

# Darters of Brevard Constitution & By Laws

Revised August 2011

# Constitution

## **Article 1      FOUNDATION**

- Sec 1. **Name:** The organization shall be known as the Darters of Brevard, Inc. and herein shall be referred to as the DOB.
- Sec 2. **Aims and Objectives:** The DOB shall be a not-for-profit organization. The DOB shall make available the sport of steel tip darts to any person 21 years of age or older interested in and who shall abide by the Constitution of the DOB. The organization shall oversee and direct all aspects of play, activities, and membership in order to provide guidance and promote good sportsmanship of the highest degree to all the membership in a fair, safe, and impartial form.
- Sec 3. **Constitution and Bylaws:** The Constitution and Bylaws of the DOB were designed and designated as the policy, rule and guide for the membership of the DOB in the playing of the sport of Steel tip darts. The DOB's membership shall respect and abide by the Constitution and Bylaws.  
**Constitution:** The body of the Constitution shall only be amended or added to, with a majority vote of the general membership.  
**Bylaws:** The Bylaws of the DOB may be amended or changed by a majority vote of the Board of Directors and shall be effective immediately unless otherwise recorded to hold for vote of approval by the general membership of the DOB.
- Sec 4. **Geographic Boundaries:** The geographic boundaries designate the area in which all sponsor's designated places of play shall be located. The boundaries shall be squared off and extended to:  
**North:** Patrick Air Force Base                      **South:** Valkaria Road  
**East:** Atlantic Ocean                                      **West:** Palm Bay City Limits

## **Article II      ADMINISTRATION**

- Sec 1. **Executive Board:** The Executive Board shall be comprised of the eleven (11) Executive Officers, who shall be elected annually (at the General Membership Meeting) and shall consist of the President, Vice-President, Secretary, Treasure, Sergeant of Arms, eight (8) Members a Large who will also act as the Board of Regulations. The function of the Executive Board shall be to:
- A. Each Executive Officer (except the President) shall have one (1) vote on any issue. If any Executive Office shall have a conflict of interest with any issue being voted on, he/she shall not have a vote. The President shall not have a vote except to break a tie.
  - B. Maintain precedence over all issues concerning the DOB.
  - C. To examine any problems or disputes brought to their attention, and to take necessary action.
  - D. Expel, suspend, penalize or discipline any member or team guilty of conduct which is detrimental to the interests of the DOB.
  - E. To appoint or call for an election at anytime a replacement is needed for any reason the Executive Officers are reduced in number until the Next General Membership Meeting.
  - F. To appoint any sub-Committee deemed necessary by the Executive Officers.
- Note:** The executive Board may, at their discretion, direct issues (as referred to in sections A, C, D, and E above) to the Board of Directors for resolution.
- Sec 2. **Executive Officer's Duties:**
- A. **President** The President shall preside over and be responsible for all activities and meetings. He/She shall sit as chairperson at all DOB meetings (except Sub-Committee meetings).
  - B. **Vice-President** The Vice-President shall deputize for the President in his/her absence. He/She shall assist with all matters of the DOB.



necessary to resolve any issues in need of immediate attention (i.e. rule violations, appoint a new Executive Officer, etc). These meetings may be called by the Executive Board, Board of Directors, or General Membership.

Sec 5. **Standing Orders of Meetings:**

- A. **Location:** All meetings and administrative events (with the exception of the Award/Election Event) shall be held at a DOB Sponsor's designated place.
- B. **Attendance:** Attendance shall be mandatory of all required voting DOB members. The following rules shall be applied in accordance with the requirements of attendance:
  - i. Attendance constitutes being present at meetings within one-half hour of scheduled time.
  - ii. Executive Officers and Members at Large shall be removed from their position if he/she fails to attend 2 consecutive meetings or more than 3 during the DOB fiscal year without showing due cause.
  - iii. Sponsors shall be asked to remove their Sponsor Representative and appoint another if he/she fails to attend (or appoint a designated rep) 2 or more required meeting without showing due cause.
  - iv. The General Membership shall not be restricted from attending the DOB Officers or Captain's meetings. but shall not be allowed to enter a motion or vote on any issue and shall not create distractions.
- C. **Cancellation or Rescheduling:** No Officer's meeting can be cancelled without being rescheduled unless approved by a majority of the Executive Board. Any rescheduled meeting shall be done within two (2) weeks of the originally scheduled date.
- D. **Order of Business:** An agenda shall be circulated to each member of the Board of Directors prior to the commencement of an Officer's meeting. The agenda shall be set by the President and prepared by the Secretary.
- E. **Minutes:** The Secretary shall read the minutes of the previous meeting, but no motion shall be allowed on the minutes except in regard to their accuracy. After the confirmation of the minutes, they shall be signed by the President. The Board of Directors shall then be at liberty to ask questions with regard to the matters arising out of them. This shall be termed as Old Business.
- F. **New Business:** New business shall be submitted to the Secretary at least 24 hours prior to a scheduled meeting to be added to the agenda for discussion. All new business shall be discussed prior to a motion. Robert's Rules of Order shall be adhered to in regards to all motions, discussions, and voting.

Sec 6. **Elections:** Elections shall be to seat the members of the Executive Board and to vote on any issue deemed necessary by the Board of Directors. Elections shall be held at the General Membership Meeting. Elections of issues other than seating of DOB officers may be conducted at Officer Meetings or by other means deemed necessary and appropriate. The ballots shall be counted by two (2) DOB members not in or running for an elected position. In the event of a tie, a run-off election shall be held.

Sec 7. **DOB End of Year Award and Elections Event:** The DOB end of the year event will be held at the end of each fiscal year. All members who are in paid and in good standing through the fiscal year, along with their families, are welcome to attend. Any member who has been expelled from the DOB shall not be allowed to participate.

Sec 8. **Registration:** Registration for each upcoming season shall begin immediately following week 10 of each season and shall continue until twenty-four (24) hours prior to the scheduled seeding committee meeting.

Sec 9. **Seeding:** Seeding of teams shall be held immediately following the first Officers meeting of each season. Registered teams shall be seeded into divisions according to their previous season's standings, team membership, and experience of players. Final seeding of the divisions shall be determined by a vote of all Seeding Committee members.

Sec 10. **Tournament:** The DOB shall have the ability to hold a One Day Tournament each year for about \$1100.

# By Laws

## **Article IV                      FINANCES**

- 1) DOB Fiscal year shall run by July 30<sup>th</sup> from March 1<sup>st</sup> to February 28<sup>th</sup> and include three (3) seasons spring, summer, and winter., and spring.
- 2) Financial Statement shall be prepared by the Treasurer and presented at the awards presentation each season.
- 3) The financial books of the DOB shall be available to all DOB members for review and audit.
- 4) All fees collected on behalf of the DOB shall be deposited into the DOB account.
- 5) All checks signed on behalf of the DOB shall require the signature of authorized Executive Board members.
- 6) Receipts or bills shall be submitted for all material purchased/rented for work done on behalf of the DOB before any reimbursements or payments shall be made.
- 7) A voucher shall be signed and dated by any person(s) upon receiving funding for DOB required purchases or other needs and shall be held by the DOB until all funding is accounted for through receipts or repayment. The person receiving the funds shall be responsible for these until the voucher is marked paid in full.
- 8) Prior to the commencement of any work on behalf of the DOB, a bid shall be submitted to the Board of Directors for approval, or a contract agreement shall be signed by the bidder, DOB President, and DOB Treasurer with approval of the Executive Board.
- 9) The DOB membership dues and sponsor fees shall be reviewed each season by the Board of Directors.
- 10) The DOB shall have the power to authorize changes in the dues if deemed necessary.

**NOTE: Fees listed below are the current dues as of July 2007, but may be subject to change.**

- 11) Fees
  - a) Each DOB member shall pay an Annual Membership fee of \$5.00 each fiscal year at the time of enrollment.
  - b) Each DOB member shall pay an Administrative Fee of \$6.25 and Trophy Fund Fee of \$3.75 at the time of registration or by the third (3) week of the season. Members joining between weeks 3 and 7 shall submit their fees by or on the first night of play.
  - c) Each member shall receive a membership card upon initial enrollment in to the league and may request a further card if original is lost.
  - d) Each team registering each season shall submit the dues for at least four (4) of their members at the time of registration. All other registered member's dues shall be paid in full by the third (3) week of each season or if registering with the team after week 3, they shall submit their fees on the first (1) date they play.
  - e) Each sponsor shall pay a fee of \$35.00 per each team they shall be sponsoring by the first (1) week of the season. The sponsor fee shall be designated for the purchase of team and player trophies and plaques.
  - f) Receipts shall be issued by the DOB for all dues received.
  - g) Checks shall be accepted in good faith, however, any person issuing a bad check shall be held liable to pay the amount of the check and any penalty charge issued to the DOB by the financial institution. The check issuer shall be classified as delinquent in dues until the owed amounts are paid in full.
  - h) All funds over and above the necessary operating costs of the DOB shall be distributed in a manner conforming to the laws binding non-profit organizations and approved by the general membership.

## **Article V                      ELIGIBILITY**

- 1) **DOB Membership:** Any Person(s) regardless of race, creed, sex, or geographic location shall be eligible for membership in the DOB and to play on a team provided they:
  - a) Be 21 years of age or older.
  - b) Have paid the appropriate annual membership dues for the fiscal year.
  - c) Have paid the appropriate seasonal administrative fees and all other required fees by the designated due dates.
  - d) Abide by the Constitution and Bylaws of the DOB.
  - e) Have not been expelled from the DOB at any previous time.
  - f) Be registered with a team no later than the seventh (7<sup>th</sup>) week of play.
  - g) No player shall be permitted to change teams after they have played in a DOB scheduled match for that season.
  - h) Have played a minimum of five (5) weeks of the regular season and/or play-offs to be eligible for the Final Four (exceptions can be made by the Executive Board).

- 2) **DOB Teams:** Any Group of persons may play as a team in the DOB provided they:
  - a) Be registered within a minimum of 24 hours prior to the convening of the Seeding Committee and have a minimum of four members (including Captain) membership dues paid at the time of registration.
  - b) Have a minimum of five (5) or maximum of twelve (12) players (including subs).
  - c) Have a minimum of one (1) member of the opposite sex on their team.
  - d) Have a sponsor and designated place of play prior to the commencement of the Seeding Committee.
  - e) Not be under the suspension of the DOB.
  - f) *PRACTICE GOOD SPORTSMANSHIP AND DART ETIQUETTE AT ALL TIMES.*
- 3) **Sponsors:** Any person(s), organization, or establishment(s) shall be eligible to sponsor teams in the DOB provided:
  - a) They have paid their appropriate fees as required per each team sponsored (through the Sponsor Representative or Captain) by the 1st week of the season and abide by the requirements of the DOB Constitution and Bylaws.
  - b) They have a designated place of play that meets DOB requirements and are approved by the DOB.
  - c) Their designated place of play shall be within the geographical boundaries as established by the DOB.
- 4) **Executive Officers:** To be eligible to hold a position as and Executive Officer, a member shall:
  - a) Be elected by the General Membership or be appointed by the President as acting officer.
  - b) Be willing and able to perform his/her duties to the best of their abilities and in the best interest of the DOB.
  - c) Have been a DOB member in good standing for a minimum of two (2) consecutive seasons, at time of elections and throughout their entire team.
  - d) Not be a sponsor or owner of sponsors designated place of play.
  - e) Not have been expelled, suspended, or under suspension.
  - f) Not hold any other voting position on the Board of Directors.

## **Article VI                      RESPONSIBILITIES**

- 1) **Officer Responsibilities:**
  - a) All officers shall attend DOB meetings that require their attendance.
  - b) An officer or appointed sub-committee person shall perform his/her prescribed duties to the best of his/her ability and shall not abuse or disgrace the Position or the DOB in any form or manner.
  - c) Any Executive Officer, appointed Sponsor Representative, or Sub-Committee member who fails to perform their duties or is absent from two (2) meetings without due cause shall be expelled from his/her position.
  - d) No officer shall vote on any motion that is proven to be a conflict of interest to the officer.
- 2) **Sponsor's Responsibilities:**
  - a) Sponsors shall be responsible for the location of a designated place of play that all teams sponsored by them shall use as home base throughout the DOB season.
  - b) It shall be in the sponsor's responsibility to ensure their designated place of play shall conform to any requirements as directed by the DOB.
  - c) Sponsors shall designate a DOB member as their representative to act as a voting voice on their behalf at the Captain's and General Membership meetings.
  - d) Sponsors shall have established space in their designated place of play where the game of darts can be played on a competitive level with a minimum of distractions and no obstructions to the field of throwing.
  - e) For each team sponsored, one regulation dart board and proper lighting shall be provided and shall be set up according to DOB requirements (See Board of Regulations Requirement Guidelines).
  - f) Provide adequate lighting to illuminate the playing surface of the board and scoreboard with a minimum of shadows. It shall be placed at sufficient height so as not to interfere with the flight of the thrower's darts and shall also be directed with the use of shades or reflectors so as not to interfere with the thrower's vision.
  - g) Provide adequate room behind the toe-line, to allow the thrower access without intencence.
  - h) Sponsors shall provide a bulletin board on the premises of the designated place of play for access by the players so that results and other DOB information may be posted.
  - i) Sponsors shall inform the sponsor representatives and/or captains of intentions concerning any courtesies that may be willing to extend to the DOB members (Courtesies are NOT REQUIRED by the DOB).
  - j) Sponsors shall be responsible for the care and safe keeping of the travelling Final Four Trophy and held liable for repair/replacement of the trophy if damaged, lost, or stolen while in their possession.

**3) Sponsor Representative Responsibilities:**

- a) It shall be the prime responsibility of the Sponsor Representative to sit at the captains and general membership meetings and act as a voting voice of his/her establishment on all issues concerning the DOB and act as a liaison between the Sponsor and his teams.
- b) The Sponsor Representative shall appoint on team captain to represent him/her in the event of their absence.
- c) The Sponsor Representative shall collect the Sponsors' fees for each team sponsored and shall deliver it to the DOB secretary no later than the 1st week of play.
- d) It shall be the responsibility of the Sponsor Representative to review the Sponsors team(s) schedules with the captains prior to the 2<sup>nd</sup> week of play and submit any conflicts to the DOB Secretary for resolution. Any further conflicts shall be resolved by a majority vote of the Executive Board.
- e) The Sponsor Representative shall be knowledgeable of the Sponsors house rules including any courtesies extended to the members of the DOB and inform the Captains and/or their team members of such.
- f) The Sponsor Representative shall ensure the Sponsor abides by and conforms to all the requirements set forth by the DOB.

**4) Captain's Responsibilities:**

- a) Team Captains shall sit on the Board of Directors and represent his/her team to the DOB at all designated officers and captains meetings.
- b) Team Captains shall appoint 1 team member to act on their behalf in his/her absence from any DOB function that requires his/her attendance.
- c) It shall be the responsibility of the captain to keep his/her team notified of all DOB events, Sponsors house rules and courtesies. (i.e. match-play information, tournaments, etc.)
- d) They shall direct his/her team in play of matches and ensure their team abides by the rules of play as set forth in the DOB Constitution and Bylaws.
- e) It shall be the Captain's responsibility to ensure that all team member's required fees are paid on or before the date designated by the DOB to be eligible for DOB play. The Captain shall ensure payment of any member's fees added after the designated due date on the first night of play.
- f) The Captain shall ensure that his teams sponsor fee has been paid by the date as designated under finances.
- g) No Captain shall add a new player to his/her team roster after week 7 (unless approved by the Executive Board)
- h) Team Captains shall submit a roster and dues for a minimum of four (4) team members including one of the opposite sex to the Secretary for registration each season a minimum of 24 hours before the Seeding Committee is convened.
- i) Captains shall be responsible for ensuring that a minimum of five (5) or maximum of twelve (12) team members including sub are present and eligible for DOB play prior to the designated start time of any match.
- j) Captains shall be responsible for any of his/her team's record keeping, score sheets, settlements of controversies, and delivery of score sheets to the DOB Secretary.
- k) Captains shall supply an active telephone number where they can be contacted and a current address for mail.
- l) Captains shall complete all score sheets accurately, neatly, and legibly. They shall only include pertinent information of match play. No slanderous or inappropriate remarks shall be tolerated.
- m) Captains shall email their results within 24 hours of the match. If email is not possible, Captains are responsible for calling the Secretary on Tuesday.
- n) Score sheets are to be mailed by the home team on Tuesday to ensure accuracy in feats and scores.
- o) Captains shall have 1 week to get scores into the Statistician; otherwise the home team **feat'sfeats** shall not be counted.
- p) Captains shall make any protests, questions, or notes in their email or over the phone.
- q) Captains shall verify and sign the opposing team's feats and score sheet.
- r) It shall be the Captains responsibility to contact opposing teams Captains in the case of a forfeiture or the need to reschedule a minimum of 24 hours before any scheduled match when at all possible. The Captain shall notify his/her sponsor, sponsor representative and DOB Secretary of such.
- s) It shall be the Captains, from both teams, responsibility to notify the Secretary of any forfeiture, reschedule and new match date. If unable to contact the opposing team, the Captains shall notify the Secretary. (please note that a reschedule shall refer to a change of location and/or date of event).
- t) Captains shall not alter the prescribed schedule without the consent of the teams sponsor and DOB Executive Officers.
- u) Captains or a designated representative of their team shall be responsible for the opposing team's sequence of play by the draw of the tags as stated in the Rules of Play prior to the start of a match.
- v) Captains shall be responsible for maintaining the discipline, good sportsmanship and common courtesies among their team at all times.

## **Article VII                      Awards**

- 1) Awards shall be given out in the form of plaques and/or trophies each season.
- 2) The style of the DOB plaques and/or trophies may be altered by the Board of Directors to allow the DOB the ability to broaden the bidding field so as to stay within the DOB budget allotment for a season.
- 3) Seasonal Awards: Teams winning 1st or 2nd Place in each division shall receive a team plaque with each team member and a team picture (if available). It is the responsibility of the captain to see that the team pictures are done at the final match of the season or before and submitted to the board.
- 4) Final Four:
  - a) Teams competing in the Final Four each season and winning 2nd, 3rd, or 4th place shall receive a team plaque recognizing their team's position in the Final Four.
  - b) Each member of the first place Final Four team shall receive an individual trophy indicating his/her name, the position won, and the event.
  - c) The Sponsor of the winning team will be held responsible and liable for the safekeeping and care of the Final Four Traveling Trophy.
- 5) Individual DOB Members shall receive an individual plaque or trophy (player's choice) for any feats recognized by the DOB.
- 6) No person or team that has not paid their membership fees or sponsor fees shall receive their award until the delinquent fees are paid in full.

## **Article VIII                      Feats**

- 1) **Tons:** Tons are any group of darts thrown in any of the 01 games that score for a total of 100 points or more. At the end of each REGULAR season, the total number of tons of each member thrown during a season shall be totaled and an award given to the member(s) who have accumulated the most tons for the season.
- 2) **Feats:** Feats shall be earned by player(s) throwing a group of darts in one turn scoring the following:
  - a) 8TO: Throw 3 triple 20's in one turn during an 01 game.
  - b) Round of Nine: Hitting 3 triples and having each one count for their FULL value during one turn in a Cricket game.
  - c) High On: Scoring the highest double on score in the DOB during a regular season in a 301 or 1001 DOUBLE-ON game.
  - d) High Off: Scoring the highest double off score in the DOB during a regular season in any 01 game.
  - e) Short Game: Determined by the number of darts thrown, BEGINNING with the 1st dart thrown inmediately following the diddle.
  - f) Dead Eye: All three darts in the double bull in a cricket game.
  - g) Only 8TO, Round of Nines, and Dead Eyes shall be recognized during the play-offs and Final Four.
  - h) Feats shall not be recognized unless they are recorded on the score sheet legibly.

## **Article IX                      General Rules**

**SPORTSMANSHIP:** Function: *noun*

: conduct (as fairness, respect for one's opponent, and graciousness in winning or losing) becoming to one participating in a sport (as defined by Webster's Dictionary).

**ETIQUETTE:** Function: *noun*

: the conduct or procedure required by good breeding or prescribed by authority to be observed in social or official life (as defined by Webster's Dictionary).

- 1) Good sportsmanship shall be the prevailing attitude throughout the match.
- 2) The use of foul language, acts of violence, destruction of property, harrassment of DOB members, sponsors, and or officers shall not be tolerated and may result in disciplinary action.
- 3) The throwing of darts or other missiles, except as required, shall not be tolerated.
- 4) No other member of the DOB or their supporters shall distract, hinder, or harass players throwing in a match.
- 5) Team Drinks are a courtesy supplied by the Sponsors at their discretion and not required by the DOB.
- 6) Intentional abuse of this courtesy or harassment of the Sponsor, his employees, customers, or teams over the matter shall not be tolerated.

- 7) Any member whose actions (before, during, or after) a scheduled DOB event that are determined to be discrediting or detrimental to the DOB or sponsors of the DOB shall be subject to disciplinary actions.
- 8) Intentional violation of a sponsor's house rules shall be deemed detrimental to the DOB.
- 9) No persons under the age of 21 shall be allowed to attend a match unless first verified with the sponsor.
- 10) Members who have not paid their required fees on or before the designated cut-off date or who commence playing after week 3 without sending in their fees shall not be eligible to play.

## **Article X      Match Rules**

- 1) Throwing Area Requirements
  - a) Sponsors shall have one board per each team sponsored in the designated place of play.
  - b) Each board shall be regulation size, tournament grade, and be in good condition. (please refer to Board of Regulations Standards for board requirements).
  - c) Boards shall be hung in accordance with the following measurements:
    - i. Height: The height of the board shall be 68" from the center of the bull's-eye to the floor.
    - ii. Throwing Distance: The throwing distance shall be 93 1/4" measured on the horizontal plane from the face of the dart board to the front of the toe line or best measured on a hypotenuse (diagonally of 115 3/8" from the center of the bull to the front edge of the toe (hockey) line.
    - iii. Spacing: The spacing between any two boards shall be a minimum of 48" bull to bull.
    - iv. Clearances: There shall be a minimum clearance of 30" from the center of the board to any wall, railing, or obstruction.
  - d) There shall be adequate lighting supplied for each board capable of illuminating the board efficiently without casting shadows and without obstruction to the path of throwing.
  - e) Sponsors shall ensure there is established space in the designated place of play where the game of darts can be played on a competitive level with a minimum of distractions and no obstructions of the board area.
  - f) There shall be one (1) scoreboard and marking utensils in good condition per dart board available in the dart area, preferably on either side of the dart board.
  - g) There shall be a bulletin board present for DOB results and notices to be posted for DOB members.
- 2) Order of Playing and Scoring:
  - a) The DOB shall host ten (10) weeks of play per each season, and two (2) weeks of play-off and Finals.
  - b) For divisions 1 thru 3, each match shall be played on Monday night starting at 8:00 p.m. (exception for reschedules and Finals).
  - c) For divisions 4 and below, each match shall be played on Monday night starting at 8:00 p.m. (exception for reschedules and Finals).
  - d) Each regular season match shall be comprised of 12 games for a total of 21 points as follows:
    - i. The first 6 legs shall be doubles matches as follows:
      1. Three (3) 501 (single on/double off) worth 2 points each. Three (3) Cricket matches worth 2 points each.
      2. The second set of legs shall be five (5) singles 301 (double on/double out) worth 1 point each.
    - ii. The last leg shall be a five (5) person 1001 (double on/double out) worth 4 points. Only three (3) points will be awarded for a that that wins the last leg (team game) without a member of the opposite sex.
      1. Both teams playing with six (6) players and agreed upon at the start of play by both captains, shall be able to play the 1001 (double on/double out) with six (6) players
  - e) The order of playing the games may be altered if agreed upon by both captains, due to a player being delayed.
  - f) Scores shall be recorded legibly on the Draw/Score Sheet in their appropriate areas.
  - g) All points shall be written on the score sheet including, but not limited to the final team game.
  - h) Captains are to initial the score sheets for players to be able to throw darts without waiting for the score keeper to finish scoring. If both captains have not initial the score sheet, then the thrower shall wait for score keeper to finish scoring. Otherwise, each dart thrown while the score keeper is finishing scoring will not be counted

- i) If cross-division is played for divisions with byes, then only a player's feats will be counted.
- 3) Draw of the Tags:
- a) Before any match shall be played, opposing team captains shall determine the order of play by drawing numbered tags which correspond with the member's names on the Draw/Score sheet.
  - b) For divisions 1 thru 3, the draw of the tags shall begin no later than 8:00 p.m. and the first leg shall commence no later than 8:15 p.m.
  - c) For divisions 4 and below, the draw of the tags shall begin no later than 7:30 p.m. and the first leg shall commence no later than 7:45 p.m..
  - d) Tags shall be drawn for the entire match and "X"s marked in the corresponding box on the Draw/Score sheet for the leg to be played.
  - e) One member of the opposite sex shall be drawn in to all 1001 games.
  - f) In all doubles games, if a member is drawn but absent, the game may be played by skipping the absent member's turn and placing a "0" for his/her turn. If during the match the absent player appears, he/she can commence playing "in progress" of the game at his/her turn of play.
  - g) If the name "ghost" appears on the score sheet, there are no eligible players to join once the match has commenced.
  - h) If a name appears on the score sheet for a absent member and any other member appears, they are ineligible to play for that match.
  - i) The draw of the tags shall be performed as explained in the following.
    - i. Tags: Each team shall have a set of 8 numbered tags. Only the amount of tags corresponding to the number of players throwing for a team during a match shall be used in a draw (i.e. 5 players = 5 tags).
    - ii. The captain or designated representative of his/her team shall perform the draw of the tags.
    - iii. Each captain shall draw for the other team.
    - iv. The draw of the tags shall be performed by first placing each tag number side down and mixed (this shall be referred to as the draw pile) so that the tag number being drawn shall not be known until the tag is turned up. Then, each tag shall be turned up exposing the number to the view of each captain.
    - v. 3 Players - Three (3) players or less does not constitute a team and therefore the match shall be forfeited.
    - vi. 4 Players - The draw of the tags shall be performed as described in the 5 player draw with the 5th tag being drawn for the absent member as if he/she were present.
    - vii. 5 Players - The set of five tags shall be placed into the draw pile. Then, each tag is drawn out and marked on the Draw/Score sheet in the sequence they are drawn. The last tag drawn is held out while the first four tags are returned to the draw pile for another draw. Draw one of the four tags from the draw pile to complete the 3<sup>rd</sup> doubles match. And then return the held out tag to the draw pile (i.e. put the 5th chip back into the draw). Draw the next 2 doubles matches from the 4 (face down) tags. Every player, at this point, shall have 2 legs. Return all 5 tags to the draw pile and draw out the final doubles match. Then draw the 3 singles matches from the remaining face down tags. The two remaining tags shall be placed face down and the last 2 singles matches are then drawn from these. All five tags are then returned face down to the draw pile and then drawn out for the order of the team game. This sequence shall have 3 players having 4 legs and 2 players having 5 legs.
    - viii. 6 Players - Six tags enter the draw pile. The first 3 doubles matches are drawn from this. All tags then are placed face down back into the draw pile and the final 3 doubles matches are then drawn from this. All tags are returned to the draw pile. The five (5) singles matches are then drawn from the tags. The remaining tag will be the player that leads of the team game of 1001. The five tags remaining are then placed face down and the remaining 4 positions are then drawn from that. Remember that if a member of the opposite sex has not been drawn by the last player, that player automatically becomes the last participant of the team match. This will have two (2) players with 3 legs and four (4) players with 4 legs.
    - ix. 7 Players - Seven tags are thrown into the draw pot. The first three (3) doubles matches are drawn from the seven tags baving one remaining. The remaining one is drawn for the 4<sup>th</sup> doubles match. The six tags are re-entered into the draw pile and a partner is drawn for the forth leg. The last two doubles matches are then drawn. This shall leave 3 face down tags, which then become the 1st three singles matches. The remain four tags are then placed into the draw pile. Two more tags are

drawn for the remaining singles matches. With the remaining 2 face down tags, they are then drawn to lead off the 1001 leg. The remaining 5 tags are placed face down and the last three players are drawn to complete the team game.

x . 8 Players - Eight tags are thrown into the draw pile. The first 4 doubles matches are then drawn from the pile. All tags are then replaced into the draw pile. The last 2 doubles matches are then drawn from the pile. The remaining four tags are then drawn for the 1<sup>st</sup> four singles matches. The "left over" tags are placed face down and used to then draw the last singles match. The remaining 3 tags are then drawn to start off the 1001 team game. The remaining 5 tags are placed into the draw pile and two are drawn to complete the 1001 team game.

- j) No player shall play more than one (1) game of 301 (singles).
  - k) A member of the opposite sex must be entered into each draw and played as a ghost if not present.
  - l) They shall also be drawn into the 1001 team game.
  - m) Those players tags that did not get drawn for the singles (301) legs, shall be drawn first in the 1001 leg.
  - n) The remaining players shall then be drawn at random to fill the remaining spots.
  - o) A minimum of five (5) players is required to play a match. If there is a member absent, that person's name shall be listed on the Draw/Score sheet and circled. If that player whose name appears on the sheet arrives while play is in progress they may enter the match according to the order of the draw.
  - p) No players' names may be changed once the draw has been completed.
- 4) Playing the Match:
- a) A minimum of 4 members of each team must be present before a match can commence (5 required for a full team).
  - b) All games shall be started by throwing closest to the bull as determined by the score keeper. It shall be the home team's option to throw for the bull or allow the opposing team to throw first.
  - c) The thrower shall stand behind the toe (hockey) line and not step past it while throwing his/her darts, except to verify score.
  - d) The player throwing second may acknowledge the 1<sup>st</sup> dart as a single or double bull and ask for the dart to be removed from the board prior to his/her throw. The first thrower shall remove his/her dart at this point
  - e) Should the second thrower's dart dislodge the dart of the 1<sup>st</sup> thrower from the board, a re-throw shall be made with the 2<sup>nd</sup> thrower throwing 1st.
  - f) A re-throw shall be decided by the scorekeeper if it cannot be determined which dart is closest. The 2<sup>nd</sup> thrower shall throw 1st.
  - g) In team play, it is permissible for one member of the throwing couple/team to throw for the bull and the other member/members to throw the 1st round of darts.
  - h) If both teams are on double one (1) to go out, each team shall, in turn, throw at the double one until it is hit OR, each team has 10 tries. The 10 tries is determined by 1 throw from team A; 1 throw from team B (this is 1 try). If it is a singles match, each player shoots 10 times. If it is a doubles match, each player shoots 5 times. If it is the team game, each player shoots 2 times. If after 10 tries, a winner has not yet been determined, the next thrower in line shall throw one dart at the bull. The next player (in order from the opposing team) shall throw for the bull to determine the winner.
  - i) It shall be permissible for a player to throw back to back doubles if drawn that way.
  - j) If a player throws out of turn, that player's turn and score shall be invalid and erased from the scoreboard and the valid thrower shall throw in proper sequence (no penalty).
  - k) An error in arithmetic shall stand as is unless caught before the player's next turn, or in partners and 1001, before the next team member's turn.
  - l) For a dart to score, it must remain in the board for a total of 5 seconds after the 3<sup>rd</sup> dart is thrown (the point of the dart must be touching the bristle of the board).
  - m) In a 501 game, the first dart for either team shall start the scoring process (single in).
  - n) In a 301 or a 1001 game, no team's dart shall score until a thrower has scored a double number.
  - o) In all '01 games, a player must hit a double number (outer ring or double bull) equalizing the same amount as his/her remaining score to win the game.
  - p) When attempting the double out, if the thrower should score more than their remaining score, that throw shall be invalid (bust) and the next player shall throw.
  - q) It shall be permissible for a thrower to continue to throw his remaining darts in an effort to knock

his/her dart out of the board to avoid a bust.

- r) In cricket, players shall attempt close the numbers 20,19,18,17, 16, 15. and bull (in no specific order) by scoring three of each number. A slash shall be placed beside the number scored or a circle if closed on the score board.
- s) In cricket, if a player's dart hits on a number after it is closed, the score shall count for the full value of the number only if the opposing team has not already closed that number for their team. The extra points earned shall be listed on the side of the scoring team.
- t) In cricket, if one team has points, the opposing team shall close all their numbers and score the same amount of points to win the game.
- u) No member of the DOB or their supporters shall distract, hinder, or harass players throwing in a match (remember sportsmanship).
- v) No person shall be in front of the oche (toe line) while a match is in progress except for when scoring, verifying, or pulling one's darts.
- w) Scoring shall be determined by the dividing wires and not by the color of the area the dart point is touching.
- x) A dart that falls past the toe line but does not reach the board shall not be counted as a throw unless the thrower was in a forward motion with the dart in question.
- y) Scorekeepers shall not tell a player what he/she should throw at but can inform him/her of what their score is or what they have scored.
- z) A scorekeeper's responsibility is to keep score during a match with no distraction to the thrower.
- aa) Distractions include but are not limited to: drinking, smoking, talking, or moving. The idea of the scorekeeper is to be unseen while the match is in progress.
- bb) At any point during a match, any thrower may request the removal or replacement of a scorekeeper not adhering to the scorekeeper's responsibilities.
- cc) It shall be the responsibility of the thrower to verify his/her score before pulling his/her darts from the board. No dart shall be touched by the thrower, another player, scorekeeper, or spectator prior to the decision of the scorekeeper.

## **Article XI                      Protests and Penalties**

- 1) Disputes:
  - a) Captains shall attempt to peacefully resolve any dispute or questions of play themselves before submitting a protest to the DOB Secretary or President.
- 2) Protests:
  - a) A protest shall be made in writing by the Captain to the Secretary with the score sheet the night of any infraction and mailed/emailed within 24 hours. Details must be given including all captain's information, address, phone number as well as a detailed explanation of the infraction. Any protest shall be upheld or denied by the Executive Board.
  - b) Any protest upheld shall be dealt with during an Executive Board emergency meeting. If any member named as defendants in such protest fail to appear on their behalf without just cause they shall be assumed guilty and appropriate disciplinary actions shall be taken.
- 3) Penalties:
  - a) The DOB Executive Board shall maintain the right to penalize, suspend, or equalize.
  - b) Ineligible players: Any team playing ineligible player(s) to throw in a scheduled match during the regular season (week 1 to 10) shall forfeit all points earned from any match the ineligible players participated in. Any team allowing ineligible player(s) to play during the Play-Offs or Final Four shall forfeit the match and shall not receive recognition or any award for the Final Four.
  - c) Absent Opposite Sex players: Teams shall be penalized 1 point from the 1001 leg when the opposite sex member is not present for that match and must draw him/her as a ghost for the other match.

## **Article XII                      Reschedules and Forfeitures**

NOTE: A schedule of event shall mean date, time, and location of such events as described by the DOB.

- 1) Reschedules:
  - a) Reschedules shall only be made when absolutely necessary.
  - b) A reschedule of a match shall be agreed upon twenty four (24) hours prior to the DOB scheduled match by both

- captains due to an emergency situation. Verification by the Executive Board may be deemed necessary in any situation.
- c) Reschedules of any match up to week 9 shall be played within 2 weeks of the postponed scheduled match. Any rescheduled match made in week 9 or 10 shall be played no later than the 3<sup>rd</sup> day following week 10's scheduled match (exceptions shall be approved by the Executive Board).
  - d) Reschedules can be played prior to the regular scheduled match.
  - e) Play-off matches and Final matches cannot be rescheduled.
  - f) The captains of the rescheduled team shall be responsible for verifying the reschedule and contacting the captain of the other team and notifying the sponsor and/or proprietor. Further, both captains must contact the Secretary to notify of the date and time of the reschedule.
  - g) The Captain of the non-rescheduling team shall have precedence on setting the rescheduled date and time.
  - h) If the home team cannot host the match at their designated place of play they may opt to play at the away team's home or at a neutral place that both captains agree upon.
  - i) If a team, not responsible for a reschedule, cannot reschedule the match, it shall be called as a forfeit in favor of the non-rescheduling team. However, if they agree to reschedule a match within the allotted time, and fail to set a date or play the match, they shall then forfeit to the other team.
- 2) Loss of Teams:
- a) If a team should drop out of the DOB during the season of play that team may be subject to suspension or permanent expulsion from the DOB.
  - b) If a team is suspended or expelled from the DOH during the season of play, the following rules shall apply:
    - i. Teams affected by such failures in the first half of the season shall not retain any points earned during a match with such team and all matches scheduled with the drop out teams shall be treated as a bye with no points awarded (exceptions made only in the event of a cross match play).
    - ii. If such a failure takes place in the second half of the season. The first five weeks of play will stand as is and any match thereafter shall be considered a bye with any points earned from week 6 on being eliminated.
    - iii. Any personal feats earned during matches with the missing teams during any part of the season shall stand as recorded.

## **Article XIII                      Season Finals**

- 1) Play-offs, Semi Finals, and Final Four
  - a) The top 32 teams of each season shall play in the play-offs.
  - b) The play-offs shall be a single elimination round to determine the four teams to enter the Final Four.
  - c) The start time for Play-offs and Semi Finals shall begin at 8:00 pm.
  - d) The first round of play-offs shall be held on the 1<sup>st</sup> Monday following the tenth week of the regular season (barring holiday or bye week).
  - e) The 2<sup>nd</sup> round of the play-offs shall be played the Monday after round 1 of the play-offs.
  - f) The 3<sup>rd</sup> Round of the play-offs shall be played on the Tuesday following round 2.
  - g) There shall be no reschedule in the play-offs.
  - h) The 1st place team of each division shall be seeded 1st by division and have home team advantage.
  - i) All other teams shall be seeded according to their final standings in their division and the division they are in.
  - j) Home teams advantage shall be granted to a team according to their final placement in division and division grade during the play-offs and Finals. During the Finals, the home team shall be referred to as the hosting team.
  - k) Teams with home team advantage shall have precedence over the choice of boards. If two teams are home, from the same sponsor. the team having the higher ranking shall have precedence in choice of boards, in order.
  - l) Any teams that are tied for 1st or 2nd place in the same division shall be determined a higher ranking after head to head matches are evaluated.
  - m) If head to head matches still cannot determine a winner, the winner will be decided by the toss of a coin.
  - n) Any persons who have not played a minimum of 5 weeks during the regular season or playoffs shall be ineligible to play in the Final Four.
  - o) The 1st team to win 11 points wins the match and shall move onto the next round of the playoffs or Final Four. When both teams reach 7 points, they shall skip the remaining legs and play the team game to decide a winner. If a member of the opposite sex is missing, the entire match must be played out due to the fact that only 3 points can be earned during the team game.
  - p) All winning teams shall notify the Secretary of their win immediately following the match during the play-offs.

- q) The Semifinals and Final Four rounds shall be held on the 1st Sunday after the play-offs at a sponsors location chosen at the Captain's Meeting. All locations must meet the requirements as designated by the Board of Regulations.
- r) The Final Four shall begin at 2:00 pm on Sunday.
- s) In the Final Four, teams with the higher standings in each round will be classified as host team.
- t) All sponsors shall be given equal consideration for hosting the Final Four provided they meet the requirements as set forth by the Board of Regulations.
- u) Sponsor shall have a minimum of 2 boards and accessories to host the Final Four.
- v) At the Finals, hosting teams of each match shall flip a coin for choice of boards.

## **DARTERS OF BREVARD**

### **General Rules**

#### I. TEAMS AND ELIGIBILITY

- a) No licensed establishment that discriminates in any way whatsoever will be allowed to join the DOB.
- b) A team may consist of no less than five but no more than eight players.
- c) A team will be eligible to play in league competition if (1) a roster of five to eight players is submitted to the Statistician on or before the designated seasonal team sign-up cutoff date and (2) all sponsors fees and players dues are paid. Sponsors fees and players dues must be paid by week three of each season. If not paid by week 3, all match points will be forfeited.
- d) "Original" teams are dermed as those that consist of five original players or 50% of the roster at the end of the previous season. All "original" teams will be placed into divisions according to their position at the end of the previous season and at the discretion of the Board.
- e) All "new" teams will be placed into divisions at the discretion of the Board. New divisions will be created as needed.
- f) Each "new" player will be assigned a permanent DOB player number. Prior to the start of any match, the opposing team captain may request to see the membership card or other valid identification of those team members throwing in the match.
- g) Rosters will be provided to the team captains at the beginning of each season. Amendments to the rosters will be distributed on the weekly result sheets. The team captain is responsible for updating his/her teams original roster to reflect the change.
- h) An ineligible player is any player who has not paid membership dues. No member may change teams after he/she has thrown darts for another team during the same season; a player who does so becomes ineligible.
- i) If a team uses an ineligible player and/or a non-member under an absent member's name, all match points will be forfeited. If an opposing team captain knowingly allows an ineligible player to throw, his team also forfeits all match points.
- j) To make a player eligible after the league roster has been distributed, the team captain must do the following the night of league play that the player throws: (1) make a note of the player's name, address, telephone number, and DOB number (if they have one) on the score sheet and (2) submit the player's league dues. If dues are not submitted the same night, all match points will be forfeited.
- k) In the event a team must add a player to field a full team (5), a player may be made eligible with the notification and approval from a Board member and notification to the opposing team Captain prior to the match. Player information and dues must be included the same night or all match points will be forfeited. The Statistician will issue a membership Card to the player with the next result sheet.
- l) New player additions will become official after all dues have been received.
- m) Persons under legal drinking age (21) will not be eligible to play in DOB. No exceptions to this rule.
- n) Players must be registered with the team by the seventh week of play. Additional players will not be accepted for league play after the seventh week.
- o) A team that forfeits a match without rescheduling will be ineligible to compete in the play-offs.
- p) To be eligible for Final Four, a player must have played five weeks of the regular season and/or playoffs.
- q) Good sportsmanship must be practiced at all times.
- r) All DOB teams must have at least one member of the opposite sex on their team.

#### II. ENTRY FEES

- a) Individual membership dues will be established at each season's membership meeting (currently \$15 per person for the first season and \$10 per season thereafter).

- b) All sponsorship fees will be applied to the purchase of awards and postage.
- c) Sponsors' fees and player's dues must be paid by week three of each season.
- d) The league Statistician is paid at the end of each season at which time he/she is to receive the prior set amount for the whole fiscal year.
- e) A portion of the players' dues is applied to an awards banquet at the end of each season.

### III. EQUIPMENT AND SPONSORS RESPONSIBILITY

- a) A dartboard oftournament grade (this includes color and staple free - Bristle) no less than 1.5 inches in thickness must be affixed to a stable background at a height of 5 feet 8 inches from the floor to the center of the inner bull's-eye.
- b) The throwing line (toe line) must be 7 feet 9.25 inches from the front edge of the dart board measured horizontally along the floor (hypotenuse line from the bull to the toe line is 9ft 7.375 inches). A player may stand further back, but the toes must not cross the front edge of the throwing line. The throwing line must be adequately marked for all players to see. A sign designating the front or rear must be posted if the mark is wide.
- c) Adequate lighting must be provided so the playing surface of the dartboard has a minimum of shadows.
- d) The ceiling height must be no less than 7 feet 6 inches.
- e) There must be sufficient room behind the throwing line and to either side so as to provide the player an area free of interference. There must be a minimum of 2 feet behind the toe line and any obstructions, i.e. tables, people, bar, etc.
- f) The conditions of "A" through "E" must be met for league or tournament competition. The DOB Board may suspend play at any facility if the required corrections are not made.
- g) Each sponsoring establishment will provide a bulletin board for weekly results, announcements, schedules, newsletters, etc.
- h) A scoreboard must be mounted within four feet of the dartboard at not more than a 45-degree angle from the plane of the dartboard.
- i) Dartboard must be a minimum of 2 feet from the board edge to an adjacent wall. Dartboards mounted side by side must be a minimum of 5 feet from center to center bull's-eye.
- j) No obstructions may exist between the throwing line and the surface to which the board is mounted.
- k) A sponsoring establishment must have at least one dartboard per team.
- l) It is a courtesy of sponsors to buy the visiting team a round of drinks during the match. It is the team captain's responsibility to ensure that the team does not abuse this courtesy by having the team's order reflect what they have been drinking.
- m) The sponsor will be given a copy of the rulebook at the beginning of the season and will ensure that it is readily available to the team captains during match play.
- n) Sponsors fees are \$35.00 per team sponsored per season.

### IV. MATCH PLAY

- a) For Divisions 1 and 23, match play begins promptly at 8:00 PM. A team that cannot arrive by 8:15 should telephone. If a team is not present by 7:45 without a telephone call, the late team may be penalized the first leg. If not present by 8:30, without a telephone call, the late team will forfeit the entire match.
- b) For Divisions 43 and below, match play begins promptly at 7:30 PM. A team that cannot arrive by 7:30 should telephone. If a team is not present by 7:45 without a telephone call, the late team may be penalized the first leg. If not present by 8:00, without a telephone call, the late team will forfeit the entire match.
- c) Match play will consist of 11 sets and is drawn out by the 2 opposing captains prior to beginning play. Three 501 single on double out (SODO) matches and three cricket matches will be played in alternating order, then four single 301 matches, and then 1 team game of 1001 (DODO). All warm-ups of participating players before each set should be kept to a maximum of 9 darts.
- d) Line-ups must be drawn completely before play commences. No line-up changes will be made once the draw is complete. No more than 10 minutes should be allowed from the end of one set to the start of the next set. Both team captains should ensure that the DOB players' numbers and names are filled in to ensure that the players are eligible.
- e) A thrower may be coached by his team or any spectator (other than the chalker) as to the score remaining or the combination needed. If requested, the chalker may tell the thrower only what is scored and the remaining score (but not the combination needed).
- f) Errors in arithmetic must stand as written unless corrected prior to the next throw of that team.
- g) No darts may be touched by anyone prior to the decision of the chalker and the opponent's acknowledgement of the score.

- h) It is the thrower's responsibility to verify the score before touching the darts.
- i) If the thrower touches his/her darts prior to the acknowledgement of the score as recorded, the score remains as originally determined by the chalker.
- j) For a dart to score it must remain in the board for five seconds after the third and final dart is thrown by the player. The point of the dart must be touching the bristle portion of the dartboard (chalker impartiality must be maintained).
- k) No person may participate in more than 1 singles set or 3 doubles set.
- l) A match may be played with as few as 4 players representing a team. One forfeit will be incurred in the single sets. A double set may be played with a ghost. The line-up must be filled in with players as soon as possible so that the forfeits occur in the last possible set. The 1001 game may be played with 4 players; the team will miss a turn for each absent player ("ghost player").
- m) Captains are to initial the score sheets for players to be able to throw darts without waiting for the score keeper to finish scoring. If both captains have not initial the score sheet, then the thrower shall wait for score keeper to finish scoring. Otherwise, each dart thrown while the score keeper is finishing scoring will not be counted.
- n) The signed score sheet attests to the correctness of the match. Team captains should verify that it is correct prior to signing.

#### V. STARTING MATCH PLAY

- a) Determine which of the two opposing teams or players throw first in each set by throwing the cork (diddle). A coin toss will determine the first cork try, if the players can't agree who will throw the cork first. The player or team who has their cork try closest to the center of the dartboard will begin the game. Center bull's-eye beats outer bull's-eye.
- b) If the second player's cork shot lands in the same center or outer bull's-eye, a tie is declared. The players must throw for the cork again, but in the opposite order.
- c) If the first player's cork try lands in either bull's-eye, the second player may request that the dart be removed prior to his/her attempt at the cork.
- d) Re-throws may be called if the chalker cannot visually determine which dart is closest to the center of the dartboard. The darts will not be touched in any manner until the team captains request that the chalker attempt to establish which dart is closest by measuring the distance or the captains request a re-throw.
- e) In throwing the cork, the dart must remain in the board to count. Additional throws will be made until the dart remains in the board. Should the second cork thrower's dart dislodge the first thrower's dart, a re-throw will be made in the opposite order.
- f) The team captain will determine the order in which players throw in the double. The order is fixed once the set starts.
- g) Any player scheduled to play in a given set may throw for the cork.

#### VI. SEQUENCE OF SETS

- a) One 2-person (doubles) set of 501 SODO, 1 game followed by one 2-person set of Cricket. This is repeated 2 more times for a total of 6 sets.
- b) Five 1-person (singles) sets of 301 double-on, double-out (DODO), 1 game.
- c) One 5-person team game of 1001 DODO (double on, double out), best 1 of 1 game. The 1001 game may be played with 5 players; the team will miss a turn for the absent player ("ghost" player), 4 points. **If both teams are playing with 6 players then with both captains agreeing, the teams may play 6 players in the 1001 game.**
- d) The first player to reduce the score to exactly zero in the "01" games is the winner. The final dart must be a double number (outer dartboard ring or the center bull's-eye) which reduces the previous total to exactly zero.
- e) If a greater score is thrown than is required to reduce the remaining score to zero, the turn does not count and the score remains as it was (bust).
- f) If in any game of "01", a score of two (double one) is reached by both players or teams, a maximum of ten rounds (30 darts) will be allowed (per team). A thrower's turn is one round. If after 10 rounds a double one is not hit, the next player for each team throws at the double bull. The closest dart to the double bull wins the game.
- g) No "fast finish" will be allowed.
- h) Three 2-person sets will be Cricket. Cricket uses the numbers 20,19,18,17,16, 15, & bull's-eye. The object is to "own" those numbers or "close them" before the opposing team does.
- i) A number is owned or closed by scoring either one triple, a double and a single, or three singles. After the number is closed, all hit in that number score their numerical value (example: thrower hits triple 20 and a single 20, thus the thrower closes the 20 and scores 20 points).
- j) The only way an opponent can prevent the opposition from continuing to score on a closed number is to also close that number.

- k) Hits to close a number need not be accumulated in one turn.

#### VII. MATCH POINTS

- a) One point will be awarded for each set of singles, two points will be awarded for each set of doubles, and three points will be awarded for the team game (01). This is a total of nineteen points for the match.
- b) The team with the greatest percentage of wins at the end of the season will determine the division winners.
- c) Ties may be played off or awards may be given to each team. This will be at the discretion of the Board.

#### VIII. LEAGUE RESULTS

- a) Each sponsor and captain will receive a copy of the league results on a weekly basis. The sponsors are expected to post these results on the required bulletin board.
- b) Both teams will fill out a weekly score sheet and have it signed by the opposing team captain. New information and exceptional play should be included on the score sheet for record keeping and newsletters.
- c) Both teams are responsible for the completion, neatness, accuracy, and turning in of their results.
- d) Score sheets must be mailed to the Statistician no later than 24 hours after the match.
- e) It is the captain's responsibility to mail the player's fees within 24 hours.
- f) If one team fails to turn in results, the score will be posted as received from the opposing team. The team that fails to turn in the results will forfeit any right to protest. If neither score sheet meets the deadline, results will not be posted.
- g) For teams playing cross division play, only [playersplayers'](#) feats will be counted.

#### IX. POSTPONEMENTS / FORFEITURES

- a) The team captain should contact the opposing team captain and the Secretary 24 hours in advance of scheduled league play for which the postponement is desired. Requests are evaluated on a case by case basis and must exhibit unforeseen or drastic conditions to justify consideration.
- b) Postponements and rescheduling of a match will be at the discretion of the Board if the affected team captains cannot reach a satisfactory agreement.
- c) If a team leaves the league during season play; its record to that date will be nullified. Adjustments will be made to the records of all teams having played the disbanded team so as to delete those games. The team and its players will be ineligible for the remainder of that season. At the Board's discretion, they may also be ineligible for the following season.
- d) Teams that forfeit without rescheduling a match will be ineligible to compete in playoffs and may be further penalized at the discretion of the Board.

#### X. PROTESTS

- a) Protests must be submitted in writing to any board member by the team captain.
- b) Protests are normally made at the time of the occurrence and with the knowledge of the opposing captain.
- c) The Board will rule upon protests. If a protest arises that would result in a conflict of interest for one or more Board members, alternates will be appointed from the DOB membership.
- d) When a protest is filed against a team, a player, or a sponsor, the date, time, and place of the board hearing will be made known to all parties involved. The offender will be allowed to answer the protest in person at the hearing. The Board has the power to impose disciplinary action against the offender.
- e) Notification of the action taken will be made available to the general membership.

#### XI. SPORTSMANSHIP

- a) At no time are other players or spectators (except the chalker) allowed to stand in front of the throwing line, be in front of the throwing line, or even with the throwing line when a player is throwing. The chalker must step behind the line if requested to do so by the thrower of the team they are playing against at the time. Distracting a player while he/she is throwing will not be tolerated. Throwers competing on dartboards mounted side-by-side should retrieve darts in a timely manner.
- b) It is expected that all DOB members will conduct themselves in a sportsmanlike manner during all league matches and tournaments.
- c) Membership may be terminated or restricted by a majority opinion of the Board if a member creates disharmony or behaves in a prejudicial manner.
- d) The Board's decision to terminate or restrict a membership may be appealed by the affected member. The affected member has 7 days after the Board's ruling to present, in writing, an appeal request to the Secretary. The Secretary will arrange an Appeal Meeting and provide notice to the neutral team captains within 3 days of the appeal request. The meeting must take place within 10 days of the Secretary's receipt of the appeal request. Once voted on by the neutral team captains, no further appeals will be possible.

#### XII. PLAYOFFS

- a) For all playoffs, the format will be the same as league play. Results will be called in on the night of play.

- b) At the end of the season, it may be necessary to hold a playoff between tied teams if their position is affecting the final standings and/or advancement to League Championship Playoffs. Determination of a neutral site will be by a coin toss if the team captains cannot agree to a common site.
- c) The top 32 teams of each season shall play in the play-offs
- d) The League Championship Playoffs will follow the regular season by no more than 2 weeks.
- e) The format of the League Championship Playoffs is subject to change at the General Membership Meetings.
- f) The DOB Board will determine the site of the League Championship Playoffs. Eligibility of sponsors will be at the discretion of the Board and made as fairly as possible.