

Space Coast Darting Association, Inc.

General Rules

I. TEAMS AND ELIGIBILITY

- A. No licensed establishment that discriminates will be allowed to join the SCDA.
- B. A team may consist of no less than four but no more than nine players.
- C. A team will be eligible to play in league competition if (1) a roster of four to nine players is submitted to the Statistician on or before the designated seasonal team sign-up cutoff date and (2) all sponsors fees and players dues are paid. Sponsors fees and players dues must be paid by week three of each season. If not paid by week 3, all match points will be forfeited.
- D. "Original" teams are defined as those that consist of four original players or 50% of the roster at the end of the previous season. All "original" teams will be placed into divisions according to their position at the end of the previous season and at the discretion of the Board.
- E. All "new" teams will be placed into divisions at the discretion of the Board. New divisions will be created as needed.
- F. Each "new" player will be assigned a permanent SCDA player number. Players will be issued a membership card annually denoting their SCDA number. Prior to the start of any match, the opposing team captain may request to see the membership card or other valid identification of those team members throwing in the match.
- G. Rosters will be provided to the team captains at the beginning of each season. Amendments to the rosters will be distributed on the weekly result sheets. The team captain is responsible for updating his division's original roster to reflect the amendments.
- H. An ineligible player is any player who has not paid membership dues. No member may change teams after he/she has thrown darts for another team during the same season; a player who does so becomes ineligible.
- I. If a team uses an ineligible player and/or a non-member under an absent member's name, all match points will be forfeited. If an opposing team captain knowingly allows an ineligible player to throw, his team also forfeits all match points.
- J. To make a player eligible after the league roster has been distributed, the team captain must do the following the night of league play that the player throws: (1) make a note of the player's name, address, telephone number, and SCDA number (if they have one) on the score sheet and (2) submit the player's league dues. If dues are not submitted the same night, all match points will be forfeited.
- K. In the event a team must add a player to field a full team (4), a player may be made eligible with the notification and approval from a Board member and notification of the opposing team captain prior to the match. Player information and dues must be included the same night or all match points will be forfeited. The Statistician will issue a membership card to the player with the next result sheet.
- L. New player additions will become official after all dues have been received.
- M. Persons under legal drinking age may play in a bar upon prior approval of the bar owner or management. The team captain is responsible for obtaining the approval.
- N. Two weeks prior to the end of the regular season (by week 13), no additional players will be accepted for league play.
- O. A team that forfeits a match without rescheduling will be ineligible to compete in the play-offs.
- P. Players MUST play at least five (5) weeks of the season to be eligible for playoffs (board discretion applies). Voted in Gen. Member meeting 12/06.

II. ENTRY FEES

- A. Individual membership dues will be established at each season's membership meeting (currently \$20 per person, per season). This includes the annual \$1.00 American Darts Organization (ADO) and the annual \$1.00 Florida Dart Association (FDA) membership dues.
- B. All sponsorship fees will be applied to the purchase of awards and postage.
- C. Sponsors' fees and player's dues must be paid by week three of each season.
- D. The league Statistician is paid at the end of each season at which time he/she is to receive \$2.00 per player.
- E. A portion of the players' dues is applied to an awards ceremony at the end of each season.

II. EQUIPMENT AND SPONSORS RESPONSIBILITY

- A. A dartboard of suitable quality (Bristle) no less than 1.5 inches in thickness must be affixed to a stable background at a height of 5 feet 8 inches from the floor to the center of the inner bullseye.
- B. The throwing line (toe line) must be 7 feet 9.25 inches from the front edge of the dart board measured horizontally along the floor (hypotenuse line from the bull to the toe line is 9 feet 7.375 inches). A player may stand further back, but the toes must not cross the front edge of the throwing line. The throwing line must be adequately marked for all players to see. A sign designating the front or rear must be posted if the mark is wide.
- C. Adequate lighting must be provided so the playing surface of the dartboard has a minimum of shadows.
- D. The ceiling height must be no less than 7 feet 6 inches.
- E. There must be sufficient room behind the throwing line so as to provide the player an area free of interference.
- F. The conditions of "A" through "E" must be met for league or tournament competition. The SCDA Board may suspend play at any facility if the required corrections are not made.
- G. Each sponsoring establishment will provide a bulletin board for weekly results, announcements, schedules, newsletters, etc.
- H. A scoreboard must be mounted within four feet of the dartboard at not more than a 45-degree angle from the plane of the dartboard.
- I. Dartboard must be a minimum of 2 feet from the board edge to an adjacent wall. Dartboards mounted side by side must be a minimum of 5 feet from center to center bullseye.
- J. No obstructions may exist between the throwing line and the surface to which the board is mounted.
- K. A sponsoring establishment must have at least one dartboard per team.
- L. It is custom of sponsors to buy the visiting team a round of drinks during the match. It is the team captain's responsibility to ensure that the team does not abuse this courtesy by having the team's order reflect what they have been drinking.
- M. The sponsor will be given a copy of the rulebook at the beginning of the season and will ensure that it is readily available to the team captains during match play.

IV. MATCH PLAY

- A. Match play begins promptly at 8:00 PM. A team that cannot arrive by 8:00 should telephone. If a team is not present by 8:15 without a telephone call, the late team may be penalized the first leg. If not present by 8:30, without a telephone call, the late team will forfeit the entire match.
- B. Match play for the eleven (11) point format will consist of seven (7) sets. Four single sets of best of three (3) consisting of 501 (SODO), cricket and diddler's choice (if needed), followed by two (2) Doubles sets of best of three (3) consisting of 501 (SODO), cricket and diddler's choice (if needed), and one (1) four person game of 1001 double on-double out (DODO). All warm-ups of participating players before each set should be kept to a maximum of nine (9) darts.
- C. Match play for the nineteen (19) point format will consist of thirteen (13) sets. Four singles sets of best of three (3) 501, Four single sets of best of three (3) cricket, Two Doubles sets of best of three (3) 501, Two Doubles sets of best of three (3) cricket, and One (1) four person game of 1001 double-on / double-out (DO/DO). All warm-ups of participating players before each set should be kept to a maximum of nine (9) darts.
- D. Line-ups must be exchanged at the starting time of each set. Line-up changes after this time can only be made with the approval of the opposing captain. No more than 10 minutes should be allowed from the end of one set to the start of the next set. Both team captains should ensure that the SCDA players' numbers and names are filled in to ensure that the players are eligible.
- E. A thrower may be coached by his team or any spectator (other than the chalker) as to the score remaining or the combination needed. If requested, the chalker may tell the thrower only what is scored and the remaining score (but not the combination needed).
- F. Errors in arithmetic must stand as written unless corrected prior to the next throw of that team.
- G. No darts may be touched by anyone prior to the decision of the chalker or the opponent's acknowledgment of the score.
- H. It is the thrower's responsibility to verify the score before touching the darts.
- I. If the thrower touches his/her darts prior to the acknowledgement of the score as recorded, the score remains as originally determined by the chalker.
- J. For a dart to score it must remain in the board for five seconds after the third and final dart is thrown by the player. The point of the dart must be touching the bristle portion of the dartboard (chalker impartiality must be maintained).
- K. In the eleven (11) point format, A thrower may shoot in one singles, one doubles, and the team game, but not in any two games of the same type.
- L. In the nineteen (19) point format, a thrower may shoot in one single 501, one single cricket, one double 501, one double cricket, and the team game, but not in any two games of the same type.
- M. A match may be played with as few as 2 players representing a team. One to two forfeits will be incurred in the single. The line-up must be filled in with players as soon as possible so that the forfeits occur in the last possible set (fill from the top down). The doubles games may be played with 1 player; the team will miss a turn for each absent player ("ghost" player). The 1001 game may be played with 2 players; the team will miss a turn for each absent player ("ghost" player).
- N. The signed score sheet attests to the correctness of the match. Team captains should verify that it is correct prior to signing.

V. **STARTING MATCH PLAY**

- A. All matches will be started by throwing the cork (diddle). A coin toss will determine the first cork try, if the players can't agree who will throw the cork first, with the winner having the option of throwing 1st or 2nd. The player or team who has their cork try closest to the center of

the dartboard will begin the game. Center bullseye beats outer bullseye. The loser of the 1st leg has the option of diddling first (throwing the cork) in the 2nd leg. If a 3rd leg is necessary, the cork will again be thrown, with the loser of the original coin flip having the option of throwing for the cork.

- B. If the second player's cork shot lands in the same center or outer bullseye, a tie is declared. The players must throw for the cork again, but in the opposite order.
- C. If the first player's cork try lands in either bullseye, the second player may request that the dart be removed prior to his/her attempt at the cork.
- D. Re-throws may be called if the chalker cannot visually determine which dart is closest to the center of the dartboard. The darts will not be touched in any manner until the team captains request that the chalker attempt to establish which dart is closest by measuring the distance or the captains request a re-throw.
- E. In throwing the cork, the dart must remain in the board to count. Additional throws will be made until the dart remains in the board. Should the second cork thrower's dart dislodge the first thrower's dart, a re-throw will be made in the opposite order.
- F. The team captain will determine the order in which players throw in the double or 4 person team sets. The order is fixed once the set starts.
- G. Any player scheduled to play in a given set may throw for the cork.

VI. SEQUENCE OF SETS

- A. In the eleven (11) point format: Four single sets of best of three (3) consisting of 501 (SODO), cricket and diddler's choice (if needed). 2 Doubles sets of best of three (3) consisting of 501 (SODO), cricket and diddler's choice (if needed). The Doubles sets may be played with an absent player ("ghost" player), with a turn being missed for each absent player. One 4 person team game of 1001 DO/DO (double on, double out), best one (1) of one (1) game. The 1001 game may be played with two (2) players; the team will miss a turn for each absent player ("ghost" player).
- B. In the nineteen (19) point format: Four singles sets of best of three (3) 501, Four single sets of best of three (3) cricket, Two Doubles sets of best of three (3) 501, Two Doubles sets of best of three (3) cricket, and One (1) four person game of 1001 double-on / double-out (DO/DO).
- C. The first player to reduce the score to exactly zero in the "01" games is the winner. The final dart must be a double number (outer dartboard ring or the center bullseye) that reduces the previous total to exactly zero.
- D. If a greater score is thrown than is required to reduce the remaining score to zero, the turn does not count and the score remains as it was (bust).
- E. If in any game of "01", a score of two (double one) is reached by both players or teams, a maximum of ten rounds (30 darts) will be allowed (per team). A thrower's turn is one round. If after 10 rounds a double one is not hit, the next player for each team throws at the double bull. The closest dart to the double bull wins the game.
- F. No "fast finish" will be allowed.
- G. Cricket uses the numbers 20, 19, 18, 17, 16, 15, & bullseye. The object is to "own" those numbers or "close them" before the opposing team does.
- H. A number is owned or closed by scoring either one triple, a double and a single, or three singles. After the number is closed, all hits in that number score their numerical value (example: thrower hits triple 20 and a single 20 – thrower closes the 20 and scores 20 points).

- I. The only way an opponent can prevent the opposition from continuing to score on a closed number is to also close that number.
- J. Hits to close a number need not be accumulated in one turn.

VII. MATCH POINTS

- A. One (1) point will be awarded for each set of singles. Two (2) points will be awarded for each set of doubles. Three (3) points will be awarded for the team game (Voted in Gen. Member meeting 12/06).
- B. The team with the greatest percentage of wins at the end of the season will determine the division winners.
- C. Ties may be played off or awards may be given to each team. This will be at the discretion of the Board.

VIII. LEAGUE RESULTS

- A. Each sponsor and captain will receive a copy of the league results on a weekly basis. The sponsors are expected to post these results on the required bulletin board.
- B. Home teams will fill out a weekly score sheet and have it signed by the visiting team captain and the home team captain. New information (member additions, etc) and exceptional play for both teams should be included on the score sheet for record keeping and newsletters.
- C. Home teams are responsible for the completion, neatness, accuracy, and mailing in the score sheets. Visiting teams should verify the information before signing the score sheet.
- D. Score sheets must be mailed to the Statistician no later than 24 hours after the match.
- E. Results of the match are to be telephoned or E-mailed by both teams to the statistician after 8:00 PM on the night of league play. (Results also include forfeits and matches that are to be rescheduled.) The division, team names, and the final wins per team are the only information needed. One call or E-mail per match from both teams will suffice.
- F. If a home team fails to mail in results, the score will be posted as received from the visiting team's call or e-mail. The team that fails to mail in the results will forfeit any right to protest. If neither team calls or e-mails and no score sheet is received, the results will be posted as no wins and all losses until such time as the correct information is received by the Statistician.

IX. POSTPONEMENTS / FORFEITURES

- A. The team captain should contact the opposing team captain 24 hours in advance of scheduled league play for which the postponement is desired. Board notification is not necessary if both team captains agree to the reschedule. The League Statistician must be notified no later than 24 hours after the postponed match was originally scheduled to be played. No team may request or accept a reschedule if it has a rematch pending without Board approval. Requests will be evaluated on a case by case basis and must exhibit unforeseen or drastic conditions in order to justify consideration.

- B. Postponements and rescheduling of a match will be at the discretion of the Board if the affected team captains cannot reach a satisfactory agreement.
- C. If a team leaves the league during season play, its record to that date will be nullified. Adjustments will be made to the records of all teams having played the disbanded team so as to delete those games. The team and its players will be ineligible for the remainder of that season. At the Board's discretion, they may also be ineligible for the following season.
- D. Teams that forfeit without rescheduling a match will be ineligible to compete in playoffs and may be further penalized at the discretion of the Board.

X. PROTESTS

- A. Protests must be submitted in writing to any board member by the team captain.
- B. Protests are normally made at the time of the occurrence and with the knowledge of the opposing captain.
- C. The Board will rule upon protests. If a protest arises that would result in a conflict of interest for one or more Board members, alternates will be appointed from the SCDA membership.
- D. When a protest is filed against a team, a player, or a sponsor, the date, time, and place of the board hearing will be made known to all parties involved. The offender will be allowed to answer the protest in person at the hearing. The Board has the power to impose disciplinary action against the offender.
- E. Notification of the action taken will be made available to the general membership.

XI. SPORTSMANSHIP

- A. At no time are other players or spectators (except the chalkers) allowed to stand in front of the throwing line when a player is throwing. The chalkers must step behind the line if requested to do so by the thrower. Distracting a player while he/she is throwing will not be tolerated. Throwers competing on dartboards mounted side-by-side should retrieve darts in a timely manner.
- B. It is expected that all SCDA members will conduct themselves in a sportsmanlike manner during all league matches and tournaments.
- C. Membership may be terminated or restricted by a majority opinion of the Board if a member creates disharmony or behaves in a prejudicial manner.
- D. The Board's decision to terminate or restrict a membership may be appealed by the affected member. The affected member has 7 days after the Board's ruling to present, in writing, an appeal request to the Secretary. The Secretary will arrange an Appeal Meeting and provide notice to the neutral team captains within 3 days of the appeal request. The meeting must take place within 10 days of the Secretary's receipt of the appeal request. Once voted on by the neutral team captains, no further appeals will be possible.

XII. PLAYOFFS

- A. For all playoffs, the format will be the eleven (11) point format. Results will be called in or E-mailed on the night of play.
- B. At the end of the season, it may be necessary to hold a playoff between tied teams if their position is affecting the final standings and/or advancement to League Championship Playoffs.

Determination of a neutral site will be by a coin toss if the team captains cannot agree to a common site.

- C. The first 4 teams in each division will be automatically eligible. Other teams will be selected by the Board and as needed to eliminate byes (“wildcard” spots usually selected by highest percentage).
- D. The League Championship Playoffs will follow the regular season by no more than 2 weeks.
- E. The format of the League Championship Playoffs is subject to change at the General Membership Meetings.
- F. The SCDA Board will determine the site of the League Championship Playoffs. Eligibility of sponsors will be at the discretion of the Board and made as fairly as possible.
- G. Any season with less than twenty-eight (28) teams will play a sixteen (16) team bracket. Any season with twenty-eight (28) or more teams will play a thirty-two (32) team bracket. Playoff positions will be evenly divided among all divisions with unfilled positions being assigned by season percentages (wildcard). Voted in Gen. Member meeting 12/06.

XIII. AWARDS

- A. 1st, 2nd, and 3rd place teams in each division of the regular season play will receive an award.
- B. 2nd, 3rd, and 4th place teams in the League Championship Playoffs will receive an award.
- C. 1st place team in the League Championship Playoffs will be awarded the “David (Gonzo) Gonsalvas Memorial Cup” (the County Cup). Each team member will receive an individual award and have their names on the County Cup.
- D. Individuals will receive an award for High-On, High-Off, and Short Games. These awards will be presented to both men and lady darters in each category.
- E. The “Mike Jansen Sportsmanship Award” (Darter of the Year) will be presented each December.
- F. The “Hall of Fame” award will be presented at the discretion of the Board.

XIV. FDA/ADO TOURNAMENTS

- A. SCDA members pay annual FDA/ADO membership dues and are eligible to participate in any money tournament accredited by these organizations. Each organization uses a point system to determine eligibility of its members to compete in national and/or international sponsored events.
- B. SCDA will field at least one team in the annual FDA State Team Championship tournament. Eligibility for this event is covered in the separate “State Team Information” handout.

XV. NOTES