

## **ARTICLE 1 - NAME**

The name of the organization shall be Southside Dart League.

## **ARTICLE 2 - DEFINITIONS**

- Sec. 1. Wherever the abbreviation SDL is used in this document, it shall mean the Southside Dart League.
- Sec. 2. Wherever the word Board is used, it shall mean the directorate described in ARTICLE 6 - Sec. 1.
- Sec. 3. Wherever the word neutral is used, it shall mean a person not involved in the team, location, or division under discussion.
- Sec. 4. Wherever the word Captain is used, it shall mean the elected Captain of a team, or the designated substitute.
- Sec. 5. Wherever the word Senior Board Member is used, it shall mean the most senior board member in terms of continuous service.
- Sec. 6. Wherever the word Quorum is used, it shall mean sufficient board members present to proceed with a scheduled meeting.
- Sec. 7. Match: The night's play, which shall be comprised of nine (9), games in the Regular League and seven (7) games in the Mixed League.
- Sec. 8. Game: One-ninth (1/9) of a match in the 9 game format and one-seventh (1/7) of a match in the 7 game format.
- Sec. 9. Leg: One-third (1/3) of a game if playing 2 out of 3. Winning two (2) out of three (3) legs shall constitute a game won.
- Sec. 10. a. Tungsten/Master Player: A player who has played for any dart league in their Tungsten/Master Division.  
b. Silver Player: A player who has played for the Southside Dart League in their Silver Division.
- Sec. 11. Marker: Scorekeeper or chalker—person scoring the game.
- Sec. 12. Foul Marker: Tape or raised hockey (see ARTICLE C, Sec. 4 - Rules of Play).
- Sec. 13. Non-Member: A person who HAS NOT been listed on a team's original roster and HAS NOT become an "active player".
- Sec. 14. New Player: A person who HAS NOT been listed on a team's original roster but HAS become a legal "active player".
- Sec. 15. Member: A person who HAS been listed on a team's original roster but HAS NOT becomes an "active player".
- Sec. 16. Active Player: A member or non-member who has played a minimum of one game.

Sec. 17. Diddle: The throwing of a dart closest to the bull, landing anywhere on the playing surface of the dartboard, to determine the order of play.

### **ARTICLE 3 - OBJECTIVES**

Sec. 1. The objectives of the SDL shall be to promote sportsmanship through competitive darts, coordinate the functions and activities of darts, and sanction league and tournament play according to the rules established by the Board of Directors.

Sec. 2. To participate in activities of, and establish friendly relations with other local, national, and international dart organizations.

Sec. 3. The SDL shall be a not-for-profit, non-political, and non-sectarian organization.

### **ARTICLE 4 - FEES**

Sec. 1. The Board shall establish all SDL fees and prizes.

Sec. 2. Membership fees shall be applicable to the period established by the Board. An applicant shall be considered to be properly registered when, within current policies, their name appears on the official team roster and the Treasurer has received the appropriate fee.

Sec. 3. Team fees and rosters shall be applicable each season. Teams failing to submit their fees and rosters on or before the announced date of registration will not be scheduled.

Sec. 4. A membership fee (check or money order only) for each team member listed on a roster must accompany each team roster, unless one or all of the players have been previously registered for the period in effect.

Sec. 5. No reimbursements of fees shall be made to any team sponsor or individual member who withdraws membership or whose membership is terminated or restricted by the Board, nor shall any team be permitted to change home locations during a given season for any reason other than expulsion from or closing of the location.

### **ARTICLE 5 - MEMBERSHIP**

Sec. 1. Membership is open to anyone who expresses an interest in darts as a sport **AND IS OF LEGAL DRINKING AGE.**

Sec. 2. All memberships are subject to approval by the Board.

Sec. 3. Only registered members may participate in SDL matches.

Sec. 4. Members in good standing are eligible to play in league matches only if they are on an official team roster.

Sec. 5. Associate memberships, without fee, may be issued at the discretion of the Board.

Sec. 6. Brass teams are allowed only one Master, Silver, or Nickel player on

their initial roster at the beginning of a season. Absolutely no Master, Silver, or Nickel players will be allowed to join and play on any Brass team after the season begins. The Master, Silver, or Nickel player on a Brass team does not become a Brass player. He/she is still a Master, Silver, or Nickel player and is to be regarded as such.

Nickel teams are allowed only one Master or Silver player on there initial roster at the beginning of a season. Only one Master or Silver player will be allowed to join and play on any Nickel team after the season begins. The Master or Silver player on a Nickel team does not become a Nickel player. He/she is still a Master or Silver player and is to be regarded as such.

The inclusion of more than one Master, Silver, or Nickel player on any Brass team, or more than two Master or Silver players on any Nickel team, will be left to the discretion of the SDL Board, whose decision will be final.

- Sec. 7. A membership (Sponsor or Player) may be terminated or restricted by a majority vote of the Board, if a member creates disharmony or behaves in a manner, which is detrimental to the sport of darts or the order and discipline of the SDL. The Board's decision in such a matter may be appealed by the member concerned, to a committee of five (5) neutral captains drawn by lot. Such appeals must be in writing and must have been received by the Secretary no later than three (3) days following the member's notification of the Board's action. The Secretary shall arrange for an appeal meeting and shall notify the neutral Captains within three (3) days of receipt of the appeal. The meeting must take place within ten (10) days of receipt of the appeal, and the decision of the Captains shall be final.

## **ARTICLE 6 - THE BOARD OF DIRECTORS**

- Sec. 1. The SDL Board shall be comprised of nine (9) members elected to staggered terms of two years: 5 members in even years, 4 in odd years. No more than a quorum of the Board may be from the same sponsoring location.
- Sec. 2. When Board vacancies occur, sufficient additions shall be made in accordance with Sec. 4 of this Article to bring the Board membership to the required total of nine (9). Such additions must be made within one (1) month of the occurrence of the vacancy. No joint offices may be held.
- Sec. 3. The Board shall take office no later than one (1) week from the date of election.
- Sec. 4. Board vacancies may be filled by the President, provided that:
- a. The proposed member was eligible for office at the preceding election (see ARTICLE 10 - Sec. 7);
  - b. a majority of the Board approves the appointment;
  - c. volunteers are called for via written notice to each Captain;
  - d. Captains are notified at least seven (7) days prior to the meeting at which such replacements are to be made;
  - e. all applications are submitted to the Board; and
  - f. the vacancies in question are not the result of recall proceedings authorized in ARTICLE 14.

- Sec. 5. A Board member automatically resigns when, without sufficient cause and notification, he/she fails to appear at two (2) consecutive meetings or three(3) meetings total during his/her term of office. Board and Captain's meetings scheduled for the same night shall be considered as one (1) meeting. Attendance shall be excused if notice of the meeting is not received at least three (3) days prior to the meeting, except under extraordinary circumstances.
- Sec. 6. Board members resigning under the terms of Sec. 5 shall not be eligible for Board membership at the subsequent election.

## **ARTICLE 7 - BOARD DUTIES AND QUORUM**

- Sec. 1. The Board must meet at least once each month during active seasons. The meeting date and location are to be determined by the Board.
- Sec. 2. Board meetings shall have a time limit of 2 ½ hours from the time the meeting is called to order. A maximum of fifteen minutes may be allowed for the purpose of completing a point under discussion. This section may be waived by the unanimous consent of those present.
- Sec. 3. The presence of five (5) Board Members shall constitute a quorum. In the absence of the President, the chair shall be assumed by the Vice-President, Secretary, or Treasurer, in that order.
- Sec. 4. Should two (2) consecutive, regularly scheduled Board meetings fail to produce a quorum, the Board shall be considered dissolved. It shall be the responsibility of those members attending the second such meeting to arrange and call an election meeting within thirty (30) days. Should the dissolution of the Board occur less than thirty (30) days prior to a season's end or a scheduled SDL event, those members in attendance shall take the appropriate action to ensure the success and continuity of such activity. In addition, they must call for an election meeting no later than five (5) days following the completion of said event.

## **ARTICLE 8 - DUTIES OF OFFICERS**

- Sec. 1. **PRESIDENT:** The President shall preside at all meetings unless excused by virtue of the No-Vote Proviso (NO Board member may vote on protests involving the team, sponsoring establishment, or division in which he plays. Should this proviso delete the Board below quorum level, it shall be the responsibility of the Secretary to assemble a quorum from the list of neutral Captains). He/she may only vote to break a tie. His/her signature will be one of the valid signatures on all SDL bank accounts.
- Sec. 2. **VICE PRESIDENT:** The Vice-President shall assist the President in maintaining the efficiency of SDL operations, and in the absence of the President, shall assume the duties normally performed by the President. His/her signature may be one of the valid signatures on all SDL bank accounts.
- Sec. 3. **SECRETARY:** The Secretary will record the minutes of the meetings, handle correspondence, keep all association records, distribute all

meeting notices, receive weekly score sheets from captains, and tabulate stats for each player. His/her signature may be one of the valid signatures on all SDL bank accounts.

- Sec. 4. **TREASURER:** The Treasurer will have custody of all SDL funds, and will promptly deposit all monies received. He/she will be responsible for the collection of all fees and accounts receivable. He/she will be required to submit a financial statement that will be available semi-annually and shall be required to submit the SDL books for audit at the end of the fiscal year or at the direction of the Board. His/her signature will be one of the valid signatures on all SDL bank accounts.
- Sec. 5. **BOARD OFFICERS:** All Board Officers shall cooperate to execute the formulation and administration of SDL policy. Their signatures shall not be one of the valid signatures on SDL bank accounts.
- Sec. 6. All checks issued by the Board of Directors of the SDL shall bear one (1) valid signature authorized by the Board, and must have been approved by the Board or a majority of the Captains present at the Captain's meeting. The monthly bank statement will be sent directly to the Treasurer who will send a copy to the President within seven (7) days.

## **ARTICLE 9 - MEETINGS**

- Sec. 1. **No-Vote Proviso:** No Board Member may vote on protests involving the team, sponsoring establishment, or division in which he/she plays. Should this proviso delete the Board below quorum level, it shall be the responsibility of the Secretary to assemble a quorum from the list of neutral captains.
- Sec. 2. Board meetings shall be comprised of Board Members only, and be subject to the provisions set forth in ARTICLE 7, except that:
- a. Any member of the SDL may address a meeting of the Board by submitting a written request to the President or the Secretary, stating the nature of the subject to be discussed. Such a request must be submitted at least three (3) days prior to the Board meeting at which the member wishes to speak.
  - b. Any member of the SDL may attend a Board meeting, but not member may participate in discussions unless invited to do so by the Board.
  - c. Members who are allowed to address the Board may not participate in ensuing discussions unless invited to do so by the Board.
  - d. The Board reserves the right to declare an executive Session by unanimous vote of those Board Members present, thereby excluding all observers from the meeting room.
- Sec. 3. Captains' Meetings shall be open to all members of the SDL with the proviso that only Captains and Board Members shall participate in discussion and only Captains or their designates be allowed to vote. A Captain or designate will represent one team only.
- Sec. 4. A minimum of one (1) Captains' Meeting shall be held prior to each season, plus one (1) Captains' Meeting for the purpose of electing new Board Members. The pre-season meeting and the election meeting may coincide. Pre-season meetings must be held at least one (1) week prior to the start of the season, and all Captains must be notified at least

seven (7) days prior to such a meeting.

- Sec. 5. Recall Meetings shall be held in accordance with the provisions of ARTICLE 14 - Sec. 1.
- Sec. 6. Special Captains' Meetings may be petitioned by any SDL member for a specific purpose only. The specific purpose must be in writing and witnessed by the signatures of at least 100 members in good standing or 20 percent of the current membership, whichever is less. The Board must announce the time and place for such a meeting within twenty (20) days of the receipt of the petition by the Secretary, and at least ten (10) days (see ARTICLE 11 - Sec. 1. a.) prior to the date of the meeting.
- The No-Vote Proviso shall apply to all Captains attending a Special Captains' meeting.
- Sec. 7. Unless otherwise specified, all meetings shall be called at the discretion of the Board, and all meeting notices must be mailed at least four (4) days prior to a meeting.
- Sec. 8. It is the responsibility of each member to maintain a current mailing address with the Secretary.

## **ARTICLE 10 - ELECTIONS**

- Sec. 1. The voting representatives for elections and all other non-Board SDL business shall be by only duly authorized Captains of each active team (see ARTICLE 9 - Sec. 3). NOTE: a first time team does not become active until the first night of scheduled darts.
- Sec. 2. Captains shall be elected by majority vote of the total number of members of each active team. The sponsor must certify captains to the Board of Directors.
- Sec. 3. The election of the Board Members must be held no earlier than 6 weeks and no later than 2 weeks before the beginning of the Winter Season.
- Sec. 4. All Board elections shall be by secret ballot.
- Sec. 5. A minimum of Four/Five\* persons must be nominated for membership on the Board. One ballot shall be issued to each attending Captain or designate, entitling him/her to one vote for from one to four/five\* candidates. The four/five candidates receiving the highest number of votes shall be elected. In case of a tie for four/five\* an election will be held between the candidates involved in the tie. \*Five Members in even years, Four members in odd years.
- Sec. 6. The President, Vice-President, Secretary, and Treasurer shall be elected by secret ballot by the newly elected Board Members immediately following their election to the Board. Only Board Members will be eligible to hold office.
- Sec. 7. The Secretary shall call for candidates for all Board elections by written nomination, sent in no earlier than one (1) month and no less than one (1) week prior to the election meeting or by verbal nomination from the floor at the scheduled election meeting. All candidates must meet the following qualifications:

- a. active members in good standing of the SDL for at least one (1) year prior to the scheduled election,
- b. must remain active in the SDL during his/her term and shall be required to attend the election meeting, unless specifically exempted by the Board.

Each candidate shall be given an opportunity to state his/her qualifications at the election meeting.

- Sec. 8. All candidates whose written nominations are received by the Secretary prior to the scheduled election meeting will be printed on the ballot. Verbally nominated candidates shall be considered write-in candidates on the ballot.
- Sec. 9. Captains certified to the Board under Sec. 2. of this Article shall continue to be voting representatives between seasons. At the start of each new season, all Captains must be recertified by the sponsors.

## **ARTICLE 11 - AMENDMENTS AND PROCEDURES**

- Sec. 1. These By-Laws may be amended at any Captain's Meeting provided that:
- a. the proposed amendment is submitted to the Secretary for publishing to the general membership at least ten (10) days prior to the meeting; and,
  - b. all requirements of convening and notifications of a Captain's Meeting set forth in previous Articles have been met.
- Sec. 2. A two-thirds (2/3) vote of the Captains in attendance shall be required to amend these By-Laws.
- Sec. 3. The Board shall be authorized to devise rules and regulations to implement the provisions of the by-Laws, provided that such rules and regulations do not violate the letter or intent of these Articles.
- Sec. 4. The order to business and/or procedures of any meeting called, or any subject not covered by these By-Laws or noted in Board minutes, shall be subject to ROBERT'S RULES OF ORDER, REVISED. Should there be a conflict between these By-Laws and "Robert's Rules", the By-Laws shall prevail.

## **ARTICLE 12 - CONTRACTS AND AGREEMENTS**

- Sec. 1. The Board shall have the authority to enter into contracts and agreements in the name of the SDL provided that all such contract sand agreements:
- a. is entered into the official minutes of the Board meeting at which there were adopted;
  - b. be signed by the President and one other Officer; and,
  - c. is approved by a majority of the Board Members present at that meeting.

## **ARTICLE 13 - EXPENSES**

- Sec. 1. Any SDL member shall be reimbursed for all legitimate expenses incurred in the name of the SDL. Maximum limits on expenses shall be set by the Board in accordance with reasonable costs for the performance of any

activity.

- Sec. 2. All expenses are subject to approval of the majority of the Board Members in attendance at a Board Meeting. Expenses must be itemized and in writing, and appropriate receipts must be submitted.
- Sec. 3. No Board Members shall be paid wages or fees for services rendered to the SDL.
- Sec. 4. Payment of all expenses, wages, or fees is contingent upon the successful completion of the tasks for which they were incurred.

## **ARTICLE 14 - RECALL OF BOARD MEMBERS**

- Sec. 1. Any Board Member may be recalled from office under ARTICLE 5 - Sec. 7, by a two-thirds (2/3) majority of those present at a Board or Captains' Meeting. Members other than Board Members and Captains may institute a special meeting for Recall under the provisions of ARTICLE 9 - Sec.6.
- Sec. 2. Any Board Member who is recalled may appeal under the provisions of ARTICLE 5 - Sec. 7, with the following provision: If the Board Member is recalled by the Board, the appeal will be heard by a committee of five (5) neutral Captains, drawn by lot; if the Board Member is recalled by the Captains, the appeal will be heard by a committee of five (5) neutral SDL members drawn by lot; who are not Captains or Members of the Board. The decision of the Appeals Committee shall be final.
- Sec. 3. Recall voting shall be done by secret ballot.
- Sec. 4. Should Recall occur at a Captains' Meeting, or at a Board Meeting, the Board shall call a special election within twenty-one (21) days to fill the vacancy(s), unless the annual election is within the next thirty (30) days.
- Sec. 5. Should an officer be recalled and appeal the case, his/her duties shall be assumed by the next officer in the line of succession (ARTICLE 7 - Sec. 3.), until a final determination shall be made.
- Sec. 6. Any Board Member who is recalled shall be ineligible for Board membership for a period of three (3) years from the date of Recall.

## **ARTICLE 15 - COMMUNICATIONS TO MEMBERS**

- Sec. 1. Official notices from the Board to the members regarding policy, rules, meetings, other Board actions, and general information shall be distributed to all active sponsors or team Captains, and may be distributed with weekly results sheets, in the SDL newsletter, or by special mailings. Highlights of the minutes taken at all SDL meetings are available, upon request, to all team Captains.
- Sec. 2. Rules of Play may be changed by a 2/3 majority vote of the Captains present at a scheduled, pre-season Captains' Meeting. Such changes shall remain in effect for the designated play period.

## **ARTICLE 16 - AWARDS**

- Sec. 1. The Board shall determine and purchase awards.

## **ARTICLE A - SPORTSMANSHIP**

**"TO BE SPORTSMANLIKE IS TO ACT IN A MANNER BECOMING A FAIR, ETHICAL, HONORABLE INDIVIDUAL"**

- Sec. 1. GOOD SPORTSMANSHIP SHOULD BE THE PREVAILING ATTITUDE DURING ALL SDL EVENTS.
- Sec. 2. Attempts to distract an opponent while he/she is throwing will not be tolerated. Until the distraction is removed, the time allowance between darts may be waived. Complaints may result in the Board's taking disciplinary action if a protest is brought forward. If several complaints are made about one individual during a season, the Board will take severe action.
- Sec. 3. If so requested by the thrower, all spectators and players must align themselves out of his/her line of vision and/or behind the position from which he/she is throwing.

## **ARTICLE B - SCHEDULES**

- Sec. 1. The Board of Directors will determine schedules.
- Sec. 2. Acts of God: Fire, storm, etc., will be considered legitimate excuse for not adhering to the schedule (see ARTICLE A). If any schedules changes become necessary because of conflicting events or other unforeseen circumstances, the changes must be agreed upon by the team captains involved and then must be submitted immediately in writing to the Secretary and/or President for approval.

## **ARTICLE C - EQUIPMENT**

- Sec. 1. An acceptable clock face bristle board with exposed wires must be secured to the wall so that the distance from the center of the board to the floor measures five feet eight inches (5'8") -- plus or minus one-quarter inch (1/4"). The diagonal distance from the center of the bull to the throwing line must measure nine feet seven and three eights inches (9' 7 3/8") -- plus or minus one-quarter (1/4"). (See Diagrams A & B). The board must be stable, and the impact of the dart must not cause it to shake or wobble.
- Sec. 2. The scoring wedge indicated by the twenty (20) shall be the darker of the two wedge colors, and it must be the top center wedge.
- Sec. 3. At least two white spot lights - NO LESS THAN 75 WATTS PER BULB - must be affixed, one at each side, in such a way as to brightly illuminate the board, reducing to a minimum, the shadows cast by the darts, and not physically impeding the flight of the darts. The SDL Board must approve any other lighting.
- Any team playing for an establishment whose lights do not meet the above requirements will be penalized 9 points for each week of the infraction.
- Sec. 4. The throwing line shall be indicated by a tape or raised hockey.

TAPE: one inch (1") wide and twenty-four inches (24") long. A player

can toe the back edge of the strip (edge closest to the board), but cannot go over.

RAISED HOCKEY: one inch (1") wide, minimum one half inch (1/2") high, and twenty-four inches (24") long. A player can toe the front edge of the hockey (edge closest to the player) but cannot go over.

A player may stand as far back as he/she wishes.

If this rule is violated, the opposing captain will warn the player involved and his captain. Further violations during the course of the night's play may result in a protest.

- Sec. 5. The playing area must have a minimum of one foot (1') to either side of the hockey or tape, with a clear path to the dart board. There must be no overhanging objects in the playing area that would obstruct vision or the flight of the dart on its way to the board.
- Sec. 6. All comments or questions concerning the equipment and playing area of a particular establishment shall be sent in writing to the SDL Board, who may, at its own discretion and with sufficient cause, request the sponsoring establishment to replace/adjust such equipment. After such a request, if the sponsor does not heed the suggestion, a forfeit of one point will be deducted for each week for each violation from all teams from that establishment.
- Sec. 7. One scoreboard, easily readable in front of the throwing line or raised hockey, must be present.
- Sec. 8. The dart must not exceed eight inches (8") from the point to the tip of the flight, and must be steel tip or a dart or dart components intended by the manufacturer for bristle board use.
- Sec. 9. The playing area and conditions of each SDL sponsoring establishment will be approved by a member of the Board, as required, before the beginning of the season.

## **ARTICLE D - THE TEAM**

	<b>MASTERS</b>	<b>SILVER/NICKEL/BRASS</b>	<b>WEDNESDAY</b>
Sec. 1. Players	Minimum 4 Maximum 10	4 10	4 - 2 men and 2 woman 10
Sec. 2.	Teams with less than two (2) players present at starting time shall forfeit all points for that scheduled match. (See ARTICLE E).		
Sec. 3.	Three (3) players for Monday, Two (2) players (mixed) for Wednesday shall constitute a legal, but incomplete, team at starting time.		
Sec. 4.	A team legally starting with fewer than four (4) (Wednesday), four (4) (Monday) may play late-arriving players provided that ARTICLE E - Sec. 2 is not violated.		
Sec. 5.	Line-ups must be exchanged at starting time. Each captain or acting captain must take two (2) of his players who are present and schedule him or her in the first two (2) games. Captains may schedule his/her		

remaining players at any time, provided that ARTICLE E - Sec. 2. is not violated.

- Sec. 6. Players not present may not be listed on the score sheet.
- Sec. 7. Line-up changes and substitutions may be made only with the consent of the opposing captain, and only if he/she initials the changes on the score sheet.
- Sec. 8. Game Point Forfeitures are explained on each official score sheet.
- Sec. 9. Should a team present only one player for a two-player game, that team shall forfeit that game.

## **ARTICLE E - TIME FACTORS**

- Sec. 1. Starting time will be 7:30 p.m. on the day scheduled; forfeit time 7:45 p.m. If a team does not have their minimum of two (2) starting players present and listed on the score sheet by 7:45 p.m., the match will be forfeit—**PLEASE KEEP SPORTSMANSHIP IN MIND! ! !**

In the 1<sup>st</sup> half of the season, the team who won the forfeit will received the maximum amount of points from the match and the forfeiting team will receive 0.

In the 2<sup>nd</sup> half of the season, the team that wins a match by forfeit shall receive the same score as they received when they played that particular opponent in the 1<sup>st</sup> half of the season, or, the minimum number of wins; whichever is higher. The forfeiting team will receive 0.

- Sec. 2. There shall be only five (5) minutes between games. Any team violating this rule will forfeit the point for that game to their opponent.
- Sec. 3. There shall be only two (2) minutes between each leg. Any team that violates this rule will forfeit that leg to their opponent.
- Sec. 4. There shall be only two (2) minutes for each darter's turn. Any person that violates this rule will forfeit his turn to the opposing team member.
- Sec. 5. Any team that forfeits two matches in a season will forfeit all their points from that season and will be out of the league. Teams who have played that team will forfeit all points won or lost against them and each team's position in the division will be determined by averaging (total games won divided by total games played). The forfeiting team's position in the schedule will become a BYE position for the balance of the season.

Each member of the forfeiting team will be subject to triple membership fees for the next season they register for.

## **ARTICLE F - THE MATCH**

- Sec. 1. For teams in the MASTER, SILVER and NICKEL - A DIVISIONS, each singles game shall consist of one player per team and will be two (2) out of

three (3) legs. Each doubles game shall consist of two players per team and two (2) out of three (3) legs.

Sec. 2. For teams in the NICKEL - B DIVISIONS, each singles game shall consist of one player per team and will be two (2) out of three (3), unless BOTH captains agree on one (1) out of one (1) BEFORE the match.

Each doubles game shall consist of two players per team and two (2) out of three (3) legs.

Sec. 3. For teams in the NOVICE BRASS DIVISIONS, each singles game shall consist of one player per team and one leg only, NOT a two (2) out of three (3). Each doubles game shall consist of two players per team and two (2) out of three (3) legs.

Sec. 4. For teams in the Wednesday Divisions, all games will be played two (2) out of three (3).

Sec. 5. The game format of the match is determined by the official score sheet.

Sec. 6. In bars where there are multi-division teams; the team in the highest division has preference of which board is to be played on for the night on which more than one team is at home.

Sec. 7. Game Explanations:

**301** -- The purpose of the game is to subtract your scores from a starting total of 301 points, by starting on a double and finishing on a double (double bull included). To start a game, any double will do. However, to finish, the double has to equal the number of points the players has remaining as his/her score. A player busts when his/her three (3) darts (or less) score more points than remain in the leg for his/her team, or if the three (3) darts (or less) thrown leave a score on one (1). Darts that miss the score face (outside the outer double wire) do not count.

**401** -- 401 is played exactly like 301, with the exception of subtracting your scores from a starting total of 401 points, and not having to throw a double to start (free in).

**501** -- 501 is played exactly like 301, with the exception of subtracting your scores from a starting total of 501 points, and not having to throw a double to start (free in).

**Dirty Cricket**—The numbers twenty (20) through fifteen (15) inclusive and bulls are used. The object is to finish by closing all of the numbers before the opponent and also scoring an equal to or greater amount of points. To close a number, three (3) hits must be scored in that particular number (one (1) dart in the triple area scores three (3) hits; double area scores two (2) hits; and single area scores one (1). After a number is closed, all hits in that number scored by the team who closed it count for that numerical value. Scoring can continue until the opponents close the number by scoring three (3) hits.

**Doubles Game**—The doubles game is a two (2) player per team, two (2) out of three- (3) leg game. The first game is decided (choose 501, 301, or

Dirty Cricket) and started by the winner of the diddle. The second game is decided and started by the loser of the first game. This team must choose between the two (2) remaining games. If a third leg is needed, the visitor's team throws for the bull first and the winner of this diddle starts the last remaining game.

**Diddler's Choice**—The Home Team will diddle first, the winner of the diddle will pick the format of this game: all 501, all 301, all Dirty Cricket or Format.

**Mixed Trips 501** -- (Wednesday night) Mixed Trips may be played with either two men and one woman or two women and one man.

## **ARTICLE G - BEGINNING A GAME**

- Sec. 1. The Home team will decide to "see one" or "show one" at the bull to start each game. The team of the player who throws closest to the bull shall start the game. The second leg is started by the loser of the first leg. The third leg, if needed, the away team has choice of diddle. (A double bull is better than a single bull.) Darts must land in the playing surface of the board in order to count. Re-throws will be called if the scorer cannot decide which dart is closest to the bull, or if both darts are anywhere in the double bull or if both darts are anywhere in the single bull.
- Sec. 2. Only players scheduled to play in the game may throw for a bull.
- Sec. 3. The dart must remain in the board in order to count. Additional throws may be made ONLY when throwing for a bull, until such time as the 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 now throwing first (Reverse Diddle).
- Sec. 4. If the first thrower's dart is anywhere in the single or double bull, the second thrower may request that the dart be removed prior to his/her throw. Should a re-throw be called, the second thrower will throw first (Reverse Diddle).
- Sec. 5. Darts must not be touched prior to the decision of the scorer. Should a scorer be in doubt, a reverse diddle shall be called.
- Sec. 6. The order in which players throw shall be left to their respective captains, or participating partners. If a player throws out of turn, his score will be removed, and the scheduled player will shoot for his/her score. The player who threw out of turn will forfeit his/her next scheduled turn, and will receive zero as a score for that turn.
- Sec. 7. It is not necessary for a player to have played in the singles games to be eligible for the double games.
- Sec. 8. All matches have to be played in the order that is on the score sheet. However, if a player should have a legitimate reason for leaving early, the captains can keep in mind ARTICLE A (SPORTSMANSHIP) and play that game of the match earlier in the evening. ARTICLE A should not be used as an excuse for a player's tardiness.
- Sec. 9. A player playing in the Masters format match may play in only one (1)

of the five singles games, and in two (2) of the four (4) doubles games (with a different partner each game).

A player playing in a Silver/Nickel/Brass format match may play in one (1) of the five (5) singles game and two (2) of the four (4) doubles game (with a different partner each game).

## **ARTICLE H - SCORING AND MARKING**

- Sec. 1. The darts speak for themselves.
- Sec. 2. The home team shall provide a chalker for the first game of the match and every-other-one thereafter; alternating with their opponent. Any chalker must follow all the rules for chalkers.
- Sec. 3. Fast finishes such as "three in a bed", 222, 111, Shanghai, etc. do not apply.
- Sec. 4. No dart may be touched by anyone, including the scorer, prior to the decision of the scorer. If for any reason a dart is touched before the remaining darts are thrown, that dart will remain as thrown, but the remaining darts will not count.
- Sec. 5. For a dart to score, it must remain in the board until pulled by the player.
- Sec. 6. In order for a dart to score, the point of the dart must be touching the bristle portion of the board. A dart's score shall be determined from the side of the wire at point of entry. A broken wire favors the shooter.
- Sec. 7. It is the responsibility of the thrower to verify his/her score before touching the darts. If he/she has touched the darts, the score remains as written.
- Sec. 8. The scorer may inform the thrower what he/she has left and/or what he/she has scored. He/She may not inform the thrower what combination the thrower should go for. It is permissible for a captain or team member, during the course of the game, except when scoring.
- Sec. 9. The scorer shall mark the board so that the scores made and the total remaining are listed in two (2) separate columns.
- Sec. 10. Error in arithmetic must stand as written unless corrected prior to the team's next throw. However in Cricket the scoring and arithmetic must be verified and corrected if necessary, prior to the opponents next turn. The aforementioned may be waived in the interest of sportsmanship, provided both captains agree.
- Sec. 11. The thrower is responsible for his/her own arithmetic during his/her turn.

## **ARTICLE I—REPORTING RESULTS**

- Sec. 1. The captain of the **winning** team must call in the scores by the time posted by the Board of Directors. Violation of this shall result in a

loss of one point from the win column for each infraction.

- Sec. 2. Both captains are responsible for the accuracy of the score sheet, with his/her signature attesting to it.
- Sec. 3. The date of the match must be written on the score sheet.
- Sec. 4. A team that has lost any point(s) during the season shall be awarded those point(s) provided:
- a. It will not place them or give them a better play-off position;  
and,
  - b. it will not move them to a lower division for next season's play.
- Sec. 5. Each captain is responsible for completing his/her team's Individual Rating Record (IRR) and returning it to the league by the time specified by the Board of Directors.

Violation of this rule shall result in the team being upgraded during the next season they register for and will prevent the team MVP from receiving their award.

## **ARTICLE J - DIVISION CHAMPIONS AND PLAY-OFFS**

- Sec. 1. The play-off format will be determined by the Board of Directors and included in the captain's envelope prior to the beginning of the season.
- Sec. 2. The play-off format will be two (2) out of three (3) for all participants.
- Sec. 3. The 1<sup>st</sup> Place team will have the home bar advantage during the first round of play-offs. During all other rounds, the higher division will have the home bar advantage.
- Sec. 4. All team players must have played five (5) games over a minimum of five (5) weeks to be eligible for play-offs.**

## **ARTICLE K - PROTEST PROCEDURES**

- Sec. 1. Only captains or acting captains may file protests.
- Sec. 2. The opposing captain must be informed of the protest at the time of the incident.
- Sec. 3. All protests must be called in to the Board President or Vice-President at the point of the alleged infraction. Both captains must then sign the back of the score sheet acknowledging that a protest has been filed. The score sheet must be received by the SDL no later than 3 days after the match. After the phone call is completed and the captains have signed the score sheet, the match will resume from the point of the infraction.
- Sec. 4. Details of the protest must be submitted in writing, accompanied by a \$10.00 check or money order, to the League Secretary and postmarked no

later than three (3) days after the alleged infraction took place, or the protest will be considered invalid. Upon receipt of the protest, the Board will appoint a committee comprised of three (3) neutral Board Members who will meet promptly and rule. NOTE: The \$10.00 will be refunded to the submitter if the decision is in his/her favor.

Appeals of any board decision, must also be submitted in writing, accompanied by a \$20.00 check or money order, to the Board and postmarked no later than three (3) days after the protest meeting, or the appeal will be considered invalid. Five (5) neutral captains chosen by lot will hear appeals; and, their decision will be final.

Sec. 5. Protests involving time, playing conditions (lighting, boards), etc. must be called in prior to the start of the match in question.

Sec. 6. Please consider ARTICLE A - SPORTSMANSHIP before lodging protests.

## **ARTICLE L - ADDITION OF NEW PLAYERS**

Sec. 1. A non-member may be added to a team's roster provided he/she does not violate any Articles of the SDL By-Laws and/or Rules of Play. This addition shall be subject to the protest rules in ARTICLE K. The Committee shall consider the following factors when making a decision on the protest:

- a. The skill of the team the new player was a member of for the season immediately prior to the present season;
- b. the observed skill of the player;
- c. the reported skill of the player submitted to the Board in writing;
- d. the goals of sportsmanship and competitive darts as outlined in ARTICLE A of these Rules of Play.

The protest shall be decided by the Committee before the next scheduled date for play by the team involved. There shall be no forfeiture of any points won by the player under protest while the decision is in progress.

Sec. 2. The team captain may play a non-member provided that he/she is not a Master or Silver player, that the team roster does not exceed the maximum amount of players allowed on the roster, and that member becomes registered according to PROCEDURES (See your captain's folder) and time limit set by the SDL Board at the start of the season. If the player is not properly registered, all games that the non-member participated in will be forfeit.

Sec. 3. Once a player has played for a team, he/she will be considered "locked-in" for that season on that team (see ARTICLE M - Sec. 3).

Sec. 4. Each team is allowed a maximum of three (3) additional members to the original roster without prior board approval.

Sec. 5. New players cannot be added after the third week of play, without prior board approval.

Sec. 6. All points won by an ineligible player will be awarded to the opponent. The team who played the ineligible player will be penalized 1 point per ineligible player for each week that player was used.

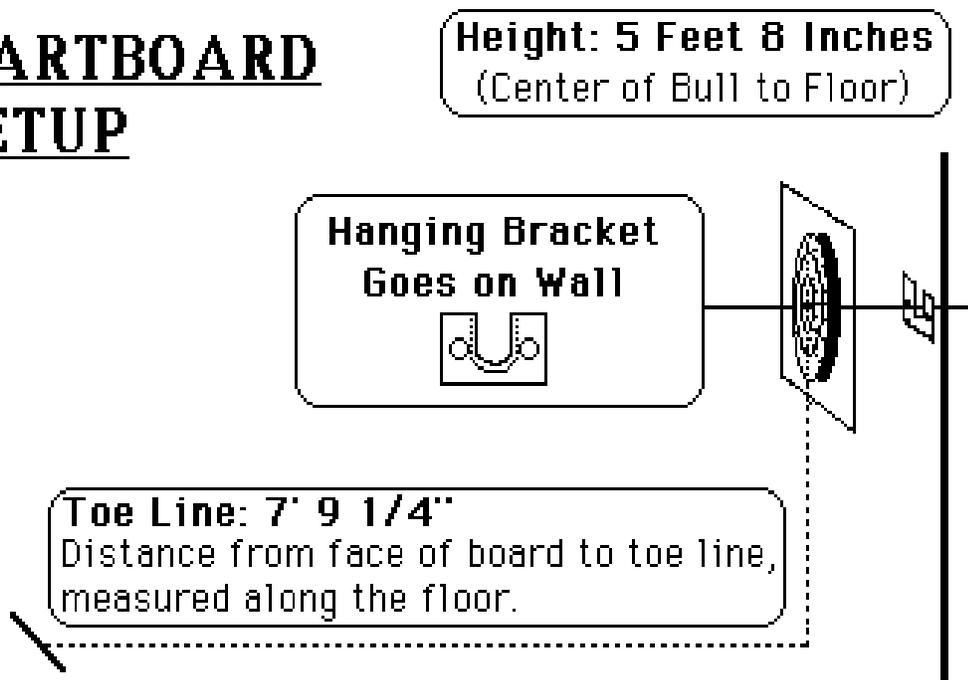
## **ARTICLE M - PLAYER'S TEAM STATUS**

- Sec. 1. A person may register for any team he/she wishes; however, he/she does not officially become an active player on any team until the first night he/she plays.
- Sec. 2. The first team a member plays for is the team, which that player shall belong to for the rest of the season. He/She shall be considered "locked-in".
- Sec. 3. When a team member becomes an "active player" (locked-in) his/her name cannot be removed from the team roster for that season.

## **ARTICLE N - GAMBLING**

- Sec. 1. Gambling is neither sanctioned nor authorized at SDL sponsored events.

## **DARTBOARD** **SETUP**



**D I A G R A M     A**

**Dartboard Setup**

