

# Kanawha Valley Dart Association – Rules

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## **Rule I. – Membership**

### **Section A. – Membership**

1. League members must be 21 years of age or older;
2. At the direction of the K.V.D.A. Board of Directors and if applicable, an individual one-year membership fee as established by the K.V.D.A. Board of Directors is required. The current fee is \$5.00 per member;
3. At the direction of the K.V.D.A. Board of Directors and if applicable, all paid members will receive a membership card; and
4. If applicable, it shall be the responsibility of each member to have his/her membership card at each match. This card should be shown if and when their eligibility is challenged by an opposing captain.

### **Section B. – Registration**

1. A team/player registration fee as established by the K.V.D.A. Board of Directors must be paid on a seasonal basis, and prior to the published deadline. Sponsors may pay the team/player fees. The current fee is \$25.00 per player; and
2. Only fully paid teams/players will be scheduled for play each season,

## **Rule II. – Equipment**

1. All league competition shall be played on a regulation English bristle dartboard. The scoring wedge indicated by the twenty shall be the darker of the two wedge colors and it must be the top center wedge;
2. The dartboard must be secured to the wall so that the distance from the center of the board to the floor measures 5'8". The board must be stable and the impact of the dart must not cause it to shake, wobble or turn;
3. The dartboard should be in position so that it is readily available to the players without distraction to the thrower;
4. The throwing line will be indicated by a tape or raised hockey. Tape must be a minimum of 1" wide and 24" long. A raised hockey will be a minimum of 1" wide and 24" long and be at least ½" high;
5. The distance from the front edge of the dartboard to the front edge of the throwing line shall be 7'9-1/4". The diagonal measurement from the center of the dartboard to the front edge of the throwing line will be 9'7-3/8" plus or minus ¼".
6. Lights must be affixed in such a way as to brightly illuminate the board, reducing to a minimum the shadows cast by the darts, and not physically impeding the flight of the dart; and
7. All comments or protest concerning the equipment or playing conditions should be brought to the attention of the home team captain prior to the match. If the condition is not corrected and is still a problem, the home team captain should be informed that the match is being played under protest.

### **Rule III. – The Team – Player Status – New Players**

#### **Section A. – The Team**

1. Each team shall consists of a minimum of four (4) and a maximum of eight (8) members in good standing in the league;
2. A team roster (name, address, phone number of each player) must be turned in to the K.V.D.A. Board of Directors by the published deadline for that season;
3. Each team must have an acceptable team name; and
4. Each team must designate one active player to be its captain.

#### **Section B. – Player Status**

1. A player may register for any team in the league that he or she wishes, acceptable to the rest of that team. As a registered member of that team, he or she becomes ineligible to play for any other team during that season;
2. A player may register as a substitute if he or she wishes. As a substitute, he or she must follow the guidelines outlined in Rule V., Section A.;
3. A substitute may become a registered regular member of a team, prior to the last three weeks of the season, by the captain notifying the K.V.D.A. Board of Directors and upon payment of the appropriate team/player fees; and
4. A registered team member may be dropped from a team's roster by notifying the K.V.D.A. Board of Directors, attention President or Secretary/Treasurer, in writing. Once a team member is dropped by a team, he or she may not register on any other team or play as a substitute for the remainder of that season.

#### **Section C. – New Players**

1. A team may sign up a new player by giving a league officer all required roster information and paying the appropriate team/player fees at the end of the night of first match in which the new player plays;
2. New players MAY NOT be added to the roster of a team after the match prior to the last three scheduled matches of the season; and
3. A new player MAY NOT register and play as a substitute during the last three scheduled matches of the season.

### **Rule IV. – Schedule – The Match – Captains Duties**

#### **Section A. – Schedule**

1. Two players present at the starting time shall constitute a legal but incomplete team. A team starting with fewer than four (4) players may play late arrivals provided Rule IV., Section B., Article 4 is not violated;
2. Team captains (or acting captains) must meet prior to the start of the match to schedule players for each event. All events should be schedule at one time, unless the captains agree to waive this stipulation for late arrivals;
3. Line-ups must be made blind by each captain and they are not to be pre-arranged players against certain opponents; and

4. No player may be scheduled more than one in a singles event and no more than twice in a specific team event and must not partner with the same partner consecutively in a specific team event.
5. Line-ups cannot be changed after players have been scheduled, unless opposing captain agrees.

### **Section B. – The Match**

1. The format for a match in league play shall be determined by the K.V.D.A. Board of Directors prior to the start of each season;
2. The scoring system for a match will be determined by the K.V.D.A. Board of Directors prior to the start of each season;
3. The match shall start at 7:30 p.m. with a grace period of fifteen (15) minutes, or 7:45 p.m. for the start of the first scheduled event;
4. There shall be a five (5) minute time limit between each game. Violation could result in forfeiture of the game.
5. There shall be a two (2) minute limit between each person's turn in a game. Violation could result in forfeiture of turn; and
6. There shall be a one (1) minute limit between each dart thrown in a turn. Violation could result in forfeiture of turn.

### **Section C. – Captains Duties**

1. The captain shall be an active team member duly selected by the team;
2. A captain may appoint an assistant captain or representative from the team to carry out his/her official duties in his/her absence;
3. All captains are required to attend all captains meetings;
4. Captains are responsible for turning in or seeing that their team member's dues and team/player fees are paid;
5. Captains are responsible for fulfilling all requirements of scheduling a match pursuant to Rule IV., Section A;
6. Captains shall be responsible for their team knowing all rules or rule changes made during the season or any other information pertaining to the K.V.D.A. given out at captains meetings;
7. Captains are responsible for initiating any protest on behalf of their team to team members;
8. Captains are responsible for the conduct of his/her team and the accuracy of the score sheet and signing the same.

### **Rule V. – Use of Substitutes – Incomplete Teams**

#### **Section A. – Use of Substitutes**

1. Up to two (2) substitutes may be used in a match;
2. The use of a substitute(s) must be indicated on the score sheet of the match in which a substitute(s) is used. Failure to indicate the use of substitutes will result in the assessment of one penalty point by Rule VII., Section C., Article 3;
3. A team may use a substitute(s) in a maximum of five (5) matches during the season;

4. A team can use any one person as a substitute a maximum of five (5) times during a season;
5. Substitutes cannot play for a team in four (4) registered regular team members are present at the start of the match;
6. If a match begins using a substitute and a registered regular member arrives late, the team captain must decide if the substitute or registered regular member, but not both, will continue the match, beginning with the next event;
7. A substitute may play in only 10 matches per season. If they can play in more than that, they should be a registered regular team member;
8. The use of substitutes will not be allowed in any season playoffs;
9. If a team is tied for 1<sup>st</sup> or 2<sup>nd</sup> in their division and thus must playoff for one of the top divisional positions, the use of a substitute(s) will be allowed only for cause;
10. Any points earned by the use of an illegal substitute will be deducted from the team using the illegal substitute and awarded to the opposing team; and
11. East substitute must pay a substitute player fee at the end of the night of each match in which the substitute player plays or games player are subject to immediate forfeiture. The current fee is \$5.00;

### **Section B. – Incomplete Teams**

1. If less than the minimum number of players on a team are present at the end of the fifth ten (15) minute grace period and wish to go ahead and play the match, it is permissible;
2. If one (1) player on a team is present, he/she may only play in one (1) singles game and two (2) games of each type of doubles events and the team game, forfeiting his/her missing partners turn each time;
3. If two (2) players on a team are present, they may complete in only two (2) singles games and both games of each type of doubles events playing one (1) against two (2) or playing one type of each doubles as partners and forfeiting the other two doubles. The players can play two (2) against four (4) in the team game, forfeiting two turns where required; and
4. If three (3) players are present, they may complete in three (3) single games, all double events, and the team game. In the doubles, one (1) player would have to play against two (2) members of the opposing team, giving up his/her missing partners turn each time. The incomplete team would also have to give up one turn in the team game during each rotation.

### **Rule VI. – The Games**

#### **Section A. – Beginning a Game**

1. All games are begun with a toss of a coin to determine the option of throwing cork first. The player who throws closest to the cork has the choice of starting the game first or not;
2. Only players scheduled to play in the game may throw cork;
3. The dart must stick in the scoring section of the board in order to count. Additional throws may be made until the player's dart remains in the board. Should the second thrower dislodge the dart of the first thrower, a rethrow will be made with the second thrower throwing first;

4. If the first thrower's dart is anywhere in the single or double bull, the second thrower may request that the dart be removed prior to his/her turn. Rethrows will be called if the scorer cannot decide which dart is the closest to the bull or if both darts are anywhere in the single bull or both darts are anywhere in the double bull. Should a rethrow be called, the second thrower will throw first;
5. Darts must not be touched prior to the decision of the scorer. A player touching his/her dart or the opposing player's dart will forfeit the cork; and
6. In multiple player events, the cork shooter need not be the one who is scheduled to throw first for that team.

### **Section B. – “01” Games**

1. The objective is to begin with a certain number of points divisible by 100 plus 1 point (301, 501, 701, etc.). The player or team first to reduce their score to zero (0) is the winner;
2. To begin scoring in a 301 game, a player must land a dart in the outer (double) ring. To begin scoring in all other “01” games no double-in is required. This is considered free-in. All subsequent darts shall be counted for score. The inner bull or double bull fifty (50) is considered a double twenty-five (25) for both starting and finishing a game;
3. The game is finished when a player throws a dart that lands in a double that reduces the score to zero (0) evenly;
4. No fast finishes such as “Three in a bed”, “111”, “Shanghai”, etc. are permitted;
5. A player busts when his/her three darts (or less) score more points than remain in the game or score the exact number remaining but the last dart does not land in the double ring or in the three darts (or less) score one point less than remain in the game. Then this occurs, the score remains as it was prior to that turn.

### **Section C. – Cricket**

1. The objective is to “own” or “close” certain numbers on the board and have the greatest number of points scored. The player or team to do so first is the winner
2. Cricket is player using the numbers 20, 19, 18, 17, 16, 15 and both inner and outer bull.
3. Once a player or team scores 3 darts in a number it is “closed” by that player or team. Once both players or teams have “closed” a given number, no further scoring can be accomplished on that number.
4. When a number is “closed” by a player or team, each subsequent dart thrown in that number shall score the appropriate numerical value, provided the number is not “closed” by the opposing team.
5. Number can be “closed” in any order desired by the player or teams.
6. For the purpose of “closing” a number, the double and triple ring shall count as 2 or 3 darts, respectively.
7. After a number is “closed” the double and triple ring shall count as 2 or 3 times the numerical value.
8. There shall be no ties. If both players or teams are even in the numerical points, the winner shall be the first player or team to own or close all numbers.

### **Rule VII. – Scoring, Marking, Personal Points and Tournament Rules**

### **Section A. – Scoring**

1. For a dart to score, it must remain in the board five (5) seconds after the third or final dart has been thrown by that player.
2. No dart may be touched by anyone prior to the decision of the scorer. In order to score, the point of the dart must be touching the bristle portion of the dartboard, it does not have to support itself independently.
3. A dart's score shall be determined by the side of the wire at which the dart enters the dartboard. In the case where a dart lodges between the wires where they meet and it cannot be determined on which side of the wire the dart has entered the board, the higher score will always be awarded.
4. Both feet must be behind the hockey line. This line must not be over-trodden before the dart contacts the dartboard. If this rule is violated by a player, the opposing captain will warn the player and his captain. Further violations will result in the forfeiture of the score obtained from the dart(s) thrown.

### **Section B. – Marking**

1. It is the responsibility of each player to verify his/her score before removing any darts from the board; the score for that throw remains as written if one or more darts have been removed from the dartboard.
2. The thrower may accept assistance in tabulating his/her score from their captain or other participants, but remains responsible for verifying the score with the score keeper.
3. The scorer, may when asked, inform the throwers what they have remaining or what they have scored. The scorer may not inform the thrower what combinations the thrower should shoot for. It is permissible for a person to advise or coach a thrower during the course of a game, except when scoring.
4. Errors in arithmetic must stand as written unless corrected prior to the start of that teams next throw. This rule may be waived in the interest of sportsmanship, provided both captains agree.
5. If a player throws out of turn, that score shall be removed and the score corrected. The scheduled player shall then throw. The out-of-turn player forfeits his/her next regular turn in the game. The opposing team must challenge the out-of-turn player before any further darts are thrown. Failure to challenge immediately will result in the score standing as written.
6. The scorer shall conduct their self in a manner agreeable to both team captains or be replaced. (No talking, smoking, etc.)

### **Section C. – Personal Points**

1. A “personal point” is a score of one hundred or more in “01” and five or more marks of one number in cricket that score. In addition, three separate scoring triples in cricket will also be considered a “personal point”.
2. Players are responsible for checking the scoresheet for personal points before their captain signs it. No changes will be made once the scoresheet is mailed.

### **Section D. – Tournament Rules**

1. Winners Bracket - Best of Three. 1st game 501 free in, double out. 2nd game Cricket. 3rd game, if necessary, choice.
2. Losers bracket – 1 game. Game will be a choice game based on the coin flip rules listed in Section D., Article 3 below.
3. For all games a coin must be flipped, winner of the flip chooses who corks first and winner of the cork starts the game. In choice games & Losers bracket game, the winner of the flip will choose the game and choose who corks first. The winner of the cork will start the match. This coin flip rule applies to both singles or doubles matches.

## **Rule VIII. – Reporting Results, Protest, Penalties**

### **Section A. – Reporting Results**

1. Both captains shall verify the accuracy of the scorecard by signing it prior to submitting it to the league Secretary/Treasurer.
2. The official scoresheet will be completed and mailed to the appropriate place by the home team captain no later than 24 hours following the completion or hand delivered to the league Secretary/Treasurer no later than 48 hours following completion, or be subject to penalties outlined in Section C. of Rule VIII.
3. The official scoresheet will not be changed for any reason, once it has been signed by both captains and delivered to the league Secretary/Treasurer.

### **Section B. – Protest Procedures**

1. Only team captains may file a protest. Protest may be initiated by telephone or by stating same on the scoresheet.
2. Details must be submitted in writing to any K.V.D.A. officer no later than five (5) days following the alleged infraction or the protest will be considered invalid. Upon receipt of the written protest, the K.V.D.A. Board of Directors will appoint three (3) league members not directly involved in the protest, who will meet within one week and rule on the matter. Their decision is final.
3. A protest may be filed by any team captain whether it involves his/her team or another team.

### **Section C. – Penalties**

1. At the direction of the K.V.D.A. Board of Directors, a penalty may be imposed upon the home team in the event of a scoresheet being mailed or hand delivered late. That penalty will be one (1) point for every day that the scoresheet is mailed or hand delivered later than specified in Rule VIII., Section A., Article 2.
2. At the direction of the K.V.D.A. Board of Directors, a penalty point of one (1) will be deducted from any team whose captain or team representative fails to attend a captains meeting. Provided the captain has been notified three (3) days prior to the schedule meeting. A captain or representative will be excused if he/she notifies a league officer within 24 hours prior to the meeting.
3. At the direction of the K.V.D.A. Board of Directors, a one (1) penalty point will be deducted from any team that uses a substitute and does not indicate such on the scoresheet.

4. Physical violence is subject to immediate suspension from all league sponsored activities for one year, whether provoked or not, except in the case of self defense.
5. The K.V.D.A. Board of Directors reserves the right to levy penalties against any member or team found to be in violation of any of the rules listed herein.

### **Rule IX. – Sportsmanship**

1. Good sportsmanship should be the prevailing attitude during all league events.
2. Attempts to distract an opponent while he/she is throwing will not be tolerated. Complaints may result in disciplinary action being taken. Until the distraction is removed the limits between darts may be waived.
3. If so requested by the thrower, all players must align themselves out of the throwers line of vision and/or behind the position from which he/she is throwing.
4. When an infraction of the K.V.D.A. rules has been committed, it is the responsibility of the team captains in the interest of good sportsmanship to resolve the infraction at the time of the infraction (or when noticed). If no agreeable resolution can be achieved at that time, a protest or counter protest is to be initiated at that time and will have no effect on the playing or the remainder of the match.
5. Language and conduct should be acceptable.

### **Rule X. – Gambling, Postponements, Forfeiture, Withdrawal**

#### **Section A. – Gambling**

1. Gambling is neither sanctioned nor authorized at any K.V.D.A. sponsored event.

#### **Section B. – Postponements**

1. In the event of necessity, postponements may be arranged by a team captain by contacting the opposing team captain at least 24 hours prior to the scheduled match. It is preferred that contact be made by phone or in person. Postponing team captain must obtain confirmation from the opposing team captain 24 hours prior to the scheduled match. Postponements by email or answering machine without confirmation are not valid. Postponement disagreements or problems with meeting the postponement deadline can be directed to the League President. The match must be rescheduled at the original sight, at a mutually agreeable time, within 10 days.

#### **Section C. – Forfeiture**

1. In the event a team is not present at the end of the fifteen minute grace period of a schedule match, a forfeit shall be in effect.
2. In the event of a forfeit, the team forfeiting the match will receive zero (0) points. The other team present will receive two-thirds (2/3) of the match points. Should the captain of the “winning” team be dissatisfied with the forfeit points awarded, an appeal may be directed to the K.V.D.A. Board of Directors to instruct the team losing by forfeit to play the scheduled match within 10 days. Such an appeal must be made within 5 days of the forfeited match. If the forfeiting team does not comply, the team will be considered withdrawn from the league and Rule X., Section C., Article 2 will apply.



3. A scorecard must be mailed to the K.V.D.A. Secretary/Treasurer and must be signed by the captain or acting captain of the present team.
4. A team that has forfeited two (2) matches must notify the league directors or officers at least three days prior to its next scheduled match, regarding its problem, or that team will be considered withdrawn.

### **Section C. – Withdrawal**

1. A team may withdraw from its division after the K.V.D.A. has been informed in writing.
2. If a team withdraws from the league during the season, all points that team has won and lost will be considered null and void.

## **Rule XI. – Division Standing, Ties, Awards**

### **Section A. – Division Standings**

1. The team with the highest number of points at the end of a season is the division's winner. The team with the second highest number of points at the end of the season is the divisions runner-up. All ties will be played off.

### **Section B. – Ties**

1. All teams tied at the end of the regular season must be pre-pared to play off the ties. The times, pairings, and sites of all play off will be determined by the K.V.D.A. Board of Directors.
2. The format for tie play offs will be the same as the regular league match.

### **Section C. – Awards**

1. An awards committee will be appointed by the K.V.D.A. Board of Directors.
2. Only registered members of a team will be eligible for trophies and awards for team position.
3. Substitute members will be eligible for individual awards.

## **Rule XII. – Policy Changes**

### **Section A. – Policy Changes**

1. Policy changes, temporary rulings and general information may be announced on the weekly standing sheet or supplementary sheet. These policies will be considered to be in effect immediately. It is the responsibility of each league member to read these announcements.