

WICHITA DARTING ASSOCIATION RULES OF PLAY

Revised August 5, 2007

Preface to the Rules Of Play:

The following Rules Of Play are recognized by the Wichita Darting Association as the Rules Of Play for League Play and Special Events held by the Association during the year. In keeping with the spirit of the Enjoyment of Darting, these Rules Of Play shall be guidelines, and may, with the agreement of opposing Team Captains in League Play, be modified to accommodate certain instances where it might otherwise be impossible to have a League match if strict adherence to these "Rules" is followed. Any modifications shall be noted on the score sheet, initialed by both Captains, and will be subject to review by the Executive Committee, and if necessary, by the Board of Directors. If both Team Captains agree to a modification of these "Rules", protests will not be possible.

Rules Of Play may be revised by a majority vote at any General Membership meeting.

ARTICLE 1 EQUIPMENT

Section 1 All Association competition, including tournaments, shall be on standard bristle boards.

Section 2 Dartboards shall be placed 5 feet 8 inches from the floor to the center of the bull with the number "20" bed in black or the darkest color.

Section 3 Hockey lines shall be sufficient in width to easily determine the proper throwing distance when throwing from either side of the hockey line and should not encompass more than one surface. Measurement of shooting distance should be measured from the center of the bull, and should be 115-3/8 inches to the area of the hockey line closest to the board.

Section 4 The sponsoring establishment or organization shall be responsible for supplying and maintaining at least 2 dart boards and shall be allowed to sponsor 1 team per dart board supplied in any league.

Section 5 All dartboards shall be firmly anchored.

Section 6 All dartboards shall be brightly illuminated with minimum shadows on the playing surface cast by the darts. The lighting must not obstruct the flight of the dart.

Section 7 All dartboards shall be positioned so that they are readily available to players with minimum distraction to any player at any point during the game.

Section 8 Mounting of the scoring surface.

- a. The scoreboard must be mounted on the same wall as the dartboard
- b. The scorer shall be able to stand in close proximity to the scoreboard without distracting the player.
- c. The scoreboard must be easy to read by the player, the opponent and spectators.

Electronically scored boards are excluded from sections a. and b.

Section 9 The spider wires must be legible and not broken. The double and triple rings must be within a tolerance of 1/16 of one inch of the normal gap of 3/8 of one inch in any segments of their circumference.

Section 10 The condition of the boards, including wires, flat surfaces, etc., shall not vary significantly from a majority of the boards in Association establishments.

Section 11 There shall not be any Association competition on boards not meeting the above standards to the satisfaction of the Executive Committee. Any team not having an acceptable board that has been certified for Association play by the appropriate Officer shall not play scheduled games on that board until an acceptable board has been provided. The Team Captains will have the option of rescheduling the match or playing the match in another establishment. The Home Team Captain will notify the Vice-President of the problem.

Section 12 The Captain of any team objecting to the condition of any approved board shall, PRIOR TO THE COMMENCEMENT OF PLAY, protest the match IN WRITING ON THE SCORESHEET. The match shall be played and the scores recorded. The Executive Committee may void and reschedule said match if the board is found to be unacceptable. The rescheduled match will be played as soon as possible.

ARTICLE II DATE AND TIME OF MATCHES

Section 1 All regular Association competition shall be scheduled to begin on the dates, days, and times to be set by the Executive Committee and continuing every week thereafter with the following exceptions:

Those weeks in which a recognized National Holiday falls on a day when play would normally be scheduled. The two-week period including Christmas and New Year Holidays. Air Cap week on Thursday only. Week of the Chicken Coop on Wednesday and Thursday only. The Monday following the Air Cap.

Section 2 The Executive Committee shall determine the starting time for all matches. Starting time for evening matches is 7:30 PM, and not later than 7:45 PM. A match may be rescheduled if both Team Captains mutually agree, prior to the start of play. It is the responsibility of the requesting Team Captain to notify the Secretary that the match has been rescheduled. It is the responsibility of the requesting Team Captain to contact his/her opposing Team Captain to determine a date to play the match. This date must be determined within seven (7) days and the requesting Team Captain must notify the Secretary of the new date. A make-up week will be scheduled at the end of each session. If the rescheduled match is the last match of the session it must be played within one (1) week. Failure to follow these procedures will result in the forfeiture by the requesting team of all fourteen (14) games. The team receiving the forfeited games will be given their average number of wins at the end of the session.

Section 3 The Executive Committee has the right to reschedule any match or matches as may be necessary and expeditious in maintaining an equitable and efficient competition schedule.

ARTICLE III TEAM MEMBERSHIP

Section 1 A team shall consist of no less than four (4) regular members and may have an unlimited number of members, with no more than six (6) players playing on a league night.

Section 2 A substitute, after playing two (2) times for any one team will be designated as a member of that team and not allowed to play for any other team as a substitute during that session. A member of any team shall not be used as a substitute by any other team. No new substitute will be allowed to play after 2/3 of the session has been played. In the event of this happening, all games participated in by that person are automatically forfeited.

Section 3 One player on each team shall be designated as "Captain" and it shall be the Captain's responsibility to see that his/her team meets all requirements for team membership as set forth by the Association. Violations of said requirements may result in forfeiture of any or all games participated in by the player (s) in question.

ARTICLE IV COMPETITION MATCHES

Section 1 The visiting team shall have the option of choosing the board(s) on which the match is played. If more than one visiting team is present, the visiting Captains decide which boards they will play on. All scheduled competition shall be played on the same boards unless extra boards are available and the Captains agree.

Section 2 No later than thirty (30) minutes prior to the time competition is scheduled to commence, the board (s) chosen by the visiting team shall be cleared by the management of the establishment or its representative for practice by the members of the competing teams. Failure by the establishment to do so upon request of the Visiting Captain shall result in the match being rescheduled or played in another establishment if the Visiting Captain so chooses.

Section 3 After competition begins; each player shall be allowed a warm-up time, limited to nine (9) darts, preceding each game.

Section 4 The Home Team Captain shall write the names of his/her player on the schedule in the order in which they will compete, and hand said schedule to the Visiting Team Captain. No substitution of players shall be allowed once a list of players has been submitted to the Visiting Team Captain. No changes shall be made in said schedule without the mutual consent of both team Captains with both initialing the change of the schedule.

Section 5 In all Handicap League play, any player on the roster must participate in at least one single 01 game each week, and must play both 301 and 501 at least one time in a four (4) week cycle.

Section 6 A team shall have a minimum of three (3) players in good standing with the Association present and playing or that team shall forfeit the scheduled match. Any team having the minimum number of players but unable to field a full team shall:

- a. Forfeit each individual game for which it is unable to field a player.
- b. Miss one (1) turn for each missing player in each team game.
- c. Player shall not participate in more than one (1) individual game in each set, nor shall any player take more than one turn in any one (1) round of doubles or team play.
- d. The following examples may be used to determine win/loss percentages:
 - (1) Team A with 4 or more players: Average of wins at end of session
 - (2) Team A with 2 players or less: 14 losses
 - (3) Team A and Team B each with 3 players: Twelve (12) wins are possible for either team but both are charged with 2 losses
 - (4) In the event of a double forfeiture, the Secretary must be notified by the Home Team Captain and the games must be replayed within six (6) days with both team Captains in agreement.

Team B with 2 or less players: 14 losses Team A with 3 players: 2 losses. Team B with 4 players: 2 wins

Section 7 Once a player's name has been called, they will be allowed 10 minutes to report for their Board Call per ADO rules. If not present, he/she shall be considered ineligible to engage in individual competition in that particular set of individual games. The game shall be forfeited in accordance with Section 5 (a).

Section 8 Any team (s) having two (2) players or less and forfeiting fourteen (14) games shall still be required to pay the necessary weekly team fee for the match.

Section 9 If a team has fewer than four (4) players listed to compete and an additional member arrives, member shall compete only under the following conditions:

- a The game in question has not already been passed over or has not already commenced.
- b The opposing team Captain has the opportunity to change his/her scheduled if deired.

Section 10 Score sheets, mailed by the Home Team, must be postmarked by midnight of the day following match play. Failure to mail score sheets, will result in a two (2) game penalty.

Section 11 A fee equal to the bank charge for the returned check will be charged for any returned check. Check must be paid in cash or by Money Order within seven (7) days or fees are considered unpaid.

ARTICLE V SCORING

Section 1 Each player or any player in the team or doubles games shall “diddle” for the first throw. The visitor shall have the option of throwing the first “diddle”. The player whose dart is closest to the center of the bull, judged from the point of impact, shall shoot first. If the scorer cannot decide which dart is closest to the center, if both darts are in the inner bull, or both darts are in the outer bull, a re-throw shall be called by the scorer. In case of a re-throw, players will “diddle” in reverse of the first “diddle”. When “diddling”, the second player may have the first player’s dart removed if the dart is in the single or double bull.

Section 2 For league competition the method of starting and finishing each game shall be as follows:

- a. Single 501 games: SIDO
- b. Single 301 games: DIDO
- c. Doubles 501 games: SIDO

Section 3 The scorer signaling the player’s score must give the exact score made. For a dart to score, it must remain embedded point first in the board for a minimum of five (5) seconds after the player has thrown the third or final dart. The player may touch the dart during the five-second period. Touching a dart ends the players turn.

Section 4 The scorer may inform the player of the number of points scored or remaining, if asked, but under no circumstances may he/she advise a player of the double required to finish the game. Exceptions are permissible when a team has only 4 shooting members, leaving no one to “coach” a new player, if that player asks for advice. It is also permissible for other team members or spectators to advise a player of the finishing double or any other scoring matter during the course of the game.

Section 5 Except as otherwise specified, only those darts remaining embedded in the board after the third dart has been thrown shall be counted. Once a dart has left a player’s hand in a throwing motion, it shall be counted as part of the throw and may not be thrown over in that particular turn at the board. A dart’s score is determined from the side of the wire from which the point enters.

Section 6 If a dart is resting upon, or is embedded in any other dart; it will not be counted as a scoring dart unless it’s point is actually imbedded in the board.

Section 7 Should there be an error in a player’s recorded score, it must be rectified before his/her next turn at the board is recorded or the error will stand. In the case of doubles or team games, such errors must be rectified before the next turn of any player on the team.

Section 8 The thrower shall not overstep the hockey line, but may step back to any desired distance. The thrower must have both feet behind the line. Should a player have his/her foot or any portion thereof over the hockey line during a throw, all darts so thrown shall be counted as part of the throw but any score made by those darts will be invalid. One (1) warning by the opposing Captain shall be sufficient warning before invoking this rule.

ARTICLE VI THE SCOREKEEPER

Section 1 During Association competition, the Home Team shall be responsible for furnishing scorekeepers.

Section 2 The scorekeeper shall be a dart player familiar with Association rules. The scorekeeper shall be mutually acceptable to both team Captains.

Section 3 While the scorekeeper shall be the sole authority in charge of the game they score, calling of scores and/or scoring may be challenged by the players or team Captains. Any play shall cease until such challenges are resolved.

Section 4 The scorekeeper and thrower shall agree upon the score made on each turn before the darts are pulled from the board and such score shall stand once the darts are removed.

Section 5 The scorekeeper shall record the score made on each turn as well as the cumulative score.

Section 6 The scorekeeper shall follow the following "10 Commandments":

Thou shall not talk while keeping score.

Thou shall not move about – stand still.

Thou shall not look at the shooter – stand face to the board.

Thou shall not call out the score on one dart or all three (3) darts unless asked.

Thou shall not tell a shooter what to shoot.

Thou shall not tell a shooter what combination to shoot for an out.

Thou shall not change a score if that player has shot again and a second score has been written down.

Thou shall not lean out to see where a dart is or follow the darts with body or head movement.

Thou shall not show any signs of disgust or excitement while scoring.

Thou shall not change the sides of the scoreboard of the players in three-leg matches. If you start a player on the left, leave him/her on the left, regardless of the diddle.

Let us all remember: Scorekeepers are human and make mistakes. This is to be expected. In the event a player or his/her Captain feels the scorekeeper is not qualified, or is distracting from play, they may request that the scorekeeper be replaced.

ARTICLE VII PERSONAL CONDUCT

Section 1 The following rules shall be observed at all times during any event sanctioned by the Association:

a. No team member shall wager on the outcome of any individual game or match in which that member's team is involved. A player found guilty, shall be expelled from the Association and his/her team penalized two (2) games.

b. Heckling or harassment of members of the other team while they are throwing shall be considered just cause for penalizing the offender's team one (1) game. Heckling or harassment includes indirect actions such as loud and/or boisterous talking or music, or standing or moving in a thrower's field of vision: if such actions are objected to by the thrower or his/her team Captain. Such behavior, if repeated, will carry a stiffer penalty.

c. Repeated use of foul or insulting language shall be considered just cause for penalizing the offending team six (6) games.

d. Resorting to physical violence or any behavior that would endanger another Association member or spectator shall be considered a serious infraction and just cause for suspension or expulsion from the Association.

e. Unsportsmanlike or inappropriate behavior shall result in a penalty of two (2) games or other penalty. Repeated evidence of unsportsmanlike conduct and/or inappropriate behavior by any individual or team member shall be considered just cause for suspension or expulsion from the Association.

Section 2 A player in good standing with the Association shall be allowed access to an establishment's playing area for scheduled Association play and specified warm up period. If an establishment refuses admission to any player, the team Captain of the refused player shall ask permission to allow the refused player access for the duration of the warm up and the matches only, while vouching for the conduct of the refused player. Should admittance still be refused, the team shall attempt to field a team of four (4) players, not including the refused player. If this is not possible, the match shall be played at another mutually acceptable location. If the team from the establishment refusing admission refuses to play, the match shall be considered a forfeit by that team.

ARTICLE VIII PROTESTS

Section 1 Protests are not encouraged. Any problem during league play should first be brought to the attention of the Team Captain involved. It is the expectation of the Association that Team Captains can work together to resolve differences. In the event that this is not possible, a Team Captain can file a protest with the Vice-President. A fee of \$25.00 will be charged for filing of said protest. If the protest is resolved in favor of the Captain filing the protest, the fee will be returned. If the protest is not resolved in favor of the Captain filing the protest, the Association will keep the fee.

ARTICLE IX AWARDS

Section 1 The Board of Directors shall present trophies or plaques upon completion of the competition schedule.

Section 2 The Board of Directors shall be empowered to select, purchase, and order proper engraving for the above awards and any other awards they approve.