

WESTERN MARYLAND DART ASSOCIATION

Rules and Guidelines – Effective Spring 2008

1 STARTING A TEAM

1.1 Captain's Duties

1.1.1 Integrity

The first rule in the WMDA is "Fair Play". Each member and team is expected to show respect and consideration toward their opponents, other teams in the league, owners, proprietors and staff of sponsoring establishments. It is felt and proven that the game is enhanced when the players make themselves, rather than the rulebook, responsible. In the WMDA, excellence and good sportsmanship are required. We stress the individuality of each participant and camaraderie among all WMDA members. Always remember that on league night, you represent the WMDA and your behavior and conduct reflect on the league as a whole.

1.1.2 Roster Submission and Fees

1.1.2.1 Initial Rosters

Initial rosters are due the Friday before each seasons captain's meeting. Initial rosters, final rosters, team dues, and bar fees must be mailed to the league or dropped in one of the league stat boxes. The league address is:

**WMDA
P.O. Box 1308
Frederick, MD 21702**

Stat boxes are located inside the front door of both Krug's and McGurk's during normal hours of operation.

1.1.2.2 Team Composition

Each team is allowed a maximum of 8 players, including the team captain. Rosters must be complete with captain's information, sponsor name and phone number as well as all team member's addresses and phone numbers. There will be no exceptions. No sponsor address can be used for the player's address. If a member is not interested in receiving mailings, please note that on the roster sheet.

1.1.2.3 Final Rosters

Final rosters are due by the 4th week and must be submitted on an official WMDA roster sheet. If the final roster is not received, the initial roster will be used as the final roster. No additions to final roster are permitted after the final due date unless specifically approved by the Board of Directors.

1.1.2.4 Fees

All fees (team and sponsor) are due the 4th week of the season. Any team fees that are not paid by the deadline will result in a penalty of one percentage point from your team's winning percentage for each week the dues are late. Sponsors that fail to pay their dues will no longer be able to sponsor a team or receive awards until all dues, past and present, are paid in-full. Sponsor dues are determined by the board prior to each season. Sponsors will be invoiced and dues must be received by the above date. Team dues are determined by the board prior to each season and invoices will be included in your team packet. The league strongly encourages payment by check, money order or Paypal® accessible on the league's website. Captains are responsible for collecting dues from their team members and submitting them to the league with the invoice attached. If the captain does not pay the dues and the players can not

prove they paid the captain, the players are still responsible for the dues. Players - DO NOT GIVE YOUR CAPTAINS CASH. Make checks or money orders payable to WMDA and provide to your captain for forwarding to the league. Invoice numbers should be included with payment to insure proper credit for payment.

1.1.3 Dart Boards – League Issued

Captains will be responsible for league issued dart boards. Dart boards are to be used for league play only. Boards are not to be misplaced or abused and are to be turned over to the sponsor at the end of the season. It is required of Captains to bring their boards to both home and away matches as both teams will use their boards simultaneously during league play.

1.1.4 Playing Environment

It is the captain's responsibility to ensure that the boards and the throw line are set to meet ADO standards as follows: The vertical distance from the center of the board to the floor shall be 5' 8". The horizontal distance from the oche (pronounced "hockey" without the "h") or (throw line) to the face of the board shall be 7' 9 1/4". The distance diagonally from the center of the board to the oche shall be 9' 7 1/2". The oche shall be a minimum of 2' long and placed parallel to the board. The board shall be lighted to cast minimal shadows. Captains should report any discrepancy to a board member for investigation. The home team captain will be responsible for ensuring available shooting areas, verifying dimensions, and providing adequate markers, scoreboards, erasers and lighting.

1.1.5 Score Sheet Submission

All score sheets must be dropped in the WMDA box at McGurk's or Krug's no later than 8:00pm on the Friday after the match.

If circumstances prohibit the timely turn in of score sheets, the captain is required to contact the statistician and discuss the situation with him/her by the 8:00pm Friday deadline.

Any team that does not drop off their score sheet in the box by the deadline and does not justify it to the statistician will receive a penalty of one percentage point from their team's winning percentage per incident. For instance, if your team record is 60-40 and you miss two deadlines for score sheet turn in, your winning percentage will be 58% instead of 60%.

If there is a difference in scoring on the score sheets (front or back), the results in dispute will not count or the lowest score will be used. The captains are responsible for comparing score sheets before signing them.

1.1.6 Conduct

1.1.6.1 General

As a team captain, you are responsible for the overall conduct of your team and its members.

1.1.6.2 Penalties and Enforcement

Any team captain who fails to meet the responsibilities and expectations of a team captain may be prohibited from holding a team captaincy at the sole discretion of the Board of Directors. Examples of captains' irresponsibility include, but are not limited to:

- Repeated failure to collect and pay league fees in a timely manner
- Repeated failure to submit league paperwork (rosters, score sheets, etc) in a timely manner
- Wanton disregard for league etiquette, courtesy and sportsmanship

1.1.6.3 Home Team Precedence

In the **rare** occasion that both captains can not agree on a common courtesy (chalker/no chalker, shoot both doubles at the same time, etc) it will fall on the home team captain's decision.

2 Game Play

2.1 Seasonal Organization

2.1.1 Seasons

There are three seasons; Fall, Spring, and Summer. Depending on your division makeup, you will usually have between 14 and 16 weeks of regular league play and between 1 and 3 weeks of playoff matches. The length of the summer session will vary and be determined by several factors such as the number of teams that have signed up, the dates of summer holidays, the distribution of teams by skill level, etc.

2.1.2 Season Schedules

Generally, each team will shoot each of the other teams in their division 2-3 times during the season. Schedules will attempt to not interfere with major holidays, and to be fair to all teams and sponsors. If a problem does arise, with the schedule, it is the team captains' responsibility to make other arrangements and to contact the statistician and a board member. Any scheduled match can be shot at any time in accordance with guideline 2.9.4, provided it is mutually acceptable to both teams.

2.1.3 Playoffs

The top 3, 4, 6 or 8 teams in each division will compete, depending on the number of teams in the division.

2.1.4 Playoff Eligibility

For the Fall and Spring seasons a player must shoot 3 separate nights out of the 15 week season. For summer they must shoot 2 separate nights out of the 10 week season. The only exception is when the week amounts for the seasons vary from the normal.

2.1.5 Terms Defined

Several terms are defined for clarity. They include:

Match:	The entirety of the night's play; the total number of games played.
Game:	One of up to three elements of a match for which up to 3 points are assigned.
Leg:	A segment of each game played for which one point is assigned.
Turn:	3 darts thrown (if all are needed and/or count), darts scored, retrieved and player crosses back over the oche (toe line).

2.2 Divisional Organization

2.2.1 Division Assignment

The Board of Directors will attempt to assign teams to the requested division. However, teams may be assigned to a different as a result of:

- Team stats from previous seasons.
- Personal stats from previous seasons.

2.2.2 Moving Down

Players may only drop one (1) division from the previously played session unless approved by the Board of Directors.

2.2.3 Divisions – Number and Makeup

The number of divisions will be determined by the number of teams registered. Usually, divisions will consist of between 6 and 8 teams. The Board will make every attempt to maintain competitive parity in each division by placing equally skilled teams together. A team average, including all players on the team, may be used to determine the placement of a team if there is any uncertainty regarding the appropriate division for a team.

2.2.4 Team Standings

Teams regular season standings will be determined by their winning percentage equal to the number of games won divided by the total number of games played over the course of a season.

2.2.5 Division Winners – Moving Up

Divisional regular season winners of any fall or spring season will be required to move up a division except at the board's discretion.

2.2.6 Division Formats

Division formats will be decided by the captains within each division at the captain's meeting. This will only occur if there are issues with the formats that are currently in place – otherwise formats will remain consistent from season to season.

2.3 Match Night

2.3.1 Captain Responsibilities

Each captain must have a copy of these guidelines at each match and are responsible for making sure their team knows and follows the rules while ensuring that the appropriate set up is in place in advance of the scheduled time of a match.

2.3.2 Start Time and Match Flow

Matches are scheduled to begin at 7:00PM. The match must begin by 7:15 and requires at least two team members present to begin a match. Matches are not required to be played in order during the regular season. Games that cannot be played due to absent players will result in a forfeit of those games unable to be played. Games may be played in each set with available players. i.e. – you can play 2 on 1 in doubles game with a turn being forfeited in rotation within the leg itself (throwing short). However, be careful not to exceed the maximum amount of games each player can shoot in one night. Please try to keep the games moving by being ready to shoot. Refer to your score sheets for the maximum number of games a player can shoot per match.

Common courtesy should be the overriding factor in moving games along!

2.3.3 Corking (The Diddle)

2.3.3.1 Determining the Cork Option

All games will be begun by THROWING THE CORK. The player throwing the cork first **will be decided by a coin flip**. The scorer will toss the coin for each game with the player from the opposing team calling the toss. In the event a scorer is unavailable, the home player will toss the coin with the visiting player calling the toss. The winner will have the option of throwing first or second. The player throwing closest to the Cork shall throw first in the first leg. The loser of the first leg has the option of throwing the cork first in the second leg. If a third leg is necessary, the cork will again be thrown, with the loser of the original coin flip having the option of throwing first for the cork.

2.3.3.2 Determining Who Wins the Cork

The winning cork will be determined without touching the darts. The player whose dart is closest to the inner bull wins the cork. The second thrower may acknowledge the first dart as an inner or outer Bull (Cork) and ask for that dart to be removed prior to his throw. Should the first dart be removed without the request of the 2nd thrower, a re-throw will occur; with the second thrower now having the option of throwing first. The dart must remain in the board in order to count. Additional throws may be made when throwing the Cork, until such time as the player's dart remains in the board. Should the second thrower dislodge the dart of the 1st, a re-throw will be made with the second thrower now throwing first. Re-throws shall be called if the scorer cannot decide which dart is closest to the Cork, or if both darts are anywhere in the inner bull, or both darts are anywhere in the outer bull. Decision of the scorer is final. Should a re-throw be necessary, the darts will be removed and the person who threw second will now throw first.

2.3.3.3 Diddle Outside Triple Ring

All darts thrown for cork must be inside the triple ring to count. Any dart landing in the triple or outside the triple ring will be re-thrown.

2.4 Games Contested

2.4.1 301 and 501 games

The object is to score the required number of points in the game. You must finish by throwing a double which results in a score of zero. If a player throws more points than remain, throws a score resulting in a remainder of 1, or throws a score resulting in a remainder of zero without doing so by striking a double in their last dart thrown, then the score reverts to what it was prior to the beginning of the turn. 301 games must be started by throwing a double. All other 01 games are straight in.

2.4.2 Cricket

Numbers used in Cricket are 20 through 15 and the bulls eye (cork). The object is to score three of each number. Points are scored when a shooter throws a fourth or more of a number and the opponent has not yet thrown three of that number. To win, a shooter must have all numbers closed and as many or more points than the opponent.

2.4.3 Cork Calls (CC)

The winner of the cork or diddle (closest dart to the bull) for each game chooses the game to be played, choosing between 301, 501, or cricket.

2.4.4 Tied Match – Playoff Only

In the event that a playoff match is tied at the completion of the standard format, a minimum of 4 team members will shoot a 1001 game straight in and double out. All players will shoot in order and take turns score keeping unless someone is available to keep score.

2.4.5 1001 – Shorthanded

In the unlikely event that a 1001 game must be played AND a team has LESS than 4 people available to shoot (someone leaves early), that team will shoot short-handed and receive no score for those players who are short of the minimum of four (4) shooters.

2.5 Forfeits

All team forfeits will be handled at the discretion of the board.

2.6 Scorekeeper

2.6.1 General

Scorekeeper's decisions are final. Home and visiting teams will take turns scorekeeping. It is suggested that scoring responsibilities start with the home team and alternate throughout the night's games. However, common sense should apply and no game should be held up due to a player score keeping a separate game.

2.6.2 Obligations

Scorekeeper can tell thrower darts thrown, total points thrown and points left, but **only if asked**. Scorekeepers cannot give or suggest number combinations, only point totals. Shooters are responsible for the accuracy of the scorekeeper.

2.6.3 Position & Conduct

Only the scorekeeper will be allowed in front of the throw line while a game is in progress.

Scorekeepers will not distract the game and will follow scorekeeper's rules. (See scorekeeper's guidelines in your captain's packet)

If at any time the captains feel the scorekeeper is distracting, they should ask the opposing captain to ask the scorekeeper to stop that action and if it continues you have the right to ask for a replacement scorekeeper.

2.7 Scoring

2.7.1 Bounceouts

A dart that bounces out may not be re-thrown.

2.7.2 Legal Throw Defined

Any dart thrown which travels more than halfway to the board shall count as being thrown.

2.7.3 Incorrect Scoring

Incorrect scores will stand unless they are corrected before that team's next shot in '01 games. Incorrect scores must be corrected before the next darts are thrown in cricket. Shooters are responsible for the accuracy of the scorekeeper. NO PLAYER SHALL REMOVE DARTS FROM THE BOARD UNTIL THE SCOREKEEPER HAS RECORDED THEIR SCORE. If a dart is pulled from the board prior to the score being recorded, the turn is forfeited and no score shall be recorded.

2.7.4 Touching of Darts

Darts may not be moved or touched by the player, scorekeeper or anyone else until all three darts have been thrown and the score is recorded or the game winning shot is thrown with one of the first two darts.

2.7.5 Game Conclusion

Once a game shot is thrown, the game is over. All darts after the game shot will not count.

2.7.6 Busting

In '01 games, once a "bust" has been scored, the round is over.

2.8 Recording Game Shots & Statistics

2.8.1 Out Shots – Marking

High out shots will be marked on the front of the score sheet only.

2.8.2 In Shots – Marking

High ins over 40 are marked on the back of the score sheet under "Double Ins" only.

2.8.3 All Other

All other marks are to be recorded on the back of the score sheet only.

2.9 Match Postponements (Weather, Holidays, etc.)

2.9.1 Weather

If a Snow Emergency Plan is in effect for Frederick County, Maryland, as stated by the Maryland State Police, at 5:00pm on a scheduled league night, then matches will be considered league-postponed. However, if both teams agree to shoot, they may play their match as scheduled.

2.9.2 Rescheduling League Postponements

League-postponed matches will be rescheduled on an alternate night by the end of the regular season unless deemed otherwise by the Board of Directors.

2.9.3 Holiday and Special Events

In the event of a holiday or other special occasion, teams may decide to shoot on another night that is mutually acceptable to both teams. Every effort should be made to throw the match prior to the end of that week.

2.9.4 Non-League Rescheduling

All matches that are rescheduled by teams (not by the league) must be played within two weeks of the scheduled match date, but not later than one week prior to the first playoff match.

2.9.4.1 Any team requesting a reschedule MUST contact the opposing captain in advance to make the request

2.9.4.2. If the opposing captain AGREES to reschedule the match, the responsibility is now shared equally by both captains to reschedule the match within the allotted time. Captains are under NO OBLIGATION to accept a rescheduling request and may reserve the right to play the match as scheduled.

2.9.4.3. If both captains agree to reschedule a match, and a mutual time can not subsequently be agreed upon by BOTH captains within the time period allowed by 2.9.4 above, the match shall result in a double forfeit with a final score of 0-0.

2.9.4.4. Once a rescheduled time is agreed upon by both captains, the rescheduled time must be communicated to a league officer or board member, by BOTH CAPTAINS, in advance.

2.9.4.5. Teams must shoot the match at the newly scheduled time, including shooting shorthanded if necessary.

2.9.4.6. Complete failure to show for any scheduled OR rescheduled match shall result in a forfeiture of all games to the team present, regardless of how many players are actually present.

2.9.5 Notification of Postponements and Penalties

To avoid penalties for missing paperwork, all postponed or rescheduled matches (other than league-postponed matches as in 2.9.1 / 2.9.2) must be reported to the league statistician (or any board member in the event the statistician is unavailable) no later than the deadline for the submission of that week's score sheets.

3 Awards

3.1 Team Plaques

The sponsor of the team winning the playoff championship will receive the sponsor's plaque. Roster members **who are eligible to compete in the playoffs** will receive a plaque.

3.2 Top Shooter Plaques

Top shooters of a division, that have the minimum number of games, will receive a plaque. Total top shooter awards shall equal the number of teams in the division plus one. Additionally, a top female shooter award will be awarded for any division where 3 or more women meet the minimum shooter requirements.

3.3 Pins and Certificates

Any shooter who throws a 180 or 9-mark will receive an appropriate pin, regardless of the number of games played during league play. The league will provide the first of each type of pin (180 and 9-mark) free of charge. Any shooter achieving more than one of either accomplishment may purchase additional pins (up to the number achieved) for a nominal fee. Any shooter who throws a **Dead-Eye** (6 bulls-must all count) will receive a Dead-Eye Certificate.

3.4 High In and High Out Awards

High out and High in plaques will be distributed to players who achieved them, regardless of the number of games played during the season.

3.5 Award Ceremonies

Members, and their families or guest, will be invited to attend the annual picnic and banquet at which awards will be presented.

3.6 Award Eligibility

The minimum amount of games to be eligible for top shooter awards will be determined prior to each season and be included in your team packet. Minimum amount of games are determined using this formula: $((\text{number_of_weeks} * \text{minimum_number_of_possible_games}) * 70\%)$

4 Tournaments

4.1 Annual Tournaments

There will be a minimum of 2 tournaments sponsored by the WMDA per year. Entry fees will be returned as prizes.

4.2 ADO Qualifiers

A minimum of 4 qualifiers will be scheduled. These are a modified round robin format where the winners will move on to the regional ADO competitions. Entry fees will be utilized for the regional entry fees.

5 Government

5.1 Board of Directors

5.1.1 Composition

The board of directors shall consist of 9 members.

5.1.2 Election Of

4 Board Members are elected at the Spring Captain's meeting for one year and 5 members are elected at the Fall Captain's meeting for one year.

5.2 Officers

5.2.1 President

The President is elected at the Spring Captain's meeting for one year.

5.2.2 Other Officers

The President and Board of Directors shall appoint the Vice President(s), Secretary, Treasurer, and Statistician for the year at the first Board of Directors meeting following the Spring captain's meeting, in accordance with the league bylaws.

6 Individual Statistics

6.1 Game Shots

6.1.1 Singles Games

Player who wins the leg will receive 1.0 point

6.1.2 Doubles Games

Player that takes the out shot will receive 1.0 point

Partner will receive 0.5 point

6.1.3 Counting Marks in Cricket

Single Bull counts as two marks

Double Bull counts as three marks

Cork shots - **only those required to win** the leg count.

Only darts that COUNT TOWARD SCORING are considered for marks

Examples:

- 3 single bulls count as a 6 mark
- Single bull and double bull count as a 5 mark
- Two double bulls count only as a 5 mark when only 3 bulls are needed, but as a 6 mark if all four are needed.
- If 15's are still open, trip 15 and two double bulls count as 8 marks (unless all four bulls are used, in which case it would be 9 marks). Trip 15, single bull and double bull also count as 8 marks.
- 3 double bulls count as a 9 mark **ONLY** if **ALL 6** bulls are needed. This shot is called a "Dead Eye"

6.1.4 x01 games

Throw Score	
95-120	0.5
121-140	1.0
141-160	1.5
161-180	2.5
Out Shots	
41-60	0.25
61-80	0.5
81-98, 100	1.0
101-120, 99	1.5
121-160	2.0
161-170	3.0
Double In (301)	
41-60	0.5
61-80	0.75
81-100	1.0
101-120	1.5
121-160	2.0
161-170	3.0

6.1.5 Cricket

Cricket Marks	
5 marks	0.5 (Div 3 and lower only)
6 marks	0.75
7 marks	1.0
8 marks	1.5
9 marks	2.5

6.1.6 Short Games

501 & Cricket	
22-24 darts	0.25
19-21 darts	0.5
16-18 darts	0.75
13-15 darts	1.0
10-12 darts	1.5
9 darts	2.5
301	
16-18 darts	0.25
13-15 darts	0.5
10-12 darts	1.0

7-9 darts	1.5
6 darts	2.0

Revision History:

Third rewrite 11/06 by Rules committee

Review 11/06-1/07 by Rules committee

Discussed 2/07 Board Meeting in brief

Minor form corrections 2/07

Emailed 3/07 to Board for review

Approved 3/12/07 by Board

Modified 6/18/07 – changed board makeup from 11 to 9

Effective date is at the conclusion of the Summer 2007 Season 8/31/07

Modified 12/18/2007 for Board review

Effective date is at the conclusion of the Fall 2007 Season 12/19/2007