

The Cleveland Darter Club  
*Official Rules of Dartering for League and  
Tournament Play*

Revised August , 2008



## Section I

### A. An introduction to darts and to the league.

#### 1. Good Sportsmanship shall be the prevailing attitude at all CDC sanctioned events.

2. In league play, any minor changes to these Rules must be agreed to by both Captains.
3. In tournament play, **All** players in any game must agree to any changes in rule interpretation
4. For all matters not specifically covered within these rules, the American Darts Organization Tournament Rules shall govern.
5. The CDC reserves the right to add to or amend these rules at any time..

### B. Membership, Fees and Registrations

1. Only Members in good standing of the Cleveland Darter Club (**CDC**) may participate in **CDC** league activities. Each player and each establishment must apply for **CDC** Membership. The respective Membership fees are specified on the application forms.

- (a) A Current Member of the **CDC** is one whose annual Membership fee has been paid for the current Membership year; Sept. 1 thru August 31.
  - (b) "Non-Current Member" of the **CDC** is one whose annual Membership fee has not been paid.
  - (c) "Non-Member" is someone who is neither a Current nor Non-Current Member of the **CDC**, but whose name may appear as a Player on a League Team Roster. A "Non-Member" may ultimately be classified as an "Ineligible Player" in league play. [refer to Section III-D-1b]
2. Only properly completed team registrations filed by the published deadlines will be accepted by the league. Forms and instructions are distributed via the **CDC**.
- (a) League competition is composed of three sessions: Fall, Winter and Summer.
  - (b) All teams must register to shoot prior to the start of any session.
  - (c) At the League Manager's discretion, teams filing late registrations during any session may be used as substitutions where vacancies occur.
3. The league divides teams into divisions each session, and schedules competition. [See II-A]
- (a) Two teams per league, per sanctioned board can be registered at any Affiliate.
  - (b) In most cases, teams play 14 weeks, 7 matches at their home establishment and 7 matches at the visiting team's establishment.

(c) Each division shall consist of 8 or fewer teams with matches scheduled on a round robin basis (play each team at home and away), or as a 12 team conference with three 4-team divisions.

(d) During the first seven (7) weeks of scheduled play in each session, teams must pay Weekly Fees. A portion of the fees will be used for league administration costs. Fees are divided for league trophies, tournaments, and cash prizes determined by the end-of-session standings.

(e) The league prize structure applies to all teams that **complete** each session satisfactorily.

4. For more information, interested parties can call or write: The Cleveland Darter Club, Inc., PO Box 30615, Middleburg Hts., Ohio 44130-0615.. As registration deadlines approach, the league suggests that new establishments or new darters maintain contact with The Club through our League Manager at (216) 226-CLUB (2582) or by visiting our website at [www.darter.org](http://www.darter.org).

### C. Equipment

1. It is the sole responsibility of the Affiliate Member and the Home Team captain to ensure Visiting Teams that the location for match play will follow the **CDC's** standards for League and Tournament play.
2. The **CDC** reserves the right to require replacement of substandard equipment and or relocation of teams if location of match play does not meet the **CDC's** standards for league and tournament play. All grievances concerning playing standards are handled by writing the Director of League Grievances, Rules and Sanctioning.
3. **CDC** Standards for League and Tournament play.
  - (a) General location of the dart boards will be free of high movement areas (i.e. video games, pool tables, restrooms, doors, etc.).
  - (b) There should be a lack of excessive noise levels during match play.
4. Standard equipment for league and tournament play.
  - (a) A standard 18" bristle board, 20 point clock face dart board must be used.
  - (b) The scoring wedge valued at 20 must be the darker of the 2 wedge colors and be the top center wedge.
  - (c) The wire spider must not be broken and the width of the double and triple must be 3/8" plus or minus 1/32".
  - (d) The board should be in good condition, free of lumps and broken or missing wires.

- (e) A dart shall be limited to 9" in length and 50 grams in weight. The dart must have recognizable point, barrel, and flight.
5. Mounting of boards shall follow these standards within plus or minus 1/4".
- (a) Ceiling should be no less than 7'6" from the floor.
  - (b) The board shall be mounted on a wall or easel with the center of the bulls-eye at 5'8" from the floor. Each dartboard must be on a plane (continuous wallspace) of at least 48", not including scoreboard.
  - (c) The toe line or hockey shall be at least a 1" wide strip, at least 22" in length. It is to be centered in front of the board at a distance of 7'-9 1/4" to the darters side of the toe line (hockey). This distance is measured from a plumb line dropped from the playing surface of the board to the players edge of the toe line (back edge of the toe line).
  - (d) Lighting must be affixed in such a way as to brightly illuminate the board, reducing to a minimum the shadows caused by the darts and not to impede the flight of the darts. A space 4 inches above the top edge of the dartboard shall be visible from the darter's edge of the toeline.
  - (e) The scoreboard must be on a plane (wallspace) of at least 18". It does not have to be on the same plan (wall) as the dartboard, but must be within easy view of the player at the toeline.
    - 1. If the scoreboard is not adjacent to the dartboard, the scorekeeper must remain either behind the darter or so as not to be an obstruction.
6. Failure to comply with the CDC's standards for league and tournament play may result in home team forfeiture of match or points penalized to home team.

## D. Basic Game Rules

- 1. The scoring area of a dart board is enclosed by the wire spider.
  - (a) All Matches will begin by THROWING THE CORK. The player throwing the Cork 1st will be decided by a coin flip, with the winner having the option of throwing 1st or 2nd. The player throwing closest to the Cork shall throw first.
  - (b) A dart in the double bull scores 50 points, a single bull (the larger circle at the center of the board) scores 25 points, or darts score from 1 - 20 points, depending on which wedge the dart lands in. The value of each wedge is marked at the rim of the board.

- (c) The doubles ring is at the outer edge of all the wedges. A dart in the doubles ring or the double bull (the smaller circle in the center of the board) ends all '01 games and begins those '01 games stipulated. A dart in the doubles ring scores double the wedge value.
2. Throwing for cork will decide which player starts the game. (Scorekeeper will decide the results of the cork.) Both captains will decide when the scorekeeper's decision is in dispute. If both captains can't decide the cork attempt will be considered a tie. Shooters will then re-cork in reverse order.
- (a) In league play, choice of throwing the cork first or last is given to the home team before each game.
  - (b) In best of 3 tournament format, winner of the coin flip has choice of corking first. The loser of the 1st Leg has the option of throwing the Cork first in the 2nd Leg. If a 3rd Leg is necessary, the Cork will again be thrown, with the loser of the original coin flip having the option of throwing first for the cork.
  - (c) While corking, the thrower may request a prior dart be removed from the single or double bull before he shoots.
  - (d) Winner of the cork is the person whose dart lands closest to the double bull's-eye. Two double bulls, two single bulls, or two darts at the same distance are tied.
  - (e) For ties, and situations in which a prior cork attempt was knocked out of the board, players cork again, but in reverse order.
  - (f) In corking, as in all other situations, a Robinhood dart (one which sticks into a dart already in the board) is treated as a "Non-scoring dart". Another dart will be thrown without removing or adjusting any darts already in the board.
  - (g) A dart is considered thrown when it is released during a forward motion toward the dartboard. Any dropped darts may be thrown again without penalty. [IV-F-7(a)]
3. A game-winning or game-busting dart shall be called by the scorekeeper and must remain in the board for 5 seconds for verification. For a dart to score, it must remain in the board 5 seconds after the 3rd or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board for that dart to be counted for score. The dart must be removed by the thrower only after its value has been determined by the chalker.

4. When counting the number of darts in any game, start counting with the first dart **thrown** to double in or for score, and end with the game-winning dart. A turn that ends in a bust is counted as three darts.

## 5. `01 Games

- (a) The objective of any `01 game is to score the exact number of points stated by the name of the game (301, 401, 501, etc.). All games are double out. League and/or division rules determine the necessity of doubling in.
- (b) Players alternate turns, each throwing three darts. In divisions where doubling in is mandatory, no dart scores until a player hits a double. Beginning with the first dart that lands in a double, a player deducts points scored in that turn. Players should never pull darts from the board until the person chalking (keeping score) has verified the score. The beginning double ( in, or off) need only be hit once, not every turn.
- (c) A player wins an `01 game by hitting the double which scores exactly the remaining game points. If the player scores one less, equal, or more points than needed to reach zero, he has "busted". His score reverts back to the original score prior to the beginning of his throw.

## 6. Cricket

The objective shall be to "own/close" certain wedged or bulls on the board, and to not be behind in subsequent scoring. The player/team to do so first shall be the winner.

- (a) Cricket shall be played using the numbered wedges, 20, 19, 18, 17, 16, 15, and both the inner and outer bulls (corks), unless stipulated by changes in league play.
- (b) Players/teams shall take turns throwing. Three darts constitutes a turn, or unless a win occurs.
- (c) Scoring 3 in any segment: 1 triple, 3 singles, or a single and a double, "owns" that wedge or bull for your team.
- (d) Once a player/team "owns" a wedge or bull he/they may score points on that wedge until the opponent closes that wedge or bull. All numerical scores shall be added to the previous balance.
- (e) Once both players/teams have scored three of a wedge, it is "closed", and no further scoring can be done in that wedge by either player/team.
- (f) To close the bull's-eye, the outer bull counts as a single and the inner bull counts as a double.
- (g) Wedges can be "owned" or "closed" in any order desired by the individual

player/team. Calling your shot is not required.

- (h) For purposes of owning, closing, or scoring, the double and triple rings shall count 2 or 3 times the value of the wedge respectively.
- (i) Winning the game:
1. The player/team that is the first to close or own all wedges and bulls, and is not behind in points shall be declared the winner.
  2. If both sides are tied on points, or have no points, the first player/team to close or own all wedges and bulls shall be the winner.
- (j) It shall be the **responsibility of the player to verify his score before removing his 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 the cricket game, no alteration in score shall be allowed after the fact.

## Section II

### An Overview of the League

#### A. Scheduling

1. The League Manager schedules competition based on parity and geographic considerations wherever possible.
- (a) Initial division assignments are based on team registration information and club records.
1. Sort by Region.
  2. Sort by Level requested.
  3. Note any Special Requests from Team.
  4. Review Team and Player performance history.
  5. Accommodate for number of available dartboards.
- (b) Subsequent division assignments are based on previous results. New teams are placed in the best possible way by the League Manager.
- (c) Teams may join the league prior to the beginning of the season or between sessions. Late registrations will be held as stand-by teams, used only to fill any vacancies that may occur during the session.
- (d) Teams added before the second match must replay the first night's scheduled match during the season or by the date specified on the Weekly Standings.
- (e) Teams added after the second match must pay forfeit fees for missed weeks.

2. Each team attempts to gain first place standing in its own division.

(a) Matches are scheduled, half as a home team, half as a visitor. Match locations may be moved by the League Director on a temporary basis if conditions warrant.

(b) Penalty points may be assessed for failure to comply with league rules.

## B. Standings

1. In divisions where a bye occurs, teams will be awarded 70% of the maximum possible points for that week. Teams may be required to submit a ScoreSheet/email and Weekly Fees.

2. Division standings are sent (either by regular mail or email) weekly to home establishments and captains.

3. For each team, the standings show rank within their Division and total points accumulated, minus total penalty points lost.

4. The League Manager reserves the right to make retroactive corrections to the weekly standings.

(a) Inaccurately reported results will be corrected. (Any discrepancies in reported scores must be reported for correction within 13 days.)

(b) Penalty points will be administered by the League Manager.

(c) Errors in arithmetic will be corrected.

5. **Ties within a division:** Teams with equal net points at the end of the session: Gross points minus penalties equals net points.

(a) Except in cases covered by **II B 5 (b)**, tied teams will split prize money.

(b) First or second place ties involving trophies or awards will be resolved by the following tie breakers. If the tie is not broken by the first tie breaker, then the second is used, etc.

1. Total gross points accumulated between the tied teams in head-to-head competition during that session.

2. Total gross points earned against opponents within your division.

3. Won/lost record within your division. (6-5 weighs as heavily as 11-0).

4. Conference won/lost record, (applied same as above).

(c) All teams in contention for first place must be prepared to play off after the session ends, if tie-breakers have not determined a winner. Playoffs will take place one week after the last scheduled league night at a neutral location designated by the League Manager.

1. Location, date and time of the play-off(s) may be changed at the League Manager's discretion.

2. The regular season match format will be used.

3. A coin flip will determine corking order for each game.

## 6. Missing Scores as indicated on the "Week 14-15" Standings Sheet.

a) It shall be the duty of Captains whose teams have incomplete Scores indicated on the "Week 14-15" Standings Sheet to contact the League Manager during business hours by the specified deadline in order to verify any missing scores.

b) Match Scores unreported by the specified deadline will be recorded as zero (0) for both teams.

c) In the event that **differing Match Scores are reported** within the specified deadline, a properly completed Match Score Verification Form/Captain's Log must be produced within 48 hours of the second reported score. If neither Captain can produce a form, the Match Score will be recorded as zero (0) for both teams.

**Match Scores reported or unreported after the specified deadline can not be contested under any circumstances. All Scores published on the Final Standings are Final.**

## C. Prizes

1. Every team that completes the Fall and Winter League sessions in good standing earns prize money based on the standings of each session.

(a) Cash prizes will be awarded based on order of finish, the amounts being determined by the League Manager prior to the start of each session, as approved by the BOD.

(b) Payout amounts will be published prior to the start of each session.

2. First and second place teams may earn additional prizes for their members and home bar.

(a) A multi-division "conference" of no more than 12 teams may be created for competitive parity and an additional chance at non-cash prizes.

(b) Cash prize payouts for the conference will be based on the total number of teams (i.e. – two 4-team divisions in the same conference will receive cash prizes based on an 8-team division).

3. Players may earn additional prizes based on individual achievements in their respective divisions.

4. Prizes are awarded at the end of the season. A team that withdraws or is dropped from the league prior to that time forfeits all prizes.

5. Under the following conditions, individual members of teams that did not finish the session may qualify for post-session tournaments, parties, or awards.

- (a) The individual must be a Member in good standing and not the cause of the team's suspension.
- (b) Either all team Weekly Fees must be paid, or each individual must pay 1/4 of the total Weekly Fees. (The league portion of fees paid by the team may be credited to an individual's balance).
- (c) The League Manager must rule on each case individually.

**D. Captains**

- 1. A captain will be the spokesperson for the team to other teams and to the league. An alternate captain will be designated by each team, to act in the captain's absence.
- 2. A captain will be spokesperson for the league and the CDC to his team. Distribution of league and club information and materials, including prizes, is the captain's responsibility.
- 3. Captains are responsible for complete and accurate records. Captains of teams which finish a session with outstanding scores or fees will be removed from club activities for the next session and/or until he fulfills his debt.

**E. Protest Procedures**

- 1. Disputes should be handled on a captain-to-captain basis whenever possible.
- 2. Disputes and protests can be brought to the League Manager's attention for resolution. A written grievance must be received within seven days of the occurrence.
- 3. The League Manager will rule on the written grievance as expediently as possible, after making all reasonable efforts to obtain as much relevant information as possible from all relevant parties.
- 4. In all matters of rules, infractions, penalties and interpretations, the League Manager's decision will be binding.
- 5. A captain may appeal the League Manager's decision by appealing to the Grievance Committee.. A majority of the Grievance Committee may overturn the League Manager's decision.
- 6. The Grievance Committee's decision is final.

**Section III**

**League Rules**

**A. Changing Home Bars**

- 1. Permanent change of home bar must be authorized by the CDC. In most cases involving a voluntary change, fees paid by the original bar shall be reimbursed by the second bar, if requested. During a session, a continued unwillingness to provide an adequate sanctionable darting atmosphere will be the only accepted reason for making a permanent bar change without the owner's consent.
- 2. Teams moving without consent of the bar owner will be suspended from League Play. Conditions for returning to League Play are payment of any forfeit fees incurred during the period of suspension, or Make-up of matches in accordance with the schedule and subject to approval of opposing team Captains.
- 3. Temporary changes of home bar location may be handled on a captain-to-captain basis and are *per se* authorized if the visiting team captain accepts the location and if adequate facilities are available for league competition.
- 4. Home team captains are responsible to: inform visiting team captain, provide directions to the new site and, when short notice is given, leave a person at the original site, if requested.

**B. Team Information Changes**

- 1. If changes involving weekly standings or mailings are needed, call or email the League Manager. An answering machine is available during all non-business hours.
- 2. To inactivate a player on your team roster, notify the league in writing. While a player is on your roster, you are responsible for the fines and penalties he or she may incur.
- 3. Always report results by the division, team names, and the letter code that appears on your schedule (team code).
- 4. To change the captain or phone number printed on your schedule, notify the League Manager by phone at 216-226-2582 [CLUB] or email at scores@darter.org. If a lack of communication is your fault, you could forfeit a match.

**C. Guidelines for Matches Shot "Short-Handed" (2 - 3 Players)**

- 1. A team need only field 2 players to shoot the match.
- 2. A team or teams of 2 or 3 players will place their shooters in any order they wish to shoot them, possibly 1st and 3rd and 4th, or any position in singles, combined or split in doubles. If home team, fill in the names first, then have the visiting team captain fill in his shooting order. The

visiting captain may not refer to the opposition's roster.

3. If a game is scheduled and there is no opponent scheduled, the team fielding a shooter(s) wins by forfeit, 1 point.
4. If neither captain scheduled a player for a game, that point is not awarded to either team. (i.e. A match in which neither team fields 4 players may yield less than the maximum possible points.)
5. Even in a best 2 of 3 format, a short-manned team cannot add a non-scheduled, late arriving player to its lineup until the next match point competition. (See IV, E, 3, (a))
6. A late arriving **scheduled** shooter may join his teammates between games in a best 2 of 3 event.

## D. Illegal, Ineligible, and Eligible Players

### 1. Definitions

- (a) An Illegal player is a darter who either is not on your team's roster or is a member of another team.
- (b) An Ineligible player is a darter whose name appears on your roster but has not paid their yearly **CDC** Membership fees.
- (c) An Eligible player is a current **CDC** Member in good standing.

2. If you have a reason to question the identity of a player, the league manager requires both captains to cooperate in resolving that question.

- (a) A suspected illegal player should offer **CDC** Membership or substitute identification, and provide a signature comparison. Deliberate use of an illegal player will result in match forfeiture.
- (b) If results are unsatisfactory, or no identification is produced, that game and the remainder of the match shall be played out. On the ScoreSheet, the suspect player must print his name, address, and phone number, and add his signature. Captains must add a note asking for the League Manager's help.
- (c) If cooperation is refused by player or captain, notify the League Manager by phone, regular mail, or email explaining both the circumstances and the reason for your question.

3. All teams having ineligible players on their roster will receive 5 penalty points each week until those players' Membership fees are paid or those players are removed from the roster. Appeals for return of penalty points deducted for ineligible players must be received, in writing, within 14 calendar days after the weekly standings sheet has been mailed.

4. Once a **CDC** Member in good standing participates in a League Match he becomes an active player on that team. A player cannot participate in a league match on another team

while he is an active player on a different team roster. Shooting on another team in that league during that session is sufficient grounds for the forfeiture of all subsequent match points in which this player may shoot. Other penalties may be assessed.

## E. Banned Player Policy

1. A banned player is one prohibited from entering a bar that their team is scheduled to play in.
2. A phone call will be made to the bar-owner for special consideration to allow the banned player to participate on league night. An explanation of the league policy will be given at this time.
3. If there is no conciliation by the bar-owner, the league will choose a neutral site/bar for the match to be played. Notification will be made by mail to both Captains and the original home bar in question, citing the policy, and a summary notice will be published on the first available Weekly Standings Sheet.
4. In the case of a make-up match, Captains will be given a deadline by which they can decide on the date for their match. Both Captains will need to call the League Manager to confirm said date. If a date is not provided by the deadline, one will be chosen by the League Manager and posted on the Weekly Standings Sheet. In the event that only one Captain calls the League Manager with a date, it will be posted on the Standings and one week thereafter will not be subject to change by the opposing Captain should he appeal the date.
5. The Banned Player policy does not apply to restrictions imposed by the Board of Directors as a result of a Grievance decision.

## F. Adding or Removing Players

1. All **Requests** to add eligible (current Club Member) players to your Roster must be received on a current **CDC** Add-A-Player form at The Cleveland Darter Club Office at least 3 business days prior to the first night of anticipated league play.
2. Under special circumstances the League Manager reserves the right to allow team additions requested as late as the end of the business day. The Add-A-Player form must be mailed as soon as possible, but no later than 48 hours following the scheduled league match.
3. When requesting the addition of a player who is not a current **CDC** Member, a completed and signed Yearly Membership application, Add-A-Player form and proper fee must accompany the request.
4. Only under special circumstances may players be added to a team roster after the halfway point of a session.
5. When a player is removed from a team, that player becomes eligible to play on another team.

6. In lieu of an Add-a-Player Form, the League Manager may accept an email request to add a player, providing said email has all of the pertinent information requested on the Add-a-Player Form.

**G. Postponements**

1. The League Manager absolutely will not recognize the inability to field a full team on the regularly scheduled match date as a valid cause for postponement. If both captains agree, a match can be postponed. A make-up match date must be agreed upon and notice given to the League Manager within 8 days after the originally scheduled match date. Matches may be played ahead of schedule if both Captains agree. If playing a match before the scheduled date, write the scheduled match date on the ScoreSheet, and indicate this when you phone or email your score.
2. If you feel you have valid cause for postponement, contact the League Manager and your opponent as far in advance as possible, (2 weeks, please). Contact with the League Manager must be in writing (email is acceptable). Explain your request fully. A team writing to postpone a match must contact the opponent and the League Manager. as far in advance as possible. Match postponements will appear on the Weekly Standing Sheet.
3. Approved postponements must be rescheduled on or before midnite of the Sunday following your last regularly scheduled match date. Delayed postponements will be changed to forfeits if the scheduled date is passed.
4. Post Season (after regular league schedule has ended) scores must be called in or emailed to the League Manager by both teams no later than 24 hours from the start of the scheduled match.
5. Regardless of a postponed match's makeup date or reason for postponement, Weekly Fees must be sent in on the originally assigned match date.
6. **The default score for makeup matches not reported will be zero (0) for both teams.**

**H. Forfeits**

1. Procedures in match play
  - (a) If your opponent cannot field at least 2 players by the match starting deadline, 8:15 P.M., you can claim a forfeit. By doing so, you accept the responsibility for the reporting the forfeit by phone or email. You will not be responsible for weekly fees for that match.
  - (b) If a forfeit was claimed against you, you must pay the league fees for both teams, or have it deducted from your payback.
  - (c) When a team wins by forfeit, please indicate this in your email or phone call to the League Manager. Your

team will receive 70% of the maximum possible points, rounded to the closest whole number. The points are the minimum your team shall receive for that match. This temporary allotment may be increased using the formula outlined in **III, H, 2, (a).**

**2. Follow-up after winning by forfeit.**

If a Forfeit occurs after the 7th week, the Team claiming the Forfeit will receive credit for Weekly Fees. If both captains agree to a forfeit, each team will pay their Weekly Fees and no Forfeit moneys will be assessed. Matches Forfeited with advance warning cannot be made up.

- (a) The temporary allotment of 70% of the maximum possible points may be increased using the highest of the following:
  1. Your team's weekly average (if 8.5 or over, increased to 9, etc.)
  2. Forfeiting team's weekly average subtracted from maximum possible points.
  3. The number of points your team previously or subsequently earns in a match with that team in that session.
- (b) Request for adjustment of points must be submitted in writing no later than the deadline for reporting the final week's score. For purposes of this rule, "in writing" shall include an email.

**3. Penalties for forfeiting a match.**

- (a) The forfeiting team must pay that week's fees for both teams.
- (b) A team forfeiting 3 matches in a session is automatically suspended from league play and forfeits all prize moneys.

**4. Calculating points in divisions with teams not completing a session.**

- (a) If this team has played, at least once, every team in a division in which it competes, those scores will be used again in that division as match score for the **earlier or later match date. Both scores will be used if it has shot a team twice.**
- (b) **If the forfeiting team** has not shot every team in a division at least once, "bye" points will be assigned for each match scheduled that session in that division.

**Section IV**

**LEAGUE MATCH PLAY**

**A. The Team**

1. Each team should have a minimum of 4 players and a maximum of 8 players on their roster.

2. All members of your team must be paid Members of the CDC before scheduling of league play each session.
3. For Adding and Removing Players to the roster See Section III, F.

## B. Reporting Results and Paying Weekly Fees

1. Both captains must either email or phone in the weekly scores by the prescribed deadline. Penalty points will only be assessed if both captains fail to email or phones in their score in a timely manner. But in those cases where both captains fail to email or phone in their scores, both teams will be subject to penalty points. Therefore, it is recommended that both captains email or phone in their scores each week.
2. Both team captains are accountable for the accuracy of the reported score, and must attest to it by their signature on the Scoresheet and the opposing team's Captain's Log. Any discrepancies with reported scores must be resolved within 13 days of the match or they will stand as received.
3. Team Registration Fees and Membership Fees must be paid in full by Week 3. Weekly Fees must be paid in full by Week 7.
  - a) Unless a payment contract is signed by the responsible party with the League Manager (see IV.B.3.c below), 2 penalty points per week will be deducted beginning week 8 (week 4 in the case of Team Registration and Membership Fees) until fees are paid in full.
  - b) Penalty points assessed for untimely payment of fees cannot be reversed unless jointly approved by the League Manager and the Board of Directors.
  - c) Payment Contract. In order to be effective, a payment contract must be signed and received by the League Manager no later than week 3 of the season.
4. Scoresheets should be retained for verification purpose, and may be requested by the League Manager in the event of a disputed score.

## C. Time Factors

1. The starting time of each match is 8:00 P.M., unless otherwise specified by the league.
2. Deadline for starting a match is 15 minutes past the official start time. Any team that cannot field at least 2 players by the Match deadline forfeits the entire match.
3. No more than 5 minutes should elapse between games.
4. The Match ends upon verification of the ScoreSheet by both Captains.

## D. Practice Darts

1. Once the match has begun, only those who will participate for match points should practice on the board to be used for that game.
2. Each player is limited to 3 throws, for a total of 9 darts.
3. While competing for a match point, a player may not practice on another board.
4. Players not involved in an ongoing match game may practice on any open board except those next to your match. (Please remember dart courtesy).
5. When shooting the "best of 3" format, practice is permitted before the first game only.

## E. Lineup

1. During a match, a player may compete for only one match point for each type of event. Exception: A player may compete in all team game match points. Singles 501 and Singles Cricket are to be considered separate events, as are Doubles `01 and Doubles Cricket.
2. The home team captain fills out his lineup before each event on the ScoreSheet, then gives it to the visiting captain to fill out his lineup. **The visiting captain may not refer to the home team lineup when filling out their lineup.**
3. Filling out the ScoreSheet
  - a) In leagues where four singles or sets or doubles, etc., are scheduled in sequence, all players must be scheduled for each set of games before that set begins. Additions or changes shall not be made to that portion of the lineup after the first game has begun. (See III, C, 5)
  - (b) Players who are not present should not be scheduled to shoot in an event.

## F. The Game

1. The home team has the choice of throwing cork first or second to begin every match.
2. Only a player who is to compete for this match point may throw for a cork.
3. Put the order or rotation of each team on the scoreboard. Home team on the left, visiting team on the right.
4. The home team must supply a scorekeeper for every game. This person should exhibit good dart manners while scoring. The visiting captain may request the replacement of an inadequate scorekeeper.
5. The scorekeeper must maintain an accurate account of darts thrown, as well as game score.
  - (a) The turn, score, and darts thrown are recorded as zero for the missing player(s) of a short-manned team, thus maintaining the correct team rotation.

- (b) Only the last throw of any game may be counted as less than 3 darts thrown.
  - (c) The scorekeeper may not verbalize points scored and/or points left unless requested by shooter. The scorekeeper **may not** give the thrower number combinations or out shots. It is permissible for a partner, teammate or spectator to advise the thrower during a match.
6. Never during a turn should anyone move or adjust a dart already in the board.
- (a) If a cork attempt is touched by an outside agency (not a member of either team involved in the match) before a winner has been determined by the chalker, players cork again, but in reverse order.
  - (b) If a cork attempt is touched by a member of either team involved in the match before a winner has been determined by the chalker, the team touching the dart will be considered to be the loser of the cork.
  - (c) If a scoring dart is touched by an outside agency, that dart will be replaced, by hand, in its original position by the thrower. If there is any dispute over its original point value, it will be re thrown.
  - (d) If a scoring dart is touched by a member of the throwing team, that turn will be considered finished. The value of the dart(s) thrown at that time will be determined by the chalker. Any dart(s) thrown after a scoring dart has been touched by a member of the throwing team will not count.
  - (e) If a scoring dart is touched by a member of the non-throwing team, that dart will be replaced, by hand, in its original position, by the thrower.
7. The score of each dart is determined from the side of the wire at which it entered the board. Also, basic game rules and the following requirements must be met:
- (a) At dart's release, the thrower must be **BEHIND (not on or over)** the toe line. [See Sect. I, C, 5, c]
  - (b) A player wishing to throw a dart, or darts, from a point on either side of the hockey line, must keep his feet and/or footwear behind an imaginary straight line extending from either side of the hockey line.
8. For a dart to score, it must remain in the board 5 seconds after the final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board for that dart to be counted for score. The dart must be removed by the thrower only after its value has been determined by the chalker.

9. Mathematical errors in scoring shall not be corrected after a member of each team has finished a turn.

(a) In keeping with rule I A, mathematical errors, especially early in a game, may be adjusted through a looser interpretation of this rule.

(b) During the "end game", errors in scoring shall not be corrected after a member of each team has finished a turn.

## 10. Modified Rule Q - Wires

In the case of a dart point which is in the bristles, but which splits or separates the spider, the score shall always be the higher value of the two segments in question. This includes the outside double ring for the game shot. This is a very rare and unique occurrence. Any adjustment to, or removal of this dart by the thrower before both sides and the scorekeeper have attested to its uniqueness, forfeits his right to the application of this rule.

## G. Penalties

### 1. Out-of-turn throws

(a) If a player completes a throw out of turn, and is challenged by the opposing team before they start their turn, the offending team is penalized by forfeit of that turn. The chalker will change the out-of-turn score to a score of zero, and call the next scheduled player from the non-offending team to the toe line. All players will continue to shoot in the order of the original lineup. In this case, failure to be prepared to shoot at your scheduled turn has cost **you** and your team three darts. An incomplete turn has no penalty. Pull the darts and continue with your properly scheduled player.

(b) Adjustments after an unchallenged out-of-turn throw (discovered lineup error.)

1. If a team is drawn into an out-of-turn throw by an out-of-turn throw (following the player you are supposed to follow, but he threw out-of-turn), the second team will not be penalized.

2. When an out-of-turn throw is discovered too late for a penalty, teammates will follow each other according to the lineup. Whether your teammate was in order or out-of-turn, if his turn was not challenged and you follow him in the lineup, you shoot next for your team.

3. Neither team's rotation (lineup) shall be altered to accommodate a player who has missed a turn.

### 2. Encroachment of toe line (Foot foul)

(a) If a player is observed violating toe line rules, he and his captain are to be

made aware of the situation immediately.

- (b) Any darts thrown in violation after the warning are not to be counted for score. (Make sure you have a witness from their team).
- 3. Lack of, or incorrect league fees will cost the violating team points and prize moneys.
- 4. Late or incomplete reporting of scores or late or unpaid league fees will cost the violating team points and prize moneys.
- 5. Improper conduct at a match may result in penalty points, and possible disciplinary action.
- 6. Fines can be withheld from team prizes.
  - (a) Unpaid fees for league and club will be withheld with a 100% surcharge.
  - (b) Restitution will be withheld for checks or money orders returned due to insufficient funds or closed accounts, by or for any person on the team roster.

**Section V**

**Tournaments**

A. All CDC sponsored tournaments are subject to the game rules of this document unless otherwise stated in the tournament program.

**B. City team championship**

- 1. Only league teams in good standing are eligible for this event.
- 2. This is a team game tournament. Player substitutions are allowed between games.
- 3. Location, date, and time of tournament(s) are at the League Manager's discretion.

**C. League singles and doubles tournament.**

- 1. Allstar Men must shoot in the highest division. Alternates will be placed at the league manager's or tournament director's discretion. "Allstar Men" shall include any Member who made the All-Star Team at least once in the last 6 years.
- 2. In singles and doubles, tournament participants will compete in the highest level they shot in over the last two (2) Fall and Winter League sessions. Individual shooters are responsible for placing themselves in the correct level, and must have participated in at least one league match during the current session.
- 3. Participating in a division lower than outlined above, without prior written approval of the tournament director, is cause for forfeiting all awards and moneys.
- 4. You may compete in only one division per event. Exceptions to this rule will be determined by the League Manager or Tournament Director.

**Section VI**

**A. Proper Grievance Procedure**

- 1. A written Grievance must be received within 7 days of the occurrence. (Rules II-E-2)
- 2. The League Manager will make a ruling. (Rules II-E-3)
- 3. The ruling can be appealed to the Grievance Committee. A majority can overturn the ruling. (Rules II-E-4, II-E-5)

**B. Membership Restriction Procedure**

- 1. Must be imposed by the board of directors.
- 2. An appeal can be made to an arbitration committee (see Bylaws). The appeal of the Board of Directors decision must be received within 7 days of notification of the ruling. Arrangements for the meeting and notice sent to the Arbitration Committee must be done within 21 days of the receipt of the appeal. The meeting must take place within 30 days.

**Section VII**

**Rules of Order For Cleveland Darter Club Sanctioned Non-League Events**

- 1) Any Member who has agreed to represent the Cleveland Darter Club (CDC) in a non-league function and does not participate in that function must reimburse the CDC for all expenses incurred by the CDC. No less than \$50 per month is to be repaid to the CDC by the first Tuesday of each month that there is an outstanding balance. Non-participants will be considered restricted Members for a minimum of 90 days or until their balance is paid in full. Additional restrictions to non-participant's Memberships may be imposed by the Board of Directors if payments are not made. They will also be denied participation in that function in the following year.
- 2) The Director or Chairperson of a non-league function may mandate that a reasonable dress code be adhered to, provided that a reasonably sufficient time is given to the participants. Failure to follow a dress code is cause for removal from that event.
- 3) The Director or Chairperson has the right to eject a participant for improper conduct, without warning, at any time during an event. Participants ejected from an event shall appear in front of the CDC Board of Directors at the next regularly scheduled Board meeting for review and possible Membership restriction.
- 4) Any Allstar who is hand-picked must have qualified for the CDC Allstar Team for a minimum of two years. Players who are nationally ranked by the ADO may be exempt from this rule.

# **The Cleveland Darter Club *Rules of Darting for League and Tournament Play***

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- 5) The Allstar Team Chairperson may make exception to these rules at his/her discretion.

**Any occurrences or discrepancies not specifically covered by the letter of the laws in the text will be decided by the League Manager, being governed by the spirit of this text.**

**INDEX**

Items in this index are referenced in alphabetical order, by topic, as follows: "Administrative Expenses" are in Section II, Article C, Paragraph 1(a) - "First place teams..." on page 3 of The Rules of Darting. If further clarification is required, contact The Cleveland Darter Club [216-226-CLUB] or NetMail@Darter.Org. Be sure to jot down the specific rule you are questioning.

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