FIRST CAPITAL DARTERS RULES

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FIRST CAPITAL DARTERS RULES

Rule1 Membership, Structure, Registration, and Sportsmanship

Section 1 – Membership

Art 1. Any person twenty-one (21) years of age or older shall be eligible to play in the First Capital Darters (F.C.D.) League.

Art. 2. A yearly individual membership fee established by the Board of Directors is required.

Art. 3. It shall be the responsibility of each member to have his/her membership card at each match if the league provides one. This card should be shown if an opposing captain challenges eligibility.

Art. 4. Failure of a player to show proof of membership could result in forfeiture of points.

Section 2 – Structure

Art. 1. The F.C.D. sponsors regular league play during three (3) seasons fall, winter, and summer.

Art. 2 Teams participating in any league shall be placed in divisions.

Art. 3 Board of Directors determines team placement with recommendations made by the Signup committee according to the team's ability.

Art. 4 During the summer season, teams participate in various doubles leagues.

Art. 5 A team fee as determined by the Board of Directors shall be required for each season and must be paid by the deadline date specified in the registration information for that season. No team will be accepted unless fees are received by the registration deadline. Any team with members who have not paid by the deadline may throw in any scheduled matches, but will lose any points won by members whose fees have not been received.

Art. 6 The Board of Directors may sponsor other leagues as the need or opportunity is demonstrated. The Board of Directors shall determine rules, membership fees and team fees for these leagues.

Section 3 – Registration

Art. 1 Sponsoring establishments may pay an entry fee at time of registration.

Section 4 – Sportsmanship

Art. 1 Good sportsmanship shall be the prevailing attitude during all F.C.D. sponsored events.

Art. 2 Disruptive behavior or attempts to distract opponents and or any other team in the establishment will result in the Board of Directors taking disciplinary action.

Art. 3 When an infraction of the F.C.D. rules has been committed, it is the responsibility of the team captains in the interest of good sportsmanship to resolve the infraction at the time of the infraction (or when first noticed). If no agreeable resolution can be achieved at that time, a protest is to be initiated at that time and will have no effect on the playing of the remainder of the match.

Art. 4 It is not considered poor sportsmanship for a captain to protest a direct violation of any rule herein.

Rule 2 Equipment

Section 1 – The Dart Board

Art. 1 All league competition, including tournaments and playoffs, shall be conducted on a standard English bristle, 20-point clock-faced dartboard.

Art. 2 The dartboard wire spider must not be broken and the double and the triple rings must be within a tolerance of 1/32" of the normal space measurement of 3/8".

Art. 3 An acceptable dartboard must be secured to the wall so that the distance from the cent of the board to the floor measure 5'8" plus or minus __".

Art. 4 The scoring wedge indicated by the number 20 shall be the darker of the two wedge colors and must be at the top center wedge.

Art. 5 The dartboard must be positioned so that it is easily visible to the players without distraction to the thrower.

Section 2 – Lighting

Art. 1 Lights must be affixed in such a way so as to brightly illuminate the dartboard, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of the darts.

Section 3 – Scoring Surface

Art. 1 A scoring surface must be provided and located in such a manner that the score may be easily read by players and spectators.

Section 4 – The Hockey Line

Art. 1 There shall be a stripe on the floor at least one inch wide and no more than three feet long running parallel to the scoring surface of the dart board and centered with the dart board. From the front edge of the dart board to the front edge of the strip, the distance shall be no less than 7 feet 9 __ inches. The front edge of this strip (hockey line) shall be the edge nearest the shooter. Feet must not touch this line.

Section 5 – Condition

Art. 1 All comments concerning equipment of a particular establishment shall be sent in writing to the Board of Directors, which, with sufficient cause, will request replacement of such equipment.

Rule 3 The Team, Player Status, New Players

Section 1 – The Team

Art. 1 During any season a team shall consist of a minimum of four (4) registered team members and a maximum of six (6) registered team members, except in doubles league, wherein a team shall consist of a minimum of two (2) and a maximum of three (3).

Art. 2 A team roster (name, address, phone number of each player) must be turned in by the date determined by Board of Directors.

Art. 3 Each team shall have one member who is designated team captain. In the regular captain's absence, one member shall be the acting captain.

Art. 4 In a league of four-person teams, two registered team members shall be considered the minimum to be a legal but incomplete team. In a doubles league, one player (registered team member) shall be considered a legal but incomplete team.

Art. 5 A team having less than the minimum number of players present for a match will forfeit the respective number of points for each game not played. One player may play against two in a doubles game but would have only one turn to the opponents' two. The same would apply to a four-person team game where two or three players would throw two or three turns against their opponents four turns per round. Missing players would lose their turn.

Art. 6 Each team must furnish a team name at the time of registration for fall and winter. Individual names can be used for summer registration.

Section 2 – Player Status

Art. 1 A player may register for any team in a league he or she wishes. As a registered team member of a team, he or she becomes ineligible to play for any other team in that league and is considered "locked in" to that team for the remainder of the season.

Art. 2 A player may be registered as a substitute if he or she wishes. As a substitute, he or she cannot play as a registered team member in the league in which he/she is substituting and will not be considered for team awards and trophy purposes for that league.

Art. 3 A substitute may become a registered member of a team prior to the last three (3) weeks of the season, by the captain indicating so by writing on the back of the scorecard and upon payment of the appropriate fees with the scorecard.

Art. 4 A registered team member may be dropped from a team roster by so indicating it on the back of the scorecard or notifying the Treasurer. Any registered team member who is dropped from a team may not register on any other team or play as a substitute for the remainder of the season.

Art. 5 If there are two (2) or more leagues in any one season, a player may register on a maximum of one team in each league.

Section 3 – New Players

Art. 1 A new player (non-member) may play in a match. In order for any points scored by such a person to count, his/her name, (address, and phone number if available) and status (registered member or substitute) as well as membership dues and/or team fees must be received with the completed scorecard. If fees are not received with the scorecard, points scored by such person shall be awarded to the opposing team.

Art. 2 A new player may only be added to the roster of a team as a registered member prior to the last three matches of the season.

Art. 3 A new player may not register to play as a substitute during the last three scheduled matches of the season.

Rule 4 Schedule, The Match, Use of Substitutes

Section 1 – Schedule (Line-Ups)

Art. 1 Team captains (or acting captains) must meet prior to the start of the match to schedule players for each event. Singles, doubles, and team game should be scheduled prior to each event. All events may be scheduled at one time. The captains prior to the start should decide this.

Art. 2 Line-ups must be made BLIND by each captain and they are not to prearrange players against certain opponents.

Art. 3 Line-ups cannot be changed after players have been scheduled.

Art. 4 A captain with more than 4 members on hi/her team may rotate players between events of the match.

Art. 5 No player may be scheduled more than once in each event of the match.

Section 2 – The Match

Art. 1 The match shall start at a time designated by the Board of Directors with a grace period of fifteen (15) minutes for the start of the first scheduled event. No more than five (5) minutes may elapse between the games and/or events.

Art. 2 The format for a match in the league play shall be determined by the Board of Directors prior to the start of the season.

Art. 3 Board of Directors shall determine scoring system for a prior to the start of the season.

Section 3 – Use of Substitutes

Art. 1 Up to two (2) substitutes may be used in a match.

Art. 2 Use of a substitute must be indicated on the scorecard of each match in which a substitute is used. Failure to indicate the use of a substitute will result in assessment of one penalty point.

Art. 3 A team may use substitutes in a maximum of five (5) matches during a season.

Art. 4 A team can use any one person as a substitute a maximum of three (3) times during a season.

Art. 5 A substitute cannot play for a team if four (4) registered team members are present at the start of the match, except for cause as determined by the President of the Board.

Art. 6 If a match begins using a substitute and registered member arrives late, the team captain must decide if the substitute or the registered member, but not both, will continue in the match, beginning with the next event.

Art. 7 The use of substitutes will not be allowed in any flight playoff.

Art. 8 If a team is tied for 1st or 2nd (or 3rd if applicable) in its division and must playoff for one of the top divisional divisions, the use of a substitute will be allowed only for cause determined by the President of the Board.

Art. 9 Any points earned by use of an illegal substitute will be deducted from the team using the illegal substitute and awarded to the opposing team.

Art. 10 During the last three scheduled matches of a season, only registered substitutes are eligible to play (See Rule 3, Sec. 3, Art. 3).

Rule 5 Throwing Cork, Beginning a Game

Section 1 – Throwing Cork

Art. 1 All games are begun with a toss of a coin. The winner of the coin toss has the option of throwing cork first. The player who throws closer to the cork begins the game.

Art. 2 Only players scheduled in the individual game may throw for cork.

Art. 3 A re-throw shall be called if the scorer cannot decide which dart is closer to the cork. Cork TIES Cork, i.e., outer bull (25) ties outer bull.

Art. 4 The second thrower may acknowledge the first dart as a single or double bull and ask for that dart to be removed by scorer, prior to throwing. If the first dart is removed and the second dart equals that of the first, a tie results and a re-throw becomes necessary with the second darter throwing first.

Art. 5 Should the scorer call for a re-throw at the cork, the opposite team shall re-throw first, with additional re-throws being on an alternate basis.

Art. 6 The dart must remain in the scoring areas of the board in order to count. Additional throws may be made until the player's dart remains in the scoring area. Should second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower throwing first.

Art. 7 No dart may be touched by the thrower, another player, scorer, captain, or spectator prior to the decision of the scorer. Should the scorer or thrower be in doubt, both captains shall add their opinion with the majority ruling.

Art. 8 In multiple player events, the shooter of the cork need not be the player who throws first.

Art. 9 If a game is based upon multiple legs (best of 3 or 5), the loser of each leg shall have the option of throwing for the cork in the next leg. If the last leg must be thrown to determine the winner of the game, the loser of the original coin toss shall have the option of throwing at the cork first.

Rule 6 Game Rules

Section 1 – "01" Games

Art. 1 The objective is to begin with a certain number of points and reduce the score to zero. Games of "301" start with three hundred one (301) points. This number may be increased in any increment of 100 points for other "01" games. The first player or team to reduce their score to zero is the winner.

Art. 2 To commence scoring, a player or team must land a dart in the outer double ring. Inner bull (50) is considered a double 25 for both starting and finishing a game.

Art. 3 Each player will take turns in throwing. (Three darts in succession constitutes a "turn".)

Art. 4 All darts thrown beginning with "double-in" shall be counted against the score and subtracted from the starting point value.

Art. 5 The game is finished when a player throws a dart that lands in a double that reduces the score to zero.

Art. 6 No fast finishes such as "Three in a Bed", "111", "Shanghai", etc., are permitted.

Art. 7 A player BUSTS when the score is:

a. Greater than the number of points remaining in the game, or
b. The exact number of the points remaining in the game but the last thrown dart does not land in the double ring.
c. One point remains or
d. A player hits the double ring but continues throwing his or her remaining darts.

Section 2 – Cricket

Art. 1 The object is to "close" number 20, 19, 18, 17, 16, 15, and Bull (cork) and to score more points than your opponent. The player or team that closes all numbers first and scores a greater or equal number of points is the winner.

Art. 2 In order to "close" a number, a player or team must hit three of that number. For the purpose of closing and scoring, the double or triple ring shall count 2 or 3 respectfully of each number. The inner bull counts as two bulls.

Art. 3 After closing a number, a team or player may score in that number until the opponent also closes it. When both sides have closed a number, no more scoring may occur in that number.

Art. 4 All number scores are added to the teams/players previous balance.

Art. 5 Each player shall take turns in throwing. (Three darts in succession constitutes a turn.)

Art. 6 Numbers may be closed in any order.

Rule 7 Scoring and Marking

Section 1 – Scoring

Art. 1 The scorer for each game shall be a person acceptable to both captains. Should the choice of a scorer cause dissent, another shall be selected.

Art. 2 If so requested by the shooter, the scorekeeper shall refrain from smoking, drinking, unnecessary movement, or marking score before throwers turn is complete while in the performance of his/her duties.

Art. 3 For a dart to score it must remain independently in the scoring portion of the dartboard for five (5) seconds after the third and that player has thrown final dart. The scoring position of the dartboard is all areas inside of, and including, the double ring.

Art. 4 Propelling a dart by mechanical or other means is not allowed.

Art. 5 In order to score, the point of the dart must touch the bristle portion of the dart board.

Art. 6 A dart's score shall be determined from the side of the wire at which the dart enters the dart board. In the case where a dart lodges between wire where they meet and it cannot be determined on which side of the wire the dart has entered the board, the higher score shall always be awarded.

Art. 7 No dart may be touched by the thrower, another player, scorer, captain, or spectator prior to the decision of the scorer.

Art. 8 Both feet must be behind the hockey line. This line must not be trodden or over-trodden before the dart contacts the dartboard. If a player violates this rule advancing within the minimum distance (7'9 ¼"), the opposing captain will warn the player and his/her captain. Further violations will result in the forfeiture of the score obtained by the dart thrown.

Art. 9 The wire spider may not be touched if a dart remains in the board by the thrower, another player, scorer, captain, or spectator.

Section 2 – Marking

Art. 1 It is the responsibility of each player to verify his/her score before removing any darts from the dartboard. If one or more darts have been removed, the score for that throw remains as written or determined by the scorer.

Art. 2 If asked, the scorer may inform the thrower what is left or what has been scored. He/she may not inform the thrower what is left in terms of number combinations. It is permissible for a teammate or a spectator to advise the thrower during the course of the game.

Art. 3 Errors in arithmetic must stand as written unless corrected prior to the start of that team's next throw. This rule may be waived in the interest of sportsmanship, provided both captains agree.

Art. 4 If a player throws out of turn, that score shall be removed and score corrected. The scheduled player shall then throw. The out-of-turn player forfeits his/her next turn in the game. The opposing team must challenge the out-of-turn player before any further darts are thrown. Failure to challenge immediately will result in the score standing as written.

Rule 8 Captain's Duties, Reporting Results, Penalty Points

Section 1 – Captain's Duties

Art. 1 Each captain is responsible for the conduct of his/her team and the accuracy and signing of the scorecard.

Art. 2 Captains are responsible for seeing that team members' membership dues and team fees are paid.

Art. 3 Captains shall be responsible for informing their team of any rule changes made during the season, or any information given during F.C.D. Captain's meetings.

Art. 4 All captains are required to attend Captain's Meetings.

Art. 5 Captains are responsible for initiating any protest on behalf of their teams or team members.

Art. 6 Captains must immediately notify by indicating on back of scorecard or informing Treasurer of any change in their team roster.

Art. 7 Captains are responsible for indicating the use of a substitute on the official scorecard for the match in which a substitute is used.

Section 2 – Reporting Results

(Until further notice designation is drop off box located at the entrance of Crosskeys)

Art. 1 Both captains shall verify the accuracy of the scorecard by signing it prior to dropping it off at a designation determined by the Board of Directors.

Art. 2 The official scorecard shall be completed and hand delivered to the designation determined by the Board of Directors by the winning captain NO LATER THAN MIDNIGHT FOLLOWING COMPETITION.

Art. 3 The official scorecard shall be used to calculate team and individual standings plus individual honors.

Art. 4 Honor Scoring – When a player shoots a double to start the game and accumulates a score of 70 or better in that turn, this will constitute a High-in and ONLY a High-in. When a player finishes a game in turn with his/her score being 60 or better, this constitute a High Out and ONLY a High out. When a player throws 100 points or better in one turn (excluding High Ins and High Outs), and does not bust, this will constitute a Ton. All Honor scoring shall be indicated on the official scorecard. A perfect turn in cricket consists of three triples totaling a nine count, two triples and one double bull totaling an eight count, one triple and two double bulls totaling a seven count, or three double bulls totaling a six count.

Section 3 – Penalty Points

Art. 1 A penalty will be imposed upon the winning team if a scorecard is hand delivered late. That penalty will be one (1) point for each day that the scorecard is late as specified in Rule 8, Sec. 2, Art. 2. The maximum number of points deducted will be the number of points won in the match.

Art. 2 A penalty of one (1) point will be deducted from any team whose captain or team representative fails to attend a captain's meeting. The captains must be notified three (3) days prior to the scheduled meeting. A captain or representative will be excused if the President or Vice-President is notified within 24 hours after the meeting and there is just cause established.

Art. 3 A penalty of one (1) point will be deducted from any team who uses a substitute and does not indicate such use on the scorecard as specified in Rule 4, Sec. 3 and Art. 2.

Rule 9 Gambling, Postponements, Forfeitures, Withdrawal

Section 1 – Gambling

Art. 1 Gambling is neither sanctioned nor authorized by any F.C.D. event.

Section 2 – Postponement, Rescheduling

Art. 1 Postponement may be arranged by a team captain, in the event of necessity by contacting the opposing team captain at least 24 hours prior to the scheduled match. The match must be rescheduled at the original site, at a mutually agreeable time, within 10 days. In the case of extenuating circumstances, such as a bar being closed or unable to host darts on a non-league night, accident, or "Act of God', both captains must arrange to play the match at a mutually agreeable site within 10 days.

Section 3 – Forfeiture

Art.1 In the event a team (as defined in Rule 3, Sec. 1, Art. 4) is not present at the end of the fifteen (15) minute grace period of a scheduled match, a forfeit shall be in effect.

Art. 2 In the event of a forfeit, the team forfeiting the match will receive zero points. The other team present will receive two-thirds (2/3) of the match points. (Remainders will be rounded up to the next point.) Should the captain of the "winning" team be dissatisfied with the forfeit points awarded, an appeal may be directed to the Board of Directors to instruct the team losing by forfeit to play the scheduled match within 10 days. Such an appeal must be made within 5 days of the forfeited match. If the forfeiting team does no comply, the team will be considered withdrawn from the league and Rule 9, Sec. 4, Art. 2 will apply.

Art. 3 A scorecard must be hand delivered to the designation determined by the Board of Directors and must be signed by the captain or acting captain of the team present at a forfeited match.

Art. 4 A team that has forfeited one (1) match must notify a Board member three (3) days prior to its next scheduled match regarding its problems or that team will be considered WITHDRAWN.

Section 4 – Withdrawal

Art. 1 A team may withdraw from its division after the Treasurer has been informed in writing.

Art. 2 If a team withdraws from the league during the second half of the season, all points played from the first half of the season shall be null and void. Otherwise, all points the withdrawn team has won and lost will be considered null and void.

Rule10 Division Standing, Ties and Playoffs, Tournaments, Awards

Section 1 – Division Standings

Art. 1 The team with the highest number of points at the end of a season is the division's winner. The team with the second highest number of points at the end of the season is the division's runner-up. A playoff match will resolve all ties.

Art. 2 Teams that finish in the first or second place in each division are eligible to participate in the playoffs for the championship of their respective flights.

Art. 3 On occasion, third place teams may be eligible to participate in the playoffs for the championship of their respective flights. The Board of Directors will determine this at the beginning of each league after the schedules are made out. Teams will be informed at the captain's meeting prior to league play.

Section 2 – Ties and Playoffs

Art. 1 All teams in contention for the flight championship must be prepared to playoff ties within 5 days following the last regularly scheduled match in their division.

Art. 2 The format of the divisional playoff ties will be the same as the format for a regular league match.

Art 3 Postponements will not be allowed.

Art. 4 If two teams tie for first place in their division, there will be a playoff match. The winning team will be determined winner of the division and the losing team will be the runner-up of the division.

Art. 5 If three teams tie for the first place in their division, there will be a playoff. Luck of the Draw - #1 will host #2, #2 will host #3, and #3 will host #1 on three consecutive nights. The team accumulating the most points will be determined the division winner. The team accumulation the second highest point total will be runner-up.

Art. 6 If four teams tie for first place in their division, there will be a playoff. Luck of the Draw - #1 plays #2 and #3 plays #4. The two winning teams then play the following night, and the winner of that match will be determined the winner of their division. The losing team will be the runner-up.

Art. 7 If teams tie for division runner-up, there will be a playoff as outlined in the above articles (4, 5 and 6) and the winner being the division runner-up.

Section 3 – Flight Playoffs

Art. 1 A playoff to determine the championship of each flight will be held between the top two or three teams (number determined by the Board) in each division of the flight.

Art. 2 Board of Directors will determine the time and place of each playoff.

Art. 3 Teams, which compete in the flight playoffs, must participate fully in all matches.

Art. 4 Individuals on a team who begin but do not complete the flight playoffs will forfeit any season awards. They will also be barred from regular play during the next fall or winter league.

Art. 5 The format of each playoff will be "round robin" tournament. For fall and winter leagues, each round will consist of two doubles matches – one "501" double in and double out and one cricket. For summer cricket league, each round will consist of one doubles cricket match.

Art. 6 All flights will play "best of three" in each match, with the "best of three" constituting one point.

Art. 7 If two teams tie for first place, there will be a playoff. For fall and winter leagues, the playoff will consist of one game of four person team "801" double in and double out. For summer cricket league, the playoff will consist of one game of double cricket.

Art. 8 If more than two teams tie for the first place, the playoff will be "round robin" match among the tied teams. For fall and winter leagues, the playoff will consist of one game of four person team "801" double in and double out. For summer cricket league, the playoff will consist of one game of doubles cricket.

Section 4 – Tournaments

Art. 1 The Board of Directors shall decide on fees, rules, and procedures for all tournaments. The President may appoint a tournament committee.

Section 5 – Awards

Art. 1 Only registered members of a team will be eligible for team trophies and awards at the end of a season.

Art. 2 Substitute members will be eligible for individual awards such as T-80's and Perfect turns.

Rule 11 Policy, Rule Changes

Section 1 – Policy Changes

Art. 1 Policy revisions, temporary rulings, and general information may be announced on the weekly standings sheet or a supplementary sheet. These policies will be considered to be in effect immediately. It is the responsibility of team captains to make his/her team members aware of such changes.

Section 2 – Rule Changes

Art. 1 See By-Laws, Article XIII.

Rule 12 Disciplinary Policies & Procedures

Section 1 – Policies

Art. 1 Any infractions of the rules or unsportsmanlike conduct (as stated in Rule 1, Section 4, Arts 1-4) will not be tolerated by FCD. Nor will any behavior that could cause embarrassment to yourself or FCD, i.e., destruction of property, fighting, etc.

Art. 2 F.C.D. members are guests in the establishments they throw in and any violations of the establishment's policies could jeopardize the entire FCD being able to continue throwing in said establishments. Such violations will not be tolerated.

Section 2 – Procedures

Art. 1 In the event that any infractions of Rule 12, Art. 1 & 2 occur, the Complaint Committee Chairperson will notify the said party(s) involved within five (5) days of the committee itself being notified to hold an inquiry.

Art. 2 The inquiry only needs to be attended by the Complaint Committee but other board members may attend at their discretion. After hearing all of the facts concerning the infraction from all parties

involved, the Committee will vote on the infraction to determine if disciplinary action needs to taken. The majority determines the vote only. In event there is a tie, Art. 3 will be followed.

Art. 3 Upon the committees finding that disciplinary action needs to be taken or there was a tie, the Complaint Committee Chairperson will inform the President that an emergency board meeting is needed. The President will then contact all board members and arrange for an emergency board meeting to be held within three (7) days to determine what form of action should be taken. At least 6 of the 9 board members must be present.

Art. 4 If for just cause the Complaint Committee or Board of Directors cannot meet within the time frame set up in the above Articles, the President will determine an appropriate action to be taken. These actions can consist of the following: extent the time frame or assign other board members to the Complaint Committee.

Art. 5 Disciplinary action to be taken must be determined by the majority only. The action to be taken will be determined by past rulings that the board has on file. In the event that no ruling is on file, a new ruling will be set and kept on file for future reference. Disciplinary action to be taken shall be in the form of points penalized, probation, suspension, and or expulsion.

Art. 6 The Complaint Committee Chairperson will be responsible for keeping all past rulings on file. Files are open to the FCD leagues upon request.