

OKLAHOMA CITY DART ASSOCIATION

LEAGUE GUIDELINES & RULES

February 2008

The Oklahoma City Dart Association, LLC was formed to bring fair competition among bars in the greater Oklahoma City area, introduce players to different bars, and increase business in those bars sponsoring teams. Each team must pay a league entry fee, which is paid either by the sponsoring bar or by the team themselves. The team fees for league play must be collected by the Home Team Captain and turned in with the score sheet. These fees will be used to cover administrative costs as well as to purchase trophies and/or plaques for the finishing teams.

FORMAT:

The schedule will be determined by the number of teams entered in the league and the league format will be voted on by the league Captains. League matches will be played on Thursday nights. Each match will consist of thirteen games broken down as follows:

- 4 games of doubles 501 (OI/DO)
- 2 games of singles 301 (DI/DO)
- 2 games of singles Cricket
- 4 games of doubles Cricket
- 1 team game 801 (OI/DO)

The games must be played in the order listed above.

SCORING:

One point is awarded for each game won. The team that wins the most games during the match will also win the match. The standings for the entire league will be given to each sponsoring bar every week.

RULES:

The rules below were approved by the Board and Team Captains and are not subject to change during the season. However, it is impossible to anticipate every situation that will arise. Therefore, the league Secretary will keep track of all disputes/problems that arise during the season. These disputes/problems will be reviewed by the Board and changes will be voted on and changes made to change or add rules for the next season. The Board and the Team Captains will meet and vote on all proposed changes to League rules. A 2/3 majority will be required for the change to take effect.

- 1) **The lineups for each evening's matches are due at 7:30 and the first game starts at 7:45.**
- 2) Each team roster must consist of no less than four (4) players, one of the players must be female and no more than six (6) players. The team roster must be turned in prior to the first match. At no time can a team roster include more than 6 players. Furthermore, players can only play on one team during the season. Players cannot switch to another team or be "traded". **Team rosters are frozen at a point determined prior to the start of the season and cannot be changed thereafter. The normal freeze date shall be 4 weeks after the season starts.**
- 3) Each player can only play a maximum of 6 games as follows:
 - a) A player may play 2 games of doubles 501 (OI/DI) but not with the same partner.
 - b) A player may play 1 game of either singles 301 (DI/DI) or singles Cricket but not both.

OKCDA LEAGUE GUIDELINES

- c) A player may play 2 games of doubles Cricket but not with the same partner.
 - d) A player may play the Team 801 (OI/DO).
 - e) A female player must play the 6 games (2 doubles 501, 1 singles, 2 doubles cricket, and team game). If more than one female is on the team and playing the same match, the games can be split between the females.
- 4) The visiting team fills their lineup on the Visitor lineup sheet and the home team will fill in their line up on the league sheet. After the home team is finished, they will receive the visiting team lineup sheet and the copy the names to the League sheet. Both team captains will verify that the lineup sheet is correct. Neither team is allowed to see the lineup of the other team prior to filling their half out. The home Team female chooses the singles game she wishes to play and her Team captain notifies the visiting team captain. No changes can be made to the lineup sheet after it has been verified by both team captains. .
- 5) The league will maintain a flexible substitution policy, allowing for late arrivals, no show and those having to leave early. Teams making the substitution must notify the opposing captain before the affected game starts. **Substitutions will not be allowed solely for the purpose of seeking competitive advantage by altering game match ups.** If the substitution doesn't violate rules 2 and 3 and both Captains agree, it is a legal substitution. **If the opposing Captain disagrees he may protest the move to the League Secretary if the game is played, but must first notify the other Captain of his intentions to protest before the game is played.** The game in question would be ruled a forfeit against the team making the substitution if, and only if, it was determined that the move was not due to late arrivals, no show, and/or those having to leave early.
- 6) If a player arrives late for his/her game that is already in progress, was the original player on the lineup for the game (not a substitute) and there is not a substitute playing for them in that game, that player can join in the game at the point of his/her next throw. The player cannot "makeup" the missing throws for the game.
- 7) Four players per team must be present to play a match or the match is declared a forfeit.

In the event that a Captain, foreseeing a possible forfeit, contacts the Opposing Captain no later than 3:00 PM, the day of the regularly scheduled match, the match **shall not** be deemed a forfeit and both teams will determine the best time to make the match up. IF BOTH Team Captains agree to a forfeit, a forfeit will be given to the affected team. . **The Captain must also call a Board Member to notify them of the change in schedule and when the makeup date will be decided. The match must be made up within the next 2 weeks.**

In the event that a Captain, foreseeing a possible forfeit, contacts the Opposing Captain LATER than 3:00 PM the day of the regularly scheduled match, the Team Captain affected by the forfeit, at his/her discretion can accept a forfeit or request a make up match at his/her convenience. **The Captain must also call a Board Member to notify them of the change in schedule and when or if it will be made up of forfeited.**

The team captains shall reschedule the match according to what is convenient for their teams and notify the Secretary of the rescheduled time. The rematch must be played in the bar of the home team.

During the league season, a forfeit will be 6-0. The forfeiting team shall receive zero win points, and loss points equal to the number of win points awarded to the other team.

OKCDA LEAGUE GUIDELINES

In each game, the team to throw first will be determined by “Diddling” or both teams throwing one dart at the bull’s eye with the player hitting closest to the bull’s eye winning. In the first game of the match the home team throws the first “Diddle”. Each game afterward, the diddle alternates between each team. The team whose turn it is to “Diddle” can choose to “Pass the Diddle” to the opposing team.

- 8) Every game must have a scorekeeper that is not playing that game. The home team will provide the scorekeeper for the first game, and the visitors will provide the scorekeeper for the second game, with the two teams alternating score keeping for each game thereafter.
- 9) It is the responsibility of the scorekeeper to remain an impartial and non-intrusive part of the game. For these reasons, the scorekeeper shall follow these rules:
 - a) **The scorekeeper should keep absolutely still while each player is throwing.** They should not move until after the player has completed their three throws and then only make sure where the darts landed and to record the score.
 - b) The scorekeeper should not speak to either player at any time, unless the player throwing asks a specific question to the scorekeeper. Even then, **the ONLY question that the score keeper can answer is where a dart landed or the current score.**
 - c) Under no circumstances can the score keeper give advice or tell a player what to throw at.
 - d) **The score keeper should stand facing the dartboard and/or scoreboard.** They must stand far enough to the side of the scoreboard so as not to obstruct the players view.
 - e) **The scorekeeper should never face or look at the dart player while he or she is throwing or getting ready to throw.**
- 10) It is the responsibility of the team captain to make sure that his or her team has a scorekeeper ready to keep score when it is their team’s turn.
- 11) **It is each team’s responsibility** to ensure that the scorekeeper accurately records their score. The best way to do this is to **leave the darts in the board until the thrower and the scorekeeper agree** on what was thrown and it has been recorded on the scoreboard. After the scorekeeper has recorded the score for the darts that were thrown, the thrower can remove their darts. The score recorded by the scorekeeper cannot be changed, unless with the approval of both teams.
- 12) If the scorekeeper makes a mistake in adding or subtracting the score for the darts thrown, both teams have until the beginning of the next turn of the team whose score was erroneously recorded to make the corrections. For example if Team A scores 51 points but the scorekeeper only adds 41 points, Team B can take its turn before Team A informs the scorekeeper of the mistake. However, they must inform the scorekeeper before they throw the first dart of their next turn. On the other hand if Team A scores 51 points but the scorekeeper adds 61 points, Team B can take its turn before notifying the scorekeeper of the mistake. However, they must inform the scorekeeper before Team A throws the first dart of its next turn.
- 13) Individual statistics will be kept on each player through out the season for awards. The individual awards are Top Shooter (Male and Female), Perfect Game, Ton 80, Eagle-eye Hat Trick, and Round of 9.
 - The **Top Shooter** Award will go to the male and female player with the most quality points for the season and best winning percentage. A quality point is a score of 95 or better in one throw of an “01” game or 5 or more marks that score in one throw of a cricket game. To be eligible the shooter must have played 75% of the scheduled matches.

OKCDA LEAGUE GUIDELINES

- **Perfect Game** – 6 darts in 301, 9 darts in 501, or 8 darts in cricket. The person or people who throw a perfect game in their match will be awarded with a certificate.
 - **Ton 80** – 3 triple 20's in one throw. The individual who throws a ton 80 will receive a certificate.
 - **Hat Trick** – All 3 darts in the bull in one throw. The individual who throws a hat trick will receive a certificate.
 - **Round of 9** – 3 triples in different cricket numbers that can score. The individual who throws a round of 9 will receive a certificate.
- 14) It is the responsibility of the Captain to maintain appropriate behavior among their teammates. Each team must remain reasonably quiet while the opposing team is throwing. No threats or harassment, either verbal or physical, will be allowed. This league is designed for fun. The Captain has the right to remove any player on his team from competition at any time if that player displays abusive or grossly un-sportsman-like behavior. If a Captain decides to take this action, that player's turn is forfeited for the rest of that game. The player can be substituted for in subsequent games (see rule 3 and 5). Additionally, the bar still maintains the right to remove anybody from their bar just as they would any other bar patrons who are causing problems.
- 15) Each player will have a chance to throw **no more than nine darts in order to warm up prior to each game they play.**
- 16) Warm up throwing is allowed on other boards during match play provided that there is at least one (1) additional board between the game board and the practice board and subject to the agreement of Both Captains. Warm up is allowed on all boards between games.
- 17) Players are allowed to receive advice on what they have scored, what to throw at, how many points they have left, etc., from anybody except the scorekeeper. The scorekeeper can tell the shooter what was scored or what is left. This can only be done when requested by the shooter.
- 18) At the end of the match, the final score should be written on the lineup sheet and both Captains must sign the lineup sheet. The home teams are responsible for bring the score sheet and money to the appropriate drop off site no later that the Saturday after the match. This ensures that the results can be totaled and the standings published in a timely manner.
- 19) These rules allow several of the rules to be "bent" at the agreement of both teams. If the Captains verbally agree to bend the rules, the agreement reached by the Captains should be written on the back of the lineup sheet. This agreement will then supersede the rule as it is stated in this document. However, if this document does not provide for a specific rule to be bent then that rule cannot be changed by agreement of the Captains and any such agreement is null and void. An example of a rule that can be bent is the start of play at 7:45. If the Captains agree to start play at 8:00, the Captains should write on the back of the lineup sheet, "Agreed to start play at 8:00".
- 20) All protest that require resolution by the League Secretary must be noted on the score sheet for the match affected and delivered in accordance with rule 19. The board's ruling maybe protested by the affected captain. If that occurs, a meeting of the OKCDA Board will be called by the Secretary to vote to either withhold or overrule the ruling in question.
- 21) In manners of inappropriate behavior, i.e. cheating, any person caught cheating will be subjected to the following:
- 1ST Offense:** Immediate suspension of Team Captain and Member for one match, entire match ruled a forfeit.

OKCDA LEAGUE GUIDELINES

2ND Offense: Immediate suspension of team for the remainder of season, all matches ruled a forfeit.

Any other inappropriate behavior shall be handled by the League Secretary and the OKCDA Board jointly as deemed necessary.

PLAYOFFS:

In the event of a tie at the end of the regular season between any two teams in the standings the team with the best head to head record between the two steps up. If after both of the above are completed and there is still a tie, a best of thirteen matches will be played between them to determine the winner.

Captains Meetings:

In the event that a team fails to have a Captain or designated representative present during a scheduled Captains Meeting, that team will be subject to a deduction of one (1) win point in the win column. The win point will be transferred to the Loss Column.