



Northern Colorado Dart Association

Rules

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Northern Colorado Dart Association - Rules

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RULE 1 APPLICATION

These rules shall apply to all matches, all members, and all events scheduled, sponsored, or sanctioned by the NCDA.

RULE 2 DEFINITIONS

- A.** Whenever the initials **NCDA, N.C.D.A** or the words “**Association**” or “**League**” is/are used, they shall mean the Northern Colorado Dart Association [The NCDA in its entirety]
- B.** Whenever the word “**division**” is used, it shall mean a portion of the league; i.e., Masters, AA, A, B, Novice, etc.
- C.** Whenever the word “**Board**” is used, it shall mean officers defined in the By-laws; Article VI.
- D.** Whenever the term “**Senior Board Member**” is used, it shall mean the most senior Board member in terms of continuous service and present at a meeting.
- E.** Whenever the word “**Neutral**” is used, it shall mean a person and/or location not involved with the team, location, league, or division under discussion.
- F.** Whenever the words “**he, his, or him**” are used, they are meant in the general sense and imply "he/she, his/hers, or him/her" as appropriate.
- G.** Whenever “**Articles**” are referred to, they shall mean the articles in the current **NCDA By-laws**.
- H.** Whenever “**Sponsor**” is referred to, it shall mean an individual team’s home venue.
- I.** Whenever “**written notice/appeal/protest**” is referred to, it shall mean correspondence via postal or e-mail.
- J.** Whenever the word “**day(s)**” is used, it shall mean standard calendar business days [Monday - Friday; excluding generally accepted major holidays].
- K.** Whenever “**year**” is referred to, it shall mean the two full seasons of play in a single year; to include one Fall Season and one Spring Season. The League Year begins 01 July and ends 30 June.

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RULE 3 MEMBERSHIP

- A. Only individual members of the association in good standing or approved guests may participate in NCDA League activities; excluding NCDA sponsored 'open' events, such as Blind Draws, Fundraising Events, etc.
- B. Sponsors delinquent in sponsor fees for one or more teams will not receive any awards that any of that sponsor's teams may have earned. In addition, a delinquent sponsor will not be allowed to participate in any NCDA event or sponsor any teams in future seasons until all fees; including past fees, have been paid (By-laws, Article IV).
- C. Teams whose membership fees are delinquent shall not be permitted to participate in any NCDA event during the season the fee became and remains unpaid, notwithstanding the payment of the current season team (membership) fee being paid (By-laws, Article IV).
- D. Mitigating circumstances may be appealed to the Board. The Board must meet on the matter within ten (10) days of receipt of written appeal by the President or Vice-President. The Board's decision may be appealed according to the procedure described in the By-laws, Article V, Section 4. No further appeals will be possible.
- E. It is the responsibility of the member to maintain a current and valid e-mail address, at a minimum, and phone number with the NCDA statistician.
- F. Persons other than sponsors shall not use a sponsoring establishment e-mail, physical address, or general delivery address as their home address. Communications *will not* be sent to members using such addresses.
- G. Board members (By-laws, Article VI) must maintain a current membership, including current team dues, during their entire term of office to remain eligible for the Board.
- H. Individuals that have been suspended from the League will not be permitted membership in the NCDA until the time when the suspension is lifted. These individuals are also not permitted to participate in other NCDA sponsored 'open' events, such as Blind Draws, Fundraising events, etc.; during the period of suspension.

RULE 4 ORGANIZATION

- A. The NCDA divides itself into Divisions with teams of the highest caliber in the "Masters" Division, those of the next highest caliber in the "AAA" Division, and so on; utilizing the following monikers: "AA", "A", "B", "Novice" to designate the remaining divisions. Divisions may, depending on league-wide membership levels, be further sub-divided into Sub-Divisions which would consist of a grouping of teams within a Division.

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- B.** Every effort will be made to place teams in their desired division; however, the Board shall be the final authority in the assignment of teams to divisions [and sub-divisions, if necessary]. Also, the Board shall be the final authority in the approval of any and all individuals on a team (By-laws, Article V; Section 3).

- C.** The top team in any division, determined by point standings at the end of each season, will be moved to the next highest division during the next season if a higher division exists. The last place team in a division will move to the next lower division during the next season if a lower division exists. In the spirit of 'fair-play', a team that lost a division that has to move down will not be permitted to 'stack' their roster to prevent them from moving down to the lower division. The Board shall be the final authority in the approval of any and all individuals on a team (By-laws, Article V; Section 3).

- D.** The Board may elect to by-pass or suspend the previous rules, dependent upon the number of teams and divisions in the league at the end of any given season and/or number of teams registered for the following season; in the spirit of 'fair-play' and League/Division balance.

RULE 5 SCHEDULES

- A.** The Board shall arrange scheduling so that each team plays approximately half of its matches at its sponsoring [Home] location and approximately one half away. This may be altered to avoid overcrowding; caused by an overabundance of teams at some locations during a season.

- B.** The Board shall schedule any and all post-season play [team play-offs and singles play-offs] to begin within one week following the end of the regular season and to be held on the same night as league play, except in the case of a holiday or special exception designated by the Board.

- C.** All schedules shall be published to the league website as soon as they are available and kept updated. Regular season schedules shall also be distributed in each Captain's packet; received at the Captains' Meeting prior to the start of any given season.

RULE 6 EQUIPMENT

- A.** A bristle dart board acceptable to the NCDA must be secured to the wall so that the distance from the center of the dart board to the floor measures 5' 8", plus or minus 1/8". The board must be flush to the wall (not leaning like a picture).

- B.** The scoring wedge indicated by the 20 shall be the darker of the two wedge colors and must be the top center wedge. Black and white is the NCDA's preferred wedge color scheme; while red and green are the preferred colors for triples, doubles, and Bulls.

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- C.** No markings, other than the manufacturer's labeling and such markings necessary to the play of the game, shall be permitted on the bristle/front surface of the dart board.
- D.** Lights must be affixed in such a way as to brightly illuminate the dart board, minimize shadows cast by the darts, and not physically impede the flight of the dart. In addition, the lights must not in any way constitute a distraction to the dart throwers to the best of the establishments' ability.
- E.** A toe-line shall be marked on the floor so that the throwing distance shall be 7' 9 1/4" from the front surface of the dart board; plus, or minus 1/8" (or 9' 7 3/8" when measured diagonally from the heart of the Bull to the floor; plus or minus 1/8"). In locations where the toe-line is marked on the floor by tape or paint, the marked line edge nearest the board must be at the 7' 9 1/4" mark. In locations using a raised toe-line, the marked line edge furthest from the board must be at the 7' 9 1/4" mark and the raised toe-line shall be a minimum of 1/2" in height. In either case, the toe-line shall be a minimum of 2' long and parallel to the face of the dart board.
- F.** A lateral distance of 2' at the 7' 9 1/4" line, measured as a perpendicular line from the outer diameter of the dart board (the numbers 6 and 11), shall be clear of any encumbrances such as walls, shelves, tables, posts, etc.
- G.** A scoreboard must be mounted within 4' laterally from the dart board and at not more than a 45-degree angle to the dart board. Cleanable scoreboards using grease pencils or dry-erase markers are preferred; chalk boards may be used if absolutely necessary.
- H.** Each sponsoring establishment shall make available a wall area for the posting of association dart news and information. This area must be large enough to post three (3) 11" x 17" notices without overlapping.
- I.** Any disapproved/unsatisfactory conditions noted during Board inspections or reported to the Board during a season shall be referred to a committee comprised of the President and any other available Board members or Representatives. The decision of this committee shall be final. New establishments entering the association must be informed of what is expected of them in terms of dart area setup and when an inspection will be performed for Association entry.
- J.** Substandard equipment and/or layout of the playing area that is not fixed to the satisfaction of the aforementioned committee will result in a 'forced' change in venue.
- K.** Any given facility shall be subject to approval of league officers before admission to, and while part of, the Association. Establishments wanting to enter the league (become Sponsors) should contact the association President or Vice-President.

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- L. Darts used in any Association event will conform to ADO Standards. Darts cannot exceed an overall maximum length of 12” (30.5 cm), nor weigh more than 50 grams, per dart. Each dart will consist of a recognizable point, barrel, and flight. In addition, all darts must be thrown manually in all Association events.

RULE 7 THE TEAM

- A. A team will consist of four (4) to six (6) players all of whom are eligible for membership in the NCDA (RULE 3).

- B. A team may not have more than two (2) players on their team that are of the next higher class than the division in which the team is shooting (i.e. AAA Division team may only have two “Masters Class” players). Singles and/or doubles matches in which ineligible players participate will be deemed a forfeit. The board may waive this limitation if:
 - 1. For scheduling reasons, a team was asked to play in a division other than the division that they chose when signing up.
 - 2. In the event there are fewer division divisions than classes and some of the league’s divisions have been combined or suspended.

EXAMPLE: There are too few teams in the league and AA& A were combined into a single division; with no B or Novice divisions. This leaves only Masters and A/AA divisions available. In this scenario, all B, A, and AA Players are eligible to play on A/AA teams, AA and Masters players to play in the Masters division, with the Novice class being suspended until league membership, deemed sufficient by the Board, can once again support a greater number of divisions.

- C. A team may not have any players two or more classes higher than the division in which the team currently participates (i.e., A division team may not have an individual from the Masters Class).

- D. Teams returning for the next season, regardless of team name change and/or sponsor change, shall be considered the same team so long as two or more of the previous members remain on the team [NCDA By-Laws ARTICLE IV, Section 7]. In regards to teams splitting into new teams between seasons, a team will be considered the same if the previous team’s Captain maintains the team with at least two of the previous team’s members. The other members that split off will be considered a new team.

- E. Teams are permitted to fill the role of Team Captain with a Non-player Captain. However, this person:
 - 1. Must still take up one of the six available roster spots and

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2. Must be willing to throw if they are present and their team cannot field the a minimum of four (4) players for any given League match

The Board may elect to by-pass this rule and shall be the final authority, in the event:

1. An individual that has served as a Non-player Captain for several years; prior to the inception of this rule (Feb 2019).
 2. The team provides a valid reason [medical or otherwise] why an individual is unable to participate, but would still like to Captain their team.
- F. Since there is no plan to have a Division higher than Masters, the Masters Class and Division are the highest attainable in the NCDA. Any rule written in an attempt to raise the class or division of a Masters Class individual or Masters Team will be disregarded.
- G. New teams [all new members] joining the NCDA will be assigned rank according to RULE 8. This will give the board time to assess their playing abilities. The assessment will coincide with the last week to add new players. Players with then be “re-ranked” based on their mid-season win percentage; according to RULE 8; B.
- H. In the spirit of competitive balance, the Board may by-pass or suspend any of the above rules [individually or as a whole] based on league membership and team registration numbers.

RULE 8 PLAYER RANKINGS

- A. Each individual will be classified as Masters, AAA, AA, A, B, or Novice class according to their skill level. Skill levels will be determined based on the end of regular season individual win percentage. The exception is that ‘new’ players will be classified as per number one (1) below, and then enter the regular rankings system at the end of their initial season.
1. **Initial class** will be the same as the division for which the individual first plays in the NCDA (i.e., a player becomes a member of the NCDA joining an “A Division” team, he will be designated an "A class" player). Players with then be “re-ranked” at mid-season, based on their mid-season win percentage.
 - a. Individuals with a win percentage less than 35% will be lowered one class
 - b. Individuals with a win percentage of 36% - 84% will remain the same class.
 - c. Individuals with a win percentage greater than 85% will be elevated one class.
 - d. Individuals not participating in at least 50% of their teams’ matches, during this period, will not be re-ranked; remaining in the same class.
 2. AAA, AA, A, B, Novice Divisions
 - a. Players finishing with a win percentage of 65%, or higher, will be ranked up one class.

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- b. Players finishing with a win percentage of 30% - 64% will be ranked at their current Division level. For Example:
 - i. AA ranked player throwing in A would be ranked down to A
 - ii. A ranked player throwing in AA would be ranked up to AA
 - iii. Masters ranked player throwing in AA would be ranked down to AA
- c. Players finishing with a win percentage of 29%, or lower, will be ranked down one class.
- d. Individuals not participating in at least 50% of their teams' matches, during the prior season, will not be re-ranked; remaining in the same class.

3. Masters Division

- a. Players finishing with a win percentage of 40%, or higher, will be ranked at their current Division level; Masters
- b. Players finishing with a win percentage of 39%, or lower, will be ranked down one class.
- c. Individuals not participating in at least 50% of their teams' matches, during the prior season, will not be re-ranked; remaining in the same class.

- 4. If a player sits out three (3) or more consecutive seasons, he may re-enter the Association one class lower than his previous class.

- 5. A player may not have a class higher than Masters or lower than Novice level. If the player qualifies to be moved in one of these two situations, the player's class will remain the same

- B. When a player challenges up one division for Singles Play-offs [RULE 16; E, 2] and places in the top two (2), that player(s) will be re-ranked at that division.

Example: AAA player throws in Masters Singles Play-offs and places first or second; they would be re-ranked as a Masters player for the upcoming season.

- C. When a team moves to the next higher division, the class of each member of the team will be determined as follows; if necessary, to 'balance' the team:

- 1. Players in the top 50% of the team's wins, for the previous season, will have their class raised to that of the new division.
- 2. Players in the bottom 50% of the team's wins, for the previous season, will have their class set to that of the previous division.

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- D. When a team moves to the next lower division, the class of each member of the team will be determined as follows; if necessary, to 'balance' the team:
 - 1. Players in the top 50% of the team's wins, for the previous season, will have their class set to that of the previous division.
 - 2. Players in the bottom 50% of the team's wins, for the previous season, will have their class lowered to that of the new division.
- E. In the spirit of competitive balance, the Board may by-pass or suspend any of the above rules [individually or as a whole] based on league membership and team registration numbers.

RULE 9 TIME FACTORS

- A. Matches are scheduled to begin at 7:30 P.M. on the date and location scheduled by the NCDA.
- B. Deadline for starting a match is 15 minutes after the scheduled starting time.
- C. No more than 10 minutes may elapse between games. If more than 10 minutes does elapse, the non-defaulting player may call for a forfeit.
- D. Both team captains may agree, at any point prior to the scheduled time, to waive the three previous rules for a marginal amount of time.
- E. No more than 5 minutes may elapse between individual turns during a match. If more than 5 minutes does elapse, the non-defaulting player may call for a forfeit.
- F. If a team does not have any players at the established or agreed to start time, including the 15-minute deadline (Rule 9, Section B), they shall immediately forfeit the match. A team may play with as few as one (1) and as many as six (6) player(s) in a single night.

RULE 10 THE MATCH

- A. The Match, regardless of division, shall consist of three (3) separate parts: **Team** Games; **Doubles** Games; and **Singles** Games. The point structure for the various divisions is as follows:
 - 1. The match for the Masters Divisions will be played with a maximum of twenty-four (24) points to the winner.

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2. The match for the AAA Division will be played with a maximum of twenty-two (22) points to the winner.
3. The match for the AA Division will be played with a maximum of twenty-one (21) points to the winner.
4. The match for A, B, and Novice Divisions will be played with a maximum of seventeen (17) points to the winner.
5. Only points won in the Team Game and Singles Games of the match shall count towards individual member standings for the season.
6. All points won in all events shall count towards team standings for the season.

Exceptions: When divisions are combined for any reason [i.e. 'A/AA', 'A/B', 'Masters/AA'], team scoring, and game rules will be in accordance with the higher division's rule set.

B. Eligible Games; Masters and AAA

1. Team and Singles Games
 - a. 501 Straight Start (Any-In) / Double-Out
 - b. 301 Double-In / Double-Out
 - c. ADO Cricket
 - d. Call Cricket
2. Doubles Games
 - a. 701 Straight Start (Any-In) / Double-Out
 - b. Cricket [ADO or Call]
 - c. 401 Double-In / Double-Out
 - i. Individual players' scores do not count until they have doubled-in
 - ii. Each individual of a team pair must double-in before that team can win
 - iii. An individual may double-in and double-out on the same throw
 - iv. If a player doubles-in on any dart thrown during their turn, then 'busts' on any subsequent darts thrown that particular turn, that player is considered to have doubled-in; this includes if a player both doubles-in and 'busts' on their first dart.

C. Eligible Games; AA Division

1. Team and Singles Games
 - a. 501 Straight Start (Any-In) / Double-Out

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- b. 301 Double-In / Double-Out
- c. ADO Cricket
- d. Call Cricket
 - i. The inclusion of this game must be agreed upon by both team captains before the start of any gameplay [i.e. the first match of Team Games]
 - ii. The decision covers the entirety of the night's matches and cannot be undone; once the decision is made, it is final for that night's matches

2. Doubles Games

- a. 701 Straight Start (Any-In) / Double-Out
- b. Cricket [ADO or Call]
 - i. Call Cricket as stipulated in the previous rule [RULE 10; C,1]
- c. 401 Double-In / Double-Out
 - i. Individual players' scores do not count until they have doubled-in
 - ii. Each individual of a team pair must double-in before that team can win
 - iii. An individual may double-in and double-out on the same throw
 - iv. If a player doubles-in on any dart thrown during their turn, then 'busts' on any subsequent darts thrown that particular turn, that player is considered to have doubled-in; this includes if a player both doubles-in and 'busts' on their first dart.

D. Eligible Games; A, B, and Novice Divisions

1. Team and Singles Games

- a. 501 Straight Start (Any-In) / Double-Out
- b. 301 Double-In / Double-Out
- c. ADO Cricket
- d. Call Cricket will not be an option for B & Novice Divisions

2. Doubles Games

- a. 701 Straight Start (Any-In) / Double-Out
- b. Cricket [ADO only]
- c. 401 Double-In / Double-Out
 - i. Individual players' scores do not count until they have doubled-in
 - ii. Each individual of a team pair must double-in before that team can win
 - iii. An individual may double-in and double-out on the same throw
 - iv. If a player doubles-in on any dart thrown during their turn, then 'busts' on any subsequent darts thrown that particular turn, that player is considered to have doubled-in; this includes if a player both doubles-in and 'busts' on their first dart.

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E. Team Games: Masters and AAA

The Team Games event is worth a maximum six (6) points to the winning team; with a maximum of five (5) points going to the losing team. Eligible games for the Team Games section for Masters and AAA Divisions are stipulated in RULE 10; B

F. Team Games: All other Divisions

The Team Games event is worth a maximum five (5) points to the winning team; with a maximum of four (4) points going to the losing team. Eligible games for the Team Games section are stipulated, per Division, in RULE 10; C & D

G. Team Games: Setup and Gameplay

1. To play the Team Games, as in all matches, the scoresheet is to be hidden from the opposing team [folded, covered, or otherwise out of sight] to prevent an opposing team from knowing the other teams' order of play; until both teams have completed entering all of their players. Infractions of this rule shall result in the non-offending team having the option of reshuffling their players if the team captain desires.
2. Upon request, either team captain must inform the other captain how many team players will be participating in the Team Games. If for any reason the number stated is not what is written down on the scoresheet, the other team's captain may reshuffle the order of his players; if he so desires.
3. Each team captain fills in his team's column of the scoresheet in the Team Games section with the names of four (4) to six (6) players starting with the home team and listing only members who are present.
 - a. A team with fewer than four (4) members present will list a "FORFEIT" entry for each missing individual (not an individual's name) so that the total of the present members and "FORFEIT" entries is equal to four (4).
 - b. The present individual(s) name may be placed on any of the four lines [i.e. if a team has only one member present they may list: 1. FORFEIT; 2. FORFEIT; 3. John Doe; and 4. FORFEIT].
 - c. Each time a player from the opposing team is scheduled to shoot a "FORFEIT" entry, that player and his team shall receive a point. This rule also applies if both teams have fewer than four (4) members present. If a "FORFEIT" entry of one team is on the same row as a "FORFEIT" entry of the opposing team during any rotation, neither team shall receive a point for that occurrence.
 - d. No late entries of team members is allowed after the scoresheet has been filled out for the Team Games and given to the opposing captain or by the opposing team captain once he has filled out his side and the sheet has been unfolded/uncovered/revealed.

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4. When both teams have an equal number of players listed in the Team Games; to include "FORFEIT" entries, the visiting team will rotate their line-up; starting with the thrower listed first. When the teams do not have an equal number of players listed, including "FORFEIT" entries, rotation is not used.
Example: Both teams have four (4) players listed in the Team Games, the order of play is: 1-1, 2-2, 3-3, 4-4, 1-2, 2-3, 3-4, 4-1, 1-3, etc...
5. Each player listed plays a single eligible game against the opposing teams' player he is 'lined up' against. Eligible games are based on Division [RULE 10; Sections B, C].
6. Play continues until one team has accumulated the maximum number of wins for their Division:
 - a. Masters and AAA: Six (6) wins; the losing team retains all points earned [up to five (5)] in the Team Games event
 - b. All other Divisions: Five (5) wins; the losing team retains all points earned [up to four (4)] in the Team Games event
7. The number of games won at the end of the Team Games is determined by the order of play as established by the scoresheet; not by a subsequent match that happens to finish more quickly than the deciding game.

H. Doubles Games: Masters

The Doubles Games event is worth a maximum three (3) points to each winning team pair; with the losing team pair potentially getting zero (0) through two (2) points. The maximum round score for a team is six (6) points total. The two teams may tie for the round; depending upon the outcome of the matches. This round is played as a best-of-five game set; with gameplay in the following order:

1. Game one: 701 Straight Start (Any-In) / Double-Out
2. Game two: Cricket [ADO or Call]
3. Games three through five; if needed: Winner of the Core calls the game and may choose from any of the eligible games listed in RULE 10; B

I. Doubles Games: All other Divisions

The Doubles Games event is worth a maximum two (2) points to each winning team pair; with the losing team pair getting zero (0) or one (1) point. The maximum round score for a team is four (4) points total. The two teams may tie for the round; depending upon the outcome of the matches. This round is played as a best-of-three game set; with gameplay in the following order:

1. Game one: 701 Straight Start (Any-In) / Double-Out
2. Game two: Cricket [ADO or Call]
 - a. AAA - Call Cricket; inclusion as stipulated in RULE 10; B
 - b. AA - Call Cricket; inclusion as stipulated in RULE 10; C

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- c. A, B and Novice - Call Cricket; inclusion as stipulated in RULE 10; D
3. Game three; if needed: Winner of the Core calls the game and may choose from any of the eligible games, designated by Division, listed in RULE 10; B - D

J. Doubles Games: Setup and Gameplay

1. Each team captain fills in his column of the Doubles Games section of the scoresheet [Rule 10; G, 1 applies] with two team pairs each; starting with the home team and listing only members who are present (using "FORFEIT" entries as necessary).
 - a. No player on a team may play in more than one doubles match.
 - b. Members of a team who were not present at the time the Team Games event began, but have since arrived, or members who were present but did not play in the Team Games event are eligible to play for the team in the Doubles Games; so long as they arrive prior to the home team captain making the "FORFEIT" entry on the scoresheet and handing the scoresheet to the opposing teams captain or by the opposing team captain once he has made the "FORFEIT" entry and the sheet has been unfolded/uncovered/revealed.
 - c. If a "FORFEIT" entry appears in the pair for both teams, neither team shall receive Doubles Games points.

2. **Doubles Exception - All Divisions:** In the event that there is a 2 vs. 1 situation in any doubles match, 401 Double-In / Double-Out **cannot** be played; either 701 Straight Start (Any-In) / Double-Out or one of the available cricket options [Divisional limitations apply] must be called by the winner of the cork for game past the second.

K. Singles Games: Masters, AAA, and AA Divisions

The Singles Games will consist of a best three-out-of-five match. A maximum of three (3) points are awarded to the winner of each Singles Games contest; with the loser eligible to score zero (0) through two (2) points.

1. The games eligible for play in the Singles Games are stipulated, per Division, in RULE 10; B & C
2. The first two (2) games played **must be** a combination of any eligible x01 Game and an eligible form of Cricket.
 - a. The winner of the initial throw for the Core [reference Rule 11] chooses one of the games from the eligible games
 - b. The winner of the second games' throw for the Core must choose one of the other eligible games; if the first game played was not a form of Cricket, then second game must be
 - c. The winner of the third, and if necessary fourth and/or fifth games' throw for the Core may choose any of the eligible games

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EXAMPLE: If the first game played in a match was 301, the second game must be an eligible form of Cricket. The winner of the throw for the Core may choose any eligible game for the third, and if necessary fourth and/or fifth games.

L. Singles Games for A, B, and Novice Divisions

The Singles Games will consist of a best two-out-of-three match. A maximum of two (2) points are awarded to the winner of each Singles Games contest; with the loser eligible to score either one (1) or zero (0) points.

1. The games eligible for play in the Singles Games are stipulated, per Division, in RULE 10; D:
2. The first two (2) games played **must be** a combination of any eligible x01 Game and an eligible form of Cricket.
 - a. The winner of the initial throw for the Core [reference Rule 11] chooses one of the games from the eligible games listed above
 - b. The winner of the second game's throw for the Core must choose one of the other eligible games; if the first game played was ADO Cricket, then the second game must be one of the eligible x01 games
 - c. If a third game is necessary, the winner of the throw for the core may choose any of the eligible games

EXAMPLE: If the first game played in a match was ADO Cricket, the second game must be one of the eligible x01 games; if a third game is necessary winner of the throw for the Core may choose any eligible game for the third game.

M. Singles Games: Setup and Gameplay

1. In all divisions each team captain fills in his column of the scoresheet in the Singles Games column [Rule 10; G, 1 applies] with four (4) players; using "FORFEIT" entries as needed in any of the rows.
 - a. Members of a team who were not present at the time the Doubles Games event began, but have since arrived, or members who were present but did not play in the Team Games event or Doubles Games event, may be listed as part of the team in the Singles Games so long as they arrive prior to the home team captain making the "FORFEIT" entry on the scoresheet and handing the scoresheet to the opposing teams captain or by the opposing team captain once he has made the "FORFEIT" entry and the sheet has been unfolded/uncovered/revealed.

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2. A player who matches up with a "FORFEIT" entry shall automatically receive two (2) points in A, B, and Novice Divisions and three (3) points in AAA, AA, and Masters Divisions.
3. If a "FORFEIT" entry of one team is on the same row as a "FORFEIT" entry of the opposing team, neither team shall receive Singles Games points for that occurrence.

RULE 11 BEGINNING A GAME

- A. Only players scheduled to play in that game may throw for the Core (Bull).
- B. The Home team player, scheduled to play in that game, will determine which player shoots at the core (Bull) to begin the game. They may elect to throw for the Core first or have their opponent shoot first ("Show me one").
- C. The winner of the core shot will call the game to be played *and* shoot first to start the game. This applies to all games; including doubles. The second thrower at the core, if he wishes to acknowledge the first player's throw as an inner or outer Bull, may ask for that dart to be removed prior to his throw.
- D. A dart is considered as thrown, and may not be thrown again that turn, when the thrower has a dart leave his throwing hand with some type of throwing motion *and* the darts lands over the toe line. RULE 12; E & F apply here and throughout the match.
- E. The dart must remain in the board (the tip is touching the board) in order to count. Additional throws may be made (only when "throwing for the core"), until such time as both players' darts remain in the dart board (or have been acknowledged as a Bull). Should the second thrower dislodge the dart of the first thrower, a re-throw will be made; in accordance with Section H below.
- F. Darts must not be touched by anyone (including the scorekeeper) prior to the decision of the scorekeeper or, if there is no scorekeeper, the throwing players as to which is closer to the Bull. If a determination cannot be made, without physically touching the darts, a re-throw will be called.
- G. A re-throw will be called by the scorekeeper or, if there is no scorekeeper, the throwing players if one of the following criteria is met:
 1. A determination cannot be made as to which player's dart is closer to the Bull.
 2. Both darts are anywhere in the outer Bull.

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3. Both darts are anywhere in the inner Bull

Note: The inner Bull is considered the “Core”; thus it is closer than the Bull’s outer ring.

H. Should the scorekeeper (in the absence of a scorekeeper, the throwing players) call for a re-throw at the core:

1. All darts will be cleared from the board (this will be the case for all re-throws needed)
2. The second thrower in the previous throw for the core shall throw first
3. Additional re-throws being made on an alternating basis, until one shot is deemed closer

I. When a leg consists of a multiple game-set:

1. Singles Games event: 3-game set; best two of three or 5-game set; best three of five:

- a. The Home team player, scheduled to play in that game, decides the initial player to throw for the Core for the first game.
- b. In any and all subsequent games in the set, the loser of the previous game will have the choice to throw for the core first, or have their opponent shoot first (“show me one”).

2. Doubles Games event: 3 or 5 game set; best two of three or three of five:

- a. The Home team’s team-pair will make the initial throw or have their opponent shoot first (“show me one”).
- b. Each team-pair will chose a player to take the initial throw for the core for the first game.
- c. The winner of the core shot will call the game to be played **and** shoot first to start the game. They may consult with their teammate before calling the game.
- d. The losing team-pair of the first game will have the choice to throw for the core first in the second game; with the alternate player from each team-pair [the one who didn’t throw for the core the first game] taking the shot.
- e. For any further games necessary, the loser of the second game will have the choice to throw for the core first for the third game; with either player on the team-pair making the throw.
- f. In all cases, the two players taking the core shot will shoot first for their respective team-pair; with the winner of the core shot starting the game.

RULE 12 SCORING, MARKING, & THROWING

- A. The scorekeeper for each game will be a person acceptable to both teams’ players and Captains. If at any time the scorekeeper causes or becomes the topic of dissension, any player involved in that game may request removal of that scorekeeper. It shall then be the responsibility of the

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home team to provide a mutually accepted scorekeeper or the individuals competing may elect to score their match themselves.

B. These general rules are expected to be followed by the scorekeeper:

1. Do not talk while players are throwing
2. Do not move about -- stand still
3. Do not look at the shooter -- stand facing the board
4. Do not call out a score of any dart(s) -- unless asked
5. Do not tell a shooter what to shoot [out combinations, close/point strategy]
6. Do not change a score once a player is shooting at a double-out
7. Do not lean out to see a dart or follow the darts with any movement
8. Do not change the sides of the scoreboard of the players, in best of three or best of five matches. If you start a team or an individual on the left, leave them on the left, regardless of who shoots first
9. As a scorekeeper, you are neutral, attempt to keep your emotions in check; do not show excessive signs of disgust or excitement while scoring. A positive or encouraging word to players is acceptable. As long as it is directed evenly to all players in the game and occurs between turns; not while the players are throwing.

C. The scorekeeper may drink while scoring as long as all of the individuals involved in the games he is scoring permit it. The prior decision may be changed at any time during a game if an individual involved in the game so requests.

D. *Bust Rule:* A player 'busts' during 701, 501, 401, or 301 when they score one less, equal, or more points than needed to reach zero; without hitting the double needed to finish the game. When a player 'busts', the score reverts to the score required prior to the beginning of their turn. The opposing player then takes his regular turn.

E. A dart is considered thrown, and may not be thrown again that turn, when the thrower has a dart leave the throwing hand with some type of throwing motion **and** the darts lands over the toe line.

1. Darts must be thrown one at a time, by and from a player's hand.
2. A dart bouncing off or falling out of the board will not be rethrown.
3. Dropped darts are not considered thrown.

F. A player may not cross (or lunge past) the front edge of the throw line while throwing a dart. Should a player have any portion of his feet (footwear included) over the line during a turn, all darts so thrown will be counted as part of his turn; however, any score made by said darts will be invalid and not counted. One warning by either team's captain shall be considered adequate before invoking this rule.

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1. The player's front and back foot must remain behind the throw line until the final dart is thrown.
2. A player's foot may cross the line on the last thrown dart, provided the dart was thrown from behind the throw line *and* hits the board prior to their back foot touching the floor.
3. If a Player has a medical need to utilize any assistive device; such device shall not cross the front edge of the throw line.
4. A player may 'pause their turn' and cross the line in order to verify a dart's position in the board; without touching any darts in the board. The player must return entirely behind the line, before throwing, to resume their turn.

G. Scoring the darts:

1. For a thrown dart to count as scorable, the point of the dart must be touching the bristle portion of the dart board; in a valid scoring section of the board.
2. All darts must remain in the board until it they are scored by the scorekeeper or player (in absence of a scorekeeper) writes/records the score. Any dart removed from the board before the scorekeeper has made their decision and marked the score will not be counted.
3. No darts may be touched until all 3 darts have been thrown or a player has given up the right to throw his/her remaining darts *and* until they are scored. Should a player 'touch' any dart that is in the board during their turn, that turn will be deemed to have been completed; regardless of how many darts were thrown or left to throw.
4. It is ultimately the responsibility of the player to verify his recorded score before touching and/or removing his darts from the dart board. The score remains as recorded if one or more darts have been removed from the dart board unless mutually agreed upon by all participants prior to that player's/team's next turn.

H. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. In the case where the Double or Triple rings are bounded by bands instead of wires, a dart lodging between the bands where they overlap shall be scored as the double or triple or in the case of a Bull, be scored as a single Bull if the dart is in the band between the single number and the single Bull or a double Bull if the dart is in the band between the double and single Bulls. The scorekeeper renders these decisions. Should the player who shot disagree, the two team captains and scorekeeper shall decide and the scorekeeper shall announce the decision.

I. The scorekeeper may inform the thrower what he has scored and/or what he has left; if requested by the player. The scorekeeper *may not* inform the thrower what he has left in terms of number combinations or what to throw at next. It is permissible for the captain, fellow team member,

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partner, or spectator to advise the thrower during the course of a game so long as they are not the scorekeeper.

- J. Errors in arithmetic must stand as written unless corrected prior to the beginning of that team's next throw.

RULE 13 REPORTING RESULTS

A. **ALL** Scoresheets [Manual and/or E-Scoresheets] must be e-mailed to the statistician no later than the day after the match is played; by 12:00 P.M. (Noon)

B. The home team is primarily responsible for transmitting the scoresheet.

1. If agreed upon by both captains, the visiting team may submit the scoresheet
2. Ultimately, it is the home team's responsibility to ensure the submittal; any penalties for late, or non-submission, will be assessed to the home team
3. **Exception:** In the event of a forfeit, it is the team receiving the forfeit, whether home or away, responsibility to submit the scoresheet; in accordance with RULE 19.

C. Scoresheets not received by the statistician by the day after the match is played; 12:00 P.M. (Noon), may not be reported on the next week's stat sheet. They shall be reported the following week, if received.

D. Scoresheets not received by the following day after play will be subject to incur a penalty for the responsible team. The penalty system will be assessed as followed:

1. First Offense: Responsible team shall receive a warning in the form of an e-mail from the Statistician; with the rest of the Board and Visiting team's Captain copied.
2. Second Offense: Responsible team will lose one (1) team point from the final team total for the match. This will be in conjunction with an e-mail notification of the penalty from the Statistician; with the rest of the Board and Visiting team's Captain copied.
3. Third Offense: Responsible team will lose two (2) team points from the final team total for the match. This will be in conjunction with an e-mail notification of the penalty from the Statistician; with the rest of the Board and Visiting team's Captain copied.
4. Fourth and any subsequent Offense: Responsible team will lose three (3) team points from the final team total for the match. This will be in conjunction with an e-mail

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notification of the penalty from the Statistician; with the rest of the Board and Visiting team's Captain copied.

These penalties, at any level, may be appealed at the next Board meeting, with prior written notice to the President or Vice-President. The decision of the Board will be based on the scoresheet in question and will be final with no further appeal allowed. If the Board upholds the appeal of a given team, the team will revert back to the next lowest level of the penalty system they were at before their appeal was upheld.

- E.** Both teams are responsible to check the correct posting of their scores on each week's stats sheet. Any errors discovered need to be reported by the team captain to the statistician immediately.

- F.** The home team is responsible for ensuring that the entire top portion of the scoresheet is filled out including the names of teams, the date, and division level for the match. Failure to complete this portion will result in a penalty of one (1) point from the home team's total score. This may be appealed at the next Board meeting, with prior written notice to the President or Vice-President. The decision of the Board will be based on the scoresheet in question and will be final with no further appeal allowed.

- G.** The first time in a particular season a player shoots in a match; his full name shall be entered on the scoresheet. Failure to do so may, at the discretion of the statistician, cause any points won by the player in question (or in the case of the Doubles Games event, the player and his partner) to be lost. This may be appealed at the next Board meeting, with prior written notice to the President or Vice-President. The decision of the Board will be based on the scoresheet in question and will be final with no further appeal allowed.

- H.** For the purpose of determining relative positions in a position round, or in the last week of regular season play, if a scoresheet is still missing by the last day before the determination. Effected teams, in the interim, will receive temporary points; as determined by division. The home team remains primarily responsible for mailing the missing scoresheet.
 - 1. A, B, & Novice Divisions: 17 points to the home team; 9 points to the visiting team
 - 2. AA Division: 21 points to the home team; 11 points to the visiting team
 - 3. AAA Division: 22 points to the home team; 11 points to the visiting team
 - 4. Masters Division: 24 points to the home team; 12 points to the visiting team
 - 5. The statistician will make every attempt to get the proper points prior to issuing temporary points

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RULE 14 ERROR REPORTING

- A. All errors must be brought to the immediate attention of the statistician. If this is not resolved in a manner satisfactory to the team Captain, then the matter must be protested in writing to the association President or Vice-President within 10 days of the posting of the stats in question. Should the captain fail to do so, then the results as posted will be final.

RULE 15 REGULAR SEASON DIVISION STANDINGS AND POSSIBILITIES OF TIE PLAYOFFS

- A. The team with the highest number of points at the end of a season is that division's champion; with the second highest receiving second place, the third highest receiving third place, and so on and so forth.
- B. The statistician shall immediately contact the association President should a tie occur in the top four (4) teams in any division.
- C. In the event of a season point tie, the winner will be determined by the following tie-breaker criteria; in the order shown:
1. The win percentage of the team
 2. Total results of all head-to-head competition(s) between the two teams during the regular season; total points versus each other.
 3. If the teams did not meet during the regular season; or if they tied during the season, the team that lost the fewest points throughout the season will be declared the winner
 4. If all previous criteria are equal, there will be a play-off. All playoff matches will be a complete regular season match as detailed in Rule 10; complying with all other league rules
- D. Should a season playoff be required, the following will apply:
1. No postponements or extensions of the timeframes that are established below will be allowed.
 2. All season division playoffs resulting from ties between two teams will be held at a neutral location, which is used by the respective division of the two teams involved, and will be designated by the association president who will notify the team captains and establishment so designated. **Exception:** If the two teams tie in a division are based out of the same establishment; that establishment shall host that division playoff match.

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3. The home team shall be determined by a coin flip.
4. Ties occurring during these playoffs shall be decided by a single game of 1001 Straight Start (Any-In) /Double-Out; to be started within 20 minutes after the end of the playoff match which resulted in the tie.
 - a. Each team shall choose four (4) eligible shooters from their team. Eligible players are team members that participated in the preceding match.
 - b. If a team cannot field four (4) players, one (1) or more players may be omitted. Omitted players will not have a turn in the lineup; resulting in the other team shooting more than one player consecutively.
 - c. There will be a single game of 1001 Straight Start (Any-In) /Double-Out, with the winner of that game declared the winner of the match.
 - d. Should one team elect not to engage in the tie-breaker they forfeit; the remaining team shall be declared the winner of the match.
5. The team standings designations used in this section shall be determined by the association President who will notify the team captains and establishments within four (4) days following the last regular scheduled match in their division. If:
 - a. Two **teams tie**, they will play within seven (7) days of the last regularly scheduled match in their division. The total points accumulated by each team shall determine the division ranking for the season. Should a tie result it will be broken as outlined in Rule 15; D: 4.
 - b. Three **teams tie**, 1 will host 2, 2 will host 3 and 3 will host 1 on consecutive nights (designated by the league president) within 11 days following the last regularly scheduled match in their division. The total points accumulated by each team during all of these matches combined shall determine the division ranking for the season. Should a tie result it will be broken as outlined in Rule 15; D: 4.
 - c. Four **teams tie**, 1 will host 2, and 3 will host 4 within seven (7) days following the last regularly scheduled match in their division. The winners and the losers of these matches shall meet within eleven (11) days following the last regularly scheduled match in their division. Each involved team will be assigned a number designation (1, 2, 3, 4) by the association president using random selection and will be used to determine the host team, the smallest number being the host team (i.e., winner 1 will host winner 2 and loser 3 will host loser 4). The total points accumulated by each team shall determine the division ranking for the season. Should a tie result it will be broken as outlined in Rule 15; D: 4.

RULE 16 POST-SEASON PLAYOFFS

- A. Post-season playoffs shall consist of two sets of bracket style tournaments:

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1. One ranked bracket style, per division standings, for team play [Team Playoffs]
 2. One Blind Draw style tournament, per league individual rankings, for individual play [Singles Playoffs]
- B.** The post-season playoffs shall start within one week following the end of the regular season and shall be held on the same night as league play, except in the case of a holiday or other special exception as designated by the Board.
- C. Qualification:**
1. **Team:** The maximum number of teams from each Division that qualify for team playoffs shall be capped at eight (8)
 2. **Individual:** Any individual that participated in no less than 3 league matches, either as a member of a registered team or substitute, may play in the singles tournament
- D. Team Playoffs:**
1. The team playoffs for each division shall be by bracket, where the qualified team with the highest final regular season standings shall play the qualified team with the lowest final regular season standings. The qualified team with the 2nd highest standing and the qualified team with next to lowest regular season standing will play and so on (i.e. 1 vs. 8, 2 vs.7, 3 vs. 6, 4 vs. 5).
 2. The exception will be when there are only three (3) teams in a given division. In this situation a round robin style bracket will be used.
 - a. **Round robin tournament:** Played as three scheduled weeks; each team will play twice in a three week rotation; playing the other teams once. Tournament [League play-off] winner will be the team with the highest point total [most wins] after the third week of play; second place to the second highest, and third to the lowest.
 - b. No points will be awarded for BYE weeks.
 - c. In the event of a tie, a, single game of 1001 Straight Start (Any-In) /Double-Out will be played at each team' earliest convenience; but within the next 7 days following the conclusion of the final match. The match will be governed by Rule 16; D, 9.
 3. Any team which qualifies for team playoffs, but is unable to play, must give the statistician at least one week notice of this situation. Failure to do so may, at the board's

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discretion; result in loss of all awards, plaques, etc. earned by the team during the regular season.

4. Should a team that has qualified for the playoffs be unable to play a particular match or fail to show, the match will be treated as a forfeit; as per RULE 19.
5. In the event of an odd number of teams, the team(s) with highest regular season standing shall be awarded first round bye(s).
6. Post-season team match locations shall be determined by the final regular season standings of the teams scheduled to play each other. The location of the match shall be the home location of the team with the highest standing [i.e. the Higher Seed].
7. In the event of more matches scheduled at a location than the location can support, a neutral site for any matches may be selected at the discretion of the Board.
8. Ties occurring during the team playoffs shall be played immediately. The playoff tie-breaker match shall begin within 20 minutes after the end of the playoff match which resulted in the tie.
 - a. Each team shall choose four (4) eligible shooters from their team. Eligible players are team members that participated in the preceding match.
 - b. If a team cannot field four (4) players, one (1) or more players may be omitted. Omitted players will not have a turn in the lineup; resulting in the other team shooting more than one player consecutively.
 - c. There will be a single game of 1001 Straight Start (Any-In) /Double-Out, with the winner of that game declared the winner of the match.
 - d. Should one team elect not to engage in the tie-breaker they forfeit; the remaining team shall be declared the winner of the match.

E. Singles Playoffs:

1. Post-season Singles Playoff tournament locations will be decided upon by the Board by no later than the mid-point of any given season. This information will be shared, by email, with the League and posted on the league website.
2. Players are eligible to participate in the Singles Playoffs at or one level above their individual ranking, at the end of the prior corresponding regular season.
 - a. For example: If a player is ranked 'AA'; they may play in either the AA or AAA Singles Playoff event; regardless of the Division they played in during the regular season.

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RULE 17 AWARDS

- A. Trophies and awards shall be determined by the Board on a season to season basis; before the beginning of the season and kept updated in *Appendix A; Awards and Pins Qualifications*

- B. A player may earn only one instance per Individual In-Game Achievement; however, all should be recorded to ensure accuracy and for potential supplemental awards [i.e.: Highest-In, Highest-Out, Most Ton-80's; etc.].

- C. Individual In-Game Achievements are awarded by the member's ranking within the League; not based on the particular Division they are throwing in. For example, an AAA ranked player throwing in the Masters Division is eligible for AAA In-Game Achievements; in accordance with *Appendix A; Awards and Pins Qualifications*

- D. Individual In-Game Achievements must be submitted on the score sheet, under "Notables."
 - 1. Achievements that require a specific score [High/Low-Ton, High/Low-Out, and Dart Outs] must be recorded to qualify for the achievement.
 - 2. Vague or incomplete notifications will be ignored by the statistician.

Examples: Bob -High-Ton: 164; Billy - Low-Ton: 114; JoeBob - High-In: 118; Dot-15 Dart-out

- E. *NCDA Traveling Trophy*. This League trophy will be awarded to the First Place team of the Masters Division Team Pay-offs and shall reside in that team's home location (Sponsor) for the duration of the following season. The team currently holding the trophy is responsible for ensuring the trophy is present at the championship match.

RULE 18 PRIOR SHOTS AND POSTPONEMENTS

- A. If both captains agree, they may play their regular season match prior to the night on which it is scheduled. They must receive the consent any board member, not on their teams; as well as, inform the statistician, by phone or email.

- B. No postponements greater than five (5) days are allowed in the last two (2) scheduled weeks of any season. Any postponement greater than five (5) days will automatically result in a forfeit by the original requesting team and will be governed by Rule 19.

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- C. A match may be postponed by mutual agreement between captains. It is then the responsibility of the captain requesting the postponement to receive the consent of any member of the board, not on either of the two team teams; as well as the statistician. The proposed postponement must occur prior to the day the match is scheduled. Exceptions to the aforementioned shall be "Acts of God" and Rule 18; B.
- D. All postponed matches **must** be rescheduled within six (6) days of the scheduled date. The date, time, and location mutually agreed to by both teams' captains and approved by a member of the Board, not on either of the teams requesting the postponement. Double-headers are permitted as a reschedule option.
- E. Should a postponed match not be rescheduled within the allotted 6 days, the Board will meet within seven (7) days to determine a course of action.
- F. During the after season playoffs any postponement greater than five (5) days will automatically result in a forfeit by the original requesting team and will be governed by Rule 19.
- G. Should one or both teams continue to delay, the matter will be placed on the agenda of the next Board meeting; with a maximum penalty of zero (0) points allotted to each team for that match.
- H. If it was determined commuting to or playing darts in adverse weather conditions or some other "Act of God" would risk life or injury, the Board may require matches to be postponed and rescheduled. Should it not be possible or reasonable to reschedule, the total possible points available in the match will be divided evenly, rounding down if necessary, between the two teams. Points awarded will be spread as evenly as possible across all players on the team, with 3 points allocated to doubles matches. Each postponed match due to this rule will be handled on an individual basis on whether or not the match can truly be rescheduled and played. This rule may supersede rules 19; B-E.

RULE 19 FORFEITS AND BYES

- A. Should a team fail to show up for a match (no players present within the 15 minute time limit after the normal starting time or agreed to starting time in the case of a prearranged postponement as outlined in Rule 17), it has forfeited and shall receive zero (0) points for the match.
- B. Point awards on behalf of the attending team shall be a total of seventeen (17) for Novice, B and A division teams, twenty-one (21) for AA, twenty-two (22) for AAA, and twenty-four (24) for Masters Division teams; points are awarded as per RULE 19; C.

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- C. Teams receiving a forfeit *must* turn in a scoresheet completed on their side showing players and total points for each match component (Team, Doubles, and Singles). Timeliness and penalties stated in RULE 13 apply.
1. The forfeiting team's name shall be filled in and the word "FORFEIT" printed across that team's area in each match component.
 2. The team receiving the forfeit will set a legal lineup for each section of the scoresheet; consisting of their registered players.
 - a. Players listed in the lineup for a forfeited match need not be present.
 - b. Teams will utilize all available registered players on their current team's roster in order to distribute the points as evenly as possible across the team.
 - c. The use of SUBS will not be permitted.
 3. Points will be distributed [awarded] in typical match fashion; with players receiving points against individual FORFEIT-type opponents, as stated in RULE 10.
 4. If a scoresheet is not submitted either in a timely manner or incorrectly, the Statistician may distribute the points across the registered team as he sees fit; as well as imposing point penalties, in accordance with RULE 13.
- D. If it was determined that commuting to or playing darts in adverse weather conditions or some other "Act of God" could have risked life or injury, the Board may require a forfeited match to be rescheduled. Should it not be possible or reasonable to reschedule, the total possible points available in the match will be divided evenly, rounding down if necessary, between the two teams. Standard forfeit protest procedures, as described in Rule 20, must be performed by the forfeiting team(s) for the board to exercise this discretion. Forfeiting with three or more players present will not be cause for the board to exercise this discretion. This rule may supersede rules 18; B-E. Points awarded will be spread as evenly as possible across all players on the team, with 3 points allocated to doubles matches.
- E. In the event the amount of teams in any particular division dictates the schedule is made to include BYE weeks, no points will be assigned to teams for BYE weeks.

RULE 20 TEAMS WITHDRAWING

- A. A team shall be considered to have withdrawn from the league as of the date of receipt of written notice by any member of the proper Board. No membership fees for the current season will be refunded.

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- B. A team shall be automatically withdrawn from the league if it forfeits as described in Rule 19 in three consecutive weeks during a season.

- C. All previous matches, other than position rounds, played against a withdrawing team shall be considered null and void and all teams scheduled to oppose the withdrawing team during the entire season shall receive zero (0) points. Position rounds against a withdrawing team will be treated as a bye. The Statistician shall remove all team, doubles, and individual points from those teams (and team members) which have engaged the withdrawing team prior to its withdrawal.

RULE 21 TEAM RELOCATION (MID-SEASON)

- A. If, for some reason, a team wishes to change Sponsor/venue during a season the following items must be addressed before the move will be approved by the Board.
 - 1. The team's Captain must notify the NCDA President [by either phone or email] of intent and provide a valid reason to change; along with a proposed date of change.
The proposed date must provide:
 - a. An ample timeframe for the Board to render a decision on the validity of the reason behind the proposed move
 - b. Ample time for the Board to verify the new location has an NCDA approved set-up
 - c. The Board will make 'best effort' use of this timeframe. If the proposed date cannot be met, the Board reserves the right to extend the timeframe, within reason, until all criteria can be met.

 - 2. The team's Captain must notify the current Sponsor and arrange for dues repayment; per NCDA By-Laws Article IV, Section 8
 - a. The team is required to reimburse that sponsor at a pro rata rate per remaining home matches left in the current season
 - b. The team will not be permitted to play until the affected Sponsor, or Board member, notifies the Board that repayment has been satisfied

 - 3. The team's new Sponsor/venue will be required to:
 - a. Have an NCDA approved set-up
 - i. If the team is proposing to move to an already approved venue, no inspection will need to be done by the Board
 - ii. If the team is proposing to move to a venue not previously approved by the Board, then the venue will need to be inspected and approved, by the NCDA Board; per Rule 6 [NCDA Rules], before the team will be permitted to move
 - b. Pay Sponsor's dues, in the amount equal to an entire season's dues, upon the move being approved; regardless of what point the current season is at

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4. The change in venue must not create any scheduling conflicts and/or hardships. The Board will review the schedule and decide if:
 - a. The move will create any conflicts with board usage
 - b. The move will place any undue hardships on the other teams
5. Once all the above criteria are satisfied, the Board will:
 - a. Notify the team requesting the move; by either phone or email
 - b. Adjust/Edit the schedule to reflect any changes and post the updated schedule to the League's website
 - c. Notify the other team Captains in that team's Division of the change; by either phone or email
6. Until all the above criteria is satisfied, the team requesting the change will not be permitted to throw at any location other than that which is on the current schedule. Any attempts to circumvent this process may, at the Board's discretion, result in any matches thrown becoming FORFEITS for the team in question.

RULE 22 ADDING NEW PLAYERS AND USING SUBS

- A. A team Captain may add a new player to the team's roster after the start of the season provided that the player supplies his full name, e-mail address, telephone number (optional), and plays in the first half of the season. The new player's full name, e-mail address, and telephone number (optional) will be printed legibly on the weekly scoresheet or submitted via the available web form as applicable. (Reference Rule 24, Section B)
- B. If the team already has the maximum number of players; six (6), new players may be added if:
 1. The current season has not passed the half-way mark; as defined in Rule 24; B.
 2. The team captain notifies the statistician on the scoresheet of the new player (in accordance with Rule 24; A) **and** by phone, e-mail, or web form notifies the statistician of the player to be removed from the teams' roster.
 3. The team the player joins does not play in the same division as a withdrawing team; as expressed in Rule 24; C – All exceptions apply.
- C. If a player is deemed invalid; as outlined in any part of Rule 23, his name will be replaced with a "FORFEIT" entry everywhere it appears on the scoresheet(s) and treated as described in Rule 9. The player will be considered to have not thrown for that team.
- D. New players may not be added during the last half of a season. Extenuating circumstances may be presented to the League Board, for consideration, at least 24 hours prior to adding the player. Any decision from the Rules Committee regarding this exemption is considered final.

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- E. New players may not be added during the playoffs.
- F. Penalties for violating any portion of Rule 23 are covered in Rule 24; D
- G. Refunds will not be given under any circumstances.
- H. **Finalized Team Rosters:** A Team's roster will be considered final at the half-way mark of the season; as described in Rule 23; B. After that point no changes will be allowed; however, exceptions may be brought before the Board; as stated in Rule 23; D. For any team member to be considered eligible to participate in the playoffs, they must have competed in at least four matches during the current season; with at least one match taking place before the midway point in the season. Players, not meeting the aforementioned criteria, will not be allowed to play in playoffs and their scoring results subject to Rule 24; D.
- I. **Substitute Players:** Teams will be allowed substitute players; provided the subsequent rules are *strictly* adhered to:
 - 1. Prior to the mid-point of the Season:
 - a. Designate the substitute player on the scoresheet by putting [SUB] before the player's name everywhere it appears; failure to do so will result in forfeiture of the substitute player's points
 - b. If the aforementioned substitute player plays for the team twice in the first half of a season; that player becomes a member of that team and
 - i. Is not eligible to play for another team at any point in the season
 - ii. Is now subject to all rules and penalties pertaining to membership and team-player status
 - 2. Past the mid-point of the Season:
 - a. Designate the substitute player on the scoresheet by putting [SUB] before the player's name everywhere it appears
 - b. Failure to do so will result in forfeiture of the substitute player's points
 - 3. General Rules regarding Substitute Players
 - a. Substitute players *may not* be a current member of any other team in the League
 - b. Substitute players, with a current NCDA ranking, are eligible to substitute at or one level below their ranking; provided it does not violate the League's team structure rules [RULE 7; B.]
 - c. Substitute player points *will* count toward the team's total score for the given match they participate in
 - d. Substitute players *will* garner their own point totals; their scores will be marked under the '*SUB*' section of the stat sheet by the Statistician
 - e. Substitute players *are eligible* for In-Game Achievements ["Notables"] earned during the match

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- f. A team is not permitted to utilize the substitute player more than three (3) times during any given season.
 - i. This could be one individual 'SUB' used during three different nights [matches] over the course of the season; or
 - ii. Three individual 'SUBs' used in one night [match]
 - iii. If you use a SUB for a single game during a night [match]; that is one SUB use.
 - iv. If you use that same SUB throughout the entire night [match]; that is still one SUB use.

Example: If a team uses two individual 'SUBs' in one night, then they only have one use of the substitute player left for the entire season.
- g. The statistician will be responsible for tracking and validity of substitute players; along with issuing and penalties associated with not adhering to the rules

RULE 23 PLAYER-TEAM STATUS

- A. A player may register for any team he wishes; however, he does not officially become a member of any team until the first night the team plays; Reference Rule 24; B. Per Rule 23; this must occur in the first half of the regular season.
- B. Once a player is listed on a submitted scoresheet, he shall be considered "locked-in" to that team for that season; unless designated by [SUB] as stipulated in RULE 23; I. A player may be added in the first half of the season, in accordance with Rule 22, with the time line extended to the maximum. (i.e.: In a nine-week season, a player may be added up to and including the fifth game. In a ten-week season, a player may be added up to and including the fifth game.) After the completion of these matches, a player cannot be added unless inclusion is granted by the Board; cited in Rule 23; D.
- C. Once playing for a specific team, a player may change teams during the season *only if* that team withdraws from the league and the following conditions are met:
 - 1. The president has received written notice of the team's intention to withdraw as of a particular date. The president shall notify all other teams in the division and the statistician of the withdrawing team.
 - 2. There are at least half of the matches left in the season.
 - 3. The team the player joins does not play in the same division as the withdrawing team.

Exceptions: If less than three divisions exist within the association; the player may then join a team in the same division; with the approval of the Board.
- D. The penalty for violating Rule 24; C, 3 will be:

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1. Offending team: The loss and forfeiture of all points won in games in which the offending player or players participated.
2. Opposing team: Receives a maximum of one (1) point for each and every Singles, Doubles, and/or Team game lost in which the offending player participated.

E. Mitigating circumstances may be appealed to the Board; as cited in Rule 23; D

RULE 24 DUTIES OF THE CAPTAIN

A. A team's Captain is responsible for:

1. The overall conduct and actions of his team during the match
2. Maintaining a current e-mail address and phone number with the NDCA
3. Understanding and relaying to the team the current NCDA Rules and By-Laws
4. Accuracy of the scoresheet during the match and prior to signing at the match conclusion; to include proper use of the [SUB] designation
5. Attending all Captains' Meetings and all General Meetings
6. Properly registering new members of his team
7. Ensuring that his home location maintains proper standards of equipment

B. Each team must have a Co-captain as well as a Captain. E-mails and phone numbers (optional) must be submitted for both and maintained in a current status.

C. When circumstances prevent the Captain's attendance at a required Captains Meeting, General Meeting, or Protest Hearing he shall insure the Co-Captain or designated team member attends; this includes league matches. If neither the Captain nor Co-Captain is able to attend a match, the team's most senior, present player becomes the "Acting Captain" for that night; taking on the Captains role and responsibilities.

D. If a Captain disregards his duties to the point where he creates disharmony and/or impedes/interferes with the efficiency of established procedure, the Board shall have the authority to require his team to provide a replacement.

E. It is the responsibility of each Captain to obtain a supply of scoresheets for league play; as well as know the current and correct NCDA e-mail addresses. Should there be no scoresheets available, it will be his responsibility to construct an acceptable substitute or his team will be subjected to a penalty of four (4) points whether his was the winning team or not.

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RULE 25 CONDUCT

- A.** Illegal and/or inappropriate activity of any kind during any league sponsored event will not be tolerated by the NCDA and will be grounds for immediate expulsion or restriction from the league. Examples of such adverse behavior include; but are not limited to:
1. Illegal gambling; neither sanctioned nor authorized
 2. Causing damage to public and/or personal property
 3. Violation of any Colorado Liquor or Beer laws
 4. Violation of any Colorado Gun/Weapons Laws
 5. Fighting or menacing; to include other persons, not just other NCDA members
- B.** Upon verification of any serious adverse conduct, the Board will meet within two (2) days; either in person or via conference call, to render a decision on the member's status.
- C.** If a member is restricted from entering a Sponsor's location (86'd); that member shall be considered under immediate probation until the next regularly scheduled Board Meeting. At which time the Board will discuss the matter and rule on the state of that member's League status.
1. League members on probation will be able to continue League sponsored play until the final decision of their League status has been made; however, they may not play at any location they are currently banned from.
 2. If said member violates any other rules or causes further incidents during the probationary period, they will be considered immediately suspended. The Board will still meet, at their regularly scheduled interval, to decide that member's League status.
 3. Suspended members will not be permitted to shoot in any further matches or NCDA Sponsored Events; per NCDA By-Laws ARTICLE V, Section 4.
 4. **Exceptions:** If a member(s) was restricted from a Sponsor's location before that Sponsor became part of the NCDA, no action will be taken against that member; however, said member(s) may not play at any location they are currently banned from.
- D.** In all cases, membership status will be decided upon as covered in the NCDA By-Laws ARTICLE V MEMBERSHIP

RULE 26 SPORTSMANSHIP

- A.** Good sportsmanship should be the prevailing attitude during all NCDA competition.
- B.** Attempts to distract an opponent while he is shooting or unnecessary delays during a match will not be tolerated. Complaints may result in the Board taking disciplinary action in accordance with the provisions set forth in Article V, Section 4.

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- C. All competitors and spectators [scorekeeper excluded] must align themselves out of the thrower's line of vision and/or behind the position from which a person is throwing; through the entire thrower's turn [i.e. from the time the thrower steps to the line through the time all three darts have been thrown and scored].

RULE 27 PROTEST & COMPLAINT PROCEDURE

- A. Only Captains or Co-captains may file a protest regarding League play (matches, scoring results, ineligible players, match etiquette, etc.); while any NCDA member may file a complaint (stemming from an incident with another player(s), during an NCDA sponsored event) by notifying the association Board [Board Member or Representative].
- B. Protests, complaints, and issues may be initiated by telephone or e-mail.
- C. Details must be submitted in writing to the association President or Vice-President and received within seven (7) days after the alleged incident or infraction took place or the request will be considered invalid.
- D. The Board Member or Representative who initially receives the complaint shall advise the entire Board as soon as feasible and assist in setting up the special meeting.
- E. The entire Board shall rule on all issues and protests. A special Board meeting will be called within ten (10) days of receipt of the written protest; however, this meeting will not interfere with league play or business. Both sides of the issue or protest may be present and may be asked speak on their behalves. Any ruling of the Board shall be considered final.

RULE 28 RULE CHANGES

These rules may be revised under the provisions set forth in Article XV, Section 1 of the By-laws.

Appendix A: Awards and Pins Qualifications

Team Awards:

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- A. Team trophies or plaques will be awarded for the following; per division:
 - 1. First, Second, and Third place teams for the regular season
 - 2. First, Second, and Third place teams for the post-season play-off tournament

Individual Awards:

- A. Individual trophies, plaques, or other suitable award will be given for the following; per division:
 - 1. Division Top Gun for the regular season
 - a. Determined by taking the top 4 point winners in a particular Division; regardless of individual rank [i.e. AA ranked players throwing in A Division]
 - b. Of those top four, the one with the highest win percentage is the Top Gun
 - 2. Three Division All-Stars; Second, Third, and Fourth ranked players for the regular season
 - a. Take the top 3 point winners in a particular Division that are also ranked at that Division or lower. [i.e. A or B ranked players throwing in A Division]
 - b. Of those top four, the one with the highest win percentage is Second in the Division, next highest Third, and next Fourth.
 - c. If the winner of Top Gun also happens to be ranked at that division or lower [i.e. A or B ranked players throwing in A Division], they are subsequently ineligible for the other Individual Awards.
 - 3. First, Second, and Third places for the post-season singles play-off tournament

In-Game Individual Achievements [Pins]:

Individual in-game achievements will be awarded in accordance with the following matrix:

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In-Game Award	Member's Ranking				
	Masters	AAA	AA	A	B
Any Game					
Hat Trick ¹	X	X	X	X	X
Dead-Eye ²	X	X	X	X	X
301 - 401 - 501 - 701					
Ton-80	X	X	X	X	X
Three-In-A-Bed ³	X	X	X	X	X
High Ton [≥ 133]	X	X	X	X	X
Low Ton [100 - 132]				X	X
Low 501 Game	≤ 18 dart out	≤ 21 dart out	≤ 24 dart out	≤ 30 dart out	≤ 30 dart out
Low 301 Game	≤ 15 dart out	≤ 18 dart out	≤ 18 dart out	≤ 24 dart out	≤ 24 dart out
High Out	≥ 120	≥ 110	≥ 100	≥ 80	≥ 80
High In	≥ 120	≥ 110	≥ 100	≥ 80	≥ 80
ADO / Call Cricket					
White-Horse ⁴	X	X	X	X	X
9-Mark	X	X	X	X	X
8-Mark	X	X	X	X	X
7-Mark		X	X	X	X
6-Mark				X	X
5-Mark					X
Low Cricket Game	≤ 18 dart out	≤ 21 dart out	≤ 24 dart out	≤ 30 dart out	≤ 30 dart out

1. Hat Trick:

Landing all 3 darts in any part of the Bull; darts in the inner and outer Bull both count toward a hat trick **Note:** Dead-Eye [3 in the core] supersedes this award

2. Dead-Eye:

Landing all 3 darts in the inner Bull [3 in the core]; darts in the outer Bull do not count toward a Dead-Eye

3. Three-In-A-Bed:

Landing 3 darts in the same triple or double segment of the same number; i.e. 3 triple 1's, 3 triple 16's, 3 double 14's, etc. **Note:** Ton-80 [3 triple 20's] supersedes this award

4. White Horse:

Scoring three virgin (untouched) triples **in any one turn** of a Cricket match Virgin (untouched) = Numbers that have not previously been marked or scored upon by the thrower or their teammate, in the case of doubles play

Note: While there are 9 marks in a White Horse, it is not scored as a 9 Mark. White Horse supersedes the 9-Mark award