

Thoroughbred Dart Association RULES AND REGULATIONS

Thoroughbred Dart Association Rules and Regulations

REVISION HISTORY

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NOTE: The “ADO Tournament Rules” (Revised 2-27-05) were used as a Guide to develop the “TDA Rules and Regulations”.

ARTICLE I - OBJECTIVE

The objective of the Thoroughbred Dart Association (TDA) Rules and Regulations is to establish the rules and regulations to be used during League Play and TDA sponsored events.

ARTICLE II - POLICY

1. It will be the policy of the TDA for all members to have fun and enjoy the game of darts.
2. The interpretation of these rules and regulations in relation to any darting event shall rest with the Board of Governors (BOG), whose decision is final and binding.
3. Good sportsmanship shall be the prevailing attitude during league and tournament play, therefore, beginning and ending with a handshake.

ARTICLE III - TEAM STRUCTURE

1. A team shall be comprised of no less than four (4) members or no more than eight (8) members at any time, unless approved by the BOG.
2. Additional members may be added at any time up to mid-season not to violate Section 1 above; provided the addition does not change the team's seeding as verified by the scorer.
3. A team member may not, as a general rule, move to another team once team seeding has been approved by the BOG for a given season. The following are exceptions, which must be approved by the Executive Committee prior to a member's requested move:
 - a. Member has not thrown a game in the season.
 - b. Move is in the best interests of both teams.
4. In the event that any team falls below four (4) members after mid-season, additional players may be added with the approval of the Executive Committee.
5. Each team shall elect or delegate a team and co-captain.

ARTICLE IV – REGISTRATION

1. All teams shall have the team roster for the new season in to the TDA Scorer by the designated time. Team registration shall not be accepted after the Seeding Committee meets.
2. Seasonal dues for each and every registering team member shall be given to the Treasurer at the time of registration.
3. After the Seeding Committee meets, new members may be registered using the Add/Drop sheet, with seasonal dues, *to be collected by the team captain prior to initial playing of the match. The opposing team captain must approve the new player*
4. *In the event that a team has only three members present for play, an unregistered player may be substituted to fill out the team. There will be a five (5) dollar fee for the unregistered substitute and the substitute form on the back of the score sheet must be filled out. The opposing team captain must approve the substitution. An unregistered player can only substitute two (2) times in a season. The unregistered substitute may register and officially join a team and any substitution fees previously paid will be deducted from the twenty (20) dollar registration fee. Unregistered substitutions will not be allowed after the ninth week of play, or during any play-offs or championships.*

ARTICLE V – DIVISIONAL SEEDING

1. The League shall be divided into as many Divisions of skill (i.e. A, B, C, D, etc.) as approved by the BOG.
2. A Seeding Committee should be comprised of two (2) members from each Division. The Vice President shall be the chairman of the Seeding Committee.
3. The Seeding Committee shall recommend the Divisional placement of teams to the BOG.
4. The Seeding Committee shall place each team in the Division that reflects the total skills of the registered individuals and the team as a whole. The committee shall use League records, rankings and personal knowledge of player's skills to determine the Division a team is ranked in.
5. Teams may request to be moved up or down in Divisional Ranking.
6. All efforts must be made to keep the Divisions as equal as possible. Each Division should be, ideally, composed of the same number of teams.
7. Final Divisional Seeding shall be approved by a majority vote of the BOG.

ARTICLE VI - SCHEDULING

1. Match schedules should be made so that:
 - a. Each team will play each other team in an equal number of matches.
 - b. The number of home and away matches should be equal.
 - c. Conflicts will be avoided between teams from the same establishment.

ARTICLE VII - TEAM CAPTAIN

1. Captains shall conduct themselves in a manner as to reflect well on the TDA. Captains are responsible for all team players conduct during all league functions and events.
2. The Captain shall maintain all team records and maintain the team roster, forwarding any changes and seasonal dues to the league Scorer.
3. Captains shall review seasonal schedules and report potential conflicts to the Scorer.
4. *Captains shall review the weekly standings and report discrepancy with in 10 days of the posting date of the standings to the Scorer.*
5. The Captain shall fill out the lineup with the opposing team captain and ensure that the score sheet is neatly and correctly completed.
6. Team Captains shall designate a scorekeeper for each game, and ensure that person abides by the rules and etiquette of score keeping.
7. The Captain is responsible for noting all high scores, (i.e. 180's (ton 80's), high OUTS, high INS, 9-marks) on the back of the score sheet.
8. The home team Captain is responsible for the delivery of the score sheet to the League Scorer by no later than 10:00pm Thursday following the match. Failure to comply with delivery requirements shall cause the home team to be penalized 3 points.
9. The Team Captain is responsible for working with the Team's Sponsor to ensure an adequate "Field of Play" is maintained for League events.

ARTICLE VIII – FIELD OF PLAY

1. All Questions regarding “Field of Play” issues and “Playability of a Location” shall be determined by a BOG appointed representative if necessary.
2. The dartboard shall be a standard 18” bristle board, and shall be of the standard 1-20 clock pattern and in good repair.
3. The minimum throwing distance is 7’9¼”The board height is 5’8” (floor to the center of the Inner Bull; 9’7-3/8” measured diagonally from the Inner Bull to the front of the hockey at floor level) along the floor to a plumb line at the face of the dartboard. The hockey is a tape or similar ‘flush’ marking, indicating the minimum throwing distance from the dartboard.
4. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.
5. A scoreboard is required and shall be placed in a manner as to allow unobstructed view by the thrower without placing the scorer at high risk of being hit by an errant dart.
6. There shall be enough open area behind and to the sides of the hockey so that the player will be able to throw his/her darts unimpeded by obstacles or people.
7. Darts used in League play will consist of a recognizable point, barrel, and flight.
8. Questions regarding “Field of Play” shall be brought to the attention of the Home Team Captain. If the issue cannot be resolved between the Team Captains, then the Match shall be played to completion, “Under Protest”. Any Formal Protest of “Field of Play” issues must be made to the BOG in writing.

ARTICLE IX – RULES OF PLAY

1. League play will commence promptly at 8:00 p.m. on Wednesday. A fifteen- (15) minute grace period will be allowed for the late show of a **TEAM**.
2. A team with at least three (3) players in attendance at the scheduled start time must start the match if the opposing team is present.
3. The official TDA score sheet shall be provided in the Captains packet and used as a work sheet for both teams. Both team Captains must indicate their line-up one (1) event at a time. This shall be done by blind selection by the Captains. The score sheet should be folded down the middle and presented so that neither team can see the other team’s line-up for the event to be played. After both sides are filled out, the score sheet may be opened and names called out for that event.
4. No player may participate in more than one (1) game in any one (1) event as identified on the TDA scoresheet. It is permissible for a Double or Team to participate with fewer than the required number of players, provided that the team forfeits a turn(s), in each rotation, equal to the number of missing players. The missing player(s) may NOT join a game in progress, but is/are allowed to participate in any remaining games of that Match.
5. It is recommended that each team Captain encourage each team member to play at least one 501 game per match to obtain a representative points per dart (PPD) average.
6. Each player is entitled to practice darts at the assigned matchboard prior to a game. No other practice darts may be thrown during the game.

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- 7.** All Matches will begin with the Away team having the option to throw 1st or 2nd at the Bull. The second thrower may acknowledge the first dart as an Inner or Outer Bull and ask the scorer to remove that dart prior to his throw. Should the first dart be removed without the request of the 2nd thrower or knocked out of the board by the 2nd thrower, a rethrow will occur; with the 2nd thrower now having the option of throwing first. The dart must remain in the board in order to count. Additional throws may be made, until the player's dart remains in the board. Rethrows shall be called if the scorer cannot decide which dart is closest to the Inner Bull, or if both darts are anywhere in the Inner Bull, or both darts are anywhere in the Outer Bull. The decision of the scorer is final. Should a rethrow be necessary, the darts will be removed and the person who threw 2nd will now throw 1st. The player throwing closest to the Inner Bull will throw first in the Game.
- 8.** The thrower, another player, the scorer, or spectator, may touch no dart in the board, prior to the decision of the scorer,
- 9.** It is permissible for one member of a Doubles Team to throw for the Bull and have his partner or teammate shoot first in the game.
- 10.** Opponents and scorers ONLY are allowed inside the playing area.
- 11.** Opposing players must stand at least 2 feet behind, or to the side of the player at the hockey.
- 12.** A player wishing to throw a dart, or darts, from a point either side of the hockey must keep his feet behind an imaginary straight line extending from either side of the hockey.
- 13.** A Turn consists of three darts, unless a Game/Match is completed in a lesser amount.
- 14.** Should a player 'touch' any dart that is in the dartboard during a turn, that turn will be deemed to have been completed.
- 15.** A dart bouncing off or falling out of the dartboard will not be rethrown.
- 16.** A scorer must be used if one is available. The player must leave the darts in the board until the score is recorded.
- 17.** The scorer, if asked, may inform the thrower what he has scored and/or what he has left. He MAY NOT inform the thrower what he has left in terms of number combinations or what he should throw. It is permissible for a partner or teammate to advise the thrower during the course of a Game.
- 18.** For a dart to score it must remain in the board after the 3rd or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board.
- 19.** It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts have been removed from the board.
- 20.** A player throwing out of turn will receive a score of zero points for that turn and will forfeit the turn.
- 21.** Any non-compliance of these Rules and Regulations may result in the forfeiture of games or the entire match, as determined by the BOG at the next Captains' meeting.
- 22.** Any team who knowingly or willfully misleads another team regarding these rules for the sake of gaining advantage, will automatically forfeit the match and will be subject to disciplinary action, as determined by the BOG.

'01 Games

1. All '01' games begin with each player/team starting with the number of points equal to the 'Name' of the game (501 points for 501, 301 points for 301, etc...).
2. After each player throws, his/the team score will be reduced by the number of points scored in that turn. The double and triple count as 2 or 3 times the numerical values, respectively.
3. Errors in arithmetic stand as written, unless corrected prior to the beginning of that player's next turn. In case of Doubles/Team matches, such errors must be rectified prior to the next turn of any partner/player on that team.
4. An '01' game is concluded at such time as a player/team hits the 'double' required to reduce their remaining score to zero. All darts thrown subsequently will not count for score. The 'BUST RULE' applies. If the player scores one less, equal, or more points than needed to reach zero, he has "busted". His score reverts to the score required prior to the beginning of his turn.
5. Fast finishes such as 3 in a bed, 222, 111, Shanghai, etc., do not apply.
6. 301, 701, and 1001 games will begin with a 'Double-In' and end with a 'Double-Out' (DI/DO).

Cricket Games

1. Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and both the Inner and Outer Bull.
2. To close a number, the player/team must score three of that number. The double and triple ring count as 2 or 3, respectively. Closure can be accomplished with three singles, a single and a double, or a triple.
3. Once a player/team closes a number, he/they may score points on that number until the opponent also closes that number. The double and triple count as 2 or 3 times the numerical values, respectively. All numerical scores are added to the previous balance. Once both players/teams have scored three of a number, it is 'closed', and no further scoring can be made on that number by either player/team.
4. To close the bull, the Outer Bull counts as a single, and the Inner Bull counts as a double. Outer Bulls are worth 25 points and Inner Bulls are worth 50 points.
5. Numbers can be 'closed' in any order desired by the individual player/team. Calling your shot is not required.
6. It shall be the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent "strategy" involved in the Cricket game, corrections in arithmetic must be made before the next player throws.
7. A player throwing out of turn will receive a score of zero for that turn and forfeit the turn.
8. The player/team that closes all the numbers first and has the highest numerical score will be declared the winner. If both sides are tied in points, or have no points, the first player/team to close the specified numbers will be the winner. If a player/team closes the numbers first, and is behind in points, he/they must continue to score on any number not closed until either the point deficit is made up, or the opponent has closed all the numbers.

ARTICLE X – FORFEITS

1. Any team that fails to attend a match shall forfeit that match. Any team with less than three (3) players in attendance at 8:15 p.m. Wednesday shall forfeit. If neither team fields three (3) players, a “No-Match” will be declared with zero (0) points awarded to each team. A match may be postponed by agreement of both Captains. A postponed match must be made up prior to the next league play date. The League Scorer must be notified immediately upon the rescheduling of a match.
2. When a match score sheet is filled out, if there is no **eligible** player present to play that game (in a singles game), that game will be forfeited to the opposing team. Points involved will be awarded to the opposing team.
3. When an entire match is forfeited, 50% + 1 of available match points or the team average, whichever is greater, shall be awarded to the team declaring a forfeit. The forfeiting team will be awarded zero (0) points.

ARTICLE XI - PROTESTS

1. The BOG shall arbitrate all protests. All protests must be filed by the final BOG meeting of the season. All protest results will be reported at the next regularly scheduled meeting or at a special meeting.
2. Both the protesting party and the alleged offending party shall be notified of arbitration and be invited to state their cases. Witnesses will be allowed at arbitration.
3. Each party involved in the protest shall be given reasonable, uninterrupted time to plead their case.
4. If the protesting party does not attend, the protest will be dropped. If the alleged offending party does not attend, their right to a defense is waived.
5. Upon resolution of protest, the BOG will decide what penalty, if any, shall be applied. The parties involved in the protest shall not vote.

ARTICLE XII – CITY TOURNAMENT

1. The number of teams participating in the City Tournament may be increased or decreased by the BOG.
2. Tournament match-ups shall be decided by blind draw with no regard to division level.
3. The BOG shall decide on the tournament time and location, and invited teams shall be given ample notice of the same.
4. Tournament matches should be played at neutral sites.
5. Any team that fails to show up at the assigned tournament location **shall** forfeit that match.
6. If the assigned location cannot accommodate the match as scheduled, the team Captains shall agree on a neutral location and time and shall notify the scorer of the change.

ARTICLE XIII - AWARDS

Division Champions

1. Any tie for first or second place shall be decided by a playoff unless one team concedes to the other.
2. All Divisional playoffs shall be completed prior to the city playoffs. Team Captains will agree on the time and location of the match.
3. Playoff format will be based on League matches or as approved by the BOG. The first team to win 50% + 1 of the games shall be declared the winner of the match. In the event of a tie after regular match play, a game of 1,001 **DI/DO** shall be played with four (4) players from each team participating.
4. First and second place teams will receive an award for each player. Each award will have the team name, division and season played inscribed upon it.
5. A traveling award will be given to the sponsor of the first place team of each division, to be housed in the sponsoring establishment for the next season.

City Champions

1. Awards shall be given to each member of the first and second place teams.
2. A traveling award shall be given to the first place team to be displayed at the sponsor location for the next season.

Special Awards

1. "8T0" and "9-mark" certificates shall be awarded to any player who marks that score during league play or TDA tournament play.
2. The "Jimmy Dickinson Award" shall be awarded to the most improved male and female player in each division, as determined by the league scorer.
3. A special certificate will be given for '7T0' outs thrown in any 01 game during league play or TDA tournament play.
4. A "High-Out" certificate will be given to the male and female recording the 'highest out' in any '01' game during the season in each division.
5. A "High-In" certificate will be given to the male and female recording the 'highest in' in any 'DI/DO' (double-in/double-out) game during the season in each division.
6. A sportsmanship award will be given to one team in each division. This award will be decided by divisional team voting. Each team shall indicate its vote of first and second place by notation on the back of the score sheet for the last match of the regular season.

Award Specifications

1. Award specifications shall be at the discretion of the BOG.
2. Awards listed in these rules and regulations shall be given at the discretion of the BOG.