

# CENTRAL MISSOURI DART ASSOCIATION RULES

## 1. FLIGHTS

- a. The league shall be divided into Flights to be decided before each season by the Board and Captains of previous season.
- b. The Board shall be the final authority in assignment of teams to Flights.
- c. Any team finishing 1st place of their respective Flights any 2 seasons will be required to advance to the next higher Flight if one is available and teams finishing in the bottom 2 positions for any session may have the option of moving down to the next lower Flight if one is available. For the sake of clarification a team will be considered the same team if the roster contains at least 51% returning members.

## 2. TIME

- a. A starting time will be established for each league and observed throughout that leagues regularly scheduled matches. A match not underway within 15 minutes of starting time is subject to forfeit.
- b. The CMDA board reserves the right to reschedule any match or matches to maintain a schedule.

## 3. TEAM ROSTER

- a. Rosters may be changed or added to any time during season. No roster will be accepted which contains less than the minimum number of players, nor at any time may a roster exceed the maximum number of players.
- b. Any player dropped from a team's roster for any reason that has played at least one of the seasons' matches will be ineligible to re-register with another team until new season begins. A player who has not played and is dropped will be eligible.
- c. A team unable to field a full team will forfeit the respective number of points for each game not played. For team events, they will miss one turn each for each missing player in each round of play. (Example: A team playing against a team with lesser players would play turn for turn per number of players against the opposition – a 2-man team playing against a 3-man team would have only two turns for every three turns the opponents have. The doubles matches would have the light team throw once for full team's twice – the match is only to be played if the light team requests it to progress; otherwise it is declared a forfeit.
- d. In the event that a team does not show or does not choose to throw light, the match shall be considered a forfeit. Win/loss consideration and match points shall be awarded as follows: the team forfeiting shall receive a loss for the evening. The team forfeiting will receive no match points. The opposing team (the team being forfeited to) shall receive a win for the evening. The opposing team will also receive the number of points equal to but not exceeding the maximum number of points scored against the forfeiting team in any previous match during the current season of play. If the forfeiting team has not yet competed during the current session of play, or if the forfeiting team has not lost a match during the current session of play, then the number of match points awarded the opposing team will be determined by the amount of points required to constitute a win during the current session of play.
- e. Any team that cannot field a full team for competition three (3) consecutive weeks shall be subject to immediate review by the Executive Board. That team shall abide by all resolutions made by the Board to resolve the lack of full team compliment.

## 4. DURING A GAME

- a. No changes will be allowed to the roster after competition has started.
- b. Chalkers may be used if all players agree.
- c. Play will begin with the toss of a coin for cork. Second game will be loser's choice for cork. If there should be a third game, a coin will have to be tossed again for cork. Home team tosses coin and visiting team calls.

- d. A player must write down his score for each turn prior to removing his darts thrown that turn from the board. For a dart to score, it must remain in the board until retrieved by the thrower.
- e. All thrown darts and the foul line rule will be strictly enforced. A player must have both feet behind the foul line for each throw. If he has one or both feet over the line, the score for that turn will be invalid. A violating player should be warned immediately about his line foul by the opponent. A player may go up and look at his dart to verify where it has landed, but if he touches the dart his turn is over and he must take the score of only the darts he has thrown (even if he has not thrown all three darts).
- f. Any changes made to correct mistakes in scoring must be effected before the next turn of the player or team against whom the mistake was made, either in his favor or against. Obvious mistakes such as deducting 50 from 601 and having a total of 351 left can be corrected at any time during the match as these are the inadvertent mistakes which sometimes go unobserved for many turns. Errors in addition or subtraction must be corrected before throwing.
- g. If a player throws out of turn, the opposing team has the option of having the round rethrown or allowing the round to stand as thrown. The player throwing out of turn will lose his next scheduled turn.
- h. The scorekeeper can only tell a player what amount is left for him to attain or what has been scored with the darts he has thrown. The scorekeeper cannot tell the throwing player what to throw at. If the scorekeeper tells the player by mistake to throw at a certain number for a finish and it proves to be a wrong number, the throw stands as thrown.
- i. No coaching is allowed from anyone other than a fellow team member. A player may ask the scorekeeper what score remains at any time but he should not seek advice about what to throw for. In the team events a player may consult with his teammate(s) concerning play strategy at any time during that throw.
- j. DOUBLE ONE RULE. The doubles rule that existed in prior sessions has been dropped from these rules. You must shoot until you hit the double one. There is not time limit on the match. First person to hit the double wins the game.
- k. All darts are scored as they are located in the board, not as a player thinks they are located in the board. If a game shot is hit, the game is over. If a wrong double is thrown at and hit, the darts still count.
- l. Re-throws shall be called if the scorer cannot decide which dart is closest to the cork or if both darts are anywhere in the inner bull or both darts are anywhere in the outer bull or if the dart of the second player dislodges (knocks it out of the board) the first player's dart, both players will re-throw and the second player will then cork first.
- m. A player may ask his opponent to pull his cork dart if it is in the inner or outer bull.
- n. CMDA will also follow any additional rules laid out by the ADO in their Tournament Rules book. This information can be found on the CMDA website and given to the Captain of each team at the beginning of a season.
- o. In the B-Flight format, an individual can either play singles 301 or singles 501 but not both.
- p. No player currently participating in a game may practice on any board.

## 5. RESULTS

- a. All results as posted in the "Scoreboard" shall be considered as final unless protested to the League Recorder within seven (7) days of posting.
- b. Results must be submitted to the League Recorder within 48 hours after the match is completed. Failure of the home team to report their scores within 48 hours will result in the following penalty: The home team receives 0 for score and the visiting team receives the total number of available points. (If the visiting team offers to call in scores, home team is ultimately responsible and will receive 0 for score if the visiting team does not call in.) Scores may be sent by email, by

phone or delivered in person to the Scoreboard Editor. Scores will be accepted late only at the boards approval. Individual stats (tons, ton ins etc.).

#### 6. POSTPONEMENTS

- a. A match may be postponed by mutual agreement between Captains. ONLY prior to the night the match is scheduled. Exceptions to the aforementioned shall be "Acts of God."
- b. It will be the responsibility of the Captain requesting the postponement to notify the League Recorder and at least one of his Flight Representatives.
- c. All postponed matches MUST be played prior to the next regularly scheduled match.
- d. The requested team shall have the right to set the date and time for the match, provided such are considered reasonable by the Flight Representative.
- e. If the Captains so agree and informs their Flight Representative, they may play their match prior to the night on which it is scheduled.
- f. Any postponements or re-schedules for the last scheduled match of the season need to be done and reported within 72 hours of the original schedule date.
- g. Should one or both teams continue to procrastinate, the matter will be placed on the agenda of the next Board Meeting with a maximum penalty of zero (0) points to each team.

#### 7. GAMBLING

- a. Gambling is neither sanctioned nor authorized at CMDA sponsored events.

#### 8. PROTESTS

- a. Only the captains may file protests by notifying their Representative of the Flight in which the alleged infraction took place. The protest will be accompanied by a \$10.00 protest fee to be returned to party making protest if ruling is in favor of protesting team. The \$10.00 fee will be retained if the protest is overruled.
- b. Protest may be initiated by email, telephone or in writing.
- c. Details must be submitted in writing to the League Secretary no later than five (5) days after the alleged infraction took place or the protest will be considered invalid. The League Recorder will be responsible for advising the alleged offending team of the protest within five (5) days of date of receipt of protest.
- d. No later than 14 days after receipt of the protest, it will be the responsibility of the League Recorder to set up a meeting of the Executive Board members to hear and rule on the protest. A quorum of at least six (6) members of the Executive Board must be in attendance.
- e. Alleged offender shall be entitled to submit a written rebuttal to a protest to be submitted to the League Recorder within five (5) days of receipt of a notice of protest.
- f. Final appeals of Board decisions will be to the meeting of Neutral Captains in accordance with the appeal procedure set forth in Article V, Section 2 of the By-laws.
- g. A match being thrown under protest is better off not being thrown at all. A postponement until the discrepancy is resolved would be much easier to record and would serve to promote good sportsmanship.

#### 9. DUTIES OF THE CAPTAIN

- a. A captain is responsible for the conduct of his team, accuracy of the scoresheet, attending all Captain's meetings and all General and Special meetings, properly registering new members of the team and insuring that his home location maintains proper standards of equipment.
- b. When required to attend Captain's meeting, General and Special meetings, or protest hearings, he shall provide an acceptable substitute when circumstances prevent his attending.
- c. If a Captain disregards his duties to the point where he creates disharmony and/or impedes and interferes the efficiency of established procedures, the Board shall have the authority to require his team to provide a replacement.

- d. It is the responsibility of each Captain to provide and insure a supply of scoresheets at his home location. Should there be no scoresheets, it will be his responsibility to construct an acceptable and legible substitute or be subject to penalty of one (1) point in the standings, whether his was the winning team or not.
- e. Each team must have a Captain!

#### 10. FLIGHT REPRESENTATIVES

- a. The League Representative will be selected by their respective leagues.
- b. As a general rule, these advisors will become Board members while representing their leagues.
- c. Representatives may not supervise or advise a match in which a team from their home location is participating.

#### 11. SPORTSMANSHIP

- a. Good sportsmanship should be the prevailing attitude during all CMDA competition.
- b. Disruptive behavior will not be tolerated and will be subject to board review and possible disciplinary action. Captains will be asked to maintain proper decorum of the players on their team.
- c. Attempts to distract an opponent while he is shooting will not be tolerated. Complaints may result in the Board taking disciplinary action in accordance with the provisions set forth in Article V, Section 2 of the By-laws.
- d. If so requested by the thrower, all spectators must align themselves out of his line of vision and/or behind the position from which he is throwing.

#### 12. EQUIPMENT

- a. League competition, including tournaments, shall be played on a standard English Bristle 20 point Clock-Faced Dartboard.
- b. The board shall be placed 5'8" from floor up to center of bull's eye.
- c. Foul line shall be placed 7'9 ¼" from boards playing surface and 18" long from both sides of center.
- d. Management at the location of match or tournament shall provide dartboards acceptable to the participants.
- e. Dartboards shall be firmly anchored and well illuminated.
- f. Lanes for competition shall be free from distractions to throwers.
- g. A scoring surface must be provided and positioned so that score may easily be read by players and spectators.

#### 13. FORMATS

- a. All regular session formats will be set by the existing Board and Captains.
- b. Formats will be presented to the General Membership for team registration.
- c. Once a format is accepted and a league is formed, the format will be followed without alteration until the completion of the existing season.

Approved at General Meeting 1/2/97

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