captains shall be responsible for delivering match dues for their team to the League Treasurer, at the regularly scheduled General Board meetings. Unpaid dues will result in forfeiture if not paid within a week. Individual dues will go toward the funding of all cash awards, trophies, end of season banquet, and any administrative costs (printing, copying, dartboards, etc.)

If a team forfeits, they are still responsible for the dues and must be paid by the next match. Penalties apply as with match rosters.

- 5 TEAM SPONSORS:** Sponsors shall not be charged dues or fees of any sort by the league, but they are responsible for the upkeep for the dart area and supplies (score boards, chalk, etc.). They may provide representation, if they so choose, at any or all dart matches in support of their team(s). Sponsors shall also be allowed to attend the end of season banquet, but shall be limited to two people to represent each team sponsored.
- 6 MEETINGS:** There will be a General Board Meeting the first Wednesday of each month at 6:45 pm. The Secretary will determine the meeting location schedule at the beginning of the season. All sponsor locations will be selected before any location will be utilized a second time. Sponsors with more than one team will be given priority for any additional meetings. Each team must be represented at these meetings. Designated team members may represent their team if the captain is unavailable. It is the ultimate responsibility of the team captain to keep his/her team informed of any policy changes or decisions made at these meetings.
- A.** Each team will be allowed one vote on any subject discussed. If a team representative is on the Executive board then that team representative is only allowed one vote. Executive Board will cast the deciding vote in cases of tie. In addition, each team not represented within the last **5 minutes** of the meeting will be **penalized one (1) win** point from their overall record. **One (1) warning will be issued before win points are deducted.** In addition, each team will be allowed being **late to three meetings before a warning or a win point is assessed.**
- B.** In the event of a special "occasion" where money for the dart league is to be used for the purchase of a trophy, etc. that is not normally purchased throughout the dart session, the Executive Board will call a General Board Meeting. The General Board will vote on the cause before the league money is spent.
- 7 GENERAL BOARD:** The General Board will consist of the Executive Board and all Team Captains.
- 8 EXECUTIVE BOARD:** The Warner Robins Dart Association shall elect an Executive Board that will preside over all league affairs. It is suggested that potential candidates verify that they can maintain the longevity required performing the role of the office for the duration of the term.

The Executive Board shall consist of the President, Vice-President, Secretary and Treasurer, who are elected by the General Membership. Also included on the Executive Board will be the Tournament Director who will be elected by the General Board. The term of office for the Executive Board will be one year. Additional offices may be established and elected as deemed by the General Board.

The Vice-President and Secretary will be elected before summer season. The President and Treasurer will be elected before the winter season. This is intended to present a sense of continuity to the Executive Board. The Tournament Director will be appointed in December so they will serve for a full calendar year.

The Executive Board shall chair all meetings, coordinate all league activities, assist in the promotion of the league, interface with sponsors, and provide the organizational and administrative talent necessary to ensure that the league meets its obligations and objectives.

- A. **LEAGUE SECRETARY:** The league secretary will be responsible for the taking of the minutes, coordination of team rosters with team captains, and maintaining and publishing team standings. He/she will also ensure all league materials and documentations are properly distributed over the internet in a timely manner. The Secretary will be compensated for these duties at the rate of \$6.00 per week to include one week before start of the season and one week after conclusion of the season.
- B. **LEAGUE TREASURER:** The league treasurer will be responsible for all league money received. He/she shall open a league checking account at a local bank for deposit of league funds, and shall keep an accurate record of all deposits and withdrawals from the account. He/she shall coordinate with the secretary in providing a written record of accounts balances and all sources to which funds were paid out and to what services and or materials was tendered from such withdrawals. As precaution two (2) Executive Board members signatures will be required on all checks. The Treasurer will be compensated for these duties at the rate of \$6.00 per week to include one week before the season starts and one week after conclusion of the season. The treasurer shall track and maintain an accounting of membership fees collected separate from general fund. Membership fees are to be used to purchase league dart boards and supplies as required. Any excess membership fees after purchase of league boards and supplies will either be held in excess or moved to the general fund at the discretion of the General Board.
- C. **TOURNAMENT DIRECTOR:** The Tournament Director is responsible for organizing all Warner Robins Dart Association tournaments and fundraisers.

9 **CONDUCT:** All league members are expected to conduct themselves in a courteous and orderly manner. Any disputes that may arise are to be settled by the team captains in a reasonable manner. (*Don't forget that we are playing to have fun.*) If the dispute cannot be settled, a detailed written summary shall be turned in, along with the score sheet for the night's match. Both team captains must be at the next board meeting to have the issue settled. Either captain that does not show up automatically falters their position in the dispute. Continued misconduct or disruption will be cause for ejection of a member or team from the league. Reports of disruptions shall be made in writing to the General Board via the team captains. Any decision made by the unaffected members of the General Board cannot be overturned. If a person has an idea for a rule amendment, they can submit that idea in writing and turn it into Secretary with the Score Sheet that week. Rule changes will be voted on before the next season at a scheduled General Membership Meeting.

10 **RULES OF PLAY:**

A. The league's season schedule will be distributed to all teams prior to the first scheduled match. It shall include all match dates, locations and opposing teams. The league shall be coordinated with all the team captains' and produced by the Executive Board.

B. Matches will include the following competition sets in the following order:

Game 1	701 TEAM GAME
Games 2 & 3	CRICKET DOUBLES
Games 4 & 5	501 DOUBLES Straight on/ Double out
Games 6, 7, 8, 9	CRICKET SINGLES
Games 10, 11, 12, 13	301 SINGLES Double on/Double out

Games 1 - 5 shall be one game. Games 6 - 13 shall be best two of three.

C. Official league match rosters (score sheets) will be completed for each match. Player names must be completely filled in before any games begin. These sheets are to be completed by 7:15 p.m. and once turned in, NO changes are to be made in the line-up. However, Team Captains may agree to a "grudge" match between two players. Team Captains will certify the accuracy of the score sheets by their signature in the spaces provided on the score sheet. Minimum requirements for the score sheets are date, first and last name of players, indication of winning team game, and any individual all-star points and/or cricket rounds accumulated. Incomplete score sheets may cause forfeiture of the game and/or individual points.

D. Matches will be played on Wednesday nights at various designated locations with the line-up roster being completed by 7:15 p.m. If a team fails to show by 7:30 p.m., the match will be considered forfeited to the team present. In case of uncontrollable circumstances, the team captains may make arrangements to reschedule a match. As a general guideline, rescheduled matches shall be coordinated between team captains, no less than 24 hours in advance of game time. Rescheduled matches will be played by or on the Wednesday after the first half or the Wednesday after the end of the season.

All teams are allowed one (1) rescheduled match per season.

E. All alternate players are to be placed on the match roster (score sheet) prior to the start of match play. The alternate player's name is to be entered with parenthesis around next to the name of the absent player. The name of the alternate is to be marked through if the "absent" player shows. The appropriate team captain is responsible for lining through any name on the play roster for purposes of crediting wins, losses, etc.

F. In the event that a team player will be late or delayed, it is permissible (provided that both captains agree) to arrange the order of games until the absent player arrives. Team captains may place one alternate in parenthesis beside his/her name. The alternate must currently be on the roster. Additionally, if an alternate does not show up to play the match, the originally scheduled player will assume the loss.

G. Individual games are forfeited if the team cannot provide enough players for the scheduled game.

H. It is permissible in doubles games to play with less than required number of players, provided that the team forfeits turns in each rotation, equal to the number of missing players. The missing player may not join a game after missing one turn, but is allowed to participate in other games of the series of games in that night; however, they can't participate in the game that has already started. If the alternate throws he is committed to the series of games.

I. Any team member may play a maximum of one cricket doubles, one 501 doubles, one 301 singles, one cricket single, and the 701-team game.

J. If a team folds before the end of the season: – All statistics earned by folding team's opponents are erased except for 8T0's and White Horses for those games played against folding team. During a split season, statistics will stand that have been earned in games in which all teams have had the opportunity to earn statistics that same number of times against the folding team.

- K.** Wins and Losses are to be recorded by game not series for individual and team records. i.e. Player 1 beats Player 2 in a Cricket series 2-1, then Player 1 is awarded 2 wins and 1 loss for their cricket record and the Player 1's team is awarded 1 win . Player 2 is awarded 1 win and 2 losses for their cricket record and player 2's team is awarded 1 loss.

11 REGULATION OF PLAY:

- A.** A shooter is not required to "call" a particular number when he/she is shooting any game. All games are to be considered "slop".

NOTE: A Player or Team may forfeit a game of a series without affecting other games at their own discretion.

- B.** Extra points shall be accumulated in cricket games after a team owns the number, and before the opposing team closes it.
- C.** The team owning all the game numbers and having equal or more points will be determined the winners of a cricket game.
- D.** All scores must be audibly called out by the shooter and verified by the scorer before darts are removed from the board. The scorekeeper's score is final when one or more darts have been pulled from the board. The shooter is ultimately responsible for accounting for the proper score.
- E.** The scorekeeper will make judgement calls of questionable events.
- F.** Errors in math must stand as written, unless corrected prior to the beginning of the next turn of any partner/player on that team.
- G.** In doubles/team events, no player may throw until each of his/her teammates has completed their throw. A player throwing out of turn shall receive a score of zero for that round thrown and shall forfeit his/her turn for that round.
- H.** Players may go to the board to verify a close dart position during the game, but may not delay the game excessively. Also, a close dart may be examined but may not be touched. If the player touches a dart, that round will be considered over.
- I.** Partners of a team game may discuss strategy at any time during the game, but may not delay the game excessively.
- J.** One team player may act as a coach during a game, but may not create excessive delays.
- K.** A player may not practice on another board while he/she is engaged in a scheduled game. If caught doing so, that player is suspended from the remainder of the game, but not the series.
- L.** If a player shoots with his/her foot over the toe line that dart will not score. The Team Captain will point this out to the opposing team captain. One warning will be issued. If a player releases a dart from the throwing hand completely over the toe line, that dart is considered thrown.

M. The scorekeeper shall maintain a position facing the board and staying as quiet as possible. The scorekeeper shall not look back at the players as the player is throwing the dart nor move their head in to get a better look at a thrown dart. Address all problems between the dart thrower and the scorekeeper; first to the scorekeeper, and then to the appropriate team captain. The scorekeeper shall not use any type of symbols. (Example: x for 2, etc.) The only symbols that are allowed are the symbols for valid scores one hundred or more. (Example: T, T30, etc.) REMEMBER: **Chalk, as you would have others chalk for you.**

N. Each team is responsible for providing a scorer for four (4) of the singles matches. Home Team is responsible for providing the scorer for the team game (701 game).

12 START OF PLAY: All of the games will be determined by a "diddle". The home team "diddles" first. If the "diddle" is tied then the opposite team will then "diddle" first. The "diddle" will continue to alternate until the "diddle" is won. The loser of the first game will start the second game. The home team "diddles" first for the third game if the third game is necessary.

13 DART BOARDS:

Style: British style bristle boards

Height: The center of the bull's-eye shall be 68 inches from the floor.

Distance: The toe line will be 115.5 inches on a diagonal from the center of the bull's-eye to the floor, and 93.25 inches from the plumb point at the face of the board.

Minimum: Two boards per establishment. One for practice and one for regulation play.

Minimum Board Separation: Boards shall not be mounted closer than 5' 4" center to center.

14 TROPHIES:

A. All-Star Points: Any valid score of 95 points or more in 301, 501, or 701 will count the score value. First, second, and third place in each division will be awarded.

After Midseason split:

Division A: Any valid score of 100 points or more in 301, 501, or 701 will count the score value.

Division B: Any valid score of 95 points or more in 301, 501, or 701 will count the score value.

Division C: Any valid score of 90 points or more in 301, 501, or 701 will count the score value.

B. Cricket Rounds: Any valid throw of a **five- (5)** count or more. If the opposing team owns the number, then only the number of darts needed to close the number will be counted. First, second, and third place in each division will be awarded.

C. Ton 80's: All valid dart scores of 180 points will receive an award. This award is exempt from the 50% participation requirement.

D. White Horse: All valid, White Horse marks in cricket will receive an award. To be a valid, White Horse, it must meet the following criteria: no points are involved; three separate numbers are hit, closing of numbers only. This award is exempt from the 50% participation requirement.

- E. Team:** Team award will be awarded to individual active team members for each place in each division. All team sponsors are to receive an award that will include: team name and sponsor and record.
- F. Best Male and Female of the Season:** An award will be awarded to recognize exceptional individuals in the league. These awards will be determined by most combined wins, with all-star points and cricket rounds being used as a tiebreaker. *
- G. Rookie of the Season:** An award will be awarded to the player who shows the most promise. The executive board will determine this award, if so warranted, and given to eligible players in each division. This award will also be determined by most wins, with all-star points and cricket rounds being used as a tiebreaker. To be considered for Rookie of the Year the player cannot have played more than 50% of prior season.*
- H. Most Improved Player:** A trophy will be awarded to the player who has improved his/her records, all-star points, etc. from one season to the next. The captain from each team will nominate one player from his/her team. The executive board will decide the recipient of the award. If the executive board cannot make a decision, a special meeting will be called. *

***Rookie of the Season, Most Improved Player, and Best Male and Female will be different individual players.**

- I. Best Sportsman:** An award will be awarded to the player who has the best sportsmanship while being in the league. The team captains can nominate one person who is not presently on their team each week. The player with the most nominations will be the recipient of the award. The General Board will decide the recipient of the award in cases of ties.
- J. Other Trophies:** Will be awarded for outstanding feats, such as:
- ◆ Low Dart 301 game. This award is exempt from the 50% participation requirement.
 - ◆ High Dart Out in an -01 game. This award is exempt from the 50% participation requirement.
 - ◆ High Dart on in a 301 game. This award is exempt from the 50% participation requirement.
 - ◆ Best Cricket Doubles Team (1st, 2nd & 3rd place)
 - ◆ Best Cricket Singles (1st, 2nd & 3rd place)
 - ◆ Best 501 Doubles Team (1st, 2nd & 3rd place)
 - ◆ Best 301 Singles (1st, 2nd & 3rd place)
 - ◆ Low Dart 501 Game. This award is exempt from the 50% participation requirement.
 - ◆ Best over-all singles record, etc.
 - ◆ All players that have participated in at least 50% of the scheduled matches will be recognized in some form (trophy, plaque, or certificate).
 - ◆ **All individual awards will be combined onto one plaque.** Any individual who obtains a Ton 80 or a Whitehorse has the option to have these feats placed on another plaque or trophy.
- K.** Award presentation may be limited to only first and second places in some or all of the award categories that present awards to first, second and third places by vote of the General Board.

- L. Team Record Trophy: There will be a traveling team trophy awarded for the best 701 team game record. One trophy awarded for the best record in A and B divisions and a plaque for Division C. A small nameplate will be added after each season showing team sponsor, team name, record, members' names and season. The Team winning this trophy/plaque will be responsible for any damages occurring to this trophy/plaque and be responsible for all repairs.
- M. Places (1st, 2nd & 3rd) for 301, Cricket Singles, 501 and Cricket Doubles shall be determined by total wins. In the event of a tie winning percentage (wins/games played) will decide the winner.

*Any exceptions will be presented at the Captains meeting prior to the awards banquet.

15 AWARDS BANQUET:

- A. Awards will be presented at a banquet, pool party, etc. The minimum gathering will be the general membership (league is responsible only for members who have played 50 % of the season and their guest)*. Only members will be allowed to enter into the banquet tournament if league funds are to be awarded.
- B. Banquet location bids have to be in no later than the start of the General Board meeting designated to decide banquet location.
- C. Banquet location shall be decided by General Board vote (Captains).

