

Policies, Procedures & Match Rules
Of
Savannah Area Darting Association

ARTICLE I - EQUIPMENT

- A. **DARTBOARD** – all league competition, including tournaments and playoffs shall be conducted on a standard bristle 20-point clock-face board.
- B. **HEIGHT** – Dartboards shall be placed 5'8" from the floor to the center of the bulls-eye with the 20-bed at the top center. This wedge shall be dark colored.
- C. **DIMENSIONS** – All distances and dimensions are based on level floors and vertical walls. If the floor is not level or the wall not plumb then the boards and/or the toe line may need to be adjusted so that they are at the correct distance and height relative to each other.
- D. **ACCEPTABLE BOARD** – The owner of the pub or club will be responsible for supplying and maintaining the league play board, which must be deemed acceptable to both home and visiting teams. An outside board may be used if both team captains agree to use said board and the board is available for immediate use. If no outside board is available play will commence on existing board until Rules & Grievance can look into the situation.
- E. **BOARD LOCATION** – The dartboard shall be positioned so that it is readily available to the players without distraction to the thrower.
- F. **THE FOUL (TOE) LINE** – shall be parallel to the board, three (3) feet long, with it's mid-point on an imaginary centerline perpendicular to the center of the board. The distance from the face of the board to the foul/toe line shall be 7'9-1/4" (115-3/8") diagonal measurement from center bull to the foul/toe line. This distance shall be measured from even with the face of the board along the floor to include the width of the line. The back of the line is the official hockey.
- G. **LIGHTING** – All league play boards shall be firmly anchored and well illuminated in a way that does not impede play.
- H. **SCORING SURFACE** – Must be provided and located in such a position that the score may be easily read by players and spectators.
- I. **WEIGHT AND SIZE OF DART** – Darts used in play cannot exceed an overall maximum length of 12", nor weigh more the 50gm per dart. Each dart will consist of a recognizable point, barrel and flight.
- J. **EYE PROTECTION** – For personal safety, the SADA strongly recommends that any person scoring a match wear eye protection. The team will provide the eye protection. OSHA approved safety glasses are preferred. Eyeglasses made with polycarbonate lenses will suffice for those who wear glasses. Team captains will insure that any person who scores is encouraged to wear the proper protection.
- K. **SUBSTANDARD EQUIPMENT OR CONDITIONS** – Any member may request that the R&G check any of the above equipment or conditions believed to be possibly substandard. The request may be made on the league answering machine, the back of the match sheet, to R&G, to the Board or if necessary via protest.
 - a. Match play is not allowed on unmeasured boards.
 - b. If a match is played on an unmeasured board the home team will receive a score of zero (0) for the match and the away team's score will stand as thrown.

ARTICLE II - DAYS AND TIMES OF MATCHES

- A. **MATCH NIGHT** – All league competition is scheduled for Tuesday night.
- B. **STARTING TIME** – Matches will begin with the first game at 8pm SHARP.

- C. **RE-SCHEDULED MATCHES** – Matches may be re-scheduled through the mutual consent of the concerned teams' captains and shall be played on any day no later than the following Tuesday. Short extensions may or may not be granted by the President. Any team failing to play a second consecutive match prior to making up a prior match shall be deemed to have forfeited both matches and dropped from the league. Week 13 and/or week 14 matches may not be postponed beyond match time of week 14. In no case, however, shall any make-up match be played later than the last night of the season. In the event of a re-scheduled match, the home team captain must notify the statistician by calling in to the league answering machine before the re-scheduled match is played with the new day, time and place of the match.

ARTICLE III – MATCH PROFILE

- A. **GAMES PLAYED** shall consist of:
- a. Six (6) single 301's, straight start – double out
 - i. "A" Division will double-in in 301
 - b. Three (3) two-person cricket games, 20 through 15, bulls anytime
 - c. Two (2) three-person 601's, double start – double finish
- B. **GAME POINTS** – The game will count as follows:
- a. Single 301's – 1 point per game
 - b. Doubles Cricket – 2 points per game
 - c. Triples 601 – 3 points per game
 - d. Total Points – 18 per match
- C. **ATTABOYS/ATTAGIRLS** – Anyone scoring 100 points or more in 301 or 601, 2 triples in cricket or 4 bulls in cricket will receive an "Attaboy/Attagirl" point. Anyone scoring 180 points in 301 or 601, 3 triples in cricket (a 9 count), or 3 double bulls will receive two "Attaboy/Attagirl" points. All 3 marks of a triple and/or all bulls must be usable for closing and/or score in order for that triple or that series of bulls to count towards an "Attaboy/Attagirl". "Attaboys/Attagirls" hit in a 301 bye, Cricket with 2 byes or 601 with 3 byes do not count towards that player's season total.
- D. **THE PLAYING LINE-UP** - must be completed by both team captains before 8pm. The night's line-up is to be made BLIND and is to be exchanged by this time. All playing spots must be filled in with a player's name or "bye". Once the Match Sheet is completed, there will be no changes or substitutions.
- E. **LINE-UP** – All players registered on a team can be used in any order in any spot on their team's line-up, provided no one player is used more than once in each event, i.e. Each player can play only one 301, one Cricket and one 601 game.
- F. **BOARD OPEN FOR PRACTICE** – No later than 30 minutes prior to the time competition is scheduled for, the board shall be cleared of play by the management of the establishment. The board will then be deemed open and will be available for practice. The Home team shall relinquish the home board to the Away team for warm-up, ten minutes prior to the first game of the match.
- a. Practice Darts – Each player is allowed up to ONLY nine practice darts prior to 301, Cricket and 601 games. In order that no player shall gain an unfair advantage (even unintentionally) by a delay in starting to throw his/her practice darts no player shall throw more than 1 consecutive round of 3 practice darts without at least 1 intervening player throwing his/her allowable practice darts.
 - b. No team member scheduled for further play shall practice on any other board while the match is in progress.
- G. **ORDER OF PLAY** – the away team shall shoot first in the first 301, Cricket and 601 games, and the order of play shall alternate from then on, i.e. Away, Home, Away, Home.
- H. **BOARD CHOICE** – The home team has the prerogative of choosing the board on which the match is to be played if there is more than one board in the establishment.

- I. **TEAM CAPTAINS** – are responsible for the smooth running of each match. A Match must be under way no later than 8pm.
- J. **ANY DISPUTES** that arise during the course of play must be settled in private conference between the Captains only. If the dispute is not settled between the Captains refer to ARTICLE VII – Protests for procedure.

ARTICLE IV – TEAM PROFILE

- A. **A TEAM** shall consist of up to 10 players who will be registered as members of the SADA, all 10 players, if desired by the Captain, playing in each match. A minimum of five (5) players on each team **MUST** be 21 years of age or older.
- B. **ADDING NEW PLAYERS** may be done by phoning the league answering machine and submitting a completed and signed “Add/Delete” sheet with any dues owed. “Add” slips must be postmarked by 12 midnight Friday or personally submitted to the Membership Chairman 24 hours prior to match time for a new player to be eligible for that Tuesday’s match. New member “Add/Delete” sheets should be sent to the SADA Post Office Box, addressed to the attention of the Membership Chairman, and must be mailed separately. No players may be added to a roster after 8pm Monday prior to the 11th week of play. In extraordinary cases an exception may be granted by the President for a team that would otherwise have to play short-handed, provided the team finishes the season, and City Playoffs with the resulting six (6)-person roster. Each new registered player will be subject to the Membership registration fee regardless of the nearness of a season’s end.

If a player has played a game in a match and is deleted from that team, dues are owed for any new player added; otherwise, the deleted player’s dues may be used for the new player.
- C. **JUNIOR MEMBERS** – any team that signs up a player 19 through 20 years old is responsible: (1) for knowing that player’s age; (2) for providing proof of that player’s birth date each season on any roster or add slip that it submits to the league; (3) for the good behavior of that player; (4) for giving prior notice to the management of each match site, that a junior member may be with the team at the match; and (5) for playing without said junior member(s) at any match which denies entry to those under 21. Involvement in illegal activities, including the attempt to be served an alcoholic beverage, will void the membership of a Junior Member and may result in severe penalties to the team.
- D. **CHANGING TEAMS** – any player who leaves a team roster, for any reason, who has played in any of the season’s matches will be ineligible for registration with another team during that season.
- E. **UNPAID DUES** – Any member or sponsor who has left their dues unpaid into the second match of a regularly scheduled season will result in the individual or sponsor being considered as having been unregistered.
 - a. **Players:** any points earned by an unregistered player will be given to the opposing team for each game(s) that player has played against them.
 - b. **Sponsors:** all teams with unpaid sponsor dues are not eligible to play in that establishment until sponsor dues are paid. Teams may switch sponsors at this time provided the new sponsor dues are paid at the time of the change.
- F. **BAD CHECKS** – Persons issuing bad checks to the SADA will be considered under suspension immediately following written notification by the Treasurer. He/She will not be allowed to compete in SADA events until the matter is settled. If the matter is not settled within seven (7) days of notification, the individual will be considered as having been an unregistered player retroactive to the date the check was written. Any person issuing a bad check to the SADA on more than one occasion will be subject to a \$15 penalty for any such check and may be required to make any further payments to the SADA by cash or certified check. Post-dated checks will not be accepted.

ARTICLE V – CHANGING SPONSORS

Any Team wishing to change sponsors after the start of the season must submit a “Sponsor Change Form” to the President of the league who will then call a special meeting with the Vice-President, Membership Chairman, Statistician, Treasurer, Secretary, Division Rep for the team wishing to change and the Team Captain. Team Captain must be present at this meeting for the change to be approved.

Stipulations for approval for Sponsor Change

All of the listed conditions below must be met in order for approval of sponsor change to be granted.

- A. \$30 sponsor fee for new sponsor must be submitted with the “Sponsor Change Form” Old sponsor fee will be refunded once change is approved. Player dues paid by a sponsor are not the responsibility of the SADA.
- B. Signature by sponsor that team notified them of the change or signature of a board member who witnessed the notification. If Signature is not present on the “Sponsor Change Form” petition may be made at the change meeting as to why it is not present.
- C. Rules & Grievance must measure new sponsor board before approval is granted.
- D. Clearance of new sponsor location and reason for change.
- E. Meeting for change with Captain of Team present and quorum of above-mentioned board members.

No “Sponsor Change Form” may be submitted after 8pm the Monday immediately before Week 11’s Match. The only exception to this is if a sponsor drops a team in this time frame, in which case, new location options will be provided by the meeting committee; for the team to choose a location to play their remaining games at.

“Sponsor Change Forms” are not required for changes that occur between seasons, only for a change occurring during a season in progress.

Once approved the Team Captain must notify all captains in their division of the change as well call their Division Rep to notify them that they have done so.

ARTICLE VI – FORFEITS

- A. **FORFEITS** – if only one team of a scheduled match shows at the scheduled location, and the match is not re-scheduled, the match shall be declared a forfeit. In order for the match to be declared a forfeit; a minimum of three (3) team members representing the team that the forfeit will be awarded to, MUST be present and ready to play in order to be declared the winner of that particular match.
- B. **FORFEITS/EXCESSIVE** – a forfeit shall be declared for a team having less than 3 players in attendance. Any team forfeiting two (2) consecutive matches or three (3) matches within one season shall be dropped from the league.
- C. **POINT VALUES** – Teams forfeiting will receive a score of zero (0) for that match. The point value for the non-forfeiting team is determined weekly by taking the average of points won during the entire season and divided by the number of weeks (matches) the team played. Any team that has a “bye”

or whose opponent forfeits will receive a seasonal average for that week's score. If a team folds or is removed before the end of the first half (week seven (7)), the procedure shall be to remove all scores awarded to teams that played against the removed team and seasonal averages applied. If a team folds or is removed/dropped from the league after the beginning of the second half (week eight (8)), the procedure shall be to let the scores from the first half stand and all scores awarded to teams that have played against the removed team in the second half removed and in lieu thereof, a seasonal average applied.

- D. **LATE/ABSENT PLAYERS** – A player is not considered absent until the beginning of the game in which he/she is scheduled to play. A late arriving player may not join in a game after the first dart is thrown. If a player does not show for a scheduled game:
 - a. In 301 the game point will be given to the team that is present
 - b. In Cricket and 601, the team may play short-handed (skipping a turn for the absent player). If a team decides not to play a particular game short-handed, the points will be awarded to the opposing team.
- E. **PLAYING SHORT-HANDED** – In Cricket if the short-handed team beats the two-man team, he/she is awarded the usual 2 points for a win. In 601, if the short-handed team beats the three-man team, they are awarded the usual 3 points for the win.
- F. **UNREGISTERED PLAYERS** – The use of any unregistered player will result in forfeiting the games the player played in for that evening. The forfeit points will be awarded to the opposing team. It is the team's responsibility to accept the penalty of playing short-handed if they cannot field a team with only their registered players.

ARTICLE VII – SCORING

- A. **SCOREKEEPING** – The captain of each team is responsible for providing a caller/scorer for each game. Players may score their own match(s) if they desire.
- B. **THROWN DART** – Three (3) darts thrown by hand shall constitute a turn. A thrown dart is any dart that has been released in the direction of the board by the player with the intention of scoring with that dart. Once a dart has been thrown, it may not be thrown again during that turn regardless of where that dart may land, including bounced darts caught in mid-air. A dart dropped unintentionally by a player during that player's turn is not a thrown dart.
- C. **VERIFICATION** – The score caller must call out the player's score for each turn prior to the player taking his/her turn's thrown darts from the board. For a dart to score, it must remain in the board until the score has been called, posted, shown and verified to the scorer. The tip of the dart point must be touching the bristle portion of the board in order for that dart to be counted as score. A person's turn is over once he/she touches a dart in the board. If darts are pulled from the board before score verification that turn's throw results in a score of zero (0) and it is the next players turn.
- D. **FOUL/TOE LINE** – While throwing a dart, a player's foot/feet may **NOT BE ON OR ACROSS THE FOUL/TOE LINE** and/or its imaginary extensions. If another match is being played on an immediately adjoining board, then a player must also keep at least one entire foot within the area extending directly back from the ends of the 3' foul line on that side. If a player violates the foul line, he must be notified immediately by the opposing team captain or that game's opposing player(s). Only the dart, which was thrown while committing the foot-foul immediately preceding the notification, can be disqualified. Foot-foul violations may not be called after a player's darts are pulled from the board.
- E. **ADVICE** – The scorer can only tell a player what is left for him/her to attain or what has been scored with the darts he has thrown. The scorer cannot tell the throwing player what to throw at. If the scorer tells the player by mistake to throw at a certain number for a finish and it proves to be a wrong number, the throw stands as thrown. A player may seek advice on what to shoot from another team member after stepping away from the line in a non-throwing position.

- F. **OUT OF TURN** – If a player throws out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as thrown.
- G. **MISTAKES** – It shall be the responsibility of the player to verify his/her score before removing the darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent “strategy” involved in the Cricket game, no alteration in score shall be allowed once an opponent has thrown a dart to that score. In 301 errors in arithmetic must stand as written, unless corrected prior to the beginning of the player’s/team’s next throw. (In the interest of sportsmanship, obvious mistakes such as deducting 50 from 601 and having a total of 451 left may be corrected at any time during the match.)
- H. **WINNING DART ENDS GAME** – In ’01, a leg or match is concluded at such time as a player or team hits the double required to reduce the remaining score to zero. In Cricket, the game is won when a player or team closes all numbers and has an equal or greater number of points than the opponent. Any and all darts thrown subsequently shall not count for score.
- I. **MATCH SHEETS** – Team Captains are responsible for recording scores on the Match Sheet. Entries must be made as points are scored. “Attaboy/Attagirl” points must be entered immediately after they are scored. Each Team Captain **MUST** turn-in his/her Match Sheet with his/her name circled. Match Sheets must be mailed to:
 - a. Savannah Area Darting Association
PO Box 23553
Savannah, GA 31401
- J. **MATCH SHEETS/LATE PENALTY** – It is the Team Captain’s responsibility to see that all Match Sheets are turned in on time. There will be a two (2) point penalty per week or any part thereof up to a maximum of five (5) weeks (total 10 points for any late score sheet). Match Sheets should be postmarked by Friday following the match. The Post Office Box will be cleared the beginning of each week. Late arriving sheets will be penalized unless postmarked by the Friday following the match. The second week late, the Statistician will notify the negligent team captain.
- K. **CALLING IN SCORES** – A telephone answering machine will be made available for the purpose of notifying the Statistician of each match score. Home Team captains will be responsible for calling their respective match scores into the answering machine on the night of their match, no later than mid-night on the night of the match. Scores not called-in on time will result in a one (1)-point penalty for the home team, i.e.; this is a one-time offense per time not called in. The proper procedure for calling in scores to the answering machine will be as follows:
 - a. State:
 - i. Division
 - ii. Home Team Number & Home Team Score
 - iii. Away Team Number & Away Team Score

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| ARTICLE VIII – PROTEST |
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- A. **NOTIFY OTHER TEAM** – The captain of any team may file a protest for any irregularity of a match. The opposing Team Captain must be notified at the time of the said protest; the match from that point on is being played under protest. The Match shall be played to conclusion.
- B. **FILING PERIOD** – The protest must be filed with the Rules & Grievance Committee Chairman in writing within three (3) days.
- C. **OTHER REQUIREMENTS** – The protest must also be indicated on the Match Sheet and called into the Statistician as a Match played under protest. The Match Sheet must be handled the same as a Match Sheet that is not under protest, as far as scoring is concerned.
- D. **PRESIDENTIAL GRIEVANCE** – The President may file a grievance for illegal activities by a member or for violations of the rules or bylaws upon receipt of a complaint (either written or oral).

ARTICLE IX – PERSONAL CONDUCT

- A. **HECKLING OR OTHER HARASSMENT** – is strictly forbidden. It is the home team’s responsibility to maintain the best of order during play. Sportsmanlike conduct shall prevail.
- B. **BAD CONDUCT** – The repeated use of foul or insulting language and/or resorting to physical violence shall be considered just cause for penalizing the offender and his team up to 10 penalty points. The offender may also be subject to suspension and/or probation. Serious or repeated violations may result in a recommendation for expulsion. Physical violence will result in immediate suspension and/or expulsion for an individual or team involved in the incident.
- C. **ANY BEHAVIOR** deemed unsportsmanlike, disruptive, or detrimental to the league or its functions and which may not be otherwise covered under these rules must be reported directly to the President or to the Board of Directors within three (3) days. The President may refer the matter to the R&G chairman or to the Board of Directors, which may consider the matter or refer it to the R&G chairman. Punishments then currently available from probation and/or penalty points through suspension or expulsion may be imposed.

ARTICLE X – DIVISIONS

- A. **LEVELING** – At the end of the season the two (2) lowest teams in a Division will move down to the next lower Division and the two (2) top teams in that Division will move up to the next higher Division. In the event any Division loses a team or teams before, during, or after a playing season. The aforementioned should be waived, and emphasis placed on fielding an eight team Division and on minimizing the byes.
- B. **TIES** – The team scoring the most points in its respective Division shall be the winner of that Division. In the event of a tie situation, a single point will be awarded to the winner of a 1001, double-in/double-out game. This match shall consist of six (6) players per team. The point given for the tiebreak will not affect seeding in the City Playoffs other than giving the winning team a higher seed than the losing team. It will not change their total points on the season.

ARTICLE XI – CITY PLAYOFFS

- A. **COMPETITORS** – At the end of the season the 1st and 2nd place teams in each Division will advance to the City Playoffs. In the event of a tie for 1st and 2nd place in a Division a 1001 tie break game will be played the Saturday Night of playoffs and start no later than 30 minutes before the start time of the 1st round of the playoffs to determine the 1st and 2nd place winner of that division.
- B. **THE TEAM PAIRINGS** and order of play in the City Playoffs shall be determined by a seeding system and will be determined the Wednesday following the last night of seasonal play. At that point all captains involved in the playoffs will be contacted either by the Statistician or the Tournament Director with the time(s) they will be playing.
- C. **SEEDING SYSTEM** – At the end of the season the 1st and 2nd place teams from each Division will be seeded based on total cumulative points on the season. The top 10 teams will have automatic byes to the first round played on Sunday. The remaining teams will play on Saturday night to determine who will proceed to the Sunday rounds.
 - a. Winning teams on Saturday night will be re-seeded for Sunday’s games. I.e., if the 11th place team loses and the 12th place team wins then the 12th place team will become the highest seed from Saturday night.
 - b. Tie breaks to determine seeding: in the event that two or more teams tie there will be three different levels of tie breaks to determine which team has the higher seed.
 - i. If teams are in the same division, the winner of the 1001 tie-break game will receive the higher seed.

- ii. If teams are in different divisions, then the team that finishes first in their respective division will receive the higher seed.
 - iii. If teams are in different divisions and finished with the same 1st or 2nd place ranking, then the team that has the best Win-Loss record will receive the higher seeding.
 - 1. If Win-Loss record is the same, then the team with the highest score at Week 7 will receive the higher seed.
 - 2. If Score at Week 7 is the same, then the higher seed will be determined by a coin toss.
- D. **MATCH TIME** – All 1st round matches will be called and underway by 7pm SHARP on Saturday night. All 2nd round matches will be called and underway by 9am SHARP Sunday morning. Any team not playing by the announced time will be given a 2nd call 5 minutes after start time for that match. A 3rd call will be issued 5 minutes later. Any team not playing within 5 minutes of receiving a 3rd call will forfeit that match and will be disqualified from further competition in the tournament.
- E. **MATCH FORMAT** – All matches will follow the standard league format, i.e. 6-301's, 3-Crickets and 2-601's.
 - a. All SADA rules and regulations will apply to the matches
 - b. The leadoff player/team in EACH GAME shall be determined by "corking". Standard ADO corking rules apply. Match Sheets have no home/away relevance so long as Team Captains decide collectively which side to use for his/her lineup.

NOTE: The corking rule applies only to the City Playoffs. It does not apply to regularly scheduled league play.

- F. **DETERMINING A WINNER** – The winner of a match is determined by whoever scores 10 points first.
- G. **TIES** – Ties during the Playoffs must be decided by a game of double-in/double-out 1001. There will be a coin toss determining home and away teams. The game should be played immediately after the match. The winning team will be awarded one (1) point and will advance in the tournament.

ALL POLICIES, PROCEDURES AND MATCH RULES ARE SUBJECT TO CHANGE.