

**COASTAL BEND DARTS ASSOCIATION RULES OF PLAY
(WITH CHANGES THROUGH June 2010)**

THE CBDA LEAGUE IS GOVERNED BY A.D.O. TOURNAMENT RULES EXCEPT WHERE MODIFIED HEREIN.

1. EQUIPMENT

A. The dartboard will be a standard 20-point English Bristle Clock Face Board of **top quality**. Dart boards shall be placed, when side by side with a distance of not less than six feet bull to bull. Wires must not be broken and the double / triple rings must be within tolerance. (not pinched or spread).

B. Only darts with regulation points will be used in any CBDA function. The tips may be steel, metal, or metal alloy. No plastic tips will be allowed.

C. Dart-out Charts shall be posted within sight of the player at the Hock line.

2. DATES AND TIMES OF MATCHES

A. All League competitions shall be played according to the schedules drawn up by the CBDA Scheduling Committee. Lineups shall be made out no later than 7:55 PM and starting time for the first match is 8:00 PM local time as opposed to bar time. Any match not underway by 8:00 PM may be subject to forfeit. If needed, you must have your line-up ready by 8:00 with the SINGLES filled in and the doubles must be filled out before the last single match is played.(Jun 2010)

B. Any match rescheduled, through mutual consent of the concerned Team Captains, must be played prior to the next week of play but not on the same day as the scheduled match. In the event of a rescheduled match, the Secretary and / or Division Coordinator must be notified IMMEDIATELY.
Exception - The last scheduled match of a season will not be rescheduled.

C. A team may start play at 8:00 pm with two (2) players in attendance, once the matches start no rotating of players. Once you reach the third match, if the scheduled player has not arrived than the 15 minutes rule is invoked.

3. MATCH PROFILE (December 2008)

A. Each match shall consist of, for A1 thru A-6

Six	Singles, 301, 501, Cricket, (Diddler's Choice), 2 of 3	6 points
Three	Doubles 501 (single in / double out), 2 of 3	3 points
Three	Doubles Cricket, with points 2 of 3	3 points
Three	Doubles 301 / 501, Cricket, (Diddler's Choice), 2 of 3	3 points

(301 will be double in / double out)

(1) Each member can only throw ONCE in each set of four games (i.e., once in singles, once in doubles cricket, once in doubles 501 and once in doubles didler's choice) During singles, teams will keep number of darts thrown per winning leg.

4. MATCH PROFILE FOR AA-1 (21 GAME FORMAT (3 - 301 singles, 6 - 501 singles, 3 cricket singles, 3 - cricket doubles, 3 - 501 doubles and 3 - diddler's choice).

(1) PLAYERS MAY ONLY THROW TWICE IN THE SINGLES (i.e.; 301 singles, 501 singles and cricket singles)

B. During singles, teams will keep number of darts thrown per winning leg.

C. After the lineups have been completed, NO SUBSTITUTIONS will be allowed unless agreed upon by both team captains concerned, but not after start of play. Lineups shall be filled out "IN THE BLIND". Team captains are authorized to list more than one person for each event but if all persons are there at time of play, the person listed FIRST will play.

D. The home team shall have choice of boards and those boards shall be cleared one half hour before starting time so that players in the nights match may warm up.

E. The team captains, or their representatives, are responsible for the smooth running of each match. Any disputes arising in the course of match shall be settled in private conference between the team captains.

F. In diddling, the visiting team shall throw first. The team scoring the dart closest to the bull's eye shall win the throw. In case of a tie, the teams shall throw again in reverse order.

5. ROSTERS

A. Each team member listed on the roster wanting to play must play a minimum of one match per night. Failure of a Team Captain to comply with shooting each team member in attendance at least once, will result in a one game penalty to be deducted from win column for each member that didn't get to shoot. If a person present chooses not to play on a given night, he / she must sign the back of the score sheet stating such. If a person is to incapacitated to shoot, the Team Captain can state on the back of the score sheet that a player (by name) was not allowed to shoot because of incapacity.

B. No player will be allowed to transfer to another team or division after a roster has been submitted, even if the season has not started, without prior approval of the **EXECUTIVE BOARD OF DIRECTORS**. Members may submit a letter to the **EXECUTIVE BOARD** requesting such a transfer. An ineligible player may not play in any match until the player is deemed eligible by the **EXECUTIVE BOARD**. Any Captain playing an ineligible player will forfeit the match (s) played in (Jan 2010).

B-1. Any member that dues were paid for that never shows up to play may be transferred to another player with the exception of the pre-season roster, the first six filled on the roster are locked in, no transfer of money or person will take place, except with the approval of the **EXECUTIVE BOARD**. **(June 2008)**

C. The maximum number of team members on a roster shall be fifteen (15). If a person or team from a higher division is allowed by the **EXECUTIVE BOARD** to play or be moved in or to a lower division that person will qualify for the following individual patches: 180, 171, triple cricket, triple bulls. This pertains to an individual or an individual within a team dropped from a higher division into a lower division.

(1) Any person from a higher division (Thursday nights) wishing to play on Tuesday night to , "Mentor", help a team learn to play may do so with limitations. They can not play in singles matches, doubles only. Individual patches will be limited to 180, 171, Triple Cricket, and Triple Bulls. There can be only one player from a higher division on a team at a time.

As "Mentor" of a team the receiving A-5 team must be inexperienced players, not players with seasons of play. A Mentor can not play in playoffs if his team should make it to the playoffs, he can coach but not play.

(2) If a full team roster is filled, no additional players may be signed unless a member submits a signed resignation to the CBDA or moves out of town. Any member resigning shall be ineligible for league play for the remainder of the season in play. A team member who moves out of town and returns shall be eligible to rejoin the team from which he / she resigned, providing the team's roster is not full. If it is full he / she may join another team.

(3) Any person added to the team after the first night of play must complete an application. This includes new members, old members or transferring members. The application, with dues, must reach the league secretary by the second week from joining date. Anyone dropped from a team will be indicated on the score sheet. A team may terminate a player by submitting a written notice of their intent signed by 2/3's majority of the members, to the **EXECUTIVE BOARD**. Any player so terminated shall be eligible to join another team except in the last five weeks of play.

6. SEASON MATCHES

A. There will be two seasons for match play. Seasons are defined as SPRING (starting in January) and FALL (starting in July).

B. If the division has 5 or 6 teams, that division shall play a twenty-week season. If the division has seven or eight teams, that division shall play a 21-week season.

C. All game results must be mailed, e-mailed or faxed in by the HOME TEAM representative to the Division Coordinator to reach him / her no later than:

- (1) Saturday of the same week for Tuesday Division teams. (Thursday postmark).
- (2) Monday of the following week for Thursday Division teams. (Saturday postmark).

Game results being faxed or E-mailed must be received by no later than Saturday midnight. **(June 2008)**

D. All teams are to be represented at each Board of Directors or General Membership Meeting. A team representative, its Captain or a team member who has been designated as his/hers representative must be in attendance and signed in by the time the President (or his/her representative) asks if there is any Old Business. Five game penalty for not having a representative at the meeting will be enforced. (Jun 2010)

E. The procedure to be used to determine the final standings in each division in the event of a tie for first and /or second follows:

(1) If there is a tie between two or more teams for first or second place in any division, the following factors will be used in the order listed until the tie is broken:

- (a) Total games won in head to head competition between the teams tied.
- (b) Total matches won throughout the season.

(c) A preliminary play off between the teams, which are tied, that being a round robin plays off if more than two teams are tied.

F. Rules not covered will be according to ADO Tournament Play Rules. (Jan 2010)

7. CITY CHAMPIONSHIP PLAYOFFS

A. Following the end of each season, play offs will be held to determine the City Championship. The top two teams from each division will play as determined by the Play Off Committee.

B. All play off matches shall be played within two weeks.

C. Each play off match, except the finals, shall consist of regular match play that being fifteen games, best 2 of 3. The finals will be best 3 of 5. Format shall consist of lowest team playing.

D. The location of each match shall be determined by the Play off Committee.

8. FORFEITS

A. Failure to submit score sheets by the home team or representative to reach their Coordinator by the times shown in 5, C. above shall result in the offending team being credited with five losses and their opponent being credited with actual wins. In the case of late arrival of mail, as long as the envelope is postmarked by Thursday for the Tuesday division and Saturday for the Thursday divisions of the week the score sheet is due, it will be counted.

B. The team captain of the offending team will forfeit five wins and the team captains individual stats (i.e., wins, quality points, 180's, etc.) will not count. Other members of the offending team shall receive their individual statistics.

C. A match may be forfeited for not starting on time and a forfeit will be declared for the failure of a team to attend a match.

D. A forfeit will be declared if a team has fewer than 2 players in attendance prior to start. The forfeiting team shall be awarded no points. The team in attendance shall be awarded fifteen points during the first meeting. In subsequent meetings, the team in attendance will receive only the number of wins PLUS ONE (if they won the previous match) from the score of the previous time they met or eight wins if they lost the previous time they met (i. e., if 1st. meeting score was 8 - 7, forfeit score will be 9 - 0 for team in attendance and 0 - 15 for forfeiting team. If 1st. meeting score was 6 - 9, forfeit score will be 8 - 0 for team in attendance and 0 - 15 for forfeiting team.)

E. A forfeit may be declared for the use of an ineligible player (an ineligible player being a non-paid member, a member who plays on a given night but doesn't fill out a new member/transfer sheet, a member who has been refused a transfer but shoots anyway, a member who has been suspended (for a period of time), or member who has been expelled from the CBDA). The team having such a player in its lineup shall forfeit the game or match in question.

F. Any team (including it's members) that folds, or forfeits 2 matches in the first leg, and/or forfeits 3 matches, after the schedule has been prepared or during a season, will be suspended for the rest of that season and the next, in compliance with the CBDA BY-LAWS.

9. DIVISIONS

A. The CBDA shall be divided into divisions of 4 to 8 teams. A A-1 through A-2 will play on Thursday nights and A-5 and A-6 will play on Tuesday nights if needed. The A A-1 Division will

consist of those teams, which have been rated the top six or eight teams in the CBDA

B. In order to maintain a balance throughout the divisions and considering the number of teams in the CBDA, each team will be placed as determined by the pre-season rosters submitted. In order to maintain number of teams no team who plays on Thursday night will be dropped down to a Tuesday night (if at all possible.)

C. At the beginning of each season Division Coordinators will be selected by the President.

10. **DUTIES OF DIVISION COORDINATORS**

(a) The Division Coordinator shall be responsible for the collection of dues, compiling individual and team statistics, information for the stat sheet, membership applications and rosters, and other information needed for a successful season. The Secretary shall perform these tasks if there are no coordinators.

(b) Division Coordinators shall forward any information, team stats, dues, etc., to the Secretary and / or Treasurer, as appropriate.

(c) Failure of any coordinator to fulfill their responsibilities will be subject to replacement by the Executive Board of Directors.

11. **DUTIES OF TEAM CAPTAINS**

As a Team Captain it is your responsibility to thoroughly read the Coastal Bend Darts Association RULES OF PLAY and BY-LAWS, which you have been furnished. It is further recommend that you have each of your team players read them also.

(A.) Prior to the season beginning you will be handed a Team Captain Packet which will hold all the information you will need to know for that season. Since it costs the CBDA to put these packets together, the Team Captain will be held responsible for their packets. If they lose the whole packet there will be a \$15.00 replacement fee plus there will be a nominal fee for any one item in the packet.

(B.) MEMBERSHIP MEETINGS: Make sure if you, as Team Captain, can not make a Board of Directors or General Membership Meeting, that a member of your team is there in your place in order to gather any information and pass it on to you and your team members. There will be a five game penalty for non compliance.

(C.) ROSTERS:

(1) Preseason rosters must be turned in prior to a new season with at least six names with their addresses, phone numbers, and each individual's signatures.

(2) 3-part team rosters must be turned in on first night of play of a new season with the same information in paragraph (1) above except for the signatures. **MAIL ALL 3 PARTS TO YOUR COORDINATOR ON THE FIRST NIGHT OF PLAY.** Anybody who plays on first night of play or joins the team during the season that wasn't on the pre-season roster must fill out a New Player/ Transfers Application and the team captain mails it along with any money due to his coordinator on the night they play. Failure to do so will make that player an ineligible player and their games will be subject to forfeit.

(3) Follow CBDA Rules of Play 4 b. & C., before you add additional members to your roster. If you have a full roster (15 players) and some quit that your coordinator doesn't know about and you add additional players this could put you over the 15 maximum allowed and you could have games subject to forfeit.

(D) Team Captains are responsible to inform their home pub if they decide to move their team to a different pub. You are also responsible for informing any pub owner if you might be shooting at a different pub on a night you are to play at home. You have the responsibility for the dues and paper work to reach the coordinator. (Jun 2010)

(E) LEAGUE PLAY RESPONSIBILITIES.

(1) Follow CBDA Rules of Play 3. **MATCH PROFILE** when playing a match. If you put someone down on your score sheet who doesn't show up you must write by their name NO SHOW in order to let your coordinator know the individual didn't show up. If you slash someone on

the score sheet, the first person will be scored if not scratched, make sure the person that didn't play is scratched off. Make sure you also record all quality and dart outs on the score sheets.

(2) Make sure your players are promptly on the line for their scheduled match and not off shooting pool or generally not available to shoot. Don't hold up any matches.

(3) The Team Captains are responsible to handle any disputes that might arise during a match. Instead of players arguing, let the team captains handle any disputes. Darts are supposed to be played in a sportsman like way. Begin and end each match with a handshake.

(4) It is the Team Captains responsibility to let his players know if a match has been rescheduled or transferred to a different pub.

(5) Follow CBDA Rules of Play 5.C. when mailing in your paperwork. There is no reason that you can't mail in your paperwork on your way home from a match or the next morning on your way to work. Failure to mail on time will result in you losing 5 win points.

(F) Failure to adhere to the above duties of a team captain could result in your being penalized at the discretion of the executive board of directors.

12. SCORING

A. Team Captains are responsible for providing a scorekeeper for each match. Any scorer not a member of the playing teams must be approved by both Team Captains and must be familiar with and follow CBDA rules.

B. The scorekeeper shall call out the total points before the player may remove his/her darts from the board. The darts shall remain in the board until the score is called and posted. If the darts are pulled the scorekeeper's decision as to the total score shall be final.

C. The foul line will be strictly enforced.

D. Any error in scoring must be corrected before the next turn of the player or team whose score is in error. If the first dart of that player is thrown, the score shall stand as posted. An error in subtraction in any "01" game may be corrected at any time EXCEPT when score is less than 100.

13. PROTEST

If a protest is made it must be submitted in accordance with CBDA Bylaws 6.D.

14. TROPHIES AND INDIVIDUAL AWARDS

A. Trophies will be awarded as follows:

(1) Team trophy and individual trophy to the 1st. place division champion, maximum of ten and 2nd. place division team will receive a certificate. **(June 2008)**

(2) Traveling trophy to be held by the City Championship Teams Home Bar

(3) A certificate will be given to the Pubs with teams coming in the Top - 4 of the City Championship playoffs.

B. Individual awards (patches) will be awarded within each division as follows:

(1) Individual patch to each male / female with most wins. Best win / loss Patch will be awarded for (Best win / loss for 301, Best win / loss for 501 and Best win / loss for Cricket singles. (June 2002) Members must play 75% of the singles to qualify. **PLAYERS MUST HAVE MORE WINS THAN LOSSES.** In case of a tie for the best won / loss patch, the first tiebreaker will be the least legs thrown.

(1A.) Must play 50% of Cricket Singles and 50% of 501 to qualify for Overall win / loss.

(2) Individual patch to each male / female with most Quality Points (95 and above are counted, minimum of 2000) scored in all matches shot (not counting cricket).

(3) Individual patch to each male / female with best High In scored (at least 95). This award will be presented for **301 only, (June 2008)** with one exception that a patch will be

given to all persons who have a 180 as a High In. (Singles and Doubles)

(4) Individual patch to each male / female with best High out scored (at least a 95). This award will be presented to the first person to achieve it only. (Singles and Doubles) **(June 2008)**

(5) Individual patch to each 180 scored. (1 Patch Per Season)

(6) Individual patch for first 171 (3 triple 19's) scored. (1 Patch per Season)

(7) Individual patch for any 3 triples (20 thru 15) (all darts must score) or 3 double bulls at any one time in a cricket match. (1 Patch Per Season)

(8) Individual patch to each male / female who has the lowest dart out game in (301 max 16 darts AA & A1) and 501 (max 24 darts). (Singles Only)

D. Other significant achievements as determined by the Trophy Committee.

E. First place trophies will be presented. and others placements will be presented Certificates.

F. To qualify for a trophy, a member must play at least one game per night for half a season or a total of 20 games throughout a season.

15. **GENERAL**

(A.) **GAMBLING:** The CBDA feels that an official CBDA rule against gambling during match play would be, in view of existing State and Federal laws on this subject, redundant. CBDA takes the position, however, that it is a law-abiding organization and will not condone betting, gambling, or any other illegal act during CBDA sponsored events. Further, the CBDA has and reserves the right to suspend or terminate any member or team whose conduct is not in the best interests of the CBDA.

(B) **ETIQUETTE**

(1) Players **NOT shooting should stand a minimum of 2 feet behind the foul line.**
Players not shooting should not talk to the shooter when he / she is on the line.

(2) A scorekeeper should watch the board and not the shooting player. The scorekeeper should not call out the score of any individual dart thrown, the score thrown or score remaining unless requested by the shooter. The scorekeeper **MUST NOT**, under any circumstances, advise the shooting player of any combination to be scored.

C. OUTSIDE RULES

Individual establishment (pub) rules will apply at all times.

D. No changes to these rules will be made, or allowed, after the beginning of a new season. Any changes to these rules, prior to a season's beginning, will remain in effect for two seasons before they can be voted on again.

NOTES OF INTEREST

Only paid up members may play. If you are in doubt, pay dues when you sign a new member to your team. If dues are not paid before he/she plays, the games will be subject to forfeiture. Each team captain is also responsible to know if the person you are signing up has not also signed up on another team. If original score sheets are not received by your Coordinator, in accordance with CBDA Rules of Play 5.C and 7.A, the home team will forfeit five wins and team captains individual stats (i.e., wins, quality points, 180's, etc.) will not count. Any person added to your team after first night of play, even if listed on the pre-season roster, must complete an Application for Membership. Indicate on application if he/she is a new member or a transferee from another team. Each team is authorized to add only one player from a higher division. A person playing in a higher division can only drop 2 divisions (i.e., an A 4 team may sign only 1 person who played in either A2 or A3 but not one from each.) If you are in doubt contact your Coordinator or the Secretary. If you play a person who is found to have played in a higher division, has not paid their dues, or is suspended or expelled from the CBDA, your team will forfeit all games that person played in.

NOTE: SINCE THERE HAVE BEEN MORE THAN A FEW INSTANCES THAT TEAM CAPTAINS HAVE LOST PACKETS, THERE WILL BE A \$10.00 CHARGE TO REPLACE ANY PACKET THAT IS LOST. THIS WILL HELP PAY FOR REPLACEMENT PAPERWORK. A 25 CENT FEE WILL ALSO BE CHARGED FOR THE 3 PART SCORESHEETS IF YOU NEED MORE THAN HAS BEEN ISSUED TO YOU FOR WHATEVER REASON.