

DALLAS DARTS ASSOCIATION, INC.
RULES AND REGULATIONS – Vanguard/Gemini Leagues

1. LEAGUE PLAY

The DDA league play shall consist of a Fall and Spring League, with separate playoffs for each schedule. All league schedules, playoffs and tournaments will be handled by the Scheduling Committee with the approval of the Board of Directors.

2. COLORS

The official colors of the DDA shall be red, white and blue.

3. AMENDMENTS

A. Proposed Amendments

Any Amendment to these Rules and Regulations may be proposed at a regular CPB meeting to be adopted (1) by a majority vote of the CPB provided that the proposed amendment(s) is submitted to the Board of Directors and receives the approval of the Board of Directors prior to being adopted or (2) by a 2/3 vote of the CPB present at the following CPB meeting.

B. Submission of Proposed Amendments

Proposed amendments to the Rules and Regulations shall be submitted in writing, one (1) original to the Secretary and one (1) copy for each member of the current Board of Directors. The proposed amendment must be submitted at least fifteen (15) minutes before a Board of Directors meeting or CPB meeting.

C. Format of Proposed Amendments

The format for proposed amendments shall show one paragraph of the rule/regulation as it currently reads, a separate paragraph of the rule/regulation as it would read with the change and with the said change appearing in bold type or underlined. The proposal shall include the name of the Pub Owner or the individual member submitting the proposal, their DDA membership number, and their team name, if applicable. Further explanation, scope, or purpose for the proposed amendment is optional.

D. Refusal of Proposed Amendments

The President or presiding official of the CPB meeting or the Board of Directors meeting reserves the right to refuse any proposed amendment to the Rules and Regulations which is not submitted in the proper format or in a timely manner before the meeting.

E. Effective Date of Amendments

All amendments shall become effective at the commencement of the next league season unless otherwise provided for in the amendment.

4. ATTENDANCE AT C.P.B. MEETINGS

Attendance by a representative of returning, current or new teams at CPB meetings scheduled by the Board of Directors is encouraged.

5. DUES

A. Individual Dues

\$20.00 for each Fall and Spring season (due at registration time) for all league activities.

B. Gemini Team Dues

\$10.00 for each Fall and Spring season (due at registration time) for all league activities.
(CPB 12/14)

C. Dues are not refundable under any circumstances.

D. At registration time, all dues must be paid by either money order, cashiers check or a pub check.

6. TEAM ROSTERS

A. Team rosters for all divisions must be submitted by the individual, or by a person holding a proxy from the individual, at least three (3) weeks prior to the start of the league schedule. This provision may be waived by the President.

B. All decisions concerning player eligibility will be at the discretion of the League Administrator. Discretionary powers may only be used to the extent these Rules and Bylaws do not address a problem and may not be used to provide an exception to existing Rules and/or Bylaws.

C. ALL ROSTERS MUST BE ACCOMPANIED BY ALL DUES.

D. A \$10.00 late fee will be charged for all rosters submitted after the deadline.

E. Player folders will be distributed at a time and location to be determined by the League Administrator. The player folders will be distributed in a timely manner, prior to the start of the season, to all teams. The time and location will be announced no later than one week after roster turn-in in a manner to be determined by the League Administrator, which should include, but not be limited to, an announcement on the DDA office telephone answering message. Folders must be picked up by the individual, or by a person holding a proxy from the individual at the time and location specified by the League Administrator. If the player folder is not picked up at this time, the nightly Director shall take charge of such folder(s), and make every attempt to get the folder to the player. The Director(s) shall let the League Administrator know which player's folders are in their charge, so that the League Administrator may direct players to the appropriate Director for folder pickup.

7. MAXIMUM NUMBER OF PLAYERS ON A TEAM

A. There is only one (1) player on each team in the Vanguard League.

B. There is a maximum of three (3) players on each team in the Gemini League. (CPB 12/14)

8. DIVISIONS

- A. The Vanguard and Gemini Leagues shall be divided into divisions with a minimum of four players/teams and a maximum of eight players/teams in Premier, Intermediate, and Basic divisions. Classic Players may only play in the Premier division. A1 players may play in the Premier or Intermediate division. A-2 Players may play in the Intermediate or Basic divisions. B Players may play in any division in which they choose. (CPB 12/14)
- B. All Vanguard and Gemini league divisions shall play their matches between Monday and Sunday of the Match Week. (CPB 12/14)
- C. Player Movement within the Vanguard and Gemini Leagues (based on final standings) will be at the discretion of the League Administrator.
- D. All decisions concerning player eligibility will be at the discretion of the League Administrator. Discretionary powers may only be used to the extent these Rules and Bylaws do not address a problem and may not be used to provide an exception to existing Rules and Bylaws. Eligibility decisions can be appealed to the Board of Directors at a regularly scheduled meeting.
- G. The Scheduling Committee, with prior approval of the Board of Directors, shall retain the right to assign player placement within divisions to maintain a functional competitive schedule.

9. DATE AND TIME OF MATCHES

- A. All league competition shall be played in accordance with the schedule set by the DDA.
- B. Any match rescheduled through mutual consent of the concerned captains (players) must be played at the scheduled venue. If a match is rescheduled, the League Administrator and/or the appropriate League Night Director must be notified, preferably in writing, by both players. This is so the DDA knows both players agreed to reschedule the match.
- C. Any Match that has not started within 1 hour of the agreed upon match time is subject to forfeit. Any match can be rescheduled (with opposing player's/team captains consent) at any time. (CPB 12/14)
- D. The Board of Directors of the DDA shall reserve the right to reschedule any matches, if necessary, to maintain an equitable and efficient competition schedule.
- E. In the Vanguard League the "HOME" player is responsible for contacting the opposing player to determine time/venue of match. (DDA Participating Pub) (CPB 07/17)
- F. In the Gemini League the "HOME" team is responsible for contacting the opposing team to determine time/venue of match. (DDA Participating Pub) (CPB 07/17)
- G. If you do not hear from the "Home" Player/team about scheduling the match, PLEASE act responsibly and attempt to contact them before declaring a forfeit.

10. MATCH PROFILE

- A.** Vanguard league: the Premier divisions match will consist of (5) 301 Double In/Double Out, (5) 501 Straight Start / Double Out, and (5) Cricket games; the Intermediate divisions match will consist of (5) 301 Double In / Double Out, (3) 501 Straight Start / Double Out, and (3) Cricket games; the Basic divisions match will consist of (3) 301 Double In / Double Out,(3) 501 Straight Start / Double Out, and (3) Cricket games.
- B.** Gemini league: the Premier divisions match will consist of (4) 301 Double In/Double Out Singles, (2) 501 Straight Start / Double Out Singles, (3) 501 Straight Start / Double Out Doubles, (3) Cricket Doubles games, (2) Cricket Singles games and (1) 501 Double Start / Double Out 501 game; the Intermediate divisions match will consist of (2) 301 Double In/Double Out Singles, (3) 501 Straight Start / Double Out Doubles, (3) Cricket Doubles games, (2) Cricket Singles games, and (1) 501 Double Start / Double Out 501 game; the Basic divisions match will consist of (2) 301 Double In/Double Out Singles, (3) 501 Straight Start / Double Out Doubles, (3) Cricket Doubles games, and (1) 501 Double Start / Double Out 501 game.
(CPB 12/14)
- C.** The home player has the prerogative of choosing the board the match is to be played on, if there is more than one board. Further, only one board may be utilized to play an entire match.
- D.** The Visiting Player has the option of throwing the cork first to begin the match. For the remaining games of the match, the player that loses the preceding game has the option of throwing the cork first.
- E.** The winning player team is responsible for the completion and mailing (or Faxing) of the scorecard, and for calling in the score following the match. Both players are responsible for the accuracy of the scorecard, with their signatures attesting to same. Lack of a scorecard will not be considered an excuse for the late reporting of results. Late scorecards are those which arrive in the League Administrator's hands, or the DDA mailbox after Noon on the third postal working day, excluding Saturday, following the night's match.
PENALTY: The second late scorecard from a given player will cause the forfeiture of one point by that player and one point shall be forfeited for all subsequent late scorecards by that team. These points will be subtracted from the teams' wins and added into the players' losses.

**MATCH SCORES CAN BE FAXED-IN OR CALLED- IN 24 HOURS A DAY TO 972-675-3747.
PLEASE REMEMBER TO CALL IN THE SCORE SO THE WEEKLY STANDINGS
MAY BE UPDATED PROMPTLY.**

11. RULES OF CRICKET

Whenever Cricket is played in a DDA-sponsored event, the game to be played is basically American Killer Cricket, with the following rules:

- A. Innings will be 20, 19, 18, 17, 16, 15, and Bulls.
- B. Three marks will close an inning.
- C. Once an inning is closed, a player may score additional points until his opponent closes the inning. Points will be the value of the inning scored on.
- D. The winner will be the first person to close all innings, provided he is tied or ahead on score.
- E. A player may mark or score in any unclosed inning without calling his darts.

12. SCORING

- A. Scoring shall be done by the players involved in the match, or by a third person, agreeable to both players/teams. (CPB 12/14).
- B. The scorekeeper must call out the player's score for each turn prior to the player's taking his turn's thrown darts from the board. For a dart to score, it must remain in the board 5 seconds after the third or final dart has been thrown by that player.
- C. The foul line will be strictly enforced, and a player must have both feet behind the front edge of the foul line. If a player has one or both feet over the foul line in the judgment of the opposing player, the score for that turn will not count. A violating player must be warned immediately by the opposing player.
- D. Any changes made to correct mistakes in calling must be corrected before the darts are pulled from the board. Any mistakes in scoring, either in his favor or against, must be corrected before the player or the team against whom the error was made throws his/their next round. If the player against whom the error was made throws the first dart of his next round before the error is corrected, the score stands as scored. If the scoring error is made during a cricket match and corrected after the opposing player or team has started their round, the opposing player may, at their discretion, re-throw their last turn. The number thrown for is the number that counts. The score of each round must be written next to the running score.
- F. If asked by the player the scorekeeper can only tell a player what amount is left to attain and/or what has been scored with the darts that have been thrown. It is the player's total responsibility to throw at the right numbers. If he is told what to shoot by anyone and it is the wrong number, the darts stand as thrown and the correct score prevails. Once the final double has been thrown, the game is over.
- G. A dart shall be scored where the point of the dart first penetrates the plane of the wire spider. The tip of the dart point must be touching the bristle/sisal portion of the board in order for that dart to be counted as score.
- H. All darts must be thrown by, and from the hand. A throw shall consist of three darts, thrown one at a time, unless a Leg/Match is completed in a lesser amount. Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown in that turn.

- I. A dart shall be considered a thrown dart when it leaves the hand while in the forward motion of throwing.

13. FORFEIT

- A. A forfeit can be declared for failure of a player/team to attend a match. (CPB 12/14)
- B. A forfeit can be declared for a player/team not to be present after 1 hour of the scheduled match time. (CPB 12/14).
- C. In the first half of the league season, a forfeit in the Basic Division will be 5-0. In Intermediate Divisions it will be 6-0. In Premier Divisions it will be 8-0. The forfeiting players shall receive zero win points, and loss points equal to the number of win points awarded to the other player. After the first half of the season, the player forfeited against will receive either its average number of win points or the forfeiting player's average number of loss points, whichever is greater, with a minimum of 5 points in Basic, 6 points in Intermediate, and 8 points in Premier. Averages will be rounded off to the nearest game.
- B. A player forfeiting two matches during a league schedule of any season will be suspended from the league for the balance of the schedule. When a player drops out of the league, or is forced out of the league at any time during the season, all scores for the season against the dropped player shall become zero wins and zero losses to allow no advantage to be given to any player, and the remainder of the season shall be treated as a bye.
- E. All players which forfeits a second time in any season and is subsequently dropped from the schedule, will be suspended from Vanguard for the remainder of the season and for the following season if no legitimate excuse is given for non-attendance. Any player that forfeits the last regularly scheduled match during any regular season, shall be penalized six points on the next regular season in which they play.
- F. Any player who forfeits out of a Vanguard/Gemini Season, WILL be eligible for regular league play in the DDA. Vanguard/Gemini has NO bearing on regular league. (CPB 12/14).
- G. Anyone caught playing on an accredited dart team under an assumed name or caught playing on a team in a division lower than that which he is entitled by virtue of these Rules shall be automatically suspended from the DDA for two consecutive regular (non-summer) seasons.
- H. Any match not played or rescheduled within 2 weeks of scheduled match can be considered a forfeit. The league administrator must have notification of any rescheduled match. The league administrator must be notified by player/team who wishes to have their match called a forfeit. (CPB 12/14).

14. PROTEST

- A. The captain of any team and/or any member of the DDA may file a written protest about any irregularity relating to a DDA-sanctioned event. All details of such a protest must be submitted to the Board of Directors and to the opposing team within 48 hours. If the incident occurs during a match, the word "PROTEST" MUST be indicated on the scorecard and signed by both captains. Extenuating circumstances may exist which would nullify these requirements. (See Article IV Section D. of the DDA Bylaws).
- B. To ensure the appearance of the protesting party at any hearing(s) pertaining to the protest, a refundable \$25 deposit must accompany the written protest submitted to the Board. Failure to be represented by at least one team member at any such hearing(s) will result in forfeiture of the deposit. Similarly, any party desiring to appeal a decision of the Board of Directors as a whole or by a nightly director must also post a refundable \$25 deposit under the preceding terms and conditions.

15. PLAYOFFS

- A. No playoffs shall begin until a final order of finish has been determined in every division of all DDA leagues.
- B. No playoffs shall begin until all protests dealing with regular season play have been heard by a quorum of the Board of Directors and appropriate action taken.
- C. The Scheduling Committee will arrange separate playoffs for all DDA leagues, at the end of regular season play, using the following methods:
- D.
 - [1] If one division exists the playoffs shall consist of four players. The top seed (determined by winning percentage) will play the fourth seed and the second seed will play the third seed. The winners of each match will then play for the Championship.
 - [2] If two divisions exist the playoffs shall consist of the top three players from each division.
 - [3] If three divisions exist the playoffs shall consist of the top two players from each division plus two wild card players.
 - [4] If four divisions exist the playoffs shall consist of the top two players from each division.
 - [5] If five divisions exist the playoffs shall consist of the top two players from each division plus two wild card players.
 - [6] If six divisions exist the playoffs shall consist of the top two players from each division plus four wild card players.
 - [7] If seven divisions exist the playoffs shall consist of the top two players from each division plus two wild card players.

[8] If eight or more divisions exist the playoffs shall consist of the top two players from each division.

E. All playoff matches in the VANGUARD/GEMINI Divisions will be a ONE CARD PLAYOFF. In Premier, it will be the first player to win 8 games. In Intermediate, it will be the first player to win 6 games. In Basic, it will be the first player to win 5 games. If agreed upon by both players/teams before the match has started, the playoff match may be the best of two cards. Premier division would be the player/team to win 16 games, Intermediate division would be the player/team to win 12 games, and Basic division would be the player/team to win 10 games. If tied after two cards, the team who lost the game will throw the bull first; winner of the bull shot will call the game to be played. The tie-breaker game must be one of the games that was played during the match.

Playoff matches for all DDA leagues shall be arranged at the discretion of the Scheduling Committee, but bracketing will be on the basis of seeding when possible. That is, best record goes in the top bracket, second best goes in the bottom bracket, and so forth.

F. WILD CARD TEAMS

[1] Wild card players shall be the third-place teams in the league with the best won-lost percentage during regular season play.

[2] In the event the two wild card players have the same percentage (four places .0000) for seeding purposes, a coin flip will be made by the League Administrator to determine which wild card team shall receive the higher seeding.

[3] In the event that three or more third-place players have an identical winning percentage, the first tie-breaker will be the percentage of matches won. If still tied the Scheduling Committee will arrange a round robin, tie-breaker match, with the Board of Directors responsible for drawing up the rules of play for the match and setting forth the criteria for determining which players shall be the wild card teams, and how they will be seeded.

G. FINAL ORDER OF FINISH

[1] The player with the best won-lost record during regular season play shall be the first place team in a division; the player with the second best won-lost record during regular season play shall be the second place team, and so forth.

[2] Positions within the leagues and divisions of the DDA shall be determined by won-lost record. Won-lost record shall be the percentage achieved by dividing the total games won by the total games played (less any penalty points assessed), and rounding off the result to the third decimal point.

[3] In the event that at the end of regular season play any two or more players in the same division have identical won-lost records, the first tie-breaker will be head to head competition, the second tie-breaker will be the percentage of matches won. If still tied, a tie-breaker match will be scheduled by the Scheduling Committee.

[4] Tie-breaking methods will be used only if the players are involved in the playoffs.

- H. All pubs wishing to be selected for a league playoff match must make available at least one additional board separate from the match board to be used for practice by those persons involved in the playoff match. Adequate seating for the teams and spectators should be reserved for their use.
- I. In DDA league playoffs the player with the higher win percentage shall have "home team" advantage during said playoffs with the playoff match being held at their home pub, whenever possible.

In the case of two players, who are to play each other in the playoffs, having the same win percentage a neutral pub will be used. Should two or more players from the same home bar be in the playoffs, and they also have the higher win percentage over their opponents, the team with the highest win percentage shall have "home team" advantage. If space is available, more than one match can be played. If not a neutral pub will be used. Since all possibilities cannot be anticipated any other scenarios that come up will be handled on a case by case basis by the league administrator.

- J. The DDA shall endeavor to have a Board member or a representative of the DDA present at all playoff matches to referee play.

16. DDA Supported Activities

Fifty cents (\$.50) of each individual dues is to go toward a discretionary fund to be dispersed by the Board of Directors. This fund will go toward ADO (American Darts Organization) qualifying, ADO Youth qualifying, T of T (Tournament of Tournaments), TSTC (Texas State Team Championship) and any other non-league DDA events. At the CPB meetings prior to the Spring and Fall Regular seasons the CPB must reaffirm the allocation of DDA money to this fund.

17. PLAYER CONDUCT

Heckling or other harassment is forbidden. A team may make as much noise as it wants while it is throwing, but must remain quiet while the other player is throwing. All players and spectators must give the thrower plenty of room to throw, and must refrain from undue movement in or near the dartboard lane. Repeated harassment or loud, foul language may result in forfeiture of up to six match points. Physical abuse will not be tolerated and can result in suspension or termination as per Article IV Section D. of the DDA Bylaws.

18. DISCRIMINATION

The DDA shall practice no discrimination because of age, sex, race, religion, or national origin, and all reference to "he" in the Bylaws and Rules and Regulations shall apply to "she" as well.

19. OWING MONEY TO THE DDA

Any DDA member who owes money to the Association for whatever reason, and who does not pay same within thirty (30) days after demand is made for payment by Certified Mail to the player's last known mailing address, shall be suspended from participation in any DDA activities, including league play, tournament play, Tournament of Tournaments play, and all other activities.

20. **GAMBLING**

The DDA feels that an official DDA rule against gambling would be redundant with the existing State and Federal laws on the same subject. However, the Association takes the position that the DDA is a law-abiding organization, and will not encourage betting, gambling, or any other illegal acts during DDA-sanctioned events.

21. **TOURNAMENT OF TOURNAMENTS (T OF T)**

Participants of Tournament of Tournaments (T of T) shall adhere to the rules and regulations of play as approved by the C.P.B. effective August 7, 1992. A copy of these rules will be included in the Team Folder and becomes a part of DDA play.

22. **AWARDS PRESENTATION**

An awards night will be held following each league schedule playoffs. The date and place of the awards presentation will be determined at the discretion of the Board of Directors.