



# JDA

## JACKSONVILLE DART ASSOCIATION



### BY-LAWS

And

### RULES FOR MATCH PLAY

(Established October 2000)

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\*Any issue not addressed within the By-Laws should be brought to the attention of the Grievance Director. He/She will bring the issue(s) to the board of directors for consideration and if needed, amendments to the By-Laws will be made.

*\*Changes made noted at the end of the document.*

## **PART I: BY - LAWS**

### **ARTICLE I: NAME OF ORGANIZATION**

- A. The name of this organization shall be: **Jacksonville Dart Association (here in known as JDA)**.

### **ARTICLE II: ASSOCIATION OBJECTIVES**

- A. The JDA shall be a non-profit, non-political, and non-sectarian Association.
- B. The JDA is established as a competitive steel-tip dart Association in Jacksonville, North Carolina for:
1. The purpose of promoting darting as a sport and to sanction league play according to rules for match play;
  2. The enjoyment of its membership;
  3. The development of additional locations and teams in the Jacksonville Area for the purpose of promoting darts as a sport;
  4. To promote competitive darts and good sportsmanship for social and recreational purposes;
  5. To improve and establish conditions of play in local establishments;
  6. To establish and maintain friendly, competitive relationships with similar organizations;
  7. The generation of assistance and cooperation of business firms who may have an intent in sponsorship of dart tournaments;
  8. The provision of assistance to individuals or firms by arranging tournaments within the City of Jacksonville by providing technical and promotional help. Such participation must not create any unauthorized expense to the JDA.

### **ARTICLE III: REGISTRATION, FEES/DUES AND MEMBERSHIP**

#### **A. Registration:**

1. Registration begins at the end of the season and closes at the Registration Meeting. A Registration Meeting, with the sole purpose of team registration, will be held the day before the Scheduling Meeting. The Executive Board will announce the dates and places of these meetings prior to the end of the previous season. Also, the Board will project the starting date of the next season. No team rosters will be accepted after the deadline.
2. No team will be allowed to register with less than the specified number of shooters for that Division, and no team will be allowed to register without full player fees (if applicable) for all those on the roster.
3. At the Scheduling Meeting, the Executive Board will determine the length of the season, the number of divisions, and schedule for Match Play based upon the number of registered teams and the Rules for Match Play.
  - a. A schedule for Match Play will be distributed to each home establishment at least 48 hours before Match Play begins. In addition, every effort will be made to contact each Team Captain with the first match locations at least 48 hours before Match Play begins.

#### **B. Fees/Dues:**

1. *Membership dues are determined by the Executive Board and are subject to change at the discretion of the Executive Board. Player dues will be \$5.00 per person per week for any particular Match Play. Individual fees will be a \$2.00 JDA and a \$2.00 ADO membership fee for a total of \$4.00 at the beginning of each new season for all players, plus \$5.00 per person for the end of season tournament, fees are due by week 3 of darts.*
  - A. *One (1) point will be deducted per dollar owed per week that the banquet money is not paid. If not paid, monies will be deducted from team winnings.*

2. *A \$40.00 sponsor fee will be collected for each team at the beginning of each season.* The sponsor (normally the teams' home establishment) that pays the fee has a verbal contract with that team and has the following rights to that team name and location of match play.
  - A. The team is required to play the entire season of match play in the sponsor's establishment unless the following agreements are met:
    1. The sponsor agrees to release in writing to the JDA Board that team name.
    2. The team captain and sponsor must agree on all matters pertaining to the move such as the refund of monies or time of the move.
    3. In the event the sponsor and team Captain cannot come to an agreement the sponsor has the right to field new players under that team name.
    4. No new team names will be allowed. If the sponsor cannot field a team and the current players discontinue play; that team will become a bye slot for scheduling purposes for the remainder of the scheduled season.
  - B. The sponsor and the team Captain **MUST** work together and try and work out any disagreements that may occur throughout the season of match play, however if it cannot be worked out:
    1. The sponsor or the team Captain can submit a grievance to the Grievance Director.
    2. The Grievance Director will take appropriate action to resolve any and all issues.
    3. If the sponsor or team does **NOT** agree with the resolution made by the Grievance Director, then He/She will present the issue(s) to the JDA Executive Board for a final decision.
3. Monies will be awarded to each team that completes the scheduled season; any team that does not finish the scheduled season and is **NOT** replaced with new players then all monies are absorbed by the JDA.
4. Fees (if applicable) will not be refunded for any reason to a player that has participated in Match Play. Dues may be refunded to a JDA Member who has not yet participated in Match Play until the third match for that player's team, at the discretion of the Executive Board (two-thirds approval of the Executive Board members who are not members of the team). [The team may also choose to have the dues from someone who did not play transferred to a new team member, if it is done before the team's third match and has received approval from two-thirds of the Executive Board.]
5. Any player who participates in Match Play before having registered and paid his/her fees/dues to the Association Treasurer is considered to be an "ineligible player".
6. The JDA will not dictate who is required to pay any of these fees/dues. Any sponsor, team, or player may pay them in any combination they see fit. This decision is left up to the team and its sponsor.
  - A. Team Captains are responsible for ensuring that payment of all players' fees/dues is up-to-date and complete.
  - B. No team can be more than \$20 behind at any one time. See Part II: Article XI
  - C. All owed money must be paid within the time between time originally owed and 2nd scheduled match for that team.
  - D. Any Captain who leaves the JDA with unpaid fees/dues will not be allowed to register in subsequent seasons until all past fees/dues have been paid.
7. The collection of all fees/dues to be turned in to the Association Treasurer is the responsibility of the team captain.
8. Captains are responsible for collecting and delivering fees/dues (If applicable) to the Association Treasurer for any player added to rosters (with Executive Board approval) after the official registration period has ended. These fees/dues must be paid before that player participates in Match Play.
9. All unpaid fees/dues not received by the Treasurer by the end of the season will automatically be deducted from that team's payouts.

### **C. Membership:**

1. The JDA does not discriminate on the basis of race, religion, sex, age, or personal handicap. a. Participation in the Association by under-aged (under 21) players is subject to the permission of the host establishments.
2. Membership in the Association is open to any person expressing an interest in darting as a sport, provided that the person is not currently under suspension or expulsion from the Association.
3. Membership is subject to approval by the Executive Board.

## ARTICLE IV: PLAYER PROFILE

- A. A player in good standing in the JDA is a player whose fees/dues are paid on time and who has not been suspended for violation of any of the By-Laws or Rules governing the JDA.
- B. All players must throw in at least one match.
- C. All players should consider themselves representatives of the JDA when participating in any darting function. (Players should not however, consider themselves representatives of the Association to the extent that they begin infringing on the jobs and duties of the Executive Board members.)
- D. Any person who throws will be subject to **ALL RULES** set forth by the By-Laws and the Rules for Match Play.
- E. A player can be suspended from the JDA by the Executive Board or by decision of the Captains at a Grievance/Protest meeting, for noncompliance with JDA Rules.
- F. All players are expected to play darts in a sportsmanlike manner.
- G. A player must be in good standing with the Association to participate in any JDA or JDA-sponsored event.
- H. A player must be in good standing with a host establishment to participate in any League event held in that establishment.
- I. An active player is any player who has competed in Match Play during the current season and has not been replaced or disqualified.
- J. An inactive player is any player in good standing that has competed in Match Play during any season, but has left the Association.
- K. A "Sub" is any player that is not actively listed on another team roster.
  - 1. They must be in good standings having paid the JDA and ADO fees
  - 2. Must meet all rules and regulations of the By-Laws of the JDA
  - 3. If atleast 4 rostered players for that team are present a Sub can not play any leg of the match

## ARTICLE V: TEAM PROFILE

- A. Minimum number of players for an eligible team is:
  - 1. In a four-player format a maximum number of active players allowed is **six**.
  - 2. In a two-player format a maximum number of active players allowed is **three**.
- B. Addition, replacement, and removal of players on a team roster:
  - 1. When multiple divisions are present those players classified as known ranked players must participate in the division specified for their skill level. (i.e. A Division.) When there is no separation of divisions a team will only be allowed to have a maximum of 2 known ranked players.
  - 2. The Executive Board (two-thirds approval vote of those Board Members whose team is not involved in the player addition) may add players to a team roster after the close of the registration.
    - a. To request an addition to a roster, the team must contact the JDA Statistician, who will then contact the rest of the Executive Board for their votes (all Executive Board members must be called regardless of the vote count). The JDA Statistician will then notify the team of the Board's decision.
    - b. The JDA Statistician must receive requests for roster additions at least 72 hours prior to that week's matches. Even at this time frame however, no guarantees can be given as to the quickness of the reply. (The Executive Board recommends that teams request as early as possible, and they will do everything in their power to ensure a prompt response to the team.)
    - c. In the event that a team cannot reach the JDA Statistician over a span of two or more days, requests for roster additions may be made to the Rules & Grievances Director, and then the Association President.
  - 3. A team that had a full roster of six (6) people in a four-player format or three (3) people in a two-player format but has lost a player may request permission to replace that player. At no time however, may a team roster consist of more than six (6) active people in a four-player format or three (3) people in a two-player format. Teams may play up to ten (10) players per season, but only with the approval of the Executive Board (two-thirds approval vote of those Board members whose team is not involved in the player replacement) and as long as their roster does not contain more than six (6) active players people in a fourplayer format or three (3) people in a two-player format.

4. If some of a team's registered players have not yet participated in Match Play, they may be removed from the roster (with a refund of player dues, if applicable) before the team's third match of the season, provided that the team still has four active team members.
  5. A player who is dropped from his/her original team before having participated in any game sets is eligible for registration with another team during the current season.
  6. The membership fee (if applicable) for a new member must be submitted to the Association Treasurer by the Team Captain or Team Representative before the new player participates in Match Play. If the fee has not been received by that time, the team will be assessed "ineligible player" penalties in accordance with the Rules for Match Play.
- C. All active team members must be in good standing with the JDA.
  - D. Any person who plays in Match Play is subject to all Rules set forth by the JDA. This includes registration and payment of fees/dues (if applicable) as specified. Any team who uses a player who has not met these specifications is subject to any and all forthcoming penalties. It is the team captain's responsibility to assure compliance is met.
  - E. Teams are free to choose their own team names within acceptable moral and publishable limits.
  - F. Each team is responsible for selecting a Team Captain.
  - G. Each team is responsible for finding a suitable home board/host establishment with a minimum of two boards per two teams. Any one establishment may not have more than **six** teams per season throwing match play.

## **ARTICLE VI: CAPTAINS' RESPONSIBILITIES**

This is a general list of the Captain's responsibilities. Although some duties may be delegated to some other team member, the Captain is ultimately responsible to their team and to the Association to carry out these duties or to designate someone to carry them out in their absence.

- A. Be aware of and adhere to Rules for Match Play.
- B. Register the team and deliver all fees/dues to the JDA Treasurer.
- C. The collection of all fees/dues to be turned in to the Association Treasurer is the responsibility of the team captain.
- D. Captains are responsible for collecting and delivering fees/dues (If applicable) to the Association Treasurer for any player added to rosters (with Executive Board approval) after the official registration period has ended. These fees/dues must be paid before that player participates in Match Play.
- E. Collect names, addresses, and phone numbers from each team member.
- F. Represent the team at Captains' Meetings and Grievance/Protest Meetings.
- G. List participating team members on the score sheet for each match. 1. Record match results accurately and legibly. 2. Sign scoresheet.
- H. Help new players on his/her team by familiarizing them with the Rules for Match Play and the By-Laws.
- I. Handle protests properly, if filed by or against their team.
- J. Ensure that his/her team consists of eligible players only.
- K. Home Team Captains are responsible for turning in scoresheets on time (turn in at designated location by 8:00 p.m. on the day following Match Play. Preferred that it be turned in the same night of Match Play).
- L. Keep team abreast of any JDA Rule changes.
- M. Notify Association Treasurer and Statistician/Newsletter Editor of rookie players (a rookie is any player who has never played darts in an organized league).
- N. When necessary, petition primary Executive Board members for additions and replacements to team roster subject to Rules for Match Play.

## **ARTICLE VII: PERSONAL CONDUCT AND SPORTSMANSHIP**

*"To be sportsmanlike is to act in a manner becoming a fair, ethical, and honorable individual."*

- A. The JDA is empowered to levy penalties for infractions. Repeated evidence of unsportsmanlike conduct by any individual shall be considered just cause for suspension or expulsion from the Association.
- B. Heckling or harassment, including foul or insulting language by team members, is strictly forbidden. It is each team's responsibility to maintain the best of conduct during Match play. In the event of improper conduct, follow the procedures for filing a grievance or protest in Article VIII of these By-Laws.
- C. Physical violence will result in immediate expulsion from all Association-sponsored activities for a period of one year, whether provoked or not, except in the case of self-defense.

- D. Throwing darts at anything other than the board will result in penalties with a possibility of being suspended from Match Play for the remainder of the season.
- E. Violation of civil or criminal law will result in immediate expulsion from the JDA (e.g., taking alcohol into bars, procuring alcohol for minors, etc.).

## ARTICLE VIII: PROTESTS

- A. The Captain of any team may file a protest for any irregularity of a match, or improper conduct by an Association member. The opposing team must be notified at the time of the protest that the match, from that point on, is being played under protest. The match shall then be played to its conclusion.
- B. Team members, spectators, or the host establishment staff in writing within seven (7) days may report a description of any irregularity or improper conduct to the Rules & Grievances Director. In addition to the summary report of the reasons for filing the grievance/protest, those filing the protest must also include what actions or results they would like to gain from their protest.
  - 1. If the grievance relates to a Rule with a definitive penalty specified within the By-Laws or Rules for Match Play, the Rules & Grievances Director would gather all pertinent information from the parties involved, and levy penalties accordingly. If the grievance relates to a rule or problem without specified penalties, the Rules & Grievances Director will call a Grievance/Protest Meeting within seven (7) days of receiving the protest. The Captains present at the Grievance/Protest meeting will then decide the outcome of the protest, and may assign a penalty to the player or team for misconduct at its discretion (majority vote of Captains 6 present). [Note: Any Association member may represent his/her team's one vote, with the exception of the Rules & Grievances Director, who will act as moderator at the Grievance/Protest Meeting.]
    - a. Decisions by members of the Executive Board and penalties levied by the Rules & Grievances Director may be appealed to the JDA Captains by filing a written grievance with the Rules & Grievances Director within seven (7) days of the decision or penalty being levied.
  - 2. During the final week of the regular season, protests must be filed within twenty-four (24) hours. The Rules & Grievances Director will hold a Grievance/Protest Meeting within twenty-four (24) hours of receiving the protest.
  - 3. All grievances relating to jobs or items specifically designated to another Executive Board member (e.g., the Vice President and board standards) will be brought to that member's attention by the Rules & Grievances Director upon receipt of the grievance.
- C. Any protest must also be indicated on the **match scoresheet as a match that was played under protest**. The scoresheet must be handled the same as an unprotested scoresheet as far as scoring is concerned until the Ruling Board, if any, will impose a decision of what penalties.
- D. In the event that a protest is filed against a team, any other violations discovered as a result of an investigation shall also be subject to penalty as if they had been protested as well, with no regard to the above time requirements. It is intended that the Captains at the Grievance Meeting preserve the integrity of the Rules for Match Play and violations of such shall not be taken lightly.
- E. Captains whose teams are involved in a protest will not be allowed to participate in the investigation, though they are certainly expected to attend and present their sides of the event at any Grievance Meeting. These teams do not have any vote in determining what penalties shall be imposed.
- F. Protests must be filed in the season in which they occur.
- G. A player protest must be filed by a Captain or their designated representative (even if the Captain does not agree), if two thirds of team members in attendance agree with the player filing the protest.
- H. All decisions of Captains' Grievance meetings are final.

## ARTICLE IX: MANDATORY CAPTAINS' MEETINGS

Each Captain (or team representative) has one equal vote. Mandatory Captains' Meetings are limited to two (2) hours. There will be two Mandatory Captains' Meetings per season. Attendance is mandatory. Any team not represented will receive a **five (5)-point** penalty of total team points for failure to attend. All meeting dates will be published in advance (preferably two or more weeks in advance) and open to any member of the Association. *Any*

*team not represented within 5 minutes of meeting being called to order is deemed to be not in attendance and will receive the five point penalty. (a text to a board member will not excuse a team to not attend)*

- A. The **first Captains' Meeting** (Implemented into the schedule on the Third Wednesday of the season) will serve three purposes:
1. Allow all new (and old) members to ask any questions they may have regarding the Association;
  2. Allow Captains to voice their opinions on any Association matters;
  3. Notify Captains of any important issues or changes in the day-to-day operations of the Association.
- B. The **second Captains' Meeting** (Implemented into the schedule on the second to last Wednesday of the season) will serve three purposes:
1. Inform Captains of decisions made by the Executive Board during the current season;
  2. Allow Captains to veto any By-Law changes enacted for the upcoming season by the Executive Board since the beginning of the current season (two-thirds of Captains present, with not less than one half of all Captains will be sufficient for veto);
  3. Allow Captains to implement any By-Law changes of their own (2/3 of present Captains, no less than 1/2 of all Captains).

Whenever possible, a list of the changes enacted by the Executive Board will be published for two or more weeks prior to the second Captains' Meeting. In addition, any member who would like to propose a By-Law change may submit a written copy of their proposal for publication for two weeks prior to the second Captains' Meeting.

## **ARTICLE X: ELECTION PROCEDURES**

### **A. General:**

1. Any member in good standing with the JDA is eligible to run for office, provided they have not disqualified themselves from a given election due to their performance or attendance records, as described in Article XII.
2. Officers are to be elected by popular vote of the general membership of the JDA.
3. Approval for their name to be put into nomination must be obtained before a candidate's name will appear on the ballot.
4. No one will be allowed to run for more than one office per election.
5. All nominations for office must be presented to the Election Committee (Statistician/Newsletter Editor).
6. Elections will be held before the first season played of the calendar year (during an election year). a. Newly elected officials will take office at the start of the Registration Meeting for the next season.
7. Outgoing officers shall (hopefully) offer assistance to the officers-elect upon request.

### **B. Voting:**

1. Notification of pending elections and the names of those running for office shall appear in the newsletter for two weeks prior to election night. The newsletter shall also contain instructions on how to vote and the deadline for returning ballots. Teams have two weeks to return ballots.
2. Ballots will be distributed to the Team Captains.
  - a. Each player will receive an individual ballot.
  - b. Each ballot needs to be returned even if you choose not to vote.
  - c. Any player who does not receive a ballot should contact the Association President or the head of the Election Committee within 72 hours.
3. Any member in good standing whether active or inactive has one vote for each office.
4. The ballots shall be turned over to the Election Committee for tallying.
5. Winners will be announced in the next newsletter.

## **ARTICLE XI: RECALL OF ELECTED OFFICERS**

Elected Officers serve at the discretion of the Association in general and the Association Captains in particular. Elected Officers may be recalled at any time during their term.

- A. A petition signed by more than half of all Team Captains must be submitted to the election committee (Statistician/Newsletter Editor) to recall an elected Officer.
- B. Verification of Team Captain Signatures will occur within one week. If the petition is judged valid, recall ballots will be prepared and distributed with the next week's Match Play. One ballot will be prepared for each Association member in good standing.

- C. An emergency meeting for the purpose of hearing the reasons for recall and the Officer's defense will be scheduled immediately following verification of signatures if desired by either the officer in question or the originator of the petition. This meeting is open to all members in good standing of the JDA.
- D. Recall ballots must be returned to the Team Captain with which they were distributed and turned over to the election committee (Statistician/Newsletter Editor).
- E. A recall is successful if two-thirds of returned ballots with votes, but not less than one-half of all ballots, are in favor of recall.
- F. If the recall is successful, the Officer will be considered removed from office, and the position will be filled in accordance with the JDA By-Laws.

## ARTICLE XII: THE EXECUTIVE BOARD

The Executive Board is composed of six (6) elected officers. Elected members serve two-year terms. The Executive Board meets as required throughout the regular season, with the day of the week chosen to accommodate the greatest number of Board Members. Various locations will be used for all Board Meetings, whenever possible. Meeting dates will be published in advance (at least two weeks, whenever possible). Meetings are open to any member of the JDA. Each season's Scheduling Meeting is the Executive Board meeting for that month. Board members who are: 1) absent from two meetings (without due cause, as approved by the remainder of the Board) within their two-year appointment, or 2) fail to perform their duties to the satisfaction of the rest of the Board, will be relieved of their position. The President, with a majority approval of the remainder of the Board will select replacements. If, an Executive Board member is not notified 72 hours in advance of an unscheduled, emergency meeting, their absence is excused. Any elected member of the Executive Board, who is replaced because s/he did not serve at least six (6) months of the two-year term, and/or was deemed by the remainder of the Executive Board to have failed to perform the duties of the office, is not eligible to run for office in the next election. No joint offices may be held by any member of the Executive Board, except that of Team Captain.

A. **Duties of the Executive Board** shall include, but are not limited to:

- 1. By-Laws;
  - a. By-law changes will be effected by a **majority** vote of board members present. Proposed changes should be published at least two matches prior to the Board meeting at which the proposal will be decided. Barring "emergency" or "extraordinary" circumstances, all by-law changes will be instituted beginning with the following season.
- 2. Rules for Match Play;
  - a. Rules for Match Play for each season will be determined by majority vote of Executive Board members present at each season's Scheduling Meeting. Tie votes, should they occur, will be ruled in favor of the President. Any Rules for Match Play not specifically determined at a given Scheduling Meeting will utilize the rule from the previous season. In addition, due to the time-consuming nature of the scheduling portion of the Scheduling Meeting for each season, the Executive Board may enact changes in the Rules for Match Play for the following season at any time during a given season (these changes should be published in the newsletter as soon as they have been decided). Rules for Match Play may not be changed for the current season except under extraordinary circumstances (as determined by the President and Rules & Grievances Director) once a season has begun.
- 3. Determination of how league funds are to be spent;
- 4. Setting up special committees as necessary.

B. Members of the Executive Board, and each member's primary areas of responsibility, are: (Note: Board Members may utilize individuals or committees to assist in the successful completion of their duties, but the proper and timely execution of each duty remains the ultimate responsibility of that board member.)

- 1. **President** - Duties include, but are not limited to:
  - a. Overseeing all Association operations;
  - b. Acting as an ex-officio member of all committees;
  - c. Presiding over and setting agendas for Executive Board meetings and Captains' meetings;
  - d. Nomination of candidates to fill vacancies on the Executive Board;
  - e. Being a co-signer of the Association bank account;
  - f. Presentation of awards at the End-of-the-Season Dart Banquet;



- g. Coordination of activities with other leagues and organizations;
  - h. Attendance at meetings of larger scale organizations, such as the NCDO (North Carolina Dart Organization), etc.
2. **Vice-President** - Duties include, but are not limited to:
- a. Assuring compliance with Association standards by host establishments;
  - b. Service as chief liaison between the JDA and host establishments;
  - c. Acting as President, in the case of that officer's absence, disability, or removal. In the case of the absence, disability, or removal of both the President and Vice-President, the following list has been adopted as a hierarchical ladder for succession of these offices:
    - 1. President
    - 2. Vice-President
    - 3. Secretary
    - 4. Treasurer
    - 5. Statistician/Newsletter Editor
    - 6. Rules & Grievances Director
3. **Secretary** - Duties include, but are not limited to:
- a. Keeping minutes of all Executive Board Meetings (including proper records of how Executive Board members voted on all issues) and Captains' Meetings;
  - b. Providing a copy of the Executive Board and Captains' Meeting minutes and voting results for publication in the newsletter the week following the meeting;
  - c. Providing a seasonal calendar for publication in the first newsletter each season of all scheduled Executive Board and Captains' Meetings.
4. **Treasurer** - Duties include, but are not limited to:
- a. Handling all Association financial matters;
  - b. Submission of a Treasurer's Report for publication in the newsletter twice per season;
  - c. Making funds available for disbursement as approved by the Executive Board;
  - d. Being bondable;
  - e. Maintenance of current records of all JDA members, including names, addresses, and phone numbers;
  - f. Receipt of all team rosters, player information, and player fees/dues (if applicable) at the registration meeting, as well as prior to the in-season addition or replacement of any member;
  - g. Informing the Rules & Grievance Director of any player who has not paid fees/dues before playing in a Match Play;
  - h. Contacting all other Executive Board members for their votes on additions and replacements to rosters after the close of the season's registration period, and then returning the decision of the Executive Board to the requesting team. These vote results on additions and replacements are also to be supplied to the Newsletter Editor for publication in the newsletter.
  - i. Procurement of Seasonal awards and trophies;
5. **Statistician/Newsletter Editor** – Duties include, but are not limited to:
- a. Maintenance of weekly and seasonal statistics for the Association;
  - b. Maintenance of archival, machine-readable records of Association statistics during tenure; and transfer of said records to succeeding Association Statistician/Newsletter Editors;
  - c. Designation of central location(s) for the distribution and return of the weekly newsletter;
  - d. Collection of weekly returned scoresheets at the announced deadline;
  - e. Notifying Rules & Grievance Director and Association President of any late/incomplete return scoresheets;
  - f. Generation of Association Season schedules based on the Rules for Match Play and submission of said schedule to the Executive Board for approval;
  - g. Publication of weekly official JDA newsletter of record;
  - h. Delivery of said newsletters to the designated distribution site(s) no later than 6:30 p.m. on the evenings of Match play; (Electronic Mail permitted)
  - i. Making all reasonable effort to ensure that Matches rescheduled for play prior to normal Match night are provided with current player statistics for said Match (if not the entire current newsletter);

- j. Reporting in the newsletter all decisions of the Executive Board and/or Captains' Meetings regarding JDA operation or Match Play;
  - k. Publication of all official news from the Executive Board;
  - l. Actively solicit articles for the newsletter from the Association membership;
  - m. Editing and confirmation of veracity of any material submitted for publication;
  - n. Publication, in a timely fashion, of the results of said elections;
  - o. Publication of all other Association documents including, but not limited to, JDA By-Laws, Rules for Match Play, fliers, election ballots, scoresheets, statistics for publication in other media, etc.;
6. **Rules & Grievances Director** - Duties include, but are not limited to:
- a. Settling all in-season matters involving Rules for Match Play;
  - b. Serving as the first person consulted regarding interpretations of the Rules for Match Play;
  - c. Levying penalties against Association members or teams for Rules violations;
  - d. Receipt of all official Association protests;
  - e. Calling and presiding over all Grievance/Protest meetings.
- C. **Non-Board Member Positions:** The ADO Representative and Social Director are appointed by, and serve at the discretion of, the Executive Board. They may be replaced at any time by a two-thirds majority of the Executive Board. The ADO Representative and Social Director are expected to attend all Executive Board meetings. These positions do not have an official vote for changing policy of the JDA By-Laws and Match Play.
- 1. **ADO Representative** - Duties include, but are not limited to:
    - a. Coordination of JDA qualifiers for the ADO Regional Events, etc.
    - b. Promote and distribute ADO information to the JDA members.
    - c. Keep the Executive Board and JDA members abreast of up coming ADO sanctioned tournaments.
  - 2. **Social Director** - Duties include, but are not limited to:
    - a. Organization of the end-of-the-season dart banquet.
    - b. Organize various events to raise funds for the banquet such as dart tournaments, bake sales, car washes, raffles, etc.

## **PART II: RULES FOR MATCH PLAY**

The Executive Board prior to the start of that season's matches may change the Rules for Match Play for any given season at the Scheduling Meeting. This flexibility is granted to the Executive Board due to the ever-fluctuating state of the Association, in terms of number of teams, number of Divisions, ability of its members, host establishments currently in use, etc. Any changes in the Rules for Match Play will be sent electronically to a specified distribution list and published in a prominent position in the first newsletter of each season, so that all teams may become familiar with the new Rules before beginning Match Play.

## **ARTICLE I: EQUIPMENT**

- A. Each playing establishment must provide at least two dartboards, associated equipment and supplies for each set of teams playing in that establishment as their home location. A set of teams may consist of one or two teams.
- 1. All Match Play competition will be conducted on a standard 18" English bristle 20-point clock-faced dartboard.
  - 2. Dartboards are hung 5'8" from the floor to the center of the bull's eye with the 20 bed at the top center. The 20 bed shall be of the darker of the two colors that's in the singles slot on the board.
    - a. There must be at least 4' from bull to bull between adjacent boards.
    - b. There must be at least 2' from the bull to any adjacent sidewall or other obstacle.
  - 3. The toe line (or Ockey) will be 7' 9 1/4" from the surface of the board along the floor to the front of the toe line. The toe line will be between 24" and 36" long. A player wishing to throw a dart or darts from a point either side of the toe line must keep their feet behind an imaginary straight line extending from either side of the toe line, making sure not to cause any distraction to throwers on adjacent boards.
  - 4. There must be at least 3' clearance behind the toe line.
  - 5. All Match play dartboards must be firmly anchored.
  - 6. Lighting should brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart. (For best results utilize florescent lighting)

7. Scoring surfaces must be provided and located in (or be movable to) a position that makes the score easily readable by players and spectators. Supplies for marking and erasing scoreboards are required.
- B. The dart teams playing out of an establishment are ultimately responsible for assuring that all of the requirements of Section A are met. Host establishments are responsible for providing for all dart lane setup supplies for their teams, though the establishment's teams obviously can provide the lane setup supplies and maintenance themselves, if they so desire.
- C. An establishment's equipment and setup must be inspected and approved by representatives of the JDA for compliance to Section A before the beginning of each season. If compliance is not met, 7 days will be given for the corrections to be made. If not corrected within that time, the home teams for that establishment will not be scheduled for play that season.
  1. If, during the season, an establishment's equipment and setup are judged by the Standards Committee to be out of compliance with Section A, matches scheduled for that establishment will be rescheduled to other establishments until corrections are made.
- D. Darts will not be allowed that exceeds a maximum length of 30.5 cm (12") or weight of more than 50 grams per dart. Each dart must have a recognizable point, barrel, and flight.
- E. Alleged violations of rules relating to equipment or setup should be reported to the Rules & Grievances Director, who will forward the pertinent information to the Vice-President.

## ARTICLE II: MATCHES (DATE AND TIME)

- A. All Match Play competition is scheduled for Wednesday nights.
- B. Starting time for matches is 7:30pm. A fifteen-minute grace period is allowed.
  1. Teams must have the minimum number of player's (3) present in a four-player format or one (1) person in a two-player format, listed on the scoresheet, and ready to play no later than 7:45 p.m. Otherwise, the match shall be considered forfeited.
- C. Team Captains may reschedule a match provided the Association Statistician/Newsletter Editor is notified before the match is played. If unable to contact the Association Statistician/Newsletter Editor, Captains may call the Vice-President or President (as a last resort, they may call the Rules & Grievances Director). Home Team Captains are responsible for turning in the scoresheet.
  1. Rescheduled matches must be played by the Wednesday the week prior of the Banquet.
  2. If a team needs to reschedule, the captain will notify the opposing team captain and request a reschedule. If the reschedule is accepted, the burden of compliance is on the rescheduling team captain. If the opposing team chooses not to reschedule the match it will be played as schedule and the requesting team will need to get a substitute or forfeit.
  3. Matches should be played where originally scheduled, whenever possible. If not possible the **home team** has the option to select another location.
- D. If all regular Match play is canceled, opposing Captains should contact each other to arrange a make-up match as soon as possible for both teams. Once a date for the make-up match has been chosen, the teams must also inform the Association Statistician/Newsletter Editor.

## ARTICLE III: MATCH FORMAT

- A. Match format will be defined at the beginning of each season.
- B. Each match consists of four sections:
 

**A Division or Single Division Format:**

  - 4 games of Singles 301 - double-in, double-out; (worth one point each game)
  - 4 games of Singles Cricket; (worth One point each game)
  - 2 games of Doubles 501 - free-in, double-out; (worth two points each game)
  - 2 games of Doubles Cricket; (worth Two points each game)

A maximum of 32 points will be awarded in a match. Each singles game played is best 2 out of 3. **B, C, etc.**

**Divisions:**

  - 4 games of singles 301 double-in, double-out; (worth one point each game)
  - 4 games of Singles Cricket; (worth One point each game)
  - 2 games of Doubles 501 - free-in, double-out; (worth two points each game)
  - 2 games of Doubles Cricket; (worth Two points each game)

- A maximum of 32 points will be awarded in a match. Each game played is best 2 out of 3.
- C. During regular season play, it is required that play continue until all events have been completed.
  - D. No less than 15 minutes prior to the time competition is scheduled to begin, match boards and adjacent areas shall be vacated for safe play. The boards will then be declared open for players to warm-up.
    - 1. After a game has been called, each participating player will be allowed nine practice darts immediately prior to start of the game.
    - 2. No practice shall be allowed on any match board that is deemed distracting to players actively involved in a game.
  - E. After a player has been called to start a game they have five minutes to complete their nine warm-up darts before a game forfeit is called.
  - F. During a match it is the responsibility of both Captains to verify all roster listings and scores marked.
  - G. If both teams have equal overall team scores after the final set of match play; a tie breaker will determine the winning team.
    - 1. No points will be given for this game; it is just to determining the match winning team.
    - 2. The game will be 1 only of 701.
    - 3. 4 Players will be listed on the line-up for each team.
  - H. The match shall be listed as follows:
    - 1. At the top of the scoresheet each Captain must record the Week, Date, Home and Visitor Teams. In the first section Captains must record first and last names of all players. From there after the first name and last initial only need to be recorded. This will ensure individual statistics are recorded properly.
    - 2. Player listings are to be done as described in Article VI of the Rules for Match Play.
  - I. Matches involving one or two teams without a full complement of 4 players in a four-player format or two (2) people in a two-player format for each section use the following exceptions:
    - 1. A team without 4 players present can play shorthanded (with 3 players in a four-player format or 1 player in a two-player format). Player slots in each section must be left blank if a team does not have 4 players. Any games left completely blank are forfeits.
    - 2. Under no circumstances shall a player participate in more than one game per section. Nor shall any player take more than one turn in any one round of the team games. In doubles, if a team is able to list only one player, the listed player shoots every other time. The team playing short will throw three darts to their opponents' six darts. The player throwing shorthanded will be viewed as having a "phantom partner".
  - J. Match Play takes place on two boards for all games. Only if both Captains agree may any round be played on more than (for singles rounds) or fewer than (for singles or doubles rounds) two boards.
  - K. Protests for alleged violations of rules pertaining to the match and scoring must be filed via procedures outlined in the Protests portion of the JDA By-Laws (Part I, Article VIII).

## **ARTICLE IV: THE DIDDLE**

- A. All games are begun by throwing a diddle for the bull.
- B. Only players scheduled to play in that game may diddle.
- C. The player(s) of the home team will choose the order for the diddle for the first game; after that the loser of the previous game will determine the order.
- D. The scorekeeper for the game, or the players involved, will decide the result of the diddle using the following criteria:
  - 1. Double bull beats a single bull.
  - 2. Second double bull is equal to first double bull. Opponents reverse order and throw again.
  - 3. Second single bull is equal to first single bull. Opponents reverse order and throw again.
  - 4. Double bull or single bull beats non-bull.
  - 5. Dart closest to the bull is the winner of the diddle if both darts are outside the bull.
- E. The second diddler may request that a bull be pulled from the board before throwing.
- F. Whenever a re-diddle is called, the order of throw reverses and continues to alternate as long as additional rediddles are required. A re-diddle should be called if it cannot easily be determined which dart is closer to the bull.
- G. Darts must remain in the board and be inside the scoring area to count. If a player's dart does not remain in the board or is outside the scoring area, the player continues to throw (this applies only to the diddle).

- H. If the second thrower dislodges the dart of the first thrower, they reverse order and re-diddle.
- I. The first dart remains in the board until the second player diddles, unless it is a bull and the second diddler requests it be pulled. 'Unpulled' darts should not be touched by anyone, until it is determined who wins the diddle. If a player removes his/her dart (unless requested to do so) before a winner has been determined, the player whose dart remains wins the diddle. Darts may not be straightened in the board to determine the winner of the diddle - the distance a dart is from the bull shall be measured from the point of penetration of the board surface.
- J. The winner of the diddle throws first to start the game.

## ARTICLE V: THE GAME

### A. General

1. A dart is considered thrown if it leaves the player's hand during the act of throwing and lands forward of the toe line. Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown (even if caught).
2. A player must have both feet behind the toe line for each throw. A player in violation should be warned immediately about his/her foot fault by the opposing player or the opposing Team's Captain. The first warning is without penalty however, if the same player should commit another foot fault during a subsequent turn or at any other time during the match, the score for that turn shall be invalid and a zero will be marked for that turn.
3. If a player throws out of turn, the score for that throw is invalid and shall be marked as zero. The offending player will not be penalized further, but the correct order of play shall be restored immediately thereafter.
4. A player's turn ends after having thrown three darts (toward the board), having 'busted' in -01, having won the game, or after someone on the player's own team touches a dart in the board. Any player touching an opponent's dart in the board will forfeit their next turn.
5. A player has a maximum of two minutes per turn to throw all three darts.

### B. Specific Games (presented in an order different from that used in Match Play in order to simplify explanations):

1. **Singles 301 - Double-In, Double-Out**
  - a. All points scored are subtracted from the current total.
  - b. Any double resulting in a remainder of zero wins the game.
  - c. The "bust rule" shall apply. (If a player scores one less, equal, or more points than needed to reach zero, they have "busted". The score then reverts back to the score prior to the bust.)
  - d. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of that player's next throw. The score for any turn may not be changed once the darts have been removed from the board.
  - e. Player's alternate turns.
2. **Singles 401 - Free-In, Double-Out**
  - a. All points scored are subtracted from the current total.
  - b. Any double resulting in a remainder of zero wins the game.
  - c. The "bust rule" shall apply. (If a player scores one less, equal, or more points than needed to reach zero, they have "busted". The score then reverts back to the score prior to the bust.)
  - d. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of that player's next throw. The score for any turn may not be changed once the darts have been removed from the board.
  - e. Player's alternate turns.
3. **Doubles 501 - Free-In, Double-Out**
  - a. Doubles is a two-person team game.
  - b. No player may throw again until his/her teammate has completed his/her own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeited.
  - c. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of the team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
  - d. All other rules are the same as for Singles 401.
4. **4 Person 701 - Free-In, Double-Out – Only used if a Tie-Breaker is needed.**
  - a. Four (4) player team game.

- b. No player may throw again until his/her teammates have completed his/her own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeited.
  - c. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of the team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
  - d. All other rules are the same as for Singles 401.
- 5. Singles Cricket**
- a. The objective is to "own"/"close" certain numbers on the board, and to achieve the highest point score. Each player takes turns in throwing. If a player throws out of turn, then that turn is forfeited and a score of zero is recorded.
  - b. Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and the bull.
  - c. To close a number, a player must score three of that number. This can be accomplished with three singles, a single and a double, or a triple. Numbers can be "owned" or "closed" in any order. Calling your shot is not required.
  - d. Once a player scores three of a number, it is "owned" by that player. After both players have scored three of a number, it is "closed". For the purpose of scoring on any number except the bull, the double and triple ring shall count as 2 or 3, respectively. The outer bull counts as a single, and the inner bull counts as a double.
  - e. Once a player "owns" a number they may score points on that number until the opposing player "closes" that number. All numerical scores are added to the throwing player's previous point total. Once a number is "closed," either player can accomplish no further scoring on that number.
    - 1. After a number is "owned" by a player, the double and triple ring count as 2 or 3 times the numerical value of the number hit, respectively.
  - f. Winning the game:
    - 1. The player that closes all numbers first and has the most points is the winner.
    - 2. both sides are tied on points, or have no points, the player to close all numbers first is the winner.
    - 3. If a player closes all numbers first and is behind in points, they must continue to score on any numbers not closed until either the point deficit is made up, or the opposing player has closed all numbers.
  - g. Errors in calculating the new total score must stand as written, unless corrected prior to the beginning of the next player's throw. The score for any turn may not be changed once the darts have been removed from the board. It is the responsibility of the player to verify the score before removing their darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent strategy involved in Cricket, no alterations in score shall be allowed after any player of either has thrown another dart.
- 6. Doubles Cricket**
- a. Doubles is a two-person team game.
  - b. No player may throw again until his/her teammate has completed his/her their own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeited.
  - c. All other rules are the same as for Singles Cricket.

## **ARTICLE VI: THE SCORESHEET – RECORDING MATCH RESULTS**

- A. Each team is recommended to maintain its own copy of the match scoresheet. Upon completion of the match, teams are to compare their scoresheets to ensure that both teams are in agreement as to the data being reported. (This may also be done after each individual section of the match.) Teams must resolve any differences between their scoresheet data before returning the home team's scoresheet.
- B. Each participating player's first and last name is to be filled in, in the first section of the scoresheet. Team names, date and week need to be listed on the lines provided at the top of the scoresheet.
- C. General rules for listing a Section:
  - 1. No Team Captain may take more than 5 minutes to complete the listing for any given section. Failure to observe this rule will result in a **two-point** team penalty.

2. Each section is to be listed BLIND. The scoresheet is folded in half and listing is done without looking at the opposing team's list. Only after each team has completed listing is the scoresheet unfolded and the games called. If a team opens the scoresheet to look at the opposing team's list before fully listing their own team for the section, any spaces left blank when the sheet was opened will remain blank, either resulting in game forfeits or playing short-handed. Each section is listed separately; do not list the whole scoresheet at once.
  3. Once the lists for both teams complete a given section, there will be no changes or substitutions allowed.
  4. Include sufficient indication of a player's identity so that the statistician is able to distinguish between players (i.e., if two players on the same team or in the same singles cricket game have the same first name, include the players' last names or initials).
- D. Individual Sections.
1. In each section, each team lists 4 players in a four-person format or two (2) players in a two-person format unless they are playing shorthanded. Teams playing short will list only three (3) names in a four-person format or one (1) player in a two-person format.
    - a. For all games, teams will indicate an X for a win and a dash (--) for a loss in the blocks provided. Teams must also total the wins in each section and enter the grand total near the bottom.
    - b. Only for the Combined A and B player format - a four-person format; if a team has the maximum number of A player (2) then these must be listed in slots 1 and 2 for both singles sections. If a team has 1 or 0 A players then the 4 can be listed in any order.
- E. Record any all-star points, high outs, or other notable turns scored at the bottom of the scoresheet in the section provided.
- F. Any match being played under protest should be noted on the scoresheet.
- G. Any special information (including fast games, all-star points, etc.) not included on a scoresheet is considered to never have occurred. In general, **"if it's not on the scoresheet, it didn't happen"**.
- H. Scoresheets are to be signed by Either the Captains or the Team Representatives.
- I. Scoresheet pick-up and return:
1. The Home Team Captain is responsible for having on hand a copy of the scoresheet.
  2. The Home Team Captain is responsible for turning in the scoresheet to the designated location no later than 8:00 p.m. on the day following Match Play night. Failure to return the scoresheet on time will result in a penalty being assessed the team(s) responsible for its return. The value of the penalty is dependent on the amount of time by which the scoresheet return is late, and is defined in Article XI (Penalties) of these Rules for Match Play.

## ARTICLE VII: KEEPING SCORE

- A. No player may be forced to have a scorekeeper for his/her game. Upon agreement of all players involved in a game however, a scorekeeper may be requested from among the players in the match who are not currently participating in a game. A spectator or other person familiar with the rules of the game may be used as a scorekeeper if all players involved in the game so desire.
- B. Should a scorekeeper be requested, the Team Captains are responsible for providing a scorekeeper for each game, space permitting. Home and visiting teams will alternate providing the scorers. The players will call out scores with the scorekeeper verifying darts prior to their removal from the board. The scorekeeper shall be an experienced dart player, familiar with JDA Rules. The scorekeeper must be mutually acceptable to both sides. If no scorekeeper is available, the loser of the previous game shall keep score.
- C. Scorekeeper guidelines:
1. When keeping score, don't eat, smoke, drink, dance, sing, or talk. It is distracting to the throwers, if the scorekeeper is constantly in motion. STAND STILL AND DON'T TALK. Keep your hands to your sides or behind your back. Don't lean out to see where each dart lands. Wait until all three darts have been thrown to check the total of the throw before recording it on the scoreboard.
  2. Stand about arm's length from the scoreboard, facing it at about a 45-degree angle (don't stare at the throwers). Try to stay out of the player's peripheral vision.
  3. The scorekeeper may not give advice or "coach". While keeping score, a player is acting as an impartial judge and therefore must not influence the throw of a player from either team. Coaching during any turn will automatically forfeit ("bust" in '01, or "blank" in cricket) the current turn if the scorekeeper is a member of the current thrower's team, or will forfeit the next turn for the scorekeeper's team if the current 15 thrower is on

- the opposing team. The only exception to this is when the opposing team would prefer that the new remaining total score stand as is.
4. The scorekeeper may inform the player of how many points or marks have been thrown and also the points remaining in an '01 game, but only when asked. The scorekeeper should record the score made on each turn of '01 as well as the cumulative score, marking through the previous score. The total of the darts thrown should be written on the outside of the scoreboard with the cumulative total on the inside. The scorekeeper is not allowed to tell a player what double to throw at or whether to shoot points in a cricket game. The score should be written legibly so players and spectators can easily read it.
  5. If, in the course of the game, the scorekeeper becomes abusive or distracting, cheats, or acts in an unsportsmanlike manner, either Team Captain or any player in the game may request an immediate replacement.
  6. While the scorekeeper is the sole authority in charge of the game they score, either Team Captain or any player in the game may challenge their scoring. If the score is disputed, stop the game, check the score, and make whatever corrections are proper. It is the responsibility of the player/team to call any errors to the scorekeeper's attention before his opponent shoots. If a player pulls their darts out of the board before the scorekeeper has recorded the score, a zero shall be recorded for that round.
  7. The scorekeeper is responsible for keeping track of all pertinent information. This includes, but is not necessarily limited to, the number of darts each player has thrown. At the conclusion of the game, the scorekeeper is responsible for ensuring all required game information is properly recorded on the scoresheet.
- D. It is the responsibility of the player to verify his score before removing their darts from the board. The score remains as written if one or more darts has been removed from the board.
1. In '01 games, errors in calculating the remaining score must stand as written unless corrected prior to the beginning of that team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
  2. In cricket games, errors in calculating the new total score must stand as written, unless corrected prior to the beginning of the next player's throw. The score for any turn may not be changed once the darts have been removed from the board. In accordance with the inherent strategy involved in cricket, no alterations in score are allowed after a member of either team has thrown any other dart.
- E. Only the darts remaining in the board at the end of a player's turn may be counted during that round. For a dart to score it must remain in the board at least 5 seconds after the third or final dart in that turn has been thrown. The winning dart must be scored for its full value.
1. Once the winning dart has been thrown, the turn is over. Any additional darts thrown do not count.
  2. In cricket games, a winning turn that involves points scored above that which is necessary to win shall still be scored for its full value.
- F. No dart may be touched by anyone, including the scorekeeper, prior to the decision of the scorekeeper.
1. Touching a teammate's dart while it is in the board ends the thrower's turn. Darts already thrown count for score.
  2. Any player touching an opponent's dart in the board will forfeit that team's next turn.
- G. The point of a dart must be in contact with the bristle of the board for it to be counted as a scoring dart (e.g., a dart that is imbedded in another dart on the board, or a "robin hood", is not a scoring dart). A dart is scored on the side of the wire the point originally entered the board. If a dart enters the board at a point where the wire separating the scoring regions is discontinuous, the dart shall be scored as the higher of the two scoring regions.
- H. Scoring may be done via the traditional method (Dry Erase/Chalk) or using the Dart Connect App.
1. Dart Connect scoring outline and limitations
    - a. The Home Team has the option for the use of the app. The selected option will be used for all games.
    - b. The use of a scorekeeper may be used. The score keeper is not allowed to veto the use of the Dart Connect App.
    - c. The following app user settings are permitted for use during game play:
      1. Quick Keys (Basic, Advanced, or Pro)
      2. Track Double attempts
      3. Confirm Game Shot Player
      4. 3 Dart Average



5. Use large Score Keys (useful for small tablets)
2. When a game is being scored using DartConnect, the app should only be used to record the tallied score/marks for each turn. It is not permitted to add partial scores in to the app when a thrower asks the scorekeeper for clarification of the score/marks in the middle of a turn.

## **ARTICLE VIII: SCHEDULING AND SEASON STANDINGS**

- A. The length of the season, schedules for Match Play and the number of divisions will be dependent upon the number of teams that sign up for Match play each season, and will be decided by the JDA Executive Board each season in accordance with JDA Rules. The divisional format will be decided at the Scheduling Meeting and any changes in the format will be sent by electronic email to the designated distribution list of any player requesting it (on sign up roster), so that all teams may become familiar with the current seasons format and will be published in the first newsletter.
- B. The team having the highest number of wins scored in a season will determine division champions. Ties will be broken by a one match play off.

## **ARTICLE IX: PLAYER RANKINGS**

- A. Players will be rated either A Division or B Division for individual stats.
- B. Criteria for placement will be based on prior season stats for the initial season and player will remain in that Division until placed in another Division following seasonal play.
  1. Division A players will be those with a win percentage of a .55 and above
  2. Division B players will be those with a win percentage of a .54 and below
- C. Position of player is the only determining factor for advance; Gender is not considered in the decision.
- D. A player that discontinues play with the JDA and then resumes play will be placed in the appropriate Division based on their last documented standing with JDA.
- E. If no Standings are on file the player will be allowed the option of which Division they would like to begin.

## **ARTICLE X: MATCH AND GAME FORFEITS**

- A. A forfeit will be declared against a team having less than three (3) players in attendance at 7:45 p.m. on Match Night, unless both Team Captains agree to wait an additional 30 minutes.
  1. Forfeits are scored as matches with a final score of 28-0 for A Division and 26-0 for B, C, etc Divisions. The individuals on the team who receives a forfeit will be credited their individual points average to date (Total Points to date / # of Weeks played to date = Average points per matches played) of forfeit not included current week. If in the first TWO weeks of play six (6) All Star Points (ASP's) for A Division and three (3) ASP's for B, C, etc Divisions will be given. There will be no individual ASP's given to the individual's from the team who forfeited.
  2. **Teams are allowed two match forfeits. Three match forfeits will cause a team to be suspended for the remainder of the season.**
    - a. The scoring of matches already completed by a team, which is later suspended, may be revised at the discretion of the Executive Board.
- B. Game forfeits will be assessed for use of any ineligible player.
  1. An ineligible player is anyone who:
    - a. Has not paid his/her fees/dues (if applicable), and/or has not registered properly with the Association Statistician/Treasurer. This includes any player needing approval of the Executive Board to play, but has not yet received it.
    - b. Has played during the season as a member of another JDA team.
    - c. Has been expelled or suspended from the JDA.
    - d. Is impersonating another player.
  2. The penalty for use of an ineligible player will involve the following:
    - a. Forfeiture of all games involving the ineligible player to the opposing team;
      1. Games involving an ineligible player for both teams will be ruled a double forfeit.
    - b. The loss of team point's equivalent to the value of points of all games involving the ineligible player.

3. The team that is there for match play will submit a team score sheet in accordance with Article VI with the following changes:
  - a. The team captain will list the players (First and Last Names) for his/her team only.
  - b. On the opposing team section the word "FORFEIT" will be printed.
  - c. The team captain will collect the normal amount of fees for his/her team and submit with the score sheet as done during a normal match play.
  - d. The team that forfeits will pay the fees for the forfeited match on their next match play date.

## ARTICLE XI: PENALTIES

The penalties listed here may or may not be found elsewhere in this document. This is not a complete list of penalties. This is just a brief list for quick reference.

- A. A team playing "short" (less than 4 players) will be penalized by having to forfeit games in singles (a team playing short automatically forfeits the games of singles where they are unable to fill in a player's name). They will be penalized in doubles by only being allowed to throw every other turn.
- B. A **two-point** penalty will be assessed for failure to complete a listing of a section within 5 minutes.
- C. Any player not at the line and ready to play within five minutes of their game being called shall forfeit that game.
  1. Players taking more than two minutes for a turn shall receive no score for that turn.
- D. Footfaults (after one warning), throwing out of turn, pulling darts from the board before the scorekeeper has recorded and verified them will result in a zero turn.
  1. Touching a teammate's dart while it is in the board ends the thrower's turn.
  2. Any player touching an opponent's dart in the board will forfeit their next turn.
- E. There will be a penalty assessed against a team for turning in a late scoresheet unless previous arrangements have been made with the JDA Statistician/Newsletter Editor:
  1. A five-point penalty after 8:00 p.m. the day following match play will be assessed against the team responsible for returning the scoresheet the home team.
  2. A forfeit of half of the teams' total points of said match will be assessed if the team responsible for returning the scoresheet has not done so by the following week's play.
  3. Additional penalties may be imposed (by a majority vote of the Executive Board members who are not involved) depending upon the continued failure to contact the JDA Statistician/Newsletter Editor by the team responsible for the scoresheet return.
- F. There will be a penalty assessed against a team for turning in an improperly filled out Money Envelope:
  1. The first infraction will result in a warning to allow the team to identify what was incorrect
  2. A second infractions of the Money envelope will result in a five-point penalty from those teams points
  3. Any infractions that occur after a second will result in half of the teams total points scored during that weeks match.
- F. All unpaid fees/dues will be deducted from team's total winnings at the end of the season. See Article III.
- G. If team is more than \$20 behind that team will lose 5 points per week they owe money past the payback date. See Part I: Article III
- H. Forfeiture of 3 matches will cause a team to be suspended for the remainder of the season.
- I. Penalties for use of an ineligible player are outlined in detail in Article IX of these Rules for Match Play.
- J. Throwing darts at anything other than the board may result in penalties and/or expulsion from the JDA.
- K. Physical damage to a host establishment will cause a player to be either suspended or expelled from the JDA for the remainder of that season. Depending upon the severity of the offense, expulsion from the JDA for longer than a season is a possibility.
- L. Physical violence will result in immediate expulsion from the JDA, except in cases of self-defense.
- M. Violation of civil or criminal law will result in immediate expulsion from the JDA (i.e. taking alcohol into bars, procuring alcohol for minors, etc.).

## ARTICLE XII: OFFICIAL STATISTICS

The JDA Statistician/Newsletter Editor maintains the following statistics. They are published in the newsletter and on the JDA Web-site at the Newsletter Editor's discretion. Existence of a category does **NOT** imply than an award will be given. All awards are listed in Article XIII of these Rules for Match Play. **ASP will be calculated by adding the results of A and B (Described below) for one total; which will be each individual players TOTAL ASP's for that**

**night of play.** This total MUST be on the current night of plays score sheet that is handed in to the Statistician or NO points will be awarded for that night of play.

**A. All Star Point Average for Wins**

- To add one point per “X” per player
- Individual and Doubles sets
  - Ex:
  - Player A wins 1 of 3 games in Singles 301 ( - X - )
  - Player A wins 2 of 3 games in Singles cricket ( X – X )
  - Player A and Player B wins 1 of 3 games in Doubles 501 ( X - - )
  - Player A and Player C wins 2 of 3 games in Doubles Cricket ( X X - )
  - AND
  - Player B wins 2 of 3 games in Singles 301 ( X X - ) • Player B wins 2 of 3 games in Singles cricket ( X – X )
  - Player B and Player A wins 1 of 3 games in Doubles 501 ( X - - )
  - Player B and Player D wins 2 of 3 games in Doubles Cricket ( X X - )
- Total Points Play point that are **ADDED** to Feats points from the feats tracking sheet will be:
- 6 points for Player A
- 7 points for Players B

**B. All Star Point Based on Feats for a Particular Value**

1. Players are awarded All Star Points (ASP's) values for all feats thrown. There will be A and B Division ASP categories.
  
2. The current scale for awarding ASP's are as follows:

Feats	Point Values
95-119	1.0
120-139	1.5
140-159	2.0
160-170	2.5
171-180	3.0
5 Mark	1.0
6 Mark	1.5
7 Mark	2.0
8 Mark	2.5
9 Mark	3.0
3 Bull	1.5
4 Bull	2.0
5 Bull	2.5

6 Bull	3.0
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### Scoring ASP's

- a. All '01 Games: Total Point Value: 3 darts thrown scoring 95 or more points.
- b. Total the value of each dart based on single, tripe, double values
- c. If total higher than 95 place in appropriate feat box
- d. Inner ring of the bull has a score value is 50
- e. Outer ring of the bull has score value is 25
- f. All Cricket Games: Total Point Value: 3 darts thrown hitting 5 Marks or higher.
- g. Each mark must be "Score-able". What is "Score-able"?
- h. 1 or more of the 3 darts hits a required cricket # and is used to mark one or more of the 3 required for closing each #
- i. 1 or more of the 3 darts are worth point value if the other player has that particular # open
- j. 3 darts thrown hitting 3 Bulls or higher
- k. Inner ring of the bull has a count of 2
- l. Outer ring of the bull has a count of 1
- m. If total 3 or more mark appropriately
- n. One throw of 3 darts can only be counted for one Feat (suggest you choose the highest points) you cannot split feats for one round thrown.
- o. You can use the Feat Sheet provided (electronically) to tally the totals; but all total scores MUST be transferred to the score sheet for ASP credit.

### C. Individual Player "Hot Darts"

1. Team Captain's are encouraged to list all individual player Hot Darts on the scoresheet so that they may be documented in the newsletter/Web-site under the title "Hot Darts". (You must still mark any ASP Feats as well; i.e. if you hit a Ton80 you will mark this in the Hot Darts Section and on the ASP Feats total count.) The categories are as follows;
  - i. HOT DARTS
    1. Fast 301, 401 and 501 games.
    2. Fast Singles and Doubles Cricket.
    3. T80's.
    4. High-Ins and High-outs
    5. 9 Mark's
    6. Hat Trick's
      - a. 6 Bulls, 5 Bulls, 4 Bulls

## ARTICLE XIII: AWARDS

The Jacksonville Dart Association currently presents the following awards at the conclusion of each season. To be eligible for statistical category based awards, a player must meet the requirements for that category. The number, 19 type, categories, and eligibility requirements of awards are subject to change at the seasonal scheduling meeting at the discretion of the Executive Board.

### A. Divisional Champions.

1. Each member of each regular season divisional champion team will receive an award or trophy. An additional award will be presented to the host establishment.

### B. Perfect Throws will be provided as an ADO award.

1. All players who make perfect throws in the regular season or playoffs will receive an award or trophy.
  - a. Any T70-T80 throw during '01 is considered a perfect throw.
  - b. Any 9-mark throw during cricket is considered a perfect throw.
  - c. Any 6-bull throw during cricket is considered a perfect throw.
  - d. Any triple, double bull, double bull throw; or triple, triple, double bull throw during cricket is considered a perfect throw.

### C. Fast games.

1. The players throwing the "Fastest" of each category of singles and doubles games during the regular season will receive awards or trophies. "Fast" is defined as "Fewest Darts Thrown."
  - a. Trophies or awards will be given for the fast Singles 301 and 401, Singles Cricket, Doubles 501, Doubles Cricket games. In the case of the doubles and team games, each player will receive an individual award or trophy.
  - b. For purposes of the calculation of dart totals in team games involving "phantom" partners for shorthanded teams, the phantom is considered to have thrown three darts for a total score of zero points for each time the ghost player's turn comes. This total of three darts for each phantom turn is included to more accurately indicate how fast a doubles TEAM actually is able to complete a game.

D. High In and Out.

1. The player throwing the highest recorded '01 "In" and "Out" during the regular season will receive an award or trophy.

## **ARTICLE XIV: RULES FOR DIVISIONAL PLAY**

### **TEAMS:**

Teams will compete in either Division 1 or Division 2 for end of year placing and stats. The overall schedule for the league will remain the same with all teams playing each other twice in a season regardless of divisional placement. Teams in Division 1 may not opt to drop to Division 2, however a Division 2 team may declare at the beginning of the season they wish to compete in Division 1.(teams must finish the season with the Division they declared).

Teams will be placed in divisions based on their top four (4) player win percentage average from prior season.

1. Teams with average above a .50 are considered Division 1
2. Teams with average .49 and below are considered Division 2
3. Any player with no prior season stats or having not played in JDA and having no other form of stats will be given equal stats of that teams highest rated player for team placement.

### **INDIVIDUAL PLAYER**

Players will be rated either Division 1 or Division2 for individual stats.

Criteria for placement will be based on prior season stats for the initial season and player will remain in that Division until placed in other division following seasonal play.

Division 1 players will be those with a win percentage of a .55 and above

Division 2 players will be those with a win percentage of a .54 and below

Known players that meet that criteria but have not yet played in JDA will be placed in Division1, any other players first season will be placed in Division 2.

Players will be recategorized into Division based off that seasons win percentage

### **STATISTICS**

Stats will be kept in two sections labeled Division 1 and Division 2 for both TEAM and INDIVIDUAL.

Any sub that plays during the season will only have the win or loss of the match recorded and individual stats will not be recorded.

### **PLACEMENT MEETING**

A Captain/Placement meeting will be held the week prior to each season to discuss placement of each team and the individuals playing that season.

A vote will be taken on any changes that a captain may want to bring to a vote. The Majority of the votes will win the vote. (in the case of a tie the tie will be broken by the vote of the President.)

Meeting will allow for captains to change placement of team or individual

### **AWARDS**

Top Gun Awards will be awarded to both to Division1 and Division 2 players.

Top Team of each division will be awarded a traveling Trophy.

