

GREATER LOUISVILLE DARTING ASSOCIATION

RULES

[version: Spring 1994]

RULE 1. MEMBERSHIP, REGISTRATION, SPORTSMANSHIP

Section 1. MEMBERSHIP

- Art. 1. Any person twenty-one years of age or older shall be eligible to play in the G.L.D.A. league
- Art. 2. An individual membership fee as established by the G.L.D.A. Board of directors is required.
- Art. 3. It shall be the responsibility of each member to have his/her membership card at each match. This card should be shown if and when their eligibility is challenged by an opposing captain. If his/her card is not available it must be verified by the G.L.D.A. secretary.
- Art. 3. Failure of a player to show proof of membership could result in forfeiture of points.

Section 2. REGISTRATION

- Art. 1. Only G.L.D.A. registered players may participate in G.L.D.A. sponsored activities. (This article may be waived for tournaments.)
- Art. 2. Any entry fee may be paid by a sponsoring establishment at registration time. This fee shall be determined by G.L.D.A. league directors.
- Art. 3. All members' fees must be paid at the time of registration.

Section 3. SPORTSMANSHIP

- Art. 1. Good sportsmanship shall be the prevailing attitude during all G.L.D.A. sponsored events.
- Art. 2. Attempts to distract an opponent while he/she is throwing will not be tolerated. Complaints may result in the league directors taking disciplinary action.
- Art. 3. When an infraction of the G.L.D.A. rules has been committed, it is the responsibility of the team captain in the interest of good sportsmanship to

resolve the infraction at the time of the infraction (or when first noticed.) If no agreeable resolution can be achieved at that time a protest or counter-protest is to be initiated at that time and will have no effect on the playing of the remainder of the match.

Art. 4. It is not considered unsportsmanship-like for a captain to protest a direct violation of any rules herein.

Art. 5. It is considered good sportsmanship to shake hands before and after each match.

RULE 2. EQUIPMENT

Section 1. THE DARTBOARD

Art. 1. All league competition, including tournaments and play-offs shall be conducted on a standard English bristle, 20-point clock faced dartboard.

Art. 2. The dartboard 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".

Art. 3. An acceptable dartboard must be secured to the wall so that the distance from the center of the board to the floor measures 5' 8" plus or minus 1/4".

Art. 4. The scoring wedge indicated by the number 20 shall be the darker of the two colors and must be the top center wedge.

Art. 5. The dartboard must be positioned so that it is readily available to the players without distraction to the thrower.

Section 2. LIGHTING

Art 1. Lights must be affixed in such a way so as to brightly illuminate the dartboard, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of the dart.

Section 3. SCORING SURFACE

Art. 1. A scoring surface must be provided and located in such a manner that the score may be easily read by players and spectators.

Section 4. THE HOCKEY LINE

Art. 1. There shall be a strip on the floor at least one inch wide and less than 22 inches long running parallel to the scoring surface of the dartboard and centered with the dartboard. From the front edge of the dartboard to the front edge of this strip, the distance shall be no less than 7" 9 ¼". The front of the strip (hockey line) shall be the edge nearest the board.

Section 5. CONDITION

Art. 1. All comments concerning equipment of a particular establishment shall be directed towards the G.L.D.A. board, which with sufficient cause, will request replacement of such equipment.

Art. 2. As per captain's responsibilities, all captains from each establishment will be equally responsible for maintaining equipment and conditions to the G.L.D.A. standards. Failure to comply will result in disciplinary actions per the Board's decision.

RULE 3. THE TEAM, PLAYER STATUS, NEW PLAYERS

Section 1. THE TEAM

Art. 1. During any season a team shall consist of a minimum of four (4) registered team members and a maximum of six (6) registered team members, except in doubles league, where a team shall consist of two registered team members.

Art. 2. A team roster (name, address, phone number) of each player must be in the G.L.D.A. office by the first day of season play. All games with unregistered players may be forfeited.

Art. 3. Players fees and sponsor fees as determined by the G.L.D.A. league directors shall be required for each season and shall be paid by the deadline date specified in the registration information for that season.

Art. 4. Each team shall have one member who is designated captain. In the regular captain's absence one member shall be the acting captain.

Art. 5. In a league of four person teams, three registered team members shall be considered to be a legal but incomplete team. In a doubles league, one player shall be considered to be a legal but incomplete team.

Art. 6. A team having less than the minimum number of players present for a match will forfeit the respective number of points for each game not played. One player may play against two in a doubles game but would have only one turn to the opponents two. The same would apply to a four-person team game where three players would throw three turns against their opponents' four turns per round. Missing players would lose their turn.

Art. 7. Each Team must furnish a team name at time of registration.

Section 2. PLAYER STATUS

Art. 1. A player may register for any team in a league he or she wishes. As a registered member of a team, he or she becomes ineligible to play for any other team in that league and is considered "locked in" to that team for the remainder of that season.

Art. 2. A registered team member may be dropped from a team's roster by so notifying the league registrar in writing. Any registered team member who is dropped from a team may not register on any other team of play as a substitute for the remainder of the season.

Art. 3. If there are two (2) or more leagues in any one season, a player may register on a maximum of one team in each league.

Section 3. NEW PLAYERS

Art. 1. A new player (non-member) may play in a match. In order for any points scored by such person to count, his/her name address, and phone number and status (registered member) as well as membership dues and or team fees must be received with the completed scorecard. If fees are not received with the scorecard, points scored by such person shall be awarded to the opposing team.

Art. 2. New players may not be added to a team as registered member during the last three scheduled matches of the season or playoffs.

RULE 4. SCHEDULE, THE MATCH

Section 1. SCHEDULE (LINE-UPS)

Art. 1. Team captains (or acting team captains) must meet prior to the start of the match to schedule players for each event. Singles, doubles and team game

should be scheduled prior to each event. All events may but do not have to be scheduled at one time. This should be decided by the captains prior to the start.

- Art. 2. Line-ups must be made BLIND by each captain and they are not to prearrange players against certain opponents.
- Art. 3. Line-ups cannot be changed after players have been scheduled.
- Art. 4. A captain with more than 4 member on his/her team may rotate players between events of the match.
- Art. 5. No player may be scheduled more than once in each event of the match. (Singles 501, Singles 301, are considered the same event).
- Art. 6. All team members on the scoresheet shall play in at least two (2) events.

Section 2. THE MATCH

- Art. 1. The match will start at a time designated by the league directors with a grace period of fifteen (15) minutes for the start of the first scheduled event. No more than five (5) minutes may elapse between games and/or events.
- Art. 2. The format for a match in league play shall be determined by the board of directors prior to the start of the season.
- Art. 3. The scoring system for a match shall be determined by the Board of Directors prior to the start of the season.

RULE 5. THROWING CORK

Section 1. THROWING CORK

- Art. 1. All matches are begun with a toss of a coin to determine the option of throwing cork first. The player who throws closest to the cork has the choice of throwing first or not, when starting the game. The loser of Game one has the option of throwing cork first in the second game. If a third game is necessary, the loser of the original coin toss had the option of throwing cork first. If all players cannot remember, a reflip is necessary.
- Art. 2. Only players scheduled in that individual game may throw for cork.

- Art. 3. A re-throw shall be called if the scorer cannot decide which dart is closest to the cork. Cork ties cork, i.e., outer bull (25) ties out bull, inner bull (50) ties inner bull.
- Art. 4. The second thrower, if he/she so desires, may acknowledge the first dart as a single or double bull and ask for the dart to be removed and the second dart equals that of the first, a tie results and a re-throw becomes necessary with the second darter throwing first.
- Art. 5. Should the scorer call for a re-throw at the cork, the opposite team shall re-throw first, with additional re-throws being on an alternation basis.
- Art. 6. The dart must remain in the scoring area of the board in order to count. Additional throws may be made until the player's dart remains in the dartboard. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower now throwing first.
- Art. 7. Darts must not be touched prior to the decision of the scorer. Should the scorer or thrower be in doubt, the both captains shall add their opinions with the majority ruling.
- Art. 8. In multiple player events, the order in which players should throw shall be left to their captain or participating partner. The cork shooter need not be the one who throws first.

RULE 6. GAME RULES

Section 1. "01" GAMES

- Art. 1. The objective is to begin with a certain number of points and reduce the score to zero. Games of "301" start with three hundred and one (301) points. This number may be increased in any increment of 100 points for other "01" games. The first player to reach to reduce their score to zero is the winner.
- Art. 2. For league play all games are FIDO, except 301. Inner bull (5) is considered a double 25 for finishing a game.
- Art. 3. Each player will take turns in throwing. (Three darts in succession constitutes a "turn")
- Art. 4. All darts thrown shall be counted for score and subtracted from the starting point value.

- Art. 5. To finish the game a player's last thrown dart must land in the double ring, in a number that is equal to one-half of the remaining score.
- Art. 6. No fast finishes such as "Three in a bed", "222", "111" "Shanghai", etc. are permitted.
- Art. 7. A player busts when his/her three darts (or less) score more points than remain in the game, or if the three darts (or less) score the exact number of points remaining in the game but the last thrown dart does not land in the double ring, or if the three darts (or less) score one less point than remain in the game. When this occurs, the score remains as it was prior to that turn. The next scheduled player then takes his/her regular turn to throw.

Section 2. CRICKET

- Art. 1. The objective is to "own" certain numbers on the board and have the greatest number of points scored. The player or team to do so first is the winner.
- Art. 2. Cricket is played using the numbers 20, 19, 18, 17, 16, 15, and both the inner and outer bull (cork).
- Art. 3. Each player shall take turns in the throwing. (Three darts in succession constitutes a "turn".)
- Art. 4. Once a player or team scores 3 darts in a number it is "owned by that player or team. Once both players or teams have scored 3 darts in a given number, it is "closed" and no further scoring can be accomplished on that number by either player or team.
- Art. 5. When a number is "owned" by a player or team, each subsequent dart thrown in that number shall score appropriate numerical value. (Provided the number is not owned by both players or teams, because then it would be "closed".) All numerical scores shall be added to the previous balance.
- Art. 6. Numbers can be "owned" or "closed" in any order desired by the individual players or teams.
- Art. 7. For the purpose of "owning" a number, the double and triple ring shall count as 2 or 3 times the numerical values, respectively.
- Art. 8. There shall be no ties, if both players or teams are even in numerical points, the winner shall be the first player or team to own or close all numbers.

RULE 7. SCORING & MARKING

Section 1. SCORING

- Art. 1. The scorer for each game shall be a person acceptable to both captains. Should the choice of a scorer cause dissent, another shall be selected.
- Art. 2. If so requested by the shooter, the scorekeeper shall refrain from smoking or drinking while in the performance of his/her duties.
- Art. 3. For the dart to score, it must remain independently in the dartboard for five (5) seconds after the third or final dart has been thrown by that player.
- Art. 4. Propelling a dart by mechanical or other such means is not allowed.
- Art. 5. In order to score, the point of the dart must be touching the bristle portion of the dartboard.
- Art. 6. A dart's score shall be determined on which side of the wire at which the dart enters the dartboard. In the case where a dart lodges between the wires where they meet and it cannot be determined on which side of the wire the dart has entered the board, the higher score shall always be awarded.
- Art. 7. No dart may be touched by the thrower, another player, scorer, captain or spectator prior to the decision of the scorer. Once thrown a dart that is touched or pulled by the thrower constitutes an end to his/her turn.
- Art. 8. Both feet must be behind the hockey line, this line must not be trodden or over trodden before the dart contacts the dartboard. If this rule is violated by a player advancing within the minimum distance (7' 9 1/4") the opposing captain will warn the player and his captain. Further violations will result in the forfeiture of the score obtained from the darts thrown.
- Art. 9. Any part of the wire spider or thrown dart must not be touched by the thrower, another player, scorer, captain, or spectator if at least one dart of a turn remains in any part of the board.

Section 2. MARKING

- Art. 1. It is the responsibility of each player to verify this or her score before removing any darts from the board, the score for that throw remains as written if one or more darts have been removed from the dartboard.

- Art. 2. The scorer may inform the thrower what is left or what has been scored. He/she may not inform the thrower what is left in terms of number combinations. It is permissible for a teammate or a spectator to advise the thrower during the course of a game.
- Art. 3. Errors in arithmetic must stand as written unless corrected prior to the start of that teams next throw. This rule may be waived in the interest of sportsmanship, provided both captains agree.
- Art. 4. If a player throws out of turn, that score shall be removed and the score corrected. The scheduled player shall then throw. The out-of-turn player forfeits his/her next regular turn in the game. The opposing team must challenge the out-of-turn player before any further darts are thrown. Failure to challenge immediately will result in the score standing as written. This rule may be waived in the interest of sportsmanship, provided both captains agree.

RULE 8. CAPTAINS DUTIES, REPORTING RESULTS, PROTEST PROCEDURES, PENALTY POINTS

Section 1. CAPTAINS DUTIES

- Art. 1. Each Captain is responsible for the conduct of their team and misconduct will result in disciplinary action per the Boards discretion.
- Art. 2. Captains are responsible for turning in or seeing that their team members' dues and team fees are paid.
- Art. 3. Each captain is responsible for keeping their team informed of all GLDA matters including prompt distribution of rule changes made during the season, or any information given out during G.L.D.A. General Meetings.
- Art. 4. All captains or team representatives are required to attend captains meetings and G.L.D.A. general meetings.
- Art. 5. Captains are responsible for initiating any protest on behalf of their team or team members.
- Art. 6. Captains must immediately inform the league directors of any change in their team roster.
- Art. 7. Captains are responsible for the accuracy of the scorecard, and the signing of the scorecard.

Section 2. REPORTING RESULTS

- Art. 1. Both captains shall verify the accuracy of the scorecard by signing it prior to submitting it to the G.L.D.A.
- Art. 2. The Official scorecard shall be completed and postmarked to the G.L.D.A. by the home team captain no later than 48 hours following competition. Failure to do so will result in a penalty of 3 wins. Failure of the home team captain to mail in the scoresheet to the G.L.D.A. office by the following week deadline will result in a forfeit of all wins by the home team.
- Art. 3. The official scorecard shall be used to calculate team and Divisional standings.
- Art. 4. The results should be called in by the home team captain to the designated phone number for the G.L.D.A. within 24 hours from midnight of league night. Failure to call in scores will result in a 3 win penalty for home team.

Section 3. PROTEST PROCEDURES

- Art. 1. Only team captains or acting captains may file a protest.
- Art. 2. Protests may be initiated by telephone or by stating same on the front of the scoresheet.
- Art. 3. Details must be submitted in writing to any G.L.D.A. officer no later than five (5) days following the alleged infraction or the protest will be considered invalid. Upon receipt of written protest the G.L.D.A. Board will rule on the matter within seven days. Their decision is final.

Section 4. PENALTY POINTS

- Art. 1. A penalty of three (3) points will be deducted from any team whose captain or team representative fails to attend a Captains Meeting, or General Membership Meeting, provided the captain has been notified (3) days prior to the scheduled meeting.

RULE 9. GAMBLING, POSTPONEMENTS, FORFEITURE, WITHDRAWAL

Section 1. GAMBLING

Art. 1. Gambling is neither sanctioned nor authorized at any G.L.D.A. sponsored event.

Section 2. POSTPONEMENTS, RESCHEDULING

Art. 1. In the event of necessity, postponements may be arranged by a team captain by contacting the opposing team at least 24 hours prior to the scheduled match.

The match must be rescheduled at the original site, at a mutually agreeable time, within six (6) days. In the case of extenuation circumstances, such as a bar being closed or unable to host darts on a non-league night, accident, or "Act of God" both captains must arrange to play the match at a mutually agreeable site within 10 days.

Section 3. FORFEITURE

Art. 1. In the event a team (as defined in Rule 3. Section 1. Art. 5.) is not present at the end of the fifteen (15) minutes grace period of a scheduled match, a forfeit shall be in effect.

Art. 2. In the event of a forfeit, the team forfeiting the match will receive zero points. The other team will receive two-thirds (2/3) of the points. (Remainders will be rounded up to the next point.) Should the Captain of the winning team be dissatisfied with the forfeit points awarded, a appeal may be directed to the G.L.D.A. Board of Directors to instruct the team losing by forfeit to play the scheduled match within five (5) days of the forfeited match. If the forfeiting team does not comply the team will be considered withdrawn from the league and Rule 9. Section 4. Art. 2. will apply.

Art. 3. A scorecard must be mailed to the G.L.D.A. off ice and must be signed by the captain or acting captain of the present team at a forfeiting match.

Art. 4. A team that has forfeited two (2) matches must notify the league directors or the G.L.D.A. office three days prior to its next scheduled match, regarding its problems or that team will be considered withdrawn.

Section 4. WITHDRAWAL

Art. 1. A team may withdraw from its division after G.L.D.A. had been informed in writing.

Art. 2. If a team withdraws from the league during the second half of the season all points played since the first half of the season shall be considered null and

void. Otherwise all points the withdrawn team has won and lost will be considered null and void.

RULE 10. DIVISION STANDING, TIES AND PLAYOFFS. TOURNAMENTS AWARDS

Section 1. DIVISION STANDINGS

Art. 1. The team with the highest number of points at the end of a season is the division winner. The team with the second highest number of points at the end of the season is the division's runner-up.

Section 2. TIES AND PLAY-OFFS

Art. 1. All teams in contention for the league championship must be prepared to play off ties within seven (7) days following the last regularly scheduled match in their division.

Art. 2. The format of the divisional tie play-offs shall be the same as the format for a regular league match.

Art. 3. No postponements will be allowed.

Art. 4. If two teams tie for first place in their division, the first tiebreaker will be results from head to head competition between the two teams. If the two teams are still tied a playoff will be held within (7) days.

Art. 5. If more than two teams are tied the first tiebreaker will be the number of games won between the tied teams. If two teams are still tied (see rule 10. Section 2. Art. 4.). If more than two teams are still tied a playoff will be held.

Section 3. TOURNAMENTS

Art. 1. Fees, rules and procedures for all tournaments shall be decided by the G.L.D.A. board members.

Section 4. AWARDS

Art. 1. An awards committee shall be appointed by the G.L.D.A. Board.

Art. 2. Only registered members of a team will be eligible for trophies and awards for team positions at the end of a season.

RULE 11. POLICY, RULE CHANGES

Section 1. POLICY CHANGES

Art. 1. Policy changes, temporary ruling, and general information not covered by these rules, may be announced on the standing sheet of supplementary sheet. These policies will be considered to be in effect immediately. It is the responsibility of each captain to inform their team members of these announcements.

Section 2. RULE CHANGES

Art. 1. These rules may be amended or revised or added to for the purpose of clarity and uniformity at any G.L.D.A. Board meeting to later be ratified by two-thirds (2/3) majority at a general membership meeting or by special ballot.