

CENTRAL VIRGINIA DART ASSOCIATION RULES OF PLAY

THE FOLLOWING RULES OF PLAY SHALL GOVERN ALL CENTRAL VIRGINIA DART ASSOCIATION, INC. (CVDA) LEAGUE MATCHES. THESE RULES OF PLAY CAN ONLY BE MADE, ALTERED, AMENDED, OR REPEALED BY THE MEMBERSHIP, VIA MAJORITY VOTE, AT ANY OFFICIALLY ANNOUNCED MEMBERSHIP MEETING.

1. MEMBERSHIP

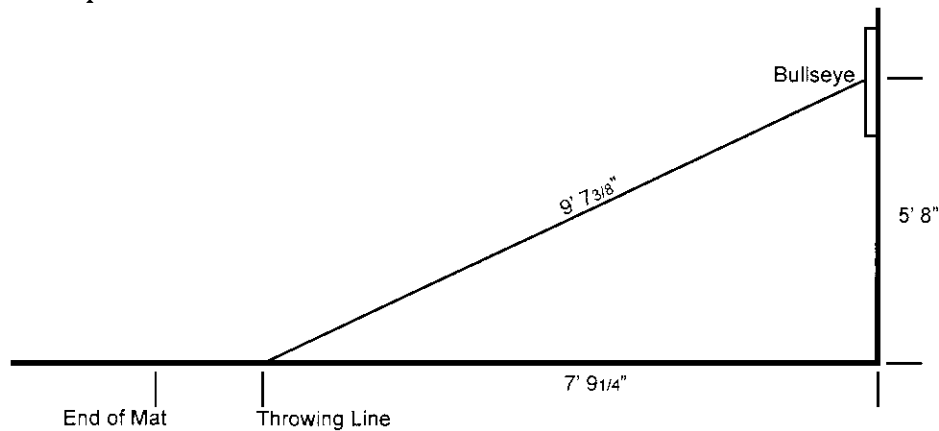
- A. Only registered players with dues current may participate in CVDA league matches.
- 1) To enter a team in the CVDA for a season, you must have a team of at least four(4) members and no more than seven(7). Send in sign-up form and sponsor fee with the team roster by the due date with a check to cover the membership for each player on your sign-up form. Verify all information on your team roster for current members, ie: names, addresses and phone numbers. The membership fee may be sent in with the membership application and paid on the first night of play.
NOTE: TEAM ROSTERS MAY BE TURNED IN AT THE CHAMPIONSHIP/AWARDS CEREMONY OR MAILED TO:
- CVDA
PO BOX 14591
RICHMOND, VIRGINIA 23221
DO NOT PLACE ROSTERS IN THE DROP BOXES!!!!
- B. A team shall consist of a minimum of four players, a maximum of seven at any one time. If a team has had more than seven members through the season, the captain will decide which of the seven players receive awards.
NOTE: IF YOUR ROSTER IS AT SEVEN THEN YOU MUST DROP ONE TO ADD ONE. THIS DROP AND ADD MUST BE NOTED ON YOUR SCORE SHEET, AND THE MONEY AND MEMBERSHIP APPLICATION FOR THE NEW MEMBER SENT IN WITH THE SCORE SHEET.
- C. A team captain may add a new member or player provided the player has paid the annual membership fee and completed the annual application which must be placed in the drop box with that game's score sheet. If the membership application and membership fees, if due, are not received with the score sheet, all games that person played in will become a forfeit and two(2) penalty points, game losses, will be assessed. Penalty points are equivalent to games, not legs.
- D. New members shall have the benefit of a pro-rated seasonal fee based on the season in which h/she begins play. (First play of season is fall season; new members fee will be 1/3 of annual fee. First play of season is summer season, new members fee will be 2/3's of annual fee). A new member is defined as any person that has never played as a CVDA member.
- E. A player may register for any team he wishes, however, he does not officially become a member of any team until the first night he plays.
- F. The first team a member plays for is the team which that player shall belong to for the remainder of the season.
- G. A member cannot be on the roster of two teams in the same season.

- H. Once a team has handed, or mailed, in its upcoming season roster to the Board, every team in their respective division can add any player up to .250 higher than the highest team's PPA in their division. Meaning if you are in Bronze 1 on Tuesday, you can add someone up to .250 higher than the highest team PPA in Bronze 1 on Tuesday. This is to be done only in your division: Silver 1, Silver 2, Bronze 1, etc. Not your classification but your division and only on your night; except for the Gold division which has no limitations. Any exceptions to this rule must have written consent of the CVDA Board. No team may add a member after the 7th week of the season without approval of the Board. Any member who has not played in the first seven weeks of the season may not play in the remainder of the season or in the playoffs without board approval. Any player whose first season of CVDA play is, or was, Gold will be given a 2.000PPA. Current or ex Gold players who have a legitimate PPA (one that was earned under the marks and legs played system) will retain that PPA if they were to move into another division.
- I. Any changes to the roster can only be made by the captain and verified by a Board Member after the roster has been turned in and before inputted.
- J. Once having played for a team, a player may not change teams during the season unless his team has withdrawn from the league in good standing.
- K. If a captain or a team member from the team is not present at the General Membership Meeting, a two(2) point penalty Win be deducted from the Win Column at the beginning of the season.
- L. Any member who has been suspended due to disciplinary action may appeal their suspension in writing as per Article 5 of CVDA by-laws.
- M. Any player placed on the Ineligible List (after exhausting His/Her appeal), will not be allowed to participate in weekly league play, sanctioned events (including weekend events) or any other CVDA functioned event.

II. SPONSOR REQUIREMENTS

- A. All league competition shall be conducted on a standard English bristle 20 point, clock-faced dart board.
- B. An acceptable dartboard must be secured to the wall so that the distance from the center of the board to the floor measures 5'8" +/- 1/4".
- C. The scoring wedge indicated by the 20 shall be the darker of the two wedge colors and must be the top center wedge.
- D. Lights shall be affixed in such a way as to brightly illuminate the board and reduce to a minimum the shadows cast by the darts and not physically impede the flight of the darts.
- E. There shall be a minimum 1" wide strip approximately three feet long parallel to the wall upon which the dart board is mounted, From the front edge of the board (scoring surface) to the board edge of the strip, the distance shall be 7'9 1/4". The current ADO dart board requirement chart to reflect the correct measurement of 9' 7 3/8" is:
- F. The dart board must be positioned so that it is readily available to players without distraction to the thrower. See the sponsor list for certification of boards. Updates will be issued on the weekly CVDA flyer.

- G. A score board must be provided and located in such a position that the score may be easily read by players and spectators
- H. The dart board wire spider must not be broken and the double and triple rings must be within a tolerance of 1/32" of the normal space measurement of 3/8".
- I. All comments concerning equipment for a particular establishment shall be sent in writing to the Executive Board of the CVDA, who with sufficient cause will request replacement or adjustment of such equipment. Sponsors not in compliance with CVDA certification requirements will risk suspension of sponsorship.
- J. All sponsor bars are to be re-certified annually. (See section "F".) Any new sponsor requesting certification of his/her location for CVDA league play, must do so two weeks prior to the finals for the previous season. It will be the responsibility of the team captain moving to this new location to inform the sponsor of the new location of the date.



III. THE MATCH

- A. Starting time is 7:30 p.m. Deadline for starting a match is 7:50 p.m. The match may not be delayed if there are two(2) team members present.
- B. There is a maximum 2 minute warm-up period between games. A player may not shoot on any other board once play has begun.
- C. Forfeit of a match will not be tolerated. If a team cannot play a scheduled match, the captain must contact the opposing captain and also, the Area Rep. or a Board Member, 24 hours prior to the scheduled match. The captain of the team causing the rescheduling is required to contact the opposing team within three days, reschedule the match, and notify the League Director of that date. The rescheduled match must be played within two weeks of the original scheduled date at the original location, If there are less than 2 weeks left in the season, the match must be made up prior to the last night of scheduled play in your division. If the match has not been rescheduled within the three-day period, the League Director will establish the date and location for the rescheduled match. Any team forfeiting a match will immediately be dropped for the remainder of the season. If the forfeit takes place in the first half of the season, each team who has played or will play the dropped team, will receive a score of 0 for their match. The first half scores shall remain, the second half scores shall be 0-0.

NOTE: WHEN A TEAM IS INVOLVED IN A FORFEITURE, INDIVIDUAL PENALTIES WILL BE ASSESSED AS FOLLOWS:

- 1) Any member that is present for the scheduled match will receive no penalty or fine due to their team being dropped from that season's play, they will be allowed to transfer to another team except in the last three weeks of the season.
 - 2) Any member not present for the match will be fined \$50 and will not be allowed to play for any team for the remainder of the season. This fine must be paid or one year must pass from the date of the incident before the person will be allowed to play on any team in any season and may not participate in any awards or CVDA functions.
 - 3) Any individual of a team involved in a forfeiture may appeal their fines or suspensions within 14 days by submitting the appeal in writing to the president of the CVDA within 14 days. The president shall call a board meeting within seven calendar days to establish a committee of five un-associated team captains, drawn by lot. This committee shall have the authority to reinstate the team or individual for that season and the authority to suspend the fines. This committee shall advise the board of directors in writing of their decision within seven calendar days.
- D.
- 1) Two players shall be considered a legal but incomplete team at starting time. The night's line-up will be made blind by each captain. The sections of a match shall be governed by the current score sheet. The games may be set all at once, by sections, or one game at a time. Two players play once in each section and a total of four sections in one match. If a team is short players, the above rules are still true.
 - 2) If three players are present, the third player may shoot the doubles, skipping the score of the missing player. A score of "0" shall be recorded for the missing player each turn.
 - 3) 601 may be played by two or more players, skipping the score of the missing player. A score of "0" shall be recorded for the missing player.
- E.
- All games are begun by throwing cork (center), and only a player scheduled in that game may cork for that game.
- 1) The home team has the option of corking first in the first leg, the visiting team has the option of corking first in the second leg. A flip of a coin shall decide who has the option to cork first in the third leg.
 - 2) Cork ties cork. Double cork ties double cork. Double cork beats cork. The second thrower may request the scorekeeper to remove the dart in the bullseye. The scorekeeper shall determine the winner of the corks. If the scorekeeper asks for a re-throw, it is considered a tie.
 - 3) Reverse throwing order in case of a tie and in the third leg of 2 out of 3 games.
 - 4) The corking dart will be considered the first dart thrown that remains in the-playing field. Additional throws may be made (only when corking) until such time as the player's dart remains in the board. If the second thrower's dart dislodges the first thrower's dart, it is considered a tie.

- F. The visiting team shall score for the games on an alternating basis, beginning with the first game.
- G. The scorekeeper may inform the player what he has left and/or what he has scored. He may not inform the thrower what he has left in terms of number combinations. Only the captain (designated captain if the captain is throwing) or throwing partner may advise the throwers during the course of the game. If a captain is scoring, he must appoint another player to advise his throwers.
- H. A player may be on or behind the tape. Board edge of the tape can be trodden and not over-trodden before the dart contacts the dart board. If the rule is violated, the opposing captain should warn the player involved and his captain. Further violations will result in the forfeit of the score obtained from the dart thrown.
- I. No dart shall be removed from the board prior to the decision of the scorekeeper. The scorekeeper's decision is final.
- J. In order to score, the point of the dart must be stuck in the bristle portion of the board and remain there independently until scored by the scorekeeper.
- K. It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts are removed.
- L. A dart's score shall be determined from the side of the wire at which the point of the dart entered the board.
- M. Errors in arithmetic must stand as written unless corrected prior to the start of that team's next throw. This may be waived in the interest of sportsmanship provided both captains agree.
- N. If a player throws out of turn, his score is removed and the correct scheduled player for that team throws. The out-of-turn player forfeits his next scheduled turn in that game. The opposing team must challenge the out-of-turn player before the next player shoots.

IV. REPORTING RESULTS

- A. The score sheet must be filled out properly with the first and last name of the players filled in all the way down the sheet. List any new members in the proper spaces provided.
- B. All players dropped or any address or phone number changes must be recorded in the proper spaces provided. If a captain's contact number changes during the season, the new contact number will be posted on the stat sheet for the remainder of the season.
- C. The captains of both teams are responsible for the completion and turning in of the score sheets. This is to include the PPA portion of the score sheet. The home team score-sheet is the official record.
- D. The score sheet must be placed in the designated drop boxes (at the establishment where the match was played), immediately after the match has been completed. Score sheets not in the boxes will be considered late and 2 points will be deducted from the win column. The number of games will remain the same. On the stat sheets these games will show up in the penalty column.

- E. Three late scores and the team will not be allowed in post-season play. If a team shows up short of the minimum of two players, send in a score sheet with the name of the player who did show up. This player is automatically a legal player for the next season.
- F. Two Penalty Points will be assessed to any team for incomplete score sheet documentation.

V. GAMBLING

Gambling is neither sanctioned nor authorized.

VI. SPORTSMANSHIP

- A. Good sportsmanship should be the prevailing attitude during all CVDA events.
- B. Attempts to distract an opponent while he is throwing will not be tolerated. Complaints in writing may result in the Executive Board taking disciplinary action.
- C. All CVDA members should respect the rights of throwers and endeavor to impress upon others the importance of darting etiquette.
- D. Darts can be deadly. Any member who throws a dart at anyone shall be ejected from the CVDA membership forever.

VII. DISPUTES

- A. If a dispute arises between the management of a sponsor's location and the members of the sponsor's team, causing a member(s) of the team to be prevented from playing in the location, the franchise for the team will remain the property of the owner as long as it can field a team. If the franchise is property of the team, then it will move to wherever the team relocates itself.
- B. If a sponsor's management no longer wants a team or the franchise, a majority of the rostered team can take the team/franchise to another establishment and complete the season's playing schedule.
- C. If a situation arises and results in a team having to relocate, then the sponsorship fee will be refunded on a prorated basis by the members of the team

VIII. PLAYOFF MATCHES

- A. All first and second place teams will make the playoffs. All other slots will be filled by percentage. In the event there are more than 16 teams, preliminary rounds will be played the Sunday prior to the first round, at 2:00 p.m. The home team will be the higher seeded team. The match will be played on the home team's regular night (except preliminaries and finals). There is to be no reschedule of play of a match after the scheduled date, but if both captains agree the match may be shot early.
- B. The first place teams will be seeded by percentage; All second place teams will be seeded by percentage, and all remaining teams will be seeded by percentage.

IX. FINALS

The finals will be played on Sunday after the semi-finals at 2:00 p.m. (location to be announced). In the event of a tie, the teams will play one game of 1001. The game will be played with four people from each team. The game will be straight in/double out. If a team starts the night short with two or three players and forces the 1001, they will be allowed to play the 1001, skipping the turn of the missing player or players. A score of "0" shall be recorded for the missing player.

X. AWARDS

- A. Individual awards shall be provided to all division winners and championship finalists. Division runner-ups shall receive a team sponsor plaque.
- B. T80 awards shall be provided to players who achieve this perfect dart shot. T80 shots which result in a busted score shall not be considered a legal T80 score.
- C. 9 mark awards shall be provided to players who achieve this perfect dart shot. All 9 marks must be counted either to close the number or as points to be considered a legal 9 mark shot.
- D. 6 bull awards shall be provided to players who achieve this perfect dart shot.
- E. An award shall be provided to any player that hits a 9 mark, Ton 80, **AND** a 6 Bull during the regular season play (excluding playoffs). This award shall be called the Triple Crown Award.

XI. TIE-BREAKER PROCEDURES

IN THE EVENT OF TIES, EITHER DIVISIONAL OR IN PLAY-OFF SEEDING, THE FOLLOWING GUIDELINES SHALL BE USED TO DETERMINE THE WINNER:

- 1) A point system will be utilized as a tiebreaker, 1 point shall be awarded for each match win, 1/2 point for each tie. The team with the most points shall be considered the winner or higher seed.
- 2) In divisional play, if the point system fails to determine a winner, a total of wins and losses between the teams in question shall be the next determining factor.
- 3) In play-offs, a coin toss shall determine the seedings if the teams in question are guaranteed a play-off berth and seeding is the only question.
- 4) If the tie-breaker considerations above in 1 or 2 fails to determine a divisional winner, runner-up, or a play-off berth, the tie will be determined via a preliminary match.

ADDENDUM

GLOSSARY OF TERMS

- FRANCHISE-** Ownership of a team by the party which has paid ALL of the team's fees, to include membership and sponsor fees where applicable.
- GAME -** Full set of 2 out of 3 Legs.
- LEAGUE -** The CVDA League.
- LEG -** One third of a game.
- MATCH -** A completed set of games.
- MEMBER -** Any person whose membership dues are paid in full, current application is completed, and is in good standing with the CVDA
- SET -** Full game of 2 out of 3 Legs.

DART ETIQUETTE

Darts is considered a "gentlemanly sport". There are certain things that are expected of players, scorekeepers and spectators. While there are some players that do not follow these guidelines, it is usually because they are rude, ignorant or sore losers. Better players will not like to associate with these kinds of players, and often such activity can lead to the better players giving the offenders a "taste of their own medicine". Stick to these simple rules, and you will have a much more enjoyable game and make a lot more friends than enemies.

Sportsmanship: Generally, all dart players are good sportsmen. They will shake hands at the beginning of a match and wish each other good luck. Similarly at the end of the game, they will shake hands and say "good game" or "nice shooting".

No Distractions: Much like professional golfers making an important putt, dart players like no distractions while throwing. This means:

Do not speak to the player who is shooting.

Don't go "ooh" and "aah" with each dart that is thrown.

Wait until all three darts have been thrown to say "good darts" or "right there".

Do not make sudden movements in front of the shooter. Scorekeepers should remain statue-still while a player is throwing.

Even better is to try to always stand behind the shooter outside their line of sight.

Spectators should try to keep movement and noise to a minimum while a player is shooting.

No one but the scorekeeper or a teammate should tell the shooter what has been hit.

What has been hit should only be announced if the shooter asks.

No one except a teammate, not even the scorekeeper, should ever tell the player what to hit next.

Score Your Darts Before You Pull Them: This can avoid many arguments. If you write down the score on the board before you pull the darts from the board, you can show your opponent what you threw if there is a discrepancy.

Don't Be A Sore Loser: Appreciate what the other player has accomplished. If the other player bested you, live with it. Remember if you had thrown something really amazing, you'd be happy about it, so be happy for the other player too. Not only will this show that you are a lady/gentleman, but by keeping your own spirits up, you will remain relaxed and throw your next darts better than if you got angry or tense. I have witnessed MANY players (including myself and other members of my team) lose a game purely because they got angry and their game suffered because of it.

SCORERKEEPER'S ETIQUETTE

By Sarah Parsons

- 1) Scorekeepers shall not talk while keeping score!
- 2) Scorekeepers shall not move about while keeping score, stand still!
- 3) Scorekeepers shall not look at the shooter, stand facing the board!
- 4) Scorekeepers shall not call out a score, of one dart or all three.
Unless the shooter asks you!
- 5) Scorekeepers shall not tell a shooter what to shoot or what combination to shoot for an out!
- 6) Scorekeepers shall not change a score unless it is brought to the attention of both shooters (teams)
- 7) Scorekeepers shall not change a score regardless — if that player (team) has shot again and a second score written down. An error in a shooter's score **MUST** be corrected before he (team) shoots again or it stands.
- 8) Scorekeepers shall not lean out to see where a dart is or is going, nor shall he follow the darts with body or head movement!
- 9) Scorekeepers shall not show any sign of disgust or excitement while at the scoreboard!
- 10) Scorekeepers shall not change the side of the score sheet of the player in three-leg matches. If you start a player on the left side of the score sheet, continue to keep his score on the left— regardless of what the bull shots are.
- 11) Scorekeepers do not pull a bull on the Diddle unless asked by next player.
- 12) Scorekeepers should turn off cell phones, put them on vibrate, or give them to another Team mate. They should not answer or talk on a phone while chalking.

The original 10 Commandments were originally written by Sarah Parsons in the 1970's, and have been reprinted countless times in darts league newsletters, dart magazines, and tournament programs. Additions made in Sept. 2008.

