

1. MEMBERSHIP

- A. All players must be registered, fully paid and non-restricted members of the Southern Ohio Darting Association (SODA).
- B. Members must carry their SODA membership card on league nights. If a challenge is made regarding the legality of a player and the player can't produce their SODA card, the match will be played under protest until the card is produced.
- C. It is the expectation of the Board that the team roster be set and filed before seeding. If circumstances require any change to the roster, a minimum of three Board members must approve the new player prior to any league participation.
- D. Any rostered player participating in a league match on a set team cannot leave that team to play with another team during the half season.
- E. **No new players may be added to any team's roster after the half-way point of the season.**
- F. In the event that a team wishes to add a new player to their roster, the team captain must adhere to the following procedures:
 - 1. The New Player representative must have the new player application card and player fee before 5:00 p.m. the Friday previous to the regularly scheduled Tuesday match when the new player is needed.
 - 2. The New Player Rep will then follow the Board procedure to have the new player approved for play and added to the team roster.
 - 3. The New Player Rep will then notify the captain by Monday before league play, whether the player has been approved.
- F. Members must be 21 years of age to participate in league play.

2. DEFINITIONS

- A. **Season:** A season runs September through May of the following numerical year.
- B. **Match:** The night's play will consist of games as shown on the current scoresheet.
- C. **Game:** The best two of three legs. The game is over when either team wins two legs. The exception to this rule is the team game which shall consist of one (1) leg only. One (1) point shall be awarded to the winning team in the team game. All other games will be worth one (1) point for each leg won.
- D. **Leg:** The single unit of a game, which may consist of either two (2) or three (3) units (legs).
Note: If the correct double scored in an 01 type game reaches zero, the leg is over even if more darts are thrown. Darts thrown after the winning double has been scored are not counted.
- E. **Point:** Received for winning any leg of the game, or for winning the team game which shall consist of one leg only and shall be worth one (1) point.
- F. **Thrown Dart:** A dart is considered thrown if released as the thrower's arm has moved forward towards the dart board while at the toe line. Any dropped dart may be re-thrown.
- G. **Turn:** A player's turn is complete when three (3) darts have been thrown or sufficient darts have been used to complete or win the leg. The score must be recorded before the dart(s) have been removed from the board.

3. THE EQUIPMENT

A. An ADO regulation, 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 foul line will be seven feet, nine inches (7'9-1/4") from the surface of the board, measured along the floor. The diagonal distance from the center of the bull to the back of the throwing line must measure nine feet, seven and three-eighths inches (9'7-3/8"), plus or minus one-quarter inch (1/4"). (See Diagram A.) The board must be stable and the impact of the dart must not cause the board to shake, wobble or turn. The dart board wire spider must not be broken and the double and triple rings must be within a tolerance of one-thirty-second inch (1/32") of the normal space measurement of three-eighths inch (3/8").

B. The scoring wedge indicated by the twenty (20) shall be the darker of the two colors, and it must be the top center wedge.

C. Lights must be affixed 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 lighting should be covered on the side toward the thrower to shield from glare and protect the bulb.

D. The throwing line shall be indicated by a tape or raised hockey.

Tape: A minimum of one inch (1") wide and twenty-four inches (24") long positioned according to Diagram A. A player can toe the back edge (edge closest to the player) but cannot go over it. Raised Hockey: A minimum of one inch (1") wide, a minimum of one-half inch (1/2") high and a minimum of twenty-four inches (24") long positioned according to Diagram A. A player can toe the back edge of the hockey (edge closest to the player) but cannot go over it. Violation of this rule during the course of the night's play will result in the forfeiture of that turn.

E. The playing area should have a minimum of two feet (2') to either side of the tape or raised hockey with a clear path to the dart board. There should be no overhanging objects in the playing area that could obstruct the thrower's vision or the flight of the dart to the board. (See Diagram B.)

F. All comments or protests concerning the equipment or playing area of a particular team should be brought to the attention of the home team's captain prior to the match. If the condition is not corrected and is still a problem, the home team's captain should be informed that the match is being played under protest.

G. A scoreboard or scoresheet must be provided for each dart board. The scoreboard / scoresheet should be in a position that the score may be easily read by players and spectators.

H. The dart must not exceed twelve inches (12") in length from the point to the tip of the flight, nor weigh more than fifty (50) grams per dart.

I. Bare concrete, wood or tile floors in front of the dart board are prohibited for league play. A carpet or mat at least three feet by four feet (3'x4') must extend in front of the board.

J. For a house to have one or two teams, it must have two dart boards. For three or four teams, it must have four dart boards, etc.

4. THE TEAM

A. A team shall consist of a minimum of four (4) and a maximum of eight (8) players.

B. **THE TEAM SURVIVAL RULE** : The "Team Survival Rule" becomes effective when a team, due to a hardship, has no more than 3 active players on a roster. Players who suddenly cannot play (due to an accident, change of employment, relocation, etc.) must be dropped from the roster. A player may be added to replace the dropped player. The Board must approve survival additions prior to play. The Survival Rule does not grant relief to teams that have a

temporary hardship. This rule pertains to teams with players who have permanently quit and are not available to the team for the remainder of the season.

5. THE LINE-UP

A. Line-ups must be exchanged by starting time. The home team will provide the scoresheets and the winning team will be responsible for sending them in at the end of the match. Each team captain (or acting team captain) will fill out their entire line-up sheet. A team short of players will leave blank slots in the line-up sheet. Late players may be put in the blank slots.

B. At least two (2) team members must be present to compete in league play, but all eight members may compete on the same night.

C. A team with only two (2) team members present will forfeit all of the following:

One (1) - 401 doubles event

One (1) - cricket doubles event

Two (2) - cricket singles event

Two (2) - 301 singles event

Two (2) - 501 singles event (A & B+ Divisions only)

The 801 team game can be played if the team which is short of players wishes to throw it.

D. A team with only three (3) team members present will forfeit all of the following:

One (1) - 401 doubles event *

One (1) - cricket doubles event *

One (1) - cricket singles events

One (1) - 301 singles events

One (1) - 501 singles events (A & B+ Divisions only)

The 801 team game can be played if the team which is short of players wishes to throw it.

* The shorthanded team may choose to shoot one of their players against two of the other team's players in these events.

E. If one or no players show, the team must forfeit. The team receiving the forfeit shall receive their average plus three (3) points, or the forfeiting team's losing average plus three (3) points, whichever is greater. The average shall be computed after five (5) weeks of play and each week thereafter. The team forfeiting shall receive no points for that night.

F. A player arriving late shall not be permitted to compete in any leg in progress.

G. A player arriving late may warm up if it does not delay the start of the next leg.

H. A member on a team roster may not substitute for any other team.

6. THE FORMAT

A. The format will consist of the following games:

One (1) - 801 team game, only one leg worth one point.

Two (2) - 401 doubles, double start, double finish.

Two (2) - American cricket doubles.

Four (4) - 301 singles, double start, double finish.

Four (4) - American Cricket singles.

Four (4) - 501 singles, straight in, double finish (A & B+ divisions only).

B. There is one point per leg with a maximum of two points for the winning team, per game. The exception is the team game, which only has one leg and is worth one point.

- C. No dart may be touched by the player or scorekeeper prior to the end of the turn. Such action will result in the forfeiture of that turn.
- D. In order for the darts to be counted, they must remain in the board for five seconds after the last dart is thrown, and the point of the dart must be touching the bristles of the board. If a dart lodges under a wire, it shall be counted from the side of entry. If the dart lodges at a staple, the highest value is awarded.
- E. The order of play will follow the scoresheet unless both team captains approve of altering the sequence of play.

7. THE GAMES

A. GAME EXPLANATIONS:

1. 301/401: The purpose of the game is to subtract your turn scores from a starting total of 301/401 points by starting on a double and finishing on a double (double bull included). To start a game, hitting any double will do. To finish, however, the double has to equal the number of points the player has remaining as their score. A player 'busts' when their three darts (or less) score more points than remaining in the leg for their team; or, if the three darts (or less) thrown, leave a score less than two (2). Darts that miss the scoring face (outside the outer double wire) do not count.
2. 501/801: These games are identical to 301/401 with two exceptions:
 - a. These games are started with 501/801 points
 - b. It is not necessary to start by throwing a double (free start, single in, straight in, etc.)
3. Cricket: The numbers twenty (20) through fifteen (15), inclusive and bulls are used. Alternate players throw and their scores are posted by the scorekeeper. The object is to finish by closing all numbers before the opponent does while also being even or ahead in 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; one (1) dart in the double area scores two (2) hits; one (1) dart in the single area scores as one (1) hit. After a number is closed, all hits in that number scored by the team that closed it count for the numerical value, unless or until the opposing team has closed that number by scoring three (3) hits.

B. BEGINNING THE GAME:

1. All game points are started by throwing for the bull (cork). The visiting team has the option to throw first with the acknowledgment of the opponent. The team/player winning the cork (dart closest to the center of the double bull) will throw first in the first leg. The loser of the first leg automatically wins the option to cork first in the second leg. If a third leg is necessary, the home team has the option to throw for a bull first (reverse cork) to decide who starts.
2. Only players scheduled to play in the game may throw for the bull (cork).
3. The dart must remain in the board in order to count. Additional throws may be made when throwing for a bull (cork) until such time as the player's dart remains in the board. Should the dart of the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower throwing first.
4. If the first thrower's dart is anywhere in the single or double bull, the second thrower (upon acknowledgment of a single or double bull) may request that the dart be removed prior to their throw. A re-throw will be called if both darts are anywhere in the single bull or if both darts are in the double bull. Should a re-throw be called, the second thrower will have the option to throw first.
NOTE: A double bull always beats a single bull.
5. Darts may not be touched by anyone prior to the decision of the players. If the players cannot decide which dart is closest to the bull, a re-throw will be called and the second thrower will throw first.

8. TIME FACTORS

- A. All matches are scheduled to start at 7:30 p.m. on the date and at the place scheduled. All player warm-ups and the line-up sheet should be completed prior to the 7:30 p.m. starting time.
- B. The deadline for starting a match is 7:45 p.m.
- C. There shall be a maximum of five (5) minutes between each game. Any team violating this rule will forfeit the game to their opponent.
- D. There shall be a maximum of two (2) minutes between each leg. Any team violating this rule will forfeit that leg to their opponent.
- E. There shall be a maximum of one (1) minute between each dart. Any person violating this rule will forfeit their turn to the opposing team member.
- F. The dart boards must be available for exclusive use of the league members playing that night and at that location 20 minutes prior to starting time (7:10 p.m.).
- G. In the event of severe weather, a recorded message will be made available approximately one hour prior to starting time, informing players if the matches scheduled will be canceled on that particular night. If scheduled matches have been canceled, make-up dates will be designated by the Board.
- H. If there are any questions regarding the cancellation of a match, the captains should call the SODA office for the recording.
- I. Any team forfeiting three entire matches in either half season, or a team forfeiting a match during the last three (3) weeks of a half season, will be suspended from play for the remainder of that half season and will lose all banquet privileges. Each half season will be scheduled so that each team plays every opponent team in the division three times within the season. Once all teams have played all other teams once, all points accrued in that rotation will not be affected by divisional forfeitures. If a team forfeits out of the league in the last play rotation of the half, all points won or lost by or to that team will be removed from the division standings. Points earned from the forfeited team in the first rotation of play will remain.
- J. If both team captains agree that a match cannot be played as scheduled, then those teams have two (2) weeks to replay the match at the scheduled site with approval of their divisional representative. If the match to be rescheduled occurs in the last three (3) weeks of the half season, the teams have one hundred and twenty (120) hours to replay the match (through Sunday evening of that week). If no agreement can be reached, the SODA Board of Directors will designate a time and place for the match to be played. A team not showing for this rescheduled match will be dealt with according to established rules.

9. DUES

- A. Each team will pay the fee set by the SODA Board of Directors for the half season according to the schedule provided at sign-up time.
- B. Each house (bar) will pay a \$50.00 membership fee.
- C. If the dues owed are not received within seven (7) days of the due date, the team will forfeit all points earned until dues are paid.
- D. Dues paid by check or money order must have the team name and number listed on them so the money can be properly credited. There will be a \$25.00 bad check charge for all returned checks.
- E. Late payment of regularly scheduled dues can be reason for expulsion of a team from the league. No refund will be due for the moneys paid.
- F. New player's points earned in matches will not count toward the division standings unless he/she is paid in full.

10. REPORTING RESULTS

- A. Both team captains are responsible for the scoresheets being filled out accurately and properly. Both sheets must include the first and last names of each layer at least once, the division, the date, team names and team numbers. The scoresheets should also include the total points won by each team and should be signed by both captains. Scoresheets that are not filled out correctly can result in a three (3) point deduction (See 11-D).
- B. The scoresheet must be mailed directly to the SODA office in the envelopes provided. The winning team is responsible for mailing in the scoresheet. In case of a tie, the home team will be responsible for mailing in the scoresheet. Envelopes must be postmarked no later than 48 hours after the match takes place.
- C. Both of the team captains will be responsible for emailing the results to SODA by noon of the day following league play. Send to: standings@southernohiodarts.com. The email should include the division, team names, team numbers and the final score. The penalty for non-compliance is a loss of three (3) points.
- D. Both teams must supply a scoresheet at the beginning of play. Both scoresheets must be filled out throughout the evening of play. Both scoresheets must be signed by both team captains at the conclusion of play. In the event that the winning team fails to provide a scoresheet, the losing team may be required to submit their duplicate copy to the Board.

11. FINES AND PENALTIES

- A. Any team writing a bad check to SODA will be fined \$25.00 for each occurrence up to two. After the second occurrence, only money orders will be accepted. If the second bad check has been written to SODA and payment is still made by check, the check will be returned and that team will be considered delinquent in their dues and will be subject to rules 11-G and 9-E. Failure to comply will result in the loss of banquet tickets.
- B. A team will be assessed a penalty of fifteen (15) points if no representative is present at General Membership meetings.
- C. A penalty of three (3) points will be assessed for: 1) the winning team failing to send the scoresheet to the SODA office within 48 hours, or leaving in the drop box by Friday following league play; or 2) the team captain failing to call in scores prior to noon the day following the night of league play.
- D. A penalty of one (1) point per infraction will be assessed for failure to include full team name, team number or captain's signature on the scoresheet.
- E. Any player playing for more than one team within a half season will be expelled from the original team and will forfeit all points earned for the subsequent team (See 4-H-H).
- F. Failure to pay dues will constitute a loss of all points until the dues are paid.
- G. Any team forfeiting either half is subject to the following:
FIRST OCCURRENCE: A written warning (with the exception of the last three weeks (See 8-I)).
SECOND OCCURRENCE: Written warning and loss of banquet tickets.
THIRD OCCURRENCE: Written announcement of expulsion from the league.

12. RECALL OF OFFICERS

- A. Any team member displeased with any officer may file a recall which shall consist of the following:
A petition stating the name of the officer, the office held and the reason for the recall. The petition must be signed by twenty-five percent (25%) of the team captains and be accompanied by a twenty-five dollar (\$25) deposit. Both parties or sides will have the opportunity to express their views before a General Membership meeting. A ballot will be submitted to the membership. A 51% majority vote is needed to ratify the recall. If ratified, the deposit will be refunded. If not ratified, the deposit will be added to the General Operating Fund of the Association. The vote of the General Membership is final.

13. TROPHIES AND BANQUET

- A. Teams receiving awards will receive up to eight (8) individual team awards plus one (1) sponsor award.
- B. Up to eight (8) banquet tickets are allotted per team according to the number of active members on the team roster. If desired, additional tickets may be purchased.
- C. Players must play two (2) matches in four (4) nights to be eligible for trophies and/or plaques, and banquet tickets.
- D. Players must play a minimum of 50% in each half season to be eligible for a first place jacket.

14. TIE BREAKERS

- A. Teams that tie for either first or second place will be required to throw a playoff the first week following the last scheduled night of a season.

15. GENERAL PROVISIONS

- A. If any dispute arises that can't be settled by the team captains, the SODA Board of Directors will make the ruling in the dispute and their ruling will be final. The match will continue under protest.
- B. In the event of a protest, the protest must be submitted to the President of SODA in a detailed written report. It must be signed by the team captain and all members who were present that night. It must be received by the President within seventy two (72) hours of the protested match. If the President's address is unknown, the protest may be mailed directly to the SODA office.

16. CONDUCT AT MEETINGS

- A. All team captains will be notified of the General Membership meetings seven (7) days prior to the date of the meeting. These notices will be mailed to the last provided address, or notice will be made in some other acceptable manner.
- B. General Membership Meetings will proceed as follows: 1) The President will call the meeting to order, 2) Roll call will be taken, 3) The minutes will be read, 4) Old business will be discussed, 5) New business will be discussed, and 6) The meeting will be adjourned.

17. SPORTSMANSHIP

- A. Good sportsmanship should be the prevailing attitude during all league events.
- B. Attempts to distract a player while they are throwing will not be tolerated. Until the distraction is removed, the time allowance between darts may be waived. Complaints may result in the Board taking disciplinary action if a protest is brought forward. If several complaints are made about an individual or team, severe action will be taken by the Board.
- C. If so requested by the thrower, all spectators and players must align themselves out of the throwers vision and/or behind the position from which the thrower is throwing. Players must stand at least two (2) feet behind the player at the line.
- D. The home team captain should see to it that visiting teams are treated courteously and are not harassed. Visiting teams are expected to act as good guests. Trying to win through intimidation will not be tolerated. Language and conduct should be acceptable to the owner (or the agent of the owner) of the venue where the match is being played.

E. In the interest of sportsmanship, the home team captain should make every attempt to provide adequate and equal space for the visiting team to watch and participate in the match. Specifically, space for the visiting team should not be appreciably further away from the game board than the home team's space. Conversely, the visiting team should be aware of the home team's right to choose their space.

18. APPROPRIATION OF FUNDS

- A. No money beyond normal operating expenditures shall be taken from SODA funds without Board approval.
- B. A twenty dollar (\$20) base will be allowed for special purchases with the consent of the Treasurer and one (1) Board member.
- C. The Board of Directors will ensure that there are sufficient funds reserved to form next year's league.

19 August, 2010