



Rules of  
Play

## **MEMBERSHIP**

Membership Section A: Only those who have paid season fees will be eligible to participate in C.C.D.A. competition. Eligibility begins on the night of payment.

Membership Section B: Each member is responsible for keeping his/her membership card with them on match nights. This card must be presented if member's eligibility is challenged by an opposing team captain. This rule does not apply in the case of a new member who has not received a card.

Membership Section C: Each C.C.D.A. member is responsible for knowing C.C.D.A. rules.

Membership Section D: The President has the authority to suspend any CCDA member for due cause. Such suspensions may be appealed, in writing, to the Board of Directors.

## **FEES**

Section A: Each sponsor will pay a \$35.00 administrative fee for each team based at their establishment. This administrative fee is non refundable.

Section B: Player life membership fees to CCDA are \$2.00

Section C: There is a \$20.00 fee **per member participating in each season**. There is a \$10.00 additional fee for those **participating in the second night of play in each season**.

**Section D: Player Fees are due the FIRST night of the season. Even if you are not the home team, player roster sheets and player fees must be mailed in time to be received by the secretaries before the next night of play.**

**Section E: Player fees must be paid the night played. Monday fees are due the first Monday of play and Thursday fees are due the first Thursday of play. Players may not shoot on Monday and indicate on the roster sheet that they will pay on Thursday, and visa versa. Failure to pay results in loss of wins and individual stats for the matches played by the player, and loss of individual stats for the team captain.**

Section F: Substitute fees will be \$3.00 per substitute, per night

## NON PAYMENT AND/OR RETURNED CHECKS

Section A: Checks that are issued for payment of multiple player fees affect each individual plays as though a check was issued by each team member.

Section B: Checks returned to the CCDA Treasurer for insufficient funds will be treated as nonpayment of the required fees and the following will apply:

- The check must be made good within 5 days of notification of return.
- The original check amount and any charges/penalty assessed the bank for the returned check shall be reimbursed by the person that issued the check.

Section C: Penalty for not making payment within 5 days of notification is loss of all wins for the team and individual stats for the team captain.

Section D: If payment is made directly to the Treasurer, the Treasurer is responsible for notification to the secretary to avoid further penalties.

## TEAM LIMITATIONS

The Board of Directors and the President have the discretion to limit the number of teams at any sponsoring establishment.

## DIVISIONS

- C.C.D.A. can establish a split division on Monday Nights Only; The Coors Division A League and the Coors Light Division B League.
- There must be a minimum of 4 Teams that elect to participate in the “A” Division.
- If 4 teams do not elect to participate in the “A” division, then the schedule will be determined based on total number of teams participating in that season.

### **Divisions Section A:**

Any teams in the Coors Division with a winning percentage above 50.99% (51% or above) will be required to stay in the Coors Division.

### **Divisions Section B:**

Any team in the Coors Division with a win percentage 50.99% or below, have the option of moving to the Coors Light Division.

### **Divisions Section C:**

Any teams in the Coors Light Division may voluntarily move to the Coors Division regardless of their win percentage.

### **Divisions Section D:**

Coors Light Division Champions /League Champions will be forced to move to the Coors Division if only one of the following exist:

- 1: They win by more than 20% points over the second place team.
- 2: They have a winning percentage of 85% or more for the season.

**3:** They win 3 consecutive League Championships Winning the playoffs 3 times in a row.  
(ex. winter, summer, winter)

**Divisions Section E:**

**‘A’ LEAGUE FORMAT ONLY**

- 1:** You can not shoot more than 4 games a night.
- 2:** You can only shoot in 1 (one) singles a night.
- 3:** The 3 (three) games in set 4 are 2 out of three.
- 4:** The Doubles are 501, Cricket and 301.

**SCHEDULES**

**Schedules Section A:**

Schedules will be prepared prior to each season by the **Secretaries** or appointed Board Member and approved by the **President**.

**Schedules Section B:**

C.C.D.A. will observe and not schedule league play for the following holidays: New Years Day, Memorial Day, Independence Day July 4th, Labor Day, Halloween, Thanksgiving, and the week of Christmas.

**EQUIPMENT**

**Equipment Section A:**

A bristle board of acceptable quality must be secured to a permanent backboard in such a manner that the distance from the cork bulls eye to the floor measures 5 ft. 8 in. This may not vary more than 1/4 in. up or down.

**Equipment Section B:**

The toe line shall be a fixed tape mark. The distance from the line to the surface of the board must be 7 ft. 9 1/4 in., plus or minus 1/4 in. The distance will be measured to the front edge of the tape mark. Players will be allowed to shoot from any reasonable distance behind the tape mark. In the event that a player shoots from a closer distance than the minimum, the opposing team captain may warn the player and his/her team captain. Any further violations could result in forfeiture of the score of the thrown dart. The dart will stay where it was thrown for the remainder of the turn.

**Equipment Section C:**

Spotlights must be mounted so that the board is brightly illuminated so that a minimum amount of shadow exists and a way so they do not impede the flight of the darts. There shall be a minimum of two spotlights per board.

**Equipment Section D:**

The distance from the toe line backwards will be a minimum of 3 feet. The length of the standing space to throw. This allows for adequate room to stand and throw behind the line.

**Equipment Section E:**

No obstructions will be allowed at CCDA matches. Example: pool tables backing up to the dart throw line. Adequate space to shoot without obstruction is required.

**Equipment Section F:**

Dart boards should be placed so the edge is at least 6 in. from the ceiling. All scoreboards must be at least 3 in. from the edge of any dart board, preferably on the outside of the board. There must be a minimum of 4 ft. from cork to cork between boards.

**Equipment Section G:**

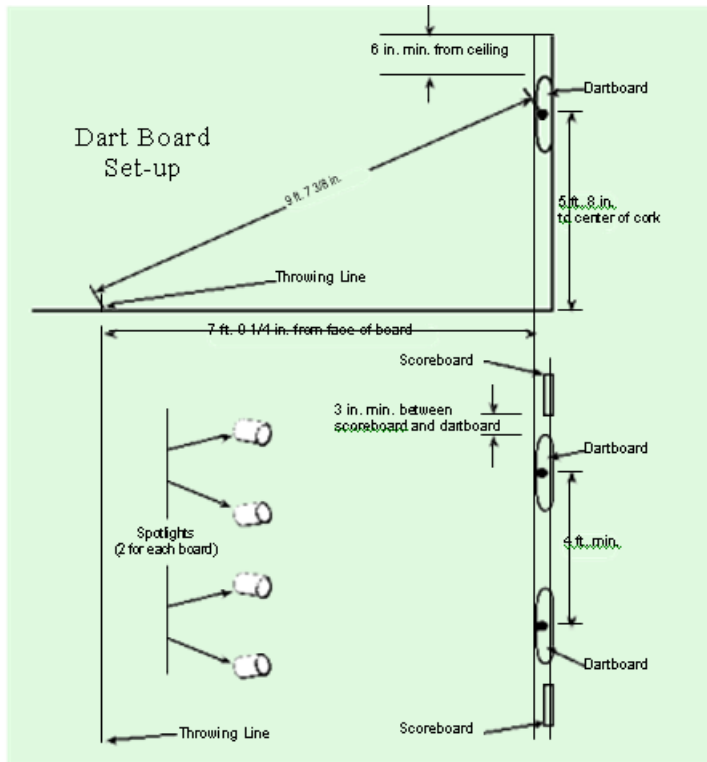
All protest based upon violations of C.C.D.A. equipment standards shall be initially brought to the attention of the home team captain PRIOR to match play. If no action is taken to correct the violation(s), a formal protest should be submitted to the President for referral to the Board of Directors.

**Equipment Section H:**

For non-compliance to rules Equipment-A thru Equipment-G, all home matches will be played away until violations are corrected.

**Equipment Section I:**

C.C.D.A. matches are to be played on two boards. No sponsor shall be accepted unless they comply with the format.



## THE TEAM

### **The Team Section A:**

The minimum number of players for a full team is six (6).

### **The Team Section B:**

Four players (4) shall be considered a legal but incomplete team. A match cannot be played without a legal team.

### **The Team Section C:**

Teams may not legally start a match with less than a legal team and may play late arriving players provided time factors are not violated.

### **The Team Section D:**

Lineups for the first section of play must be exchanged by starting time. The first section of play is then started. After that, the captain of the team must forfeit later games and may choose what game(s) his/her team will forfeit.

### **The Team Section E:**

The lineup for each following section must be filled out before play begins.

### **The Team Section F:**

Players not present may not be listed in anticipation of their arrival.

### **The Team Section G:**

Changes and substitutions may only be made with the consent of the opposing team captain, who, upon consent, will initial such changes on the score sheet.

### **The Team Section H:**

When both teams present have less than the minimum needed for a full team, both teams forfeit the point(s) of competition they are unable to play.

### **The Team Section I:**

Teams may play more than the minimum needed for a full team as long as all other rules are observed.

## SUBSTITUTES

### **Substitutes Section A:**

To avoid having teams shooting short, teams may have substitute shooters provided the following are met:

- 1. Substitutes are permitted anytime in the season up to but NOT including playoff matches.**
2. Substitute fees (\$3.00) must be sent in with the scoresheet for the night that the substitute was used or all games won by the substitute will be losses.
3. Substitutes are only allowed when a team has a legal but incomplete team. Substitutes can only be used if your team has 4 or 5 players present.
4. Substitutes may not play when there is a full team of 6 players present.

5. Substitutes do not have to be members of C.C.D.A.
6. An individual who is a member of a team may not substitute for any other team within the same league.
7. All Substitutes must adhere to the C.C.D.A. Rules of Play.
8. No substitutes will be eligible for awards or banquet privileges. No personal stats will be kept.

## **PLAYER/TEAM STATUS**

### **Player-Team Status Section A:**

A player may only change teams between seasons.

### **Exceptions:**

1. A player may change teams during a season for just cause with the permission of the President.
2. **In the event a team forfeits out of the league for any reason, those players from that team may join a different team and their stats will transfer with them to that new team.**

### **Player-Team Status Section B:**

A player must participate (i.e.: shoot at least one game per night) in **50%** of the season to shoot in the playoffs. Players who sign up at the beginning of the season will be eligible for Playoffs with less than **50%** for a season if they missed matches due to legitimate reasons. A letter must be submitted to the President or Secretary(s) and approved by the President for a player to be legal for the playoffs.

### **Player-Team Status Section C:**

If a captain obtains a membership card under fictitious name for the purpose of “free substitution” he/she will be suspended from all C.C.D.A. play for a period of not less than 5 years.

### **Player-Team Status Section D:**

**New players may be added to a team up anytime in the season up to but NOT including the first night of playoffs.**

## **POSTPONEMENTS**

### **Postponements Section A:**

Postponements may only be granted by the President

**1:** Both Captains involved in a postponement may agree upon the postponement provided the following are met:

- 24 hour notice except in extreme emergencies.
- The President or Secretary is notified by both Captains of the agreement before the scheduled match is to play.

**2:** In extreme emergencies where 24 hour notice cannot be made and both captains are in agreement, the President or Secretary must be notified immediately of the postponement by both Captains.

**3:** If both Captains cannot come to an agreement, the Presidents decision is final.

### **Postponements Section B:**

1. In cases when inclement weather, snow, etc., the rule is if Charles County Public Schools are closed, then darts are canceled.
2. If games are canceled due to inclement weather the matches will be made up on the make up night.
3. Captains may decide to play on the originally scheduled night, or on a different night than the make up night with notification to the Secretary or President.
4. If the make up night cannot be used for the postponement then the match will be played at the end of the regular season and the schedules will be revised accordingly.

## **FORFEITS/BYES**

### **Forfeits/Byes Section A:**

A team not presenting a legal team at the starting time will forfeit the match all 11, 13 or 15 games, depending on league night. The team accepting the forfeit will receive **all wins for 11, 13 or 15 games**. A 20 minute grace period will be observed - start time is 7:30 p.m., forfeit time is 7:50 p.m.

### **Forfeits/Byes Section B:**

Any team forfeiting 2 matches within the season shall immediately be dropped from the league for the remainder of the season, and past points returned to the teams from which they were won.

### **Forfeits/Byes Section C:**

Byes will always be all 11, 13 or 15 wins to the team with the Bye.

## **FORMAT OF PLAY**

### **Format of Play Section A:**

Match – Entire night, Monday or Thursday

Set – 4 sets in a match (including 501). Grouping of games (the first set on Monday is Dbls 401, Dbls 301 and Dbls Cricket)

Game – (301, 401, Cricket, or 501) One element of a match for which a point is awarded to the winning team

Leg – 3 legs per game (except 501) One element of each game played, maximum legs per game is 3

- A player may not play more than once in each set
- Format of play will be determined at the start of each season by the President.

### **Format of Play Section B:**

In sets 1, 2 and 3 games are best 2 out of 3 legs. **Set 4 (501, 701)** all games are 1 leg.

### **Format of Play Section C:**

01 Games–301 is double in, double out. All other 01 games are free in, double out

### **Format of Play Section D:**

Cricket–The number being shot does not have to be called i.e., **slop** counts and there is no order in which you have to shoot the numbers shoot any number or cork at anytime. Points are kept not given. The player(s) with an equal or higher amount of points when all numbers are closed 3 each of – 20, 19, 18, 17, 16, 15 and corks is the winner of the leg.

## TIME FACTORS

### **Time Factors Section A:**

Boards will be available for practice 1/2 hour before starting time.

### **Time Factors Section B:**

Starting time is 7:30 p.m. at 7:50 p.m., games are forfeited.

### **Time Factors Section C:**

No more than 10 minutes shall elapse between games. **Failure to comply will result in forfeit of leg.**

### **Time Factors Section D:**

**(Smoker's rule)** Once a leg has started, then no more than 3 minutes shall elapse between player's turns. **Failure to comply will result in loss of player's turn. They may resume shooting in the next rotation.**

## WAIVING THE RULES

Team captains may waive, at their discretion, only the rules pertaining to time factors and the order of games in the match.

## BEGINNING A GAME

### **Beginning a Game Section A:**

#### **Score sheets**

**1:** Score sheets must be mailed or e-mailed early enough to reach the secretary no later than Thursday for the Monday Night League and Monday for the Thursday Night League. Any score sheets received after the stated deadline will appear on the following weeks stats.

**2:** Lack of score sheet will not be considered a valid excuse for non-report of results. **A neat facsimile of C.C.D.A. score sheet is acceptable. Electronic files sent by e-mail are also acceptable.**

**3:** Penalties for late or missing score sheets are assets as follows and will be applied at the end of the season.

First Time	No Penalty
Second Time	2 Game reductions to number of games won. Captain loses all their personal stats for that night
Third Time	No games won counted Captain loses all their personal stats for that night

**4:** The Secretary is responsible for maintaining this information as part of the league files. The Secretary will also be required to furnish this information, when requested, to support any penalty point assessed for a team's late score sheet, when disputed.

**5:** Both team captains are responsible for the accuracy of score sheets and must sign them.

**6:** In the event of a forfeit, the attending captain must send in a score sheet for that weeks match. Scheduled byes are not affected by this rule.

### **Beginning a Game Section B:**

#### **Starting Play**

**1:** All games are begun by throwing cork. Only players scheduled to play in the game may throw for the cork.

#### **Regular season play:**

##### **1. Determine who has option of throwing first**

#### **Regular season play:**

##### **“A” League**

Coins toss to determine who has the option of throwing first or second at the cork for the first leg. Loser of the first leg has the option of throwing first or second at the cork for the second leg. If a third leg is necessary, loser of the original coin toss has the option to throw first or second at the cork. In all cases team throwing nearest the cork throws first in the leg. NO MUGS AWAY.

##### **“B” League and Thursday Mixed League**

The home team always has the option of throwing first or second. In the case of 2 out of 3 games, the second leg is always started by the loser of the first leg MUGS AWAY. If a third leg is necessary, the home team will have the option of throwing cork first or second. Team throwing nearest to the cork throws first in the leg.

##### **Play-Off - “A” and “B” Divisions**

Coins toss to determine who has the option of throwing first or second at the cork for the first leg. Loser of the first leg has the option of throwing first or second at the cork for the second leg. If a third leg is necessary, loser of the original coin toss has the option to throw first or second at the cork. In all cases team throwing nearest the cork throws first in the leg. NO MUGS AWAY.

**2:** Darts hitting outside the cork will be measured from the wire of the cork to the thrown dart by the chalker.

**3:** For darts hitting inside the cork, double cork beats single cork, and equal value corks tie. The second player may request the first dart be removed from the cork, the request must be complied with. In the event of a tie, cork shall be re-thrown, with the order of players reversed. This process may continue until a winner is declared.

**4:** When throwing a cork, a dart must stay lodged in the board in order to count. If the second dart dislodges the first, both players must shoot again in reverse order.

**5:** Darts must not be touched by anyone prior to declaring a winner. Should the markers or the throwers be in doubt, cork will be re-thrown. If a member of either team touches the dart before the decision, his/her team will forfeit cork. If a spectator violates this rule, cork will be re-thrown and the shooting order will be the same.

## **SCORING AND MARKING**

### **Scoring & Marking Section A:**

There should be a chalker/scorer whenever possible. The chalker will be a person acceptable to both team captains. If no chalker is found acceptable to both team captains, players will keep their own score.

### **Scoring & Marking Section B:**

#### **BUST RULE 01 GAMES:**

A player busts when scoring more points or one point less than the remaining points in a game, or when scoring the exact number of points remaining when the last dart is not a double. After a bust, the score remains as it was prior to the play.

### **Scoring & Marking Section C:**

For a dart to score, it must remain in the board for five seconds after the final dart has been thrown. The tip of the dart must touch the bristle scoring surface to count.

### **Scoring & Marking Section D:**

No dart may be touched by anyone prior to the decision of its score. It is the responsibility of the player to verify the score before removing the darts from the board. The score of any player removing his/her darts before it is verified by the chalker or an opponent will be counted as zero.

### **Scoring & Marking Section E:**

The chalker may inform the thrower of the points scored or whatever points are left only when requested. The chalker shall not give score in terms of doubles or throwing combinations. Other players or spectators may advise the thrower during the game.

### **Scoring & Marking Section F:**

Errors in arithmetic must stand as written unless corrected prior to the beginning of that Teams next throw. This rule may be waived by mutual consent of both team captains.

### **Scoring & Marking Section G:**

A dart is **thrown** when it leaves a players hand as the hand and arm move toward the board after the player has taken a position at the line. A dart which is dropped while a player is taking his/her position at the line, or resetting for the next shot, does not count as a thrown dart. A dart scores as thrown even if deflected, whether or not it strikes the board.

### **Scoring & Marking Section H:**

#### **Throwing Out of Turn**

When a player throws out of turn, the score will not be counted and the proper player will throw. If improper order is discovered after another player has thrown, play will revert to the

point of infraction. All intervening score will be voided and play will proceed in proper order from the point of infraction.

**Scoring & Marking Section I:**

While players are currently playing a match, they are dedicated to that match and cannot be practicing or playing another match on any other board.

**PROTEST**

All protests must be submitted in writing to the President within 7 days of the cause of the protest. President decisions must be made within 30 days of receipt of protest or appeal. The decision of the President may be appealed to the Board of Directors within 30 days. Decisions of the Board of Directors are final.

**Sportsmanship**

**Sportsmanship Section A:**

Good sportsmanship shall prevail at all C.C.D.A. events.

**Sportsmanship Section B:**

Any verbal abuse or intentional distraction directed at the shooter by an opponent while the shooter is at the shooting line will result in forfeit by the offending team of the game being played, if protested immediately by the shooters captain.

**Sportsmanship Section C:**

Distractions or abuse from non-team players will not be tolerated. It is the responsibility of the home team captain and the sponsoring establishment to remove the source of distraction.

**Sportsmanship Section D:**

Any C.C.D.A. member involved in fighting at a C.C.D.A. event will be immediately suspended pending investigation by the Board of Directors, which is authorized to take the appropriate action.

**Sportsmanship Section E:**

In case of violations of any of the C.C.D.A. rules, when the team captains cannot resolve the problem. Play should cease and a forfeit be filed.

**Sportsmanship Section F:**

Any C.C.D.A. member intentionally throwing a dart at another person at a C.C.D.A. event will have their membership to C.C.D.A. terminated immediately.

**Liability**

C.C.D.A. is not liable for damages resulting from personal altercations at C.C.D.A. events.

### **Compensation**

As compensation for their services, the President, Treasurer and Secretaries will receive free membership during the season(s) they serve.