

GREATER FLINT DART ASSOCIATION
LEAGUE RULES
****Revised August, 2011****

THE FOLLOWING IS A LIST OF RULES AND GUIDELINES FOR LEAGUE PLAY SET FORTH BY THE GREATER FLINT DART ASSOCIATION (GFDA). UNLESS OTHERWISE STATED HEREIN, THE AMERICAN DART ORGANIZATION (ADO) RULES SHALL APPLY.

L. MEMBERSHIP

- A. Sanctioned players (GFDA members in good standing) may participate in GFDA leagues.
- B. Players must be sanctioned by September 30th or prior to the first night of darts, if unsanctioned.
- C. League players are entitled to attend banquets, receive awards, newsletters and stat sheets, and to vote at all elections and general membership meetings.
- D. Sanctioned members are entitled to vote at all elections and general membership meetings and to sub on leagues when all qualifications have been met.
- E. When a player's eligibility is challenged by the opposing team, it may be protested under procedures set forth in Rule 15. Such protest fails upon proof of membership. The player in question may not be refused the right to participate in a match night due to failure to produce proof of membership. (NOTE: The treasurer generally knows who is sanctioned for league play.)
- F. When ineligibility is proven, all points won by that player shall be forfeited to the offended team.

2. SCHEDULES

- A. Schedules shall be arranged so that each team (A) plays team (B) with team (A) and (B) alternating home schedules whenever possible.
- B. Teams must shoot at the scheduled establishment unless playing conditions dictate otherwise and both captains agree to the change. Statistician and/or league arbitrator is/are to be notified of the change.
- C. League will not be scheduled on major holidays, Super Bowl Sunday, or weekends of State Tournaments (Sundays only).

3. EQUIPMENT

- A. There will be an appointed inspector to see that all boards are in adequate condition. GFDA suggests captains keep the boards rotated as needed.
- B. An ADO approved bristle board must be secured to the wall so that the distance from the center of the bull to the floor is 68" and the face of the board to the throwing line is 7' 9 and 1/4" with multiple boards measuring 4' from bull to bull and 4' from an immovable obstruction. (If both or all teams/ players agree, boards in question may be used in league play)
- C. Board Certification is required prior to each season's start at all establishments housing GFDA leagues. The establishments will also have a letter from the board stating what is wrong and have a reasonable length of time to correct the situation.
- D. A score board must be mounted within 4' laterally from the dart board and not more than a 45 degree angle from the dart board.
- E. 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 the dart.
- F. All scheduled establishments are responsible for equipment.

4. THE TEAM

- A. Teams may consist of from four to six players. Mixed leagues consist of at least two men and two women. Open and novice leagues consist of any combination of men and/or women.
- B. Lineups must be filled out prior to each event: Team game, Doubles 01, Doubles Cricket, Singles 01 and Singles Cricket Double In Double Out.
- C. Lineups are man vs. man, woman vs. woman, in the mixed league.
- D. Away team must fill out their lineup first.
- E. Captains will list players by their full names and such lineups will be locked into and played in order of the corresponding number on the score sheet. (This rule may be waived by extenuating circumstances and the agreement of both team captains in the interest of time)
- F. Four person team league: A team legally starting with less than four players may play late arriving players at the beginning of the next event, provided rule 5B is not violated.
- G. A team game played with only 3 players will result in forfeiting one turn per round. A doubles game played with only 1 player will result in forfeiting one turn per round.
- H. No player may participate in more than one doubles per event.

5. TIME FACTORS

- A. A 15 minute grace period may be allowed after the starting time.
- B. No more than 10 minutes may elapse between events unless determined and agreed upon by both team captains prior beginning starting time.
- C. No more than 1 minute may elapse between darts.
- D. Should a player's playing equipment become damaged or be lost during the course of a throw, that player shall be allowed up to a maximum of 5 minutes in which to repair/replace the playing equipment.
- E. A maximum time limit of 5 minutes, under exceptional circumstances subject to permission of both team captains, shall be allowed in the instance of a player requiring to leave the playing area, during the course of match play

6. BEGINNING

- A. Flip of the coin prior to team game will determine choice of cork/diddle for the night. Second leg, loser of the first leg has choice of the cork. Third leg, loser of the original flip gets the choice of the cork.
- B. Only players scheduled to play in that event may throw for the cork.
- C. Should the two captains call for a re-throw at the cork, the orders shall be reversed with additional re-throws being made on an alternating basis.
- D. The dart must remain in the board in order to count.
- E. Darts must not be touched prior to the decision of the two captains. When a dart is touched the decision goes to the offended team.
- F. The home team has the choice of the board the match will be played on. All GFDA certified available boards will be used.
- G. In the event that two or more teams are home on one night, captains will flip a coin for choice of boards.
- H. When a single or double bull is thrown, it must be pulled from the board upon request.

7. TEAM GAME

- A. A complete team for the purpose of the team game shall consist of: Four players from the home team and four players from the visiting team.
- B. When both teams are equal in total number of players, they will throw on an

alternating basis.

- C. No player may throw again until each of his/her teammates has completed a throw. Players may be listed on the score board in playing order prior to the start of the team game. A player throwing in improper order shall forfeit his/her score and his/her turn in the rotation for that round, providing the opposing team has noted such a violation prior to the beginning of offending team's next throw. When the violation results in finishing a leg or event, the opposing team has 2 minutes to recognize the shot was taken out of order.

8. SCORING AND MARKING

- A. All 701 and 501 games are straight start and double out, 601 and 301 games are double in double out
- B. To finish a leg or an event a player's last dart thrown and scoring must be the double of the number equal to half the remaining score. A dart thrown and hitting the board after a finishing double has been hit is void. This rule applies whether or not the thrower realized that the finishing dart had previously been thrown.
- C. All scoring shall be subtracted from a start of 01 (701, 601, 501, 301) for 01 games and all Cricket games shall be according to the American Cricket Rules.
- D. Bust Rule: A player busts when with 3 or less darts he/she leaves a remaining score of one or less. When this occurs, the score remains as it was prior to his/her throw. The next opposing player then takes his/her regular turn.
- E. In order to score, the point of the dart must be touching the bristles of the dart board.
- F. A dart score shall be determined from the side of the wire at which the point of the dart enters the board.
- G. A dart must remain the board 5 seconds after the final dart has been thrown in order to score.
- H. If a dart sticks between the ends of wires that complete a double or triple ring, the intent of the dart shall be counted.
- I. It is the responsibility of the player to verify his/her written score before touching and/or removing his/her darts from the board. The score must be marked before the darts are pulled or the score is void.
- J. When a chalker is used, the chalker may inform the thrower what he/she has scored or what he/she has left. He/she may not inform the thrower what he/she has left in terms of number combinations.
- K. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that team's next throw.
- L. The chalker shall refrain from smoking and drinking and must remain stationary.

9. REPORTING RESULTS

- A. Home team is responsible for pickup of score sheets. Each captain must assure that their own sheet is turned in.
- B. The score sheets must be signed by both captains. Results must be dropped off at the drop off point or called in to the statistician within 48 hours from the match start time.
- C. If the score sheet is not turned in or called in on time, no points will be awarded. If sheet is turned in and signed by both captains, points will be awarded. Special darts will be awarded if the sheet is turned in or called in. If called in, the score sheet must be physically turned in by the next week of play.

10. RESULTS

- A. All results, as posted by the coordinator/statistician shall be considered final unless protested in writing within 48 hours after the next schedule match.

11. CHAMPIONS AND AWARDS

- A. The team with the highest number of points at the end of a session is that division champion.
- B. First place ties will be played off. The time and place will be set by the GFDA Board.
- C. When a team wins a season, that team may move to the next division when it is possible to move.
- D. When a first place team splits and at least half of the team remains together, one or both of the new teams may move to the next division when it is possible to move.
- E. Teams finishing in the last 2 places of a division may move to the next division down when it is possible to move.

12. POSTPONEMENTS

- A. A match may be postponed by mutual agreement between captains at least 24 hours prior to the match. Exceptions to the aforementioned shall be "Acts of God" (i.e., snow, ice, floods)
- B. It will be the responsibility of the captain requesting the postponement to notify the coordinator/league arbitrator.
- C. The team accepting the postponement shall have the right to set the date and time for the match, provided such are considered reasonable to both.
- D. When both captains so agree and inform the coordinator/league arbitrator, they may play the match prior to the night on which it is scheduled when all qualifications are met (i.e. subs).
- E. All postponements must be made up within 2 weeks, or 72 hours before a position round.
- F. When a postponement is not made up within the time limits due to one team's procrastination, the match points will be forfeited to the offended team.
- G. When a postponement is not made up within the time limits due to the failure of both teams, all points for both teams are forfeited.

13. FORFEITS

- A. Should a team not show up (other than the 24 hour notice or the 15 minute grace period) at league starting time, that team shall forfeit all points for the team event.
- B. 25 minutes after the starting time, the doubles points are forfeited.
- C. 35 minutes after the starting time, the singles points are forfeited.
- D. Any member of the GFDA who forfeits a singles match without sufficient reason (i.e., medical emergency to include illness or injury, or an emergency at home) will be SUSPENDED for the remainder of the session (fall or spring) and the entire next session (fall or spring).

14. TEAMS WITHDRAWING

- A. Teams withdrawing shall result in removal of all points concerned from the standings and will be considered a bye.
- B. No points will be awarded on bye night.

15. PROTEST PROCEDURE

- A. Any team captain may file a protest concerning a violation of league rule(s). The protest must be signed by the captain. A notice of protest must be written on the back of the score sheet so as to notify the league coordinator/arbitrator within 48 hours.
- B. The Board will mediate between all parties concerned to resolve the protest.
- C. Should the Board be unable to resolve the protest, the Board shall call for a special meeting of the captains and any team members involved of all teams concerned. A written notice of the meeting shall be sent 5 days prior to the scheduled time to all parties concerned.
- D. Should all parties not be present, a decision will be made based on the facts available.
- E. There will be a \$10.00 fee for filing a protest. If protest is won, the fee will be refunded.

16. ADDING NEW PLAYERS

- A. New players may not be added during the last 3 weeks of play.
- B. New players may not be added during playoffs or position rounds.
- C. All teams must have 4-6 players at the time of roster deadline to be scheduled.
- D. A team captain may play a new player provided that the player is a sanctioned member of the GFDA and league fees are paid by the third night that player plays.

17. PLAYER-TEAM STATUS

- A. A player may register for one team per night/division. He/she does not officially become a team member of any team until the league fee is paid.
- B. A player may register as a sub only whereas a sub pool can be formed for the entire league to draw on. All subs must be sanctioned. Subs are eligible to receive awards for any special darts, low games, high outs, etc.
- C. When a player has subbed in at least 2 matches on any league or is a team member in a different league (i.e., team member on Sunday and subbing on Monday) he/she is eligible to sub in the last 3 weeks of play or in a position round.**
- D. Players quitting a team during a season must wait until the following season to rejoin the league.
- E. Team rosters must be in at the beginning of each season, and league fees must be paid by the third week of play. Deadline for teams signing up for the league will be specified at the general membership meetings.
- F. Men are not eligible to sub on the women's league. Players are not eligible to sub on a night that their league is scheduled to play until the beginning of the next season.
- G. A legal lineup for league play must consist of at least 2 permanent team members for each team.

18. GAMBLING

- A. Gambling is neither sanctioned nor authorized at GFDA league functions. Gambling will result in expulsion from the GFDA for a period of one (1) year.

19. DUTIES OF CAPTAINS

- A. Captains responsibilities:
 - 1. Conduct of the team;
 - 2. Accuracy of the score sheets;
 - 3. Attending all Captain's meetings;
 - 4. Attending all general/special meetings;
 - 5. Properly registering team members;
 - 6. Properly sanctioning subs;
 - 7. Assuring team's home location maintains the proper standard of equipment;
 - 8. Education of his team of the rules;
- B. When required to attend Captain's meetings, general/special meetings, or protest hearings, he/she shall provide an acceptable substitute when circumstances prevent his/her/er attending.
- C. When a captain disregards his/her duties to the point of creating disharmony, impeding and/or interfering with the efficiency of an established procedure, the Board will have the authority to require his/her team to provide a replacement.
- D. Captains must turn in a roster with home phone numbers and addresses for each player on his/her team.
- E. The captain will see that all league and sponsor fees are paid in full by the third night of play.

20. SPORTSMANSHIP

- A. Good sportsmanship should be the prevailing attitude during all GFDA events.
- B. Captains will make sure that their team players are present and ready for their turn. Failure to comply will result in that player's forfeiture of one turn that round. Repeated offenses will result in disciplinary action.
- C. Attempts to distract an opponent while he is shooting will not be tolerated. Complaints may result in the Board taking disciplinary action in accordance with the provisions set forth in the GFDA By-laws.
- D. All spectators and opponents must align themselves out of the throwers line of vision or behind the position from which he/she is throwing.
- E. Environment: It is the sponsoring establishment owner's and the home team captain's responsibility to see that normal pub type atmosphere is maintained during league play. Excessive noise, loud machines near the dart area, and/or extremely loud, boisterous behavior should be avoided. Repeated offenses will result in suspension of the sponsoring establishment from the GFDA.

21. RULES

- A. These rules apply to all leagues, unless otherwise noted.
- B. Formats may vary between mixed, open, women's and novice leagues.
- C. These rules may be revised.

Amended 1999/2000 Season - Amended 2001/2002 Season - Amended 2006/2007 Season

Amended 2007/2008 Season - Amended 2009/2010 Season