

St. Charles Dart League

P.O. Box 171, O'Fallon, MO 63366

Rules and Regulations, Rating System, Addendum By-Laws, ADO Tournament Rules Winter 2019

Rules and Regulations As Amended by the Membership in **June 2015**

Rating System As Amended by the Membership in **January 2002**

Rules Addendum As Amended by the Board of Directors **August 2018**

By-Laws As Amended by the Membership in **January 2017**

ADO Tournament Rules as Amended by the ADO **April 2010**

This page contains no pertinent information



RULES & REGULATIONS

As Amended by the Membership in June 2015

1. EQUIPMENT

- a. All league competition, including tournaments and playoffs, shall be conducted on a standard English “Bristle” 20-point clock-faced dart board to qualify.
- b. Dart boards shall be placed five feet and eight inches from the floor to the center of the bull, with the “20” bed at the top center. This wedge must be dark colored.
- c. The pub owner will be responsible for supplying and maintaining the league play dartboards, which must be deemed acceptable for play by the Board of Directors.
- d. The toe (the oche) will be seven feet, nine and one-fourth inches from the surface of the board, measured along the floor to the front edge of the line, and will be no longer than 36 inches, 18 inches on either side of center.
- e. All league play dart boards shall be firmly anchored and well-illuminated with a Board of Directors approved lighting system.
- f. A permanent Board of Directors approved scoring surface must be provided and located in such a position that the score may be read easily by the players and spectators.
- g. The dart board wire spider must not be broken, and the double and triple rings must be within a tolerance of 1/32” of the normal space measurement of 3/8”. Dart board must hold a dart when it is thrown in a normal manner.
- h. The Board of Directors must deem dartboards acceptable and sanctioned for League Play. Dartboards shall be sanctioned a minimum of once every calendar year.

2. LEAGUE PLAY

- a. A full SCDL Year shall consist of FALL, WINTER, and SUMMER seasons. The League consists of Open Doubles, Mixed Doubles and Team leagues. The Fall and Winters seasons shall be 15 weeks, plus Playoffs. The Summer season shall be 12 weeks or less, plus Playoffs.
- b. All league competition will be played in a participating SCDL League pub in accordance with a schedule drawn up by the Board of Directors. A pub may sponsor on each league night as many teams as it has sanctioned dart boards. No team will be scheduled to play until all Sponsor Fees have been paid. Under extenuating circumstances the Board of Directors can approve play elsewhere.
 - c. A match may be rescheduled by agreement of both Captains. Rescheduled matches must be made up within one week at the originally scheduled bar unless otherwise approved by the Board of Directors. The League Scorekeeper must be notified prior to play. The Board of Directors has the option to schedule a match that has not been rescheduled or played within one (1) week of the original match. Matches not played within the allotted time will not be made up. A match may be rescheduled by agreement of both Captains. Rescheduled matches must be made up within one week at the originally scheduled bar unless otherwise approved by the Board of Directors. The League Scorekeeper must be notified prior to play. No teams will be allowed to reschedule matches within the last 2 weeks of the regular season. The team that cannot fill a minimum roster for their league match will be assessed forfeit penalty points. Any and all make up matches must be played before the last 2 weeks of the season. See paragraph 6 Forfeits for more information on forfeit rules and guidelines.

- d. Starting time for all divisions and leagues is 7:30PM, with no grace period, unless both Captains agree to a different starting time. At the discretion of the Captains, a modified format may be followed to allow for late players:

- One Doubles of each two game doubles
 - Three Singles

In Team Leagues, all games shall be worth one (1) point each except the final game. It shall be a team game and shall be worth two (2) points. Once it has been played, no other games shall be played.

- e. Optional formats for each division will be by vote of the Board of Directors. The then optional formats will be selected by the Team Captains in the division with majority ruling the format to be played for that season. Sequence may be changed by mutual consent of both captains, but in no event shall the final game be changed.
- f. The roster of each game will be completed first by the visiting Captain and submitted to the home Captain for inspection. The home Captain then completes his/her roster for the game. Once a name is placed on the line-up sheet, it cannot be changed without the consent of the opposing Captain. It is not necessary for either team to show its line-up for more than one game at a time. A late player may not join any of the three games in a two out of three game set, once the lineups have been written down with an empty position (Player X) without the consent of both Captains. Further, if a player arrives after the Singles lineup is written down with a forfeit, that player may not then play in Singles without the consent of both Captains.
- g. The results of team play will be reported by the home team as designated by the Board of Directors prior to the start of each season. Penalty, if any, for failing to follow the designated procedure will be included as part of the procedure.
- h. The home team has the prerogative of choosing the board that the match is to be played on if there is more than one board available. More than one board may be used only with the consent of both Captains; however, it is suggested that the Captains make the decision whether two boards will be used prior to each doubles and singles games.
- i. No later than thirty minutes before match time, the board to be used must be cleared of players and warm-up allowed for players in that night's match.
- j. The Captains are responsible for the smooth running of each match, and any disputes that arise during the course of play must be settled in private conference by the Captains only.
- k. All league games, regardless of sponsorship, shall be played in SCDL approved establishments.
- l. No player may play two of the same set of doubles. No player may play more than one set of singles.

3. SCORING

- a. All matches will be begun by **THROWING THE CORK**. The player throwing the Cork first will be decided by a coin flip, with the winner having the option of throwing first or second. The player throwing closest to the Cork shall throw first in the first Leg. The loser of the first Leg has the option of throwing the Cork first in the second Leg. If a third Leg is necessary, the Cork will again be thrown, with the loser of the original coin flip having the option of throwing first for the Cork.

- b. The toe line will be strictly enforced. A player has possession of the toe line until his/her darts are retrieved from the board and s/he has crossed back over the line. A player must have both feet behind the front edge of the toe line. If a player has one or both feet over the toe line, in the judgement of both Captains, the score for that turn will not count. A violating player must be warned immediately. Repeated violations will be grounds for protest. No player currently participating in a game may practice on any board.
- c. Players may not remove their darts from the board until their score is recorded and acknowledged by the opponent. In "01" games, errors in arithmetic not detected by the beginning of the same team's next turn, shall stand as written. In Spanish, Cricket, and Minnesota games, errors must be corrected before the opponent's next turn or will stand as written. In all games, the score of the three darts thrown will remain as written if one or more darts have been removed from the board. A player may walk to the board to see what his/her dart has scored, but he/she may not touch the dart. Once the player touches a dart in the board, his/her turn ends. Score for that dart and a previously thrown dart is counted.
- d. The scorekeeper, if there is one, can only tell a player what amount is left to attain or what has been scored with the darts thrown. It is the player's total responsibility to throw at the right numbers. If he/she is told what to shoot by anyone and it is the wrong number, the darts stand as thrown, and the score actually thrown is counted. Once the final double has been thrown, the game is over and any darts thrown afterward do not count.
- e. The dart shall be scored where the point of the dart first penetrates the board. A dart may only be scored if the point of the dart is penetrating the board.

4. RULES OF THE GAME

- a. **"01" GAMES:** The player (or team) starts with the prescribed number of points and the aim is to reduce the score exactly to zero, finishing with a double. In 301, the player must also start with a double, no score being given for any darts thrown before the double has been hit. In other "01" games, no double is required to start scoring, unless otherwise provided in the format for that division. The inner bull is a double (50 points) and the outer bull is a single (25 points). If a player reduces his/her score to less than zero (busts), the score reverts to what it was before that turn.
- b. **SPANISH:** The numbers used are 20 through 10. The object of Spanish is to finish by closing all the numbers (innings) before your opponent does. However, merely closing first does not win the game if the other team is ahead in points. The point deficit must be made up by scoring in numbers your opponent has not yet closed. A game tied in points is won by the team first closing all numbers. To close a number, three hits must be scored in that number. A hit in the triple scores three, a hit in the double scores two. After a number is closed, each hit in that number scores the point value of the number, until the opponent has also closed that number. "Call" always applies to Spanish; only a hit in the number called and thrown may be counted. Gentlemen's call may be played with the consent of both Captains; however, it is strongly suggested that a verbal call be made when shooting at the 15-10 and 14-11, if both innings are alive.
- c. **AMERICAN CRICKET ("Slop"):** The numbers used are 20 through 15 and bulls. Same as Spanish, except that it is not necessary to call the number being thrown. All hits in live innings count.
- d. **MINNESOTA ("Slop"):** Same as Cricket except that doubles, triples and "baskets" are also scored as "innings", and three of each are required to close them. One "basket" is scored when all three darts in one turn are thrown in the same number. Doubles, triples, and "baskets" may be scored in any number on the board. If a double, triple, or "basket" is scored in a number that is also an open number, then the player must choose whether to score the dart as two or three of that number or as one double, triple, or "basket" (i.e., two triple fifteen's may be counted as six fifteen's, or as two

triples, or as one triple and three fifteen's). Points scored on closed doubles or triples count as double or triple the number hit. Once "baskets" are closed, another "basket" counts for points until the opponent has also closed them, and each dart in the "basket" counts the value thrown (i.e., three triple ten's may be scored as a "basket" for 90 points, or as three triples for 90 points).

- e. **CLASSIC MINNESOTA:** Same as Minnesota except that doubles, triples and "baskets" may only be scored in one of the "Cricket" numbers (i.e., 20 through 15 or bulls).
- f. **CHICAGO:** "301", "501", and "CRICKET" are played as defined above. Two out of three games are required to win. The winner of the first cork declares which game is to be played first. The loser of the first game declares which game is to be played next after cork is thrown for the second game. The remaining game is then played if necessary.
- g. **CHICAGO PLUS 2:** Three out of five games are required to win. The first three games are "CHICAGO" as defined above, and one game each of "CRICKET", "501", and "301" must be played. The remaining two games, if required, must be "CRICKET", "501", or "301" as declared by the winner of the cork before each game. These two games may be different or the same.
- h. **TACTICS:** The numbers used are 20 through 10 and bulls (slop). Otherwise same as American Cricket.
- i. **ALL GAMES:** If a player shoots out of turn and it is realized prior to the next player's turn, erase the erring player's score and return to the correct line-up. If it is realized after the next player's turn, all scores stand as written; but the next player on the erring player's team forfeits his/her turn. This will allow the opposing team to shoot twice and return the play to the correct line-up.

5. PROTESTS

- a. Any violation of the League Rules and Regulations can be grounds for protest and should be submitted to the Board of Directors. All protests will be heard and given urgent consideration by the Board of Directors. Either party may request that the protest be submitted to an Arbitration Board, consisting of three individuals: one selected by each party and one selected by mutual consent of the parties. Each Arbitrator must be a member in good standing of the SCDL. The decision of the Board of Arbitration is final.
- b. A protest must be filed with a Board Member in writing within 72 hours of the protested match and accompanied by a \$10 fee. This fee will be refunded if the protest is upheld.
- c. During playoffs, protests must be made before the match is completed and will be heard immediately, if at all possible.
- d. The Board of Directors will keep a written, permanent record of all protests, including the names of the parties, the nature of the protest, names of the hearing parties, and the results.

6. FORFEITS

- a. A forfeit can be declared for failure of a team to attend a match.
- b. In the event the four player minimum cannot be obtained for play on league night, the following rules apply:
 - 1. No less than three members may play in the team game, skipping those turns for the absent player.
 - 2. One player may play a doubles game, skipping the turn for the absent player.
 - 3. In singles, the home team has the option of putting the forfeit in any of the four positions.
 - 4. In the event that a team cannot field their four-player minimum, forfeited games may still count toward the required number of games played for qualifications (MVP, Playoffs, etc.), if the

opposing Captain places the names of team members who are present opposite the forfeit(s). However, the forfeits do not count as a win for the player(s) and shall not be used in calculating their averages.

- c. Any team which forfeits two (2) full matches or accumulates forfeit losses equal to two (2) full matches at any time prior to the Division Playoffs OR forfeits one (1) full match or accumulates forfeit losses equal to one (1) full match during the three (3) League nights prior to the Division Playoffs, will be suspended from any further play. All matches previously shot and any earlier forfeit points will stand. Forfeit points above those required for suspension will not be awarded, and the remainder of the season, if any, will reflect a "bye" for the suspended team. Further, every member of the team shall be suspended from all League play for the next three (3) consecutive seasons.

Appeal for reinstatement may be made in writing to the Board on a per member basis when extenuating circumstances have prevented that member from attending the match(es).

- d. A forfeit will be declared for use of an ineligible player or players to the extent that all win points involving such players shall be forfeited to the opposing team or teams. Team Captains must be responsible for the integrity of their team rosters and for ascertaining the eligibility of each member. When in doubt, team Captains should ask to see the latest weekly standings sheet, and have the questioned player produce proper identification. Use of an ineligible player is grounds for protest. A team that uses ineligible players will be assessed a forfeit by the Board of Directors and the forfeit shall stand unless created by malfeasance of a Board Member or the opposing team Captain.
- e. Any team which knowingly and willfully plays a person known to be ineligible to play on that team and all members, including the ineligible player, shall be suspended from participation for that season.
- f. Any Captain or acting Captain who knowingly uses an illegal player shall be suspended for two consecutive seasons. The discretion of the Board of Directors will prevail.
- g. If an infraction of the Rules and Regulations of the SCDL is detected, the Board of Directors may recommend suspension if they deem necessary. Anyone being suspended for any reason must submit a written request to the Board of Directors for reinstatement into the league. As soon as possible after receiving such a request, the Board of Directors will meet and vote on said request. The player submitting the request will be notified ASAP. In addition to this reprimand, a probationary period for the remainder of the present season, plus the following season will be included.

7. TEAM AND PLAYER ELIGIBILITY

- a. **Team Eligibility:** all team members in all leagues must be members in good standing with the SCDL.
 - a. In team leagues, a team eligible for league play must have a minimum of four (4) and a maximum of eight (8) players.
 - b. In open doubles leagues, a team eligible for league play must have a minimum of two (2) and a maximum of four (4) players.
 - c. In mixed doubles leagues, a team eligible for league play must have a minimum of one (1) male and one (1) female player and a maximum of two (2) male and two (2) female players.
- b. **Player Eligibility:** A player is eligible for a team by being paid up in his/her league fees and be the minimum age of 21. Only players from the original roster or players added at least 24 hours before a match, with the consent of a Board Member, may be eligible for match play (for that week only). The consenting Board Member will be responsible for notifying the League Scorekeeper of the new player's name and team. The League Scorekeeper will validate the eligibility of the player added.
 - 1. No individual player may play on more than one team each day during the regulation season.

2. No new players may be added to the roster during the last three weeks of the regulation season.
 3. Players must play enough games during the regular season to qualify for an official rating according to the current Rating System to be eligible for playoffs. If a player plays more than one night he/she must qualify each night in order to be eligible to play in playoffs.
 4. Players signing up to play in the SCDL for the first time are required to report to the League Scorekeeper any previous play in any dart league (soft tip or steel point) and any rating or ranking earned in that league. The League Scorekeeper may require an explanation of the rating system, if necessary. The League Scorekeeper will then assign a Rating to the player, and rule on the player's eligibility. This assigned Rating may be appealed to the Board of Directors.
- c. A loss of a team member due to unforeseen circumstances, i.e., job transfer, work shift change, etc., will be handled in the following manner:
1. A player that is on the roster and has not played a game can be replaced with an eligible player by the Captain by contacting the League Scorekeeper.
 2. A player that has played at least one game and can no longer play, can be petitioned by the Captain to the Board of Directors for replacement by an eligible player.
 3. There will be no exceptions during Playoffs for an unqualified player to participate on any team.

8. PLAYOFFS - Division and Traveling Trophy Playoffs

- a. The first, second, third, and fourth place finishers in the regular season will compete in the Division Playoffs as scheduled by the Board of Directors. In the event of ties, the head-to-head records of the teams during the regular season will determine the higher placed team. In the event the teams are still tied, a special match will be scheduled by the Board of Directors prior to the start of the Division Playoffs to determine the final standings. A flip of the coin will determine the type of game and winner of the "flip" will decide which game is to be played. Team League Division Playoffs are played over a two (2) week period; Open and Mixed Doubles League Division Playoffs are played in one (1) week:
 1. Week 1 of the Division Playoffs is played at the home pub of the first place team. The first place team will play the fourth place team and the second place team will play the third place team. In Open and Mixed Doubles Leagues, the winners will play each other. The higher placed regular season team will be the home team for each match.
 2. The Team League winners of the Week 1 matches will play each other in Week 2 at the home pub of the higher placed regular season team. The higher placed regular season team will be the home team.
- b. If a person is a member of two different teams, both making Traveling Trophy Playoffs, he/she must decide which team he/she wishes to play on prior to the beginning of each round of the Tournament. If this team loses, he/she may then play on the other team, but only after the current round is over. He/she is not eligible to play on the other team in the same round.
- c. The host pub of the Week 1 Division Playoffs must provide a minimum of four boards for the playoff matches. If more than one Division Playoff is to be hosted in Week 1, a minimum of four boards must be provided for each of them. In the event the four board minimum cannot be met or other conflicts, the Board of Directors will move the Division Playoffs to the home pub of the second, third or fourth place team, as required. In the event that more of a bar's teams win first place than the bar can accommodate in the playoffs (four board minimum for each playoff), then the lower division playoff(s) will be moved first.

- d. The Traveling Trophy Playoff will consist of the winners of the Division Playoffs. Match pairings will be determined by blind-draw. No team may have a “bye” in consecutive rounds. If two teams compete who used different formats during the regular season, the format for the match will be that of the lower division team. The Board of Directors will determine the overall format of the competition.
- e. The Traveling Trophy Playoffs shall be held at the bar who holds the Traveling Trophy, if possible.
- f. No Playoffs shall begin until all protests dealing with regular season play have been heard and appropriate action taken.
- g. Division Playoff matches will not start any later than 7:30PM. Earlier starting time may be arranged at the discretion of the Captains.
- h. Team League Traveling Trophy Playoffs will start at a time determined by the Board of Directors on a predetermined Saturday. Open and Mixed Doubles League Traveling Trophy Playoffs will start at a time determined by the Board of Directors on the week following the Division Playoff on their respective night. If a team cannot make it to Divisional Playoffs or one of the winning teams cannot make it to Traveling Trophy Playoff, there will be no alternate team.

9. TROPHIES

- a. Trophies will be awarded to the first place finishers of the regular season in each division, with the individual players on each first place team receiving individual trophies. To be eligible for these individual trophies, the player must have played enough games during the regular season to qualify for an official rating according to the current Rating System.
- b. Most Valuable Player (MVP) trophies will be awarded in each division to the player having the highest percentage won-loss record according to the current Rating System. In the event of a tie for MVP, duplicate trophies will be given. To qualify for MVP, at least two-thirds (2/3) of available player-points must have been played.
- c. Winners of Division Playoffs will be awarded a team trophy and individual trophies. The Traveling Trophy Playoffs’ winning team will have its name inscribed on the Traveling Trophy, receive individual trophies, and its pub will have possession of the Traveling Trophy for the following season. Any pub whose teams win the Traveling Trophy three seasons in succession will be permanently awarded this trophy.
- d. The President or his/her appointee will select the trophies within price guidelines given by the Board of Directors. Plaques or other awards may be given in lieu of trophies.

10. PERSONAL CONDUCT

- a. Heckling or other harassment is forbidden. A team, or its attending spectators, may make as much noise as it wants while it is throwing (provided it does not cause distractions to any other SCDL team that is also throwing) but must remain respectful while the other team is throwing. All players and spectators must give the thrower plenty of room to throw and must refrain from undue movement in or near the dart board lane. Repeated harassment or loud, foul language may result in forfeiture of up to eleven match points. Further, the Board of Directors reserves the right to suspend or terminate any member or team that does not conduct itself in a manner that is in the best interest of the SCDL.
- b. Each individual is expected to abide by the establishment’s rules, i.e., dress code, minors, and liquor violations.
- c. The game of darts is an adult sport and members are expected to conduct themselves as adults. This includes civility of the game and respect for others. Any other behavior is considered

unsportsmanlike conduct. For example, darts are to be thrown only at the dart board in an appropriate manner. Unsportsmanlike conduct will not be tolerated.

- d. Footwear must be worn by all players at all times during league play, Division and Traveling Trophy Playoffs and all SCDL functions.

11. ENVIRONMENT

- a. It is the responsibility of the pub owner and the home team Captain to see that a normal pub-type environment is maintained during league play. Excessive loud noise, loud machines near the dart area, and extremely loud and boisterous behavior should be avoided. Repeated offenses of this nature may result in the pub being suspended.

12. GAMBLING

- a. The SCDL feels that an official rule against gambling would be redundant since there are existing State and Federal Laws on the same subject. However, the organization takes the position that the SCDL is a law-abiding organization, and will not encourage betting, gambling, or any other illegal acts during sanctioned events. Further, the Board of Directors reserves the right to suspend or terminate any member or team that does not conduct itself in a manner that is in the best interest of the SCDL.

13. AMERICAN DART ORGANIZATION (ADO) TOURNAMENT RULES

- a. ADO Tournament Rules are part of the SCDL Rules and Regulations. In case of conflict, the SCDL rule will prevail.

14. AMENDMENTS

- a. Any situation not covered by a specific SCDL Rule and Regulation shall be governed by a special decision of the majority of the Board of Directors.
- b. Any amendment to these Rules and Regulations may be proposed at a regular or special General Membership Meeting to be adopted by a majority of the General Membership present, provided that such proposed amendment be first submitted to the Board of Directors and receive the approval of a majority of the Board Members.
- c. All amendments shall become effective at the commencement of the next competition schedule unless otherwise provided for in the amendment.

15. BOARD MEETING

- a. The Board of Directors of the SCDL shall meet no less than one time each month.



St. Charles Dart League

Player Rating System

As Amended by the Membership on January 4, 2002

AVERAGE	A1 DIVISION	A2 DIVISION	B1 DIVISION	B2 DIVISION	B3 DIVISION	C DIVISION	REMARKS
.975 - 1.000	A9	A7	A5	A2	B8	B5	People in this group MUST move up to a higher division the next season after the rating is earned. (Does not apply to A1 Division).
.900 - .974	A8	A6	A4	A1	B7	B4	
.825 - .899	A7	A5	A3	B9	B6	B3	Only ONE player from this group allowed per team the next season after the rating is earned. (Does not apply to A1 Division).
.750 - .824	A6	A4	A2	B8	B5	B2	
.675 - .749	A5	A3	A1	B7	B4	B1	
.600 - .674	A4	A2	B9	B6	B3	C9	The "normal" division ratings. Teams are made up primarily of people in this group. In A1 Division, this group includes players of any rating.
.525 - .599	A3	A1	B8	B5	B2	C8	
.450 - .524	A2	B9	B7	B4	B1	C7	
.375 - .449	A1	B8	B6	B3	C9	C6	
.300 - .374	B9	B7	B5	B2	C8	C5	
.225 - .299	B8	B6	B4	B1	C7	C4	
.150 - .224	B7	B5	B3	C9	C6	C3	
.075 - .149	B6	B4	B2	C8	C5	C2	
.000 - .074	B5	B3	B1	C7	C4	C1	

The table above is used to determine your rating in all rated divisions. Ratings are set by your win / loss average, which is based on "player-points". Player-points are **the match points awarded for winning a game divided by the number of players on each side**. For example, one-point Singles earn 1 full player-point. One-point Doubles (or two-point, 4-player Team games [i.e. Team 1001]) earn ½ player-point. One-point Team games (i.e. Team Spanish) earn ¼ player-point, etc.

To qualify for a rating, a player must accumulate a minimum number of attempted (thrown) player-points equal to the total possible in three full matches in their division. However, at the discretion of the Board of Directors, the **Ratings Committee** will assign ratings, by vote, to any new (un-rated) players who do not play enough to qualify in any division, or to any players who play only in leagues or divisions designated as "non-rated" by the Board of Directors.

Your average is calculated using the total number of won player-points divided by the total number of thrown player-points.

For example, if your record were 5 - 3 in Doubles 501 (worth 1 match point each), 5 - 3 in Doubles Cricket (1 match point each), 2 - 6 in Team Spanish (1 match point), 6 - 2 in Singles (1 match point each) and 4 - 4 in Team 1001 (2 match points), your average would be $13.5 \div 22$ or .614 ($2\frac{1}{2} + 2\frac{1}{2} + \frac{1}{2} + 6 + 2 = 13.5$ divided by $4 + 4 + 2 + 8 + 4 = 22$). **Note also** that in this example match format, 2.75 player-points are possible per week per player, so 8.25 thrown player-points are needed to qualify for a rating in this division (3 weeks x 2.75). This example player has already qualified with 22 thrown player-points.

To use the table, find the row that includes your average and read across to the column for your division level.

If you qualify on only one team, the rating on the chart would be your rating if ratings were assigned today (ratings are assigned at the end of each season).

If you qualify on multiple nights at the same division level, the average is based on the overall total player-points. **If you qualify on teams at different division levels** and your rating is not the same in each, then the **Ratings Committee** will assign a rating that may fall anywhere between the highest and the lowest that you earned (inclusive), by vote. **Your rating may be appealed** to the Board of Directors if there are special circumstances that you feel warrant a different rating, whether you are rated by committee vote or by calculation as above. The decision of the Board of Directors is final.

This page contains no pertinent information

ST. CHARLES DART LEAGUE

Addendum to the Rules and Regulations

As modified by the Board of Directors in August 2018

In accordance with Rule 14(a), the S.C.D.L. Board of Directors have implemented the following interpretations and extensions of the Rules in the absence of a specific rule in each case. This list may not be complete. All of the decisions listed below were reaffirmed by the Board of Directors in May, 1996 unless otherwise noted. Future decisions by the Board may add to, modify or delete items in this list.

1. TEAM ROSTERS

[Deleted; incorporated into Rules & Regulations, Section 7(a).]

2. TEAM SPONSORSHIP

[Deleted; incorporated into Rules & Regulations, Section 2(b).]

3. LENGTH OF SEASONS

[Deleted; incorporated into Rules & Regulations, Section 2(a).]

4. DIVISION ASSIGNMENT OF TEAMS

Every effort will be made to place teams in their requested division if they are qualified, but this cannot be guaranteed. Scheduling requirements and other conflicts may force the Board to move the strongest team in a Division to the next higher Division. [Traditional. Reaffirmed 10/96]

5. DIVISION SIZE AND SPLITS

No division shall have less than 4 teams or more than 8 teams in Fall and Winter Seasons or 6 teams in Summer Season. Small divisions will be combined with the next higher division and teams may withdraw in this case with no penalty before the season begins. The Board of Directors may vote to suspend Ratings in combined divisions for the season. Divisions with more than the maximum number of teams allowed for the season will be split into "Blue", "Red", "White", etc. sub-divisions.

In Team Leagues, sub-division assignment is normally by blind draw, but geographic or other logical split may be used if deemed appropriate by the Board of Directors. Regardless of the method, the split is independent of ability level or rating average.

In Doubles Leagues, sub-divisions are normally created based on the *team rank*. Team rank is calculated based on League: in Open Doubles, team rank is the average of the ratings of the 2 highest rated players on the original roster; in Mixed Doubles, team rank is the average of the ratings of the highest rated male and the highest rated female on the original roster. Teams are then sorted from high to low and the split(s) made at logical point(s). After this, teams in lower division(s) may not add player(s) to the roster if the player would have changed the division split had s/he been on the roster at the beginning of the season. In the highest division, players may be added without rating restriction.

Open Doubles Leagues may, optionally, be aligned by the traditional division assignment of A1, A2, B1, B2, etc. [Modified 5/98, 7/98, 3/08, 1/10]

6. MOVING PLAYOFFS

[Deleted; incorporated into Rules & Regulations, Section 8(c).]

7. RATING SYSTEM

The Rating System, having been passed by vote of the Membership, is an addendum to the Rules and Regulations and carries their full weight.

Tuesday and Thursday Team rating class (A1, A2, B1, B2, B3, C) is determined at the start of each season in accordance with the team complement.

Monday and Wednesday Doubles rating class is determined at the end of each season as follows:

1. the team average is calculated from the ratings of all qualified team members
2. the division average is calculated from the team averages
3. the following table determines the rating class:

<i>Division average greater than or equal to...</i>	<i>Division average less than...</i>	<i>Rating Class</i>
19.50	27.00	A1
17.50	19.50	A2
15.00	17.50	B1
12.00	15.00	B2
9.00	12.00	B3
0.00	9.00	C

Updated member ratings are assigned at the end of each season in accordance with rating class, average and the Ratings Table. [Modified 5/98, 5/11, 2/18]

8. RATINGS OF RETURNING PLAYERS

The rating of a player who returns to active membership after an absence of more than one year drops by one and only one rating point.

9. ORDER OF PLAY IN DOUBLES GAMES

Players in Doubles Games shall throw in the order they are written on the lineup sheet except by agreement of both Captains.

10. PROXIES

No proxies are permitted for the Board of Directors and a quorum of the Board requires the physical presence of the Board at a time and location determined by the President. Further, only those Board Members present at a meeting may vote on any question before the Board.

11. LATE PLAYERS

[Deleted; incorporated into Rules & Regulations, Section 2(f).]

12. FORFEITED GAMES AND PLAYER QUALIFICATIONS

[Deleted; incorporated as Rules & Regulations, Section 6(b) 4.]

13. MONEY PRIZES

It is the consensus of the Board of Directors that "other awards" in Rule 9(d) implies that money may be awarded in lieu of trophies.

14. OFFICER IMPEACHMENT

[Deleted; incorporated into By-Laws, Section 6(k).]

15. LATE TEAM SIGNUPS

Teams signing up for a season after the deadline date may only fill “bye” positions. No teams will be accepted after the second week of a season has been played, as more makeup matches are too difficult to schedule during a season. Makeup matches should be scheduled and played as soon as possible.

[Traditional. Reaffirmed 12/96]

16. TRAVELING TROPHY BRACKETS

Traveling Trophy Championship Tournaments shall be held for each division bracket (A1, A2, B1, B2 etc.), as long as there are at least two divisions in that bracket (Tuesday/Thursday or Blue/Red). In the event that only one division represents their bracket, the Traveling Trophy will not be awarded. The sponsor who currently holds the trophy shall retain it's possession until the next season. The winner of the division playoffs will be the Champion of their division in this case and will receive modified (larger) playoff trophies. [Corrected 1/11]

17. PLAYOFF AND TOURNAMENT OFFICIALS

If possible, a Board of Directors Member will attend and officiate at Playoffs and Traveling Trophy Championship Tournaments. A Board Member who's team is playing in a Playoff or Traveling Trophy Tournament should not also officiate at that tournament, if at all possible. [Added 1/97]

18. NON-PAYMENT OF TEAM FEES

Team fees are due, in full, by the first Captain's Meeting each season. Captains will be given a grace period until the second Thursday of the season to submit payment. Arrangement for payment will be made with the Treasurer or other Officer. Teams will be penalized all win points until payment is made. If full payment is made by the second Thursday of the season, the points will be restored; otherwise, the penalty will remain. If full payment has not been made by the “Late Due Date”, the team will be suspended from any further play. The remainder of the season, if any, will reflect a "bye" for the suspended team. Further, every member of the team shall be suspended from all League play for the next three (3) consecutive seasons. Appeal for reinstatement may be made in writing to the Board on a per member basis. “Late Due Date” is dependent on division size and is the Friday of the indicated week:

- a. Four team division – sixth week
- b. Five and six team divisions – fifth week
- c. Seven and eight team divisions – seventh week

19. NON-PAYMENT OF SPONSOR FEES

Team Captains will be notified if Sponsor Fees have not been paid by the mid-season. Board sanctions will be removed and all teams will be advised that play at that venue is not required or sanctioned.

20. TEAM AND PLAYER ELIGIBILITY (Revised Rules & Regulations, Sections 7.c)

- c. A loss of a team member due to unforeseen circumstances will be handled in the following manner:
 - 1. A player that is on the roster and has played less than 3 weeks **AND** has accumulated less than 1 week's worth of player-points for the associated format can be replaced with an eligible player by the League Scorekeeper.
 - 2. A player that fails to meet the requirements of item 1 can be petitioned by the Captain to the Board of Directors for replacement by an eligible player.
 - 3. There will be no exceptions during Playoffs for an unqualified player to participate on any team.

ST. CHARLES DART LEAGUE

By-Laws

As Amended by the Membership in January 2017

1. YEAR

- a. The SCDL year shall consist of three (3) seasons to be called FALL, WINTER, and SUMMER.

2. DUES AND FEES

- a. Bar, team and individual fees and dues shall be established by the Board of Directors. Any team failing to submit the roster and fees on-time will be ineligible for play that season, rules to be determined by the Board of Directors as to payment schedule. Fees are non-refundable for any reason.
- b. The Board of Directors may, at its discretion, use any excess moneys after operational expenses (including trophy purchases), if any, for the benefit of the membership in the form of tournaments, banquets, parties, picnics, etc.

3. MEMBERSHIP

- a. Membership is open to residents of Saint Charles County and the surrounding areas. No bar, pub, etc., shall be located outside the limits of Saint Charles County without the Board of Directors approval. Registration for each season will be held at a place and time specified by the League Treasurer.
- b. Membership meetings will be held prior to the start of each league season. Decisions made by the Board of Directors or the Captains may be overruled by a 2/3 majority of the quorum of members. A quorum shall consist of 51% of eligible members.
- c. The Board of Directors retains the right to terminate or suspend any member, team, or pub, but only after receiving written protest. This written protest must be handed to a Board Member or mailed to arrive at the SCDL address within 72 hours after the alleged violation. The defendant must be notified of the complaint and of a hearing by the Board of Directors at a specified time and place and shall be given the right to defend himself/herself before the complainant(s). The owner of the pub in which the alleged violation occurred may, at his/her discretion, be present at the hearing. Failure of the defendant to appear at his/her hearing will be considered to be a plea of no contest. The Board of Directors will act on the evidence before it. A written explanation of the judgement and action of the Board of Directors will be sent to the defendant by mail. This action may be overruled by a 2/3 vote of a quorum of Captains.

4. OFFICERS

- a. The Officers of the League consist of the President, Vice President, League Secretary, Treasurer, and Sergeant-at-Arms.
- b. All candidates for President must submit a petition to the League Secretary with verifiable signatures from 30% of the General Membership voting body, or 100 Members, whichever is less. Signature requirement is waived for an incumbent running for re-election. If no candidates submit valid petitions and the sitting President does not run for re-election, the Vice President may then run unopposed for President without submitting a petition. The General Membership voting body consists of the members participating during the election season and those members who participated in either of the two seasons immediately prior to the election season.

c. Duties of the President

1. To lead and direct the affairs of the Organization.
2. To carry out the constitution, by-laws, and rules of the Organization.
3. To establish administrative procedures when necessary for the effective operation of the Organization.
4. To appoint standing committees and their respective chairpersons; with consent of the Board of Directors.
5. To appoint special committees and their respective chairpersons; with consent of the Board of Directors.
6. To call and chair meetings of the Board of Directors, team Captains, and General Membership of the league.
7. To act as ex-officiate member of all committees and to cast the deciding vote in the event of deadlocks therein.
8. To familiarize himself/herself with all aspects of darts that could affect the General Membership.
9. To be at all times responsible to the needs and desires of the General Membership.
10. To direct the League Secretary and the League Scorekeeper.

d. Duties of the Vice President

1. To assume the duties of the President of the Organization in the absence of the President and in the event the President is unable to complete his/her term of office for any reason.
2. To act as an advocate of the General Membership in the event the consensus of the General Membership is in opposition to that of the President.
3. To act as the principal point of contact between the Board of Directors and the General Membership.
4. To preside over all protest boards necessitated by sanctioned league competition.
5. To perform such lawful duties delegated to him/her by the President.

e. Duties of the Treasurer

1. To maintain creditable bookkeeping records of the Organization's monies.
2. To maintain systems to comply with the tracking of funds as may be required by funding sources outside the league.
3. To maintain disbursement controls to comply with State and Federal guidelines.
4. To maintain financial records and documentation in compliance with current law and good accounting practice.
5. To provide all financial records for inspection by the Board of Directors or inspection by the General Membership.
6. To maintain an account in a financial institution with both the President and Treasurer as authorized signers.
7. To complete financial reports to be submitted to the General Membership at least semi-annually.
8. To order all materials required by the Organization, with approval of the Board of Directors, and disburse funds in such a manner as to keep a good credit rating for the league.
9. To be responsible for the collection of all money owed to the Organization.

- f. Duties of the League Secretary
 - 1. To be the chief public and media relations officer of the Organization.
 - 2. To be responsible for correspondence and relationships with other darting organizations.
 - 3. To maintain minutes of all meetings of the Board of Directors, Captains, and General Membership and to make such minutes available for publication or inspection by any member.
 - 4. To be responsible for typing (writing) the schedules for the season's league play.
- g. Duties of the Sergeant-at-Arms
 - 1. To assist in coordination of all tournaments in the Saint Charles area with the sponsoring body of the tournament.
 - 2. To assist in direction of the league play-offs.
 - 3. To serve as custodian of all property belonging to the Organization.
 - 4. To ensure that all those attending and voting at all Board of Directors, Captains, and General Membership meetings be qualified to do so.
 - 5. To serve as parliamentarian at all meetings.
 - 6. To visit the participating dart bars and make sure the dart equipment and environment (e.g., dart boards, score boards, lighting system, foul lines, general setup, etc.) are satisfactory for league play. (Refer to Rules and Regulations, Section 1, Equipment).

5. LEAGUE SCOREKEEPER

- a. The League Scorekeeper shall be appointed by the President with the consent of the Board of Directors.
- b. Duties of the League Scorekeeper.
 - 1. To be responsible for the recording of all results of league play.
 - 2. To be responsible for the dissemination of results of league play to the Captains and General Membership.
 - 3. To establish and maintain current membership information, including addresses, phone number, and other information necessary for election verification.
 - 4. To assemble and compile information necessary to affect a rating system for players in the SCDL.
- c. The League Scorekeeper will be paid a salary of \$1.50 per team per week of the regular season.

6. BOARD OF DIRECTORS

- a. All voting members of the Board of Directors shall be elected by the General Membership annually. Should any of the League Officer's positions become vacant for any reason, the Board of Directors will call a special election of the General Membership, within 30 days, to fill the vacancy. If one of the Member-At-Large or Bar Owner/Representative positions become vacant, the Board may appoint a replacement to serve the remainder of the term. In either case, if more than half of the original term remains, it shall count as a full term.
- b. The voting Members of the Board of Directors consists of the League Officers, three Members-at-Large, and one Bar Owner/Representative.

- c. The League Scorekeeper and the Immediate Past President of the league shall be members of the Board of Directors with no voting power.
- d. No Bar Owner/Representative may vote on any matter where, in the opinion of the Board of Directors, there is deemed a conflict of interest.
- e. The Board of Directors shall consider and report to the General Membership and Captains on all proposed measures for general welfare of the organization and shall adopt such policies on the general welfare. The Board of Directors shall make at least semi-annual reports to the General Membership. A simple majority of the voting members of the Board of Directors shall constitute a quorum for the transaction of business at Board Meetings, unless the full Board of Directors approves a specific number required to be present to conduct its business.
- f. The Board of Directors will meet once per month during the SCDL year, time and place to be determined by the President and communicated to all Board Members at an appropriate time to allow for attendance.
- g. A quorum of the Board of Directors shall have the power to make any decisions it deems necessary to conduct the business of the SCDL. Its rulings may be overruled by a 2/3 vote of a quorum of the General Membership.
- h. All elected Board Members shall serve two years. All nominations and/or election petitions must be submitted to the League Secretary at least 10 days prior to the election.
- i. No elected Board Member shall receive payment or remuneration for their services (except for approved expenses which shall be reimbursed to them at the direction of the Board of Directors).
- j. Term of office for all elected Board Members shall commence from the start of the SUMMER season subsequent to the election to the end of the following WINTER season.
- k. Any elected Board Member may be removed from his/her office at any time for incompetence or misconduct by a 2/3 vote of the entire current Board of Directors.
- l. Elected members of the Board of Directors are prohibited from concurrently holding a paid League position.

7. CAPTAINS

- a. There will be at least two Captain's meetings per season. The time and place will be designated by the Board of Directors.
- b. Captains may designate another team member to represent them at any meeting and vote on their behalf.
- c. At any non-required Captain/General Membership meeting a league member may give a written proxy to any league member to attend in his/her place and vote in his/her place. No one individual may hold more than one proxy in addition to his/her own vote.
- d. Voting will be limited to one vote per General Member, one vote per sponsoring pub, plus one vote for each Board Member.
- e. Attendance at Captain's Meetings is strongly urged by the Board of Directors. A penalty may be assessed against Captains for non-attendance of "Required" meetings. Ample notice must be given by the Board of Directors so that it does not present a hardship on the Captains to attend the required meetings.
- f. For a Captain's meeting to be official, there must be a quorum. A quorum shall consist of 51% of eligible Captains (or their representatives or proxies), and at least four members of the Board of Directors, including at least two officers.

8. COMMITTEES

Committees and their chairpersons shall be appointed by the President with the consent of the majority of the Board of Directors.

a. Standing committees

Rules & Regulations and By-Laws Committee shall meet at least once annually to review the rules, regulations and by-laws of the Organization, and shall submit majority recommendations to the Board of Directors for approval prior to being submitted to the General Membership for consideration.

Tournament Committee will be chaired by the Sergeant-at-Arms, who will recommend appointees to the President. This committee will be responsible for scheduling, organization, and administration of all tournaments sanctioned by the Organization.

Public Relations Committee will be chaired by the League Secretary who will recommend appointees to the President. This committee will assist the League Secretary in organizing and administering promotional and charitable activities of the Organization.

Ratings Committee will be chaired by the Vice President. It will meet at the end of each league season to recommend rating changes and new ratings to the Board of Directors for their approval.

Election Committee who will organize, distribute, collect and count ballots, and report the results to the President. Selection of the member of this committee will be appointed by the chairperson and shall not consist of any member of the Board or any current candidate.

b. Other committees may be created by the President, who will appoint the chairperson and members with the consent of the Board of Directors.

c. Membership on all committees shall end at the expiration of the term of office of the President who appointed said members.

9. AMENDMENTS

a. Any amendment to these by-laws may be proposed in writing and presented to the Board of Directors no later than 72 hours prior to a regular or special membership meeting to be adopted by a majority vote of the members present and voting. The proposed amendment must receive approval of a majority of the Board of Directors in order to be presented at the meeting.

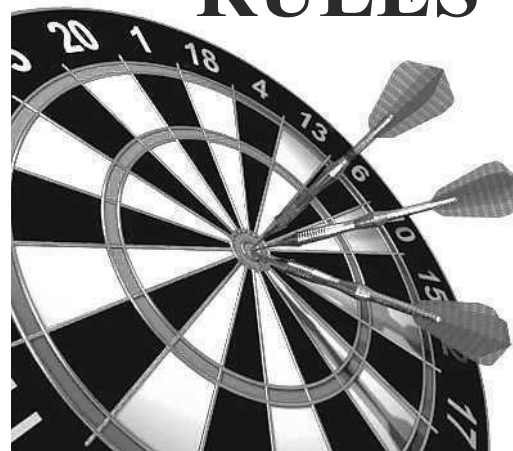
b. All amendments shall become effective at the commencement of the next competition schedule unless otherwise provided for in the amendment.

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American Darts Organization®



TOURNAMENT RULES



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American Darts Organization

TOURNAMENT RULES

GLOSSARY OF TERMS

The following terms/meanings apply when used in the body of these Tournament Rules.

ADO: American Darts Organization

Bull: The center of the dartboard. See rules #23-31, 49, 52, 57, 61 and 62

Chalker: Scorekeeper

Leg/Game: That element of a Match recognized as a fixed odd number, i.e., 301/501/701/1001 or Cricket

Oche: A line or toe board marking the minimum throwing distance in front of the dartboard. See #16, 17, 18, 62, 64 and 65

Masculine: Masculine gender nouns or pronouns include female

Match: The total number of Legs in the competition between two players/teams

Singular: Singular terms, where necessary, include the plural

Turn: A Turn consists of three darts, unless a Leg/Match is completed in a lesser amount

PLAYING RULES

All darts events played under the exclusive supervision of and/or sanctioned by the ADO will be played in accordance with the following rules.

GENERAL

1. Good Sportsmanship will be the prevailing attitude throughout the tournament.
2. All players/teams will play by these Tournament Rules and, where necessary, any supplemental Rules stipulated by local Tournament Organizers.
3. The interpretation of these Tournament Rules, in relation to a specific darts event, will rest with local Tournament Organizers, whose decisions shall be final and binding. Protests after the fact will not be considered.
4. Any player/team, who, during the course of any event, fails to comply with any of these Tournament Rules, will be subject to disqualification from that event.
5. Gambling is neither permitted nor sanctioned by the ADO.
6. The ADO will in the course of Tournament Sanctioning, ensure to the best of its ability, that the host/sponsor organization has the

funding and/or sponsorship necessary to support the advertised cash prize structure for a darts event. The manner and matter of tournament prize payments are the responsibility of the respective host/sponsor organization and not that of the ADO.

7. The ADO assumes no responsibility for accident or injury on the premises.
8. The ADO reserves the right to add to or amend the ADO Tournament Rules at any time.

PROCEDURAL

9. Decisions regarding the prize structure and event schedule, the method of player registration, and the choice of the match pairing system, are left at the discretion of local Tournament Organizers.
10. Each player is entitled to (6) six practice darts at the assigned matchboard prior to a match. No other practice darts may be thrown during the match without the permission of the chalker.
11. Tournament boards are reserved for assigned match pairings only. Boards are not to be used for practice, unless so designated by the Tournament Organizers.
12. Match pairings will be called three times only (minimum of 5 minutes between calls). Should a player/team fail to report to the assigned board within the 15 minutes allotted time, a Forfeit would be called. NOTE: Should a player/team be called to matches in two concurrent events (i.e. a female in both Women's only and an Open event), that player/team must choose in which event she/they wish to continue play. A Forfeit will be called, unless that player/team can reach their assigned board within the 15 minutes.
13. Should a player's equipment become damaged, or be lost during the course of a turn, that player will be allowed up to a maximum of 5 minutes in which to repair/replace the playing equipment.
14. A maximum time limit of 5 minutes under exceptional circumstances, subject to the notification of the opponent and the chalker, will be allowed in the instance of a player requiring leaving the playing area during the course of match play.
15. Opponents and chalkers ONLY are allowed inside the playing area.
16. Opposing players must stand at least 2 feet behind the player at the oche.
17. Should a player have any portion of his feet or shoes over the oche line during a turn, all darts so thrown will be counted as part of his turn, but any score made by said darts will be invalid and not counted. One warned by a tournament official will be considered sufficient before invoking this rule.

18. A player wishing to throw a dart, or darts, from a point either side of the oche must keep his feet behind an imaginary straight line extending from either side of the oche.
19. A Turn consists of three darts, unless a Leg/Match is completed in a lesser amount.
20. All darts must be thrown by, and from, the hand. The player is allowed a total of 3 minutes to complete their turn as timed by a tournament official. No darts will be allowed to be thrown after 3 minutes.
21. Should a player 'touch' any dart that is in the dartboard during a turn, that turn will be deemed to have been completed.
22. A dart bouncing off or falling out of the dartboard will not be rethrown.

STARTING AND FINISHING (ALL EVENTS)

The tournament director will have the option of a draw, a toss of a coin, or a throw for the bull to determine the order of play in each match.

If a throw for the bull is used, rules #23, 24 and 25 apply:

23. Matches will begin with a coin flip to determine who has the option to throw 1st or 2nd at the Inner Bull. The player throwing closest to the Inner Bull will throw first in the 1st Leg. The Loser of the first Leg has the option of throwing for the Inner Bull first in the 2nd Leg. If the 3rd Leg is necessary, the Inner Bull will again be thrown, with the loser of the original coin flip having the option of throwing first.
24. The second thrower may acknowledge the first dart as an Inner or Outer Bull and ask for that dart to be removed prior to his throw. Should the first dart be removed without the request of the 2nd thrower, a rethrow will occur; with the 2nd thrower now having the option of throwing first. The dart must remain in the board in order to count. Additional throws may be made, until the player's dart remains in the board. Should the 2nd thrower dislodge the dart of the 1st, a rethrow will be made with the 2nd thrower now throwing first. Rethrows shall be called if the chalkers cannot decide which dart is closest to the Inner Bull, or if both darts are anywhere in the Inner Bull, or both darts are anywhere in the Outer Bull. The decision of the chalkers is final. Should a rethrow be necessary, the darts will be removed and the person who threw 2nd will now throw 1st.
25. For the purpose of starting and finishing a Leg/Match, the Inner Bull is considered a double 25.

If a draw or a toss of a coin is used, the following shall apply:

26. The winner of the draw or toss shall throw first in the match. If the match is divided into legs, the winner of the draw or toss, shall throw first in the odd-numbered legs, and the loser shall throw first in the even-numbered legs.

27. If the match is divided into sets, then the winner of the draw or toss shall throw first in the odd-numbered legs of the odd-numbered sets, and first in the even-numbered legs in the even-numbered sets, with the loser throwing first in the other legs.
28. In the instance of a match that is divided into legs, being equal before the start of the deciding leg, then the throwing order of the deciding leg shall be decided by throwing for the bull. The procedure at this point, shall be as set down in rules 23-25.
29. In the instance of a match that is divided into sets, being equal before the start of the deciding set, then the throwing order for the deciding set shall be decided by throwing for the bull. The procedure at this point, shall be as set down in rules 23-25.
30. In those tournaments where a Tie-Breaker Rule is applicable, then the proceeding two paragraphs shall not supercede that rule.

(DOUBLE/TEAM EVENTS)

31. It is permissible for the Doubles/Team player finishing a Leg, to throw for the Inner Bull and start the subsequent Leg. It is also permissible for one member of a Doubles or Team to throw for the Inner Bull 1st, and have his partner or teammate shoot first in the leg.
32. It is permissible for a Double or Team to participate with fewer than the required number of players, provided that the team forfeits a turn(s) in each rotation, equal to the number of missing players. The missing player(s) may NOT join a Leg in progress, but is allowed to participate in a subsequent Leg(s) of that Match.
33. At the tournament director's discretion, women may be recycled in mixed doubles and triples events only.
34. No substitutes will be allowed after the first round of Doubles/Team play.

SCORING

35. A scoreboard must be mounted within 4' laterally from the dartboard and at not more than a 45-degree angle from the dartboard. It must be clearly visible in front of the player at the oche.
36. In all ADO sanctioned tournaments, you must have a chalkers if one is available. If one is not available, the player must leave the darts in the board until the score is recorded.
37. The chalkers will mark the scores made in the outer columns of the scoreboard, and the totals remaining in the two middle columns.
38. The chalkers, if asked, may inform the thrower what he has scored and/or what he has left. He MAY NOT inform the thrower what he has left in terms of number combinations. It IS permissible for a partner, teammate, or a spectator to advise the thrower during the course of a Match. See #1.
39. No one including the thrower or chalkers, should touch the darts prior to the decision of the chalkers.

40. For a dart to score it must remain in the board until retrieved by the thrower except in the case where the thrower requires assistance due to physical injury or disability. The tip of the dart point must be touching the bristle portion of the board.
41. A dart's score shall be determined from the side of the wire at which the point of the dart enters the wire segment.
42. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two segments in question. This includes the outside double ring for the game shot. Determination as to whether the dart is directly between the wires will be made in accordance with rules #34 and #36.
43. It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed.
44. In Doubles/Team events, no player may throw (during a Leg) until each of his teammates has completed his turn. The FIRST player throwing out of turn will receive a score of zero points for that round and his Team will forfeit the turn.

ADDITIONAL ADO '01' COMPETITION RULES

45. Errors in arithmetic stand as written, unless corrected prior to the beginning of that player's next turn. In case of Doubles/Team matches, such errors must be rectified prior to the next turn of any partner/player on that team.
46. A Leg/Match is concluded at such time as a player/team hits the 'double' required to reduce their remaining score to zero, unless otherwise stated by the local Tournament Organizers. All darts thrown subsequently will not count for score.
47. The 'BUST RULE' will apply. If the player scores one less, equal, or more points than needed to reach zero, he has "busted". His score reverts to the score required prior to the beginning of his turn.
48. Fast finishes such as 3 in a bed, 222, 111, Shanghai, etc., do not apply.

ADDITIONAL ADO AMERICAN CRICKET RULES

The following rules shall apply for ADO Sanctioned Cricket events, effective January 1, 1984.

49. Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and both the Inner and Outer Bull.
50. To close a number, the player/team must score three of that number. The double and triple ring count as 2 or 3, respectively. Closure can be accomplished with three singles, a single and a double, or a triple.
51. Once a player/team closes a number, he/they may score points on that number until the opponent also closes that number. The double and triple count as 2 or 3 times the numerical values, respectively. All numerical scores are added to the

previous balance. Once both players/teams have scored three of a number, it is 'closed', and no further scoring can be made on that number by either player/team.

52. To close the bull, the Outer Bull counts as a single, and the Inner Bull counts as a double.
53. Numbers can be 'owned' or 'closed' in any order desired by the individual player/team. Calling your shot is not required.
54. It shall be the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent "strategy" involved in the Cricket game, corrections in arithmetic must be made before the next player throws. See #1.
55. Wining the game:
 - The player/team that closes all the numbers first and has the highest numerical score, will be declared the winner.
 - If both sides are tied in points, or have no points, the first player/team to close the specified numbers will be the winner.
 - If a player/team closes the numbers first, and is behind in points, he/they must continue to score on any number not closed until either the point deficit is made up, or the opponent has closed all the numbers.

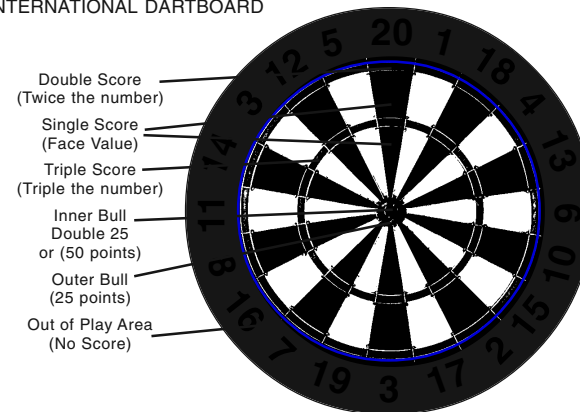
EQUIPMENT (DARTS)

56. Darts used in tournament play cannot exceed an overall maximum length of 30.5 cm (12 in.), nor weigh more than 50 gm per dart. Each dart will consist of a recognizable point, barrel, and flight.

(DARTBOARD)

57. The dartboard will be a standard 18" bristle board, of the type approved by the ADO, and will be of the standard 1-20 clock pattern. A scoreboard is necessary, see rule #30.

INTERNATIONAL DARTBOARD



STANDARD DIMENSIONS

Double and Triple rings inside width measurement	= 8 mm. (5/16 ins)
Inner Bull inside diameter	= 12.7 mm. (0.5 ins)
Outer Bull inside diameter	= 31 mm. (1.25 ins)
Outside edge of Double wire to Inner Bull	= 170 mm. (6.75 ins)
Outside edge of Triple wire to Inner Bull	= 117 mm. (4.25 ins)
Outside edge of Double wire to outside edge of Double wire	= 342 mm. (13.5 ins)
Overall dartboard diameter	= 457 mm. (18.0 ins)
Spider wire gauge (Maximum Standard Wire Gauge)	= 16 SWG

58. The scoring wedge indicated by 20 will be the darker of the two wedge colors and must be at the top center wedge.
59. No alterations/accessories may be added to the board setups.
60. The inner narrow band will score 'Triple' the segment number and the outer narrow band will score 'Double' the segment number.
61. The outer center ring (Outer Bull) is scored at '25' and the inner center ring (Inner Bull) is scored at '50'.
62. The minimum throwing distance is 7'9¼". The board height is 5'8" (floor to the center of the Inner Bull; 9'7-3/8" measured diagonally from the Inner Bull to the back of the raised oche at floor level).

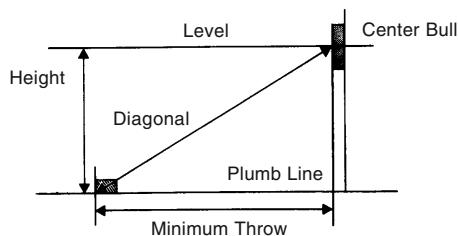
(LIGHTING)

63. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.

(OCHE)

64. Whenever possible, a raised oche, at least 1½" high and 2' long, will be placed in position at the minimum throwing distance, and will measure from the back of the raised oche 7'9¼" along the floor to a plumb line at the face of the dartboard.
65. In the event the oche is a tape or similar 'flush' marking, the minimum throwing distance is measured from the front edge of the tape closest to the dartboard.

OTHER DIMENSIONS



7

Inner Bull Height	= 1.73 metres (5ft - 8 ins)
Minimum Throwing Distance	= 2.37 metres (7ft - 9¼ ins)
Diagonal - Inner Bull to back of oche	= 2.93 metres (9ft - 7-3/8 ins)
Height of raised oche	= 33 mm (1½ ins)
Length of raised oche	= 610 mm (2ft - 0 ins)
Conversion Factor	

$$\begin{aligned}
 \text{Diagonal Length} &= \sqrt{\text{Height}^2 + \text{Hockey}^2} \\
 &= \sqrt{1.73^2 + 2.37^2} \\
 &= \sqrt{2.9929 + 5.6169} \\
 &= \sqrt{8.6098} \\
 &= 2.934 \text{ metres (9 ft - 7½ Ins)}
 \end{aligned}$$

AMERICAN DART ORGANIZATION
 GENERAL, EQUIPMENT AND '01' COMPETITION
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8

This page contains no pertinent information