



# League Rules

(Updated November, 1994)

# FDA Rules

## 1. Membership

- A. Any person holding an FDA membership card may participate in league competition. Eligibility begins at the time of payment.
- B. It shall be the responsibility of each FDA member to be in possession of his/her membership card on match night. This card shall be produced when and if the member's eligibility is challenged by the opposing captain. Lost cards may be replaced upon payment of a \$1.00 fee. (Rule 14 protest procedures)
- C. It shall be the responsibility of each FDA member to be thoroughly familiar with all of the rules governing league play. Team captains are responsible for providing the rules to the team members.
- D. The board has the authority to suspend any player of the FDA with due causes, i.e., membership/season fee checks returned for insufficient funds, suspension initiated upon protest. The player will not be permitted to participate in any FDA event until the Membership Committee has rescinded the suspension.

## 2. Definitions

- A. Match: The night's play. (See Rule 7 for details)
- B. Match Point: Awarded to the team scoring a majority of points of competition during a match.
- C. Game: One element of a match for which a point of competition will be awarded.
- D. Point of Competition: Awarded for each game won. (Best 2 out of 3 legs in 01, cricket, singles and doubles events.)
- E. Leg: A segment of each game played to determine the assignment of the point of competition for that game.
- F. Marker: Score keeper or chalker.
- G. Executive Committee: The elected governing body of the FDA.
- H. Board of Trustees: The team captains or a designated person from his/her team and the executive committee.
- I. Technical Penalty: A penalty assessed against a team for an infraction of the Rules not involving another team.
- J. Personal Penalty: A penalty assessed against a team that was committed by a member of that team that affected the outcome of competition.
- K. Plays: Throws a dart in an FDA league match.
- L. Double: The outer band or ring of the board, and the smaller inner circle of the Bullseye or cork.
- M. Triple: The inner band or ring of the board midway between the double band and the Bullseye or cork.
- N. Equipment Committee: Consists of the executive committee.
- O. Home Team: To be determined by the toss of a coin before the beginning of each match. The winner of the coin toss remains home team for the duration of the match. Home team drops off the envelope.
- P. Team: Consists of four or more players eligible under Rule 1 A.
- Q. Seeding: An alternate method of matching opponents for singles play using individual standings rankings. (See Rule 20)

### **3. Schedules and Divisions**

- A. Schedules must be approved by the executive committee.
- B. If there is more than one division, then upon completion of the fall season, the lowest ranked "A" Division team will be placed into the "B" Division with the highest ranked "B" Division team being placed into "A" Division or at the discretion of the board.
- C. Complying with schedule: Each team will be supplied with ample schedules for all players. Each team captain is responsible for all players. Each team captain is responsible for compliance. Any make up matches must utilize the member or host establishment where the match was originally scheduled. (See Rule 10 H)
- D. The Stat Secretary will make every effort to allow the interspersing of A Division teams playing B Division teams on an even basis depending on the availability of ample teams in each division to allow for even matching and pairing within the divisions.
- E. Executive Committee will determine placement of teams in A or B Divisions.
- F. Board of Trustees will determine which Wednesday closest to the opening of firearm deer season will be an off night.

### **4. Equipment**

- A. An acceptable bristle board must be secured to the wall so that the distance from the center of the board to the floor measures 5'8 1/4" +/- 1/4".
- B. The scoring wedge indicated by "20" shall be the darker of the two wedge colors, and must be the top center wedge.
- C. Spotlights must be affixed in such a way as to illuminate the board brightly, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of the darts.
- D. The toe line shall consist of a stationary toe block or tape mark. It shall be in place and clearly visible at all times during the match. The toe line shall be at the approved minimum distance of 7'9", set by the FDA. This distance will be measured from the face of the board's scoring surface to the back edge of the toe block or the front edge of the tape mark. There will be an allowance of 1/4" on this measurement. Players are allowed to shoot from any reasonable distance greater than 7'9" minimum. If a player shoots from a distance less than the minimum, the opposing captain may warn the player involved and his/her captain. The hockey will be 36" in length, and the player must have one foot within the hockey when throwing. Further violations by a warned player will result in a forfeit of the score of the dart thrown, the dart remaining in the board until the completion of that player's turn.
- E. Sufficient contrast lighting of the throwing area shall be provided so that the darter throwing is not hampered by lack of visibility or of distraction illumination.
- F. It is suggested that each sponsoring establishment provides a designated area for prominent display of results and other darting information.
- G. All comments and/or protests concerning equipment of a particular establishment shall be presented initially to and acknowledged by the home team captain prior to match play. If no action is taken, they shall be forwarded in writing to the Stat Secretary for referral to the equipment committee. This committee may, with sufficient cause, require the sponsoring establishment to correct any equipment deficiencies.
- H. In the case of non-compliance with Rules 4 A & 4 E, league play will be suspended at the establishment involved until the conditions have been corrected.

### **5. The Team**

- A. Four players shall be considered a legal team at the starting deadline.
- B. A minimum of three players eligible under Rule 1 A shall constitute a team.
- C. Teams with less than four players at the starting deadline ( See Rules 6 and 14) shall forfeit all points for that scheduled game.
- D. Teams may legally start with less than four players and may play late arriving players providing Rule 6 is not violated.
- E. Players not present may not be listed on the score sheet in anticipation of their arrival (See Rule 6)
- F. Changes and substitutions may only be made with the consent of the opposing captain, and only if he/she initials such changes on the score sheet as proof of his/her consent.
- G. If only three people on each team show up for match play, then 4 vs. 4 is drawn randomly and each team is given a win or loss in singles 01, cricket, and in doubles 01, and doubles cricket.
- H. If on Rule 5 G the two byes draw each other, neither team will be awarded games nor legs points.

## **6. Time Factors**

- A. Boards must be available for league play at 7:00 PM.
- B. Matches must be started no later than 7:30 PM.
- C. A player has three five minute calls to the board after the last dart throw from the previous game with the sportsmanship (Rule 18) being the deciding factor.

## **7. Beginning a Game**

- A. All games are begun by throwing for cork, with the home team having the choice of throwing first or second on the first leg of all games. (See Rule 2 0) Loser of the first leg of all games has choice to throw first or second for cork, MUG'S AWAY. The home team has the choice of the third leg if necessary. The team of the one who throws closest to the cork throws first in that leg. Only players scheduled to play in the game may throw for cork.
- B. For darts hitting outside the cork, the distance from the cork will be measured from the wire of the board to the side where the dart enters the board.
- C. When throwing for cork, a dart must remain in the board to count. Additional throws may be made until such time as a player's dart remains in the board. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower throwing first.
- D. Darts which tie outside the cork area shall be re-thrown. Ties that occur within the cork area shall be re-thrown. Double Bull beats a Single Bull.
- E. A single or double bull may be pulled by the second thrower.
- F. Should the scorer call for a re-throw at the cork, the second thrower shall throw first, with additional re-throws being made on an alternating basis.
- G. Darts must not be touched by anyone prior to the decision. Should the marker or throwers be in doubt, both team captains shall add their opinions, with the majority ruling.

## **8. The Match**

- A. Each match will consist of twelve games as follows:  
Four 01 singles, best two out of three legs

Four cricket singles, best two out of three legs.  
Two doubles 01, best two out of three legs  
Two doubles cricket, best two out of three legs  
There will be a total of twelve pints awarded per night of league play.

#### B. Open Competition General Rules

B1 points will be awarded as follows:

Singles 01	1 point for the best 2 out of 3 legs
Singles cricket	1 point for the best 2 out of 3 legs
Doubles 01	1 point for the best 2 out of 3 legs
Doubles cricket	1 point for the best 2 out of 3 legs

B2 In doubles 01 and cricket, the game may not be shot by only one player, with the opposing team to be awarded the win.

#### C. Open Competition 01 Singles and Doubles Match Rules:

C1 The play of the game will alternate between each player of each team as follows: first player of the first team; first player of second team; repeating until the game is finished. The designation of the first and second team is determined as stated in Rule 7.

C2 All scores will be subtracted from a starting total as determined by the board in the game of 01.

C3 A game is finished when a dart is thrown, on the player's turn, which lands in the double, and the point score of which equals the points remaining in the player's game at the time the dart is thrown. Example: A double 20 finished a game with 40 points remaining.

C4 A player busts when his/her three or fewer darts score more points than remain in the game, or score one less than the points remaining. Also Rule 9 B does not apply.

C5 Darts thrown after a finishing double do not constitute a bust. The finishing double ends the game.

C6 Should a dart lodge directly between connecting wires on the dart board, making it impossible to determine which side of the wire the point resides on, the score shall always be the higher value of the segment of the two in question. This includes the outer double ring, the triple ring and the bull ring.

#### D. Open Competition Cricket Singles and Doubles Match Rules

D1 The object of the game is to close out each of the seven numbers, or innings, with a point score equal to or higher than that of the opposing team.

D2 The numbers or innings that are to be closed out are the numbers 20, 19, 18, 17, 16, 15 and the cork. Darts falling in any other will not count for any purpose. For purposes of accumulating point score, the cork counts 25 points, the double cork counts 50 points.

D3 An inning is closed out when a team has accumulated three hits in that number. For this purpose, a double of the number counts as two hits; a triple as three hits. All scoring darts are counted. (Slop darts count)

D4 A team accumulates points for score when a thrown dart lands in a number that the throwing team has already closed, but which the opposing team has not closed at the time. Points may continue to be accumulated until the opposing team closes the inning or number.

D5 The game is finished when a team has closed all seven innings or numbers before the opposing team and has a point score equal to or higher than that of the opposing team. Should a team close all its numbers first but be behind in the score, it must land darts in the opposing team's open number/innings and accumulate enough points to pass that team before it can close its numbers.

D6 The game's scoring is marked in two sections. The first section keeps track of the darts which have landed in each scoring number. The board is marked vertically in three columns, one for each team, and one for the

numbers. Darts thrown to close numbers are recorded as a "/" beside the proper number: the second hit is recorded by crossing the first slash, making an "X". The second part of the scoring (accumulating the point score) is recorded on the board marked in two columns, one for each team. The total number of points accumulated during a three dart throw are added to the total for the team which is throwing, i.e. points are taken, not given.

## **9. Scoring and Marking**

- A. Scorekeepers or chalkers may be used, and should be acceptable to both team captains.
- B. Fast finishes such as "3 in a bed", 222, 111, or shanghai, etc. do not apply to the game of 01.
- C. For a dart to score, it must remain in the board five seconds after the third or final dart has been thrown by that player. The tip of the point of the dart must be touching the bristle scoring surface of the board.
- D. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board.
- E. No dart may be touched by the thrower, marker, another player, captain, or spectator prior to the decision. It is the responsibility of the player to verify his/her score before removing the darts from the board. The score remains as written if one or more darts have been removed from the board.
- F. The marker may inform the thrower, only when the thrower requests, what the thrower has scored and/or has left. The marker shall not call any dart's score including click unless so requested. Such unsolicited information will constitute a distraction (Rule 18 B). Although the marker may not inform the thrower what he/she has left in number combination, it is permissible for any other player or spectator to advise the thrower upon request during the course of the game.
- G. The marker shall mark the scoreboard so that the turn score is listed in the left columns and the total remaining is listed in the right columns. (Exception: Cricket)
- H. Errors in arithmetic must stand as written unless corrected prior to the beginning of the opposing team's next throw. The afore-mentioned may be waived in the interest of sportsmanship provided both captains agree.
- I. A dart scores as thrown, even if deflected, whether or not it strikes the board.

## **10. Reporting Results**

- A. All results as posted by the Stat Secretary shall be considered final unless protested within seven days of posting.
- B. Home team is responsible for turning in the match results to the FDA Stat Secretary at the location designated by him/her by 12 AM (midnight) the same day of the match. Failure to do so may result in assessment of a penalty point. (See Rule 19 B)  
Notification to the Stat Secretary of possible late score sheet on the night of league play is acceptable with the home team being responsible for dropping off the envelope to the Stat Secretary at a mutually agreed upon place.
- C. The captain of each team is responsible for the completion, accuracy, neatness, and transmittal of score sheets to the Stat Secretary. A penalty point will be levied for incomplete, illegible, late, or lost score sheets. Changes on score sheets must be initialed by both captains.
- D. Lack of a score sheet will not be considered a valid excuse for late reporting or non-reporting of results. (Example: Use the back of the standings sheet if you have no stats sheet form.)
- E. A player's correct name must be entered on the score sheet for all games. Should there be insufficient space on the front of the score sheets, the back should be used.
- F. Both captains are responsible for the accuracy and completeness of the score sheets, with their signatures attesting to same.

G. In the event of a forfeit, the present team must still send in a score sheet with money for that week's match to the Stat Secretary.

H. Postponement of a match for good cause may be granted, subject to approval by the Stat Secretary, upon notice given to the opposing team captain at least 24 hours before the scheduled match. Such matches must then be played within the seven days immediately following the date of the postponed match, at a time mutually acceptable to the captains of the teams involved. Also, the postponed match must be played at the scheduled place. (See Rule 3 C)

### **11. Division Champions and Play-Offs**

A. The division team with the greatest number of game points won at the end of the season is that division's champion.

B. In the case of a tie in the number of game points won and lost, the most number of legs won and then the least number of legs lost will become the deciding factor.

C. In the cases or a tie for first place within a division, the teams tied will play-off for first and second place. All teams in contention must be prepared to play-off ties within seven days following the last regularly scheduled match in their division.

D. Division champion first half vs. second half champion in each division will play-off for the over all champion or the traveling trophy. If there is a tie at the completion the over all play-off, then the best two out of three legs Team 701 will decide the over all champion.

### **12. Awards, Prizes, and Banquet**

A. The board of trustees shall determine the number of places in trophies to be awarded, with each division being equal.

B. Awards shall be given to all FDA members who played for an award winning team. (Limited to 6 per team) Awards will be given in the following categories: Teams, individual 01, cricket, high tons, high outs, and all 180's thrown in 01 matches in each division.

C. Awards will be presented at the semi-annual banquet.

D. Only members in good standing before the last night of regular league play are eligible to attend and/or receive prizes or awards at the semi-annual banquet.

E. Awards-Banquet-Prize committee shall be determined by a random draw of teams. Only one time per season. Volunteers for the remainder of the committees will have first choice after the draw for the banquet committee.

### **13. Forfeits**

A. Teams with less than three players present at the starting deadline (Rule 6) shall forfeit all points for that scheduled match.

B. Three players shall be considered a legal, but incomplete, team at the starting deadline.

C. A team legally starting with less than four players may play late arriving players, providing that Rule 6 C is not violated.

D. When both teams present have three players for a match, both teams shall forfeit points of competition for the doubles game or games they are unable to play after the draw.

E. Any team forfeiting two consecutive matches, or three matches within one season shall be immediately dropped from the league for the remainder of the season, and shall forfeit all past winning points. This decision may be reviewed by the board of trustees.

#### **14. Protest Procedures**

Protests may be initiated by stating the same on the reverse of the score sheet. However, details must be submitted in writing to the Stat Secretary for referral to the board of trustees, no later than one week after the occurrence of the alleged infraction for the protest to be considered valid. Protests will be resolved within three weeks of receipt of the submitted written details.

#### **15. Addition of New Players**

A. If a team captain plays a non-member in a match, that player must be registered immediately by sending in the membership fee and any other applicable fee along with the score sheet. The player's name and telephone number must be written on the back of the score sheet. If the fee is not sent in at that time, all winning points in which the new player participated will be forfeited. (Rule 19 3C)

B. If a team/team captain unknowingly uses an illegal player, all points acquired during the games in which the offending player was a participant shall be forfeited to the opposing team. (Rule 19 C4)

C. If a team/team captain knowingly uses an illegal player and/or plays a person under an absent team member's name or card number, all points in that match shall be forfeited to the opposing team. In addition, the responsible team members and the offending player (if an FDA member) shall have their FDA play status subjected to review by the membership committee. (Rule 19 C5)

D. If a team captain obtains a membership card under a fictitious name for the purpose of "free substitution" in a match, his/her status shall be subject to review by the membership committee. In addition, all points in that match shall be forfeited to the opposing team. (Rule 19 C5)

#### **16. Player/Team Status**

A. Except in the case of substitutes, a person may join any team he/she wishes, although he/she does not become an official player of any team until the second night he/she plays for that team.

B. Players may change teams only between seasons. Exception: A player may change teams during a season if the team for which he/she plays initially withdraws from the league, or with the prior permission of the board of directors.

C. To be eligible to play in position night, you must sub at least once for that team. No new players are allowed.

#### **17. Gambling**

Gambling is neither sanctioned nor condoned at FDA sponsored events.

#### **18. Sportsmanship**

A. Good sportsmanship shall be the accepted prevailing attitude during all FDA events.

B. Attempts to distract an opponent while he/she is throwing will not be tolerated. The player may require the opposing team captain to remove the source of distraction from the playing area.

C. Physical confrontations between members of opposing teams at any FDA event shall result in immediate suspension of the persons involved, pending a culpability investigation by the board of trustees. In addition, the teams will be considered to be on probation pending the outcome of this investigation, and the match points will be temporarily suspended. Should a further confrontation occur involving either team/members during this probationary period, the team/members involved will be suspended from league play en masse.

#### **19. Penalties**

A. Technical penalties shall be assessed by the board by taking penalty points from the win column and adding them to the loss column of the penalized team. Personal penalties shall be assessed by taking penalty points from

the win column and adding them to the loss column of the offending team and taking them from the loss column and adding them to the win column of the offended team.

B. Technical penalties:

- |           |         |
|-----------|---------|
| Rule 10 B | 1 point |
| Rule 10 C | 1 point |

C. Personal penalties:

- |              |                           |
|--------------|---------------------------|
| 1. Rule 15 A | 1-3 points of competition |
| 2. Rule 15 B | 1-3 points of competition |
| 3. Rule 15 C | All points of competition |
| 4. Rule 15 D | All points of competition |

## **20. Seeding**

A. Seeding may be used for singles play as opposed to the random draw method if voted in by the Board of Trustees. Seeding is not to take effect until the third week of play, first allowing for two weeks of play to determine position. In the case where byes exist in the schedule, that division shall begin seeding on the fourth week of play.

B. To set up matches when seeding is used the team captains must first determine which four of their players will compete in that event. The players are then matched up with the highest ranking player of those four from the home team playing the highest ranking player of those four from the opposing team. This continues with the second, third and fourth players as well.

C. In the event a sub is used, the sub takes the ranking of the person they are substituting for. Once the sub has stats and a subsequent ranking, they follow the same procedure outlined above.

D. Ranking shall be performed as follows:

1. First by most games won
2. Then by most legs won
3. Then by least legs lost if an equal number of games has been played. When a player has not played all available games for an event, the following procedure is used:
  - a) The player is given two additional leg losses for each game he/she has missed. This is for ranking purposes only and is not part of that players actual win/loss record
  - b) This "adjusted legs lost" figure is then used for the third criteria of ranking.
4. If there still exists a tie, the players shall be listed in alphabetical order last name first.