



RULES & REGULATIONS

As Amended by the Membership in June 2015

1. EQUIPMENT

- a. All league competition, including tournaments and playoffs, shall be conducted on a standard English "Bristle" 20-point clock-faced dart board to qualify.
- b. Dart boards shall be placed five feet and eight inches from the floor to the center of the bull, with the "20" bed at the top center. This wedge must be dark colored.
- c. The pub owner will be responsible for supplying and maintaining the league play dartboards, which must be deemed acceptable for play by the Board of Directors.
- d. The foul line (the hockey) will be seven feet, nine and one-fourth inches from the surface of the board, measured along the floor to the front edge of the line, and will be no longer than 36 inches, 18 inches on either side of center.
- e. All league play dart boards shall be firmly anchored and well-illuminated with a Board of Directors approved lighting system.
- f. A permanent Board of Directors approved scoring surface must be provided and located in such a position that the score may be read easily by the players and spectators.
- g. The dart board wire spider must not be broken, and the double and triple rings must be within a tolerance of 1/32" of the normal space measurement of 3/8". Dart board must hold a dart when it is thrown in a normal manner.
- h. The Board of Directors must deem dartboards acceptable and sanctioned for League Play. Dartboards shall be resanctioned a minimum of once every calendar year.

2. LEAGUE PLAY

- a. A full SCDL Year shall consist of FALL, WINTER, and SUMMER seasons. The League consists of Open Doubles, Mixed Doubles and Team leagues. The Fall and Winters seasons shall be 15 weeks, plus Playoffs. The Summer season shall be 12 weeks or less, plus Playoffs.
- b. All league competition will be played in a participating SCDL League pub in accordance with a schedule drawn up by the Board of Directors. A pub may sponsor on each league night as many teams as it has sanctioned dart boards. No team will be scheduled to play until all Sponsor Fees have been paid. Under extenuating circumstances the Board of Directors can approve play elsewhere.
- c. A match may be rescheduled by agreement of both Captains. Rescheduled matches must be made up within one week at the originally scheduled bar unless otherwise approved by the Board of Directors. The League Scorekeeper must be notified prior to play. The Board of Directors has the option to schedule a match that has not been rescheduled or played within one (1) week of the original match. Matches not played within the allotted time will not be made up. A match may be rescheduled by agreement of both Captains. Rescheduled matches must be made up within one week at the originally scheduled bar unless otherwise approved by the Board of Directors. The League Scorekeeper must be notified prior to play. The Board of Directors has the option to schedule a match that has not been rescheduled or played within one (1) week of the original

match. Matches not played within the allotted time will not be made up.

- No teams will be allowed to reschedule matches within the last 2 weeks of the regular season. The team that cannot fill a minimum roster for their league match will be assessed forfeit penalty points. Any and all make up matches must be played before the last 2 weeks of the season. See paragraph 6 Forfeits for more information on forfeit rules and guidelines.

- d. Starting time for all divisions and leagues is 7:30PM, with no grace period, unless both Captains agree to a different starting time. At the discretion of the Captains, a modified format may be followed to allow for late players:

One Doubles of each two game doubles

Three Singles

In Team Leagues, all games shall be worth one (1) point each except the final game. It shall be a team game and shall be worth two (2) points. Once it has been played, no other games shall be played.

- e. Optional formats for each division will be by vote of the Board of Directors. The then optional formats will be selected by the Team Captains in the division with majority ruling the format to be played for that season. Sequence may be changed by mutual consent of both captains, but in no event shall the final game be changed.
- f. The roster of each game will be completed first by the visiting Captain and submitted to the home Captain for inspection. The home Captain then completes his/her roster for the game. Once a name is placed on the line-up sheet, it cannot be changed without the consent of the opposing Captain. It is not necessary for either team to show its line-up for more than one game at a time. A late player may not join any of the three games in a two out of three game set, once the lineups have been written down with an empty position (Player X) without the consent of both Captains. Further, if a player arrives after the Singles lineup is written down with a forfeit, that player may not then play in Singles without the consent of both Captains.
- g. The results of team play will be reported by the home team as designated by the Board of Directors prior to the start of each season. Penalty, if any, for failing to follow the designated procedure will be included as part of the procedure.
- h. The home team has the prerogative of choosing the board that the match is to be played on if there is more than one board available. More than one board may be used only with the consent of both Captains; however, it is suggested that the Captains make the decision whether two boards will be used prior to each doubles and singles games.
- i. No later than thirty minutes before match time, the board to be used must be cleared of players and warm-up allowed for players in that night's match.
- j. The Captains are responsible for the smooth running of each match, and any disputes that arise during the course of play must be settled in private conference by the Captains only.
- k. All league games, regardless of sponsorship, shall be played in SCDL approved establishments.
- l. No player may play two of the same set of doubles. No player may play more than one set of singles.

3. SCORING

- a. All matches will be begun by THROWING THE CORK. The player throwing the Cork first will be decided by a coin flip, with the winner having the option of throwing first or second. The player throwing closest to the Cork shall throw first in the first Leg. The loser of the first Leg has the option of throwing the Cork first in the second Leg. If a third Leg is necessary, the Cork will again be thrown, with the loser of the original coin flip having the option of throwing first for the Cork.

- b. The foul line (the hockey) will be strictly enforced. A player has possession of the foul line until his/her darts are retrieved from the board and s/he has crossed back over the line. A player must have both feet behind the front edge of the foul line. If a player has one or both feet over the foul line, in the judgement of both Captains, the score for that turn will not count. A violating player must be warned immediately. Repeated violations will be grounds for protest. No player currently participating in a game may practice on any board.
- c. Players may not remove their darts from the board until their score is recorded and acknowledged by the opponent. In “01” games, errors in arithmetic not detected by the beginning of the same team’s next turn, shall stand as written. In Spanish, Cricket, and Minnesota games, errors must be corrected before the opponent’s next turn or will stand as written. In all games, the score of the three darts thrown will remain as written if one or more darts have been removed from the board. A player may walk to the board to see what his/her dart has scored, but he/she may not touch the dart. Once the player touches a dart in the board, his/her turn ends. Score for that dart and a previously thrown dart is counted.
- d. The scorekeeper, if there is one, can only tell a player what amount is left to attain or what has been scored with the darts thrown. It is the player’s total responsibility to throw at the right numbers. If he/she is told what to shoot by anyone and it is the wrong number, the darts stand as thrown, and the score actually thrown is counted. Once the final double has been thrown, the game is over and any darts thrown afterward do not count.
- e. The dart shall be scored where the point of the dart first penetrates the board. A dart may only be scored if the point of the dart is penetrating the board.

4. RULES OF THE GAME

- a. **“01” GAMES:** The player (or team) starts with the prescribed number of points and the aim is to reduce the score exactly to zero, finishing with a double. In 301, the player must also start with a double, no score being given for any darts thrown before the double has been hit. In other “01” games, no double is required to start scoring, unless otherwise provided in the format for that division. The inner bull is a double (50 points) and the outer bull is a single (25 points). If a player reduces his/her score to less than zero (busts), the score reverts to what it was before that turn.
- b. **SPANISH:** The numbers used are 20 through 10. The object of Spanish is to finish by closing all the numbers (innings) before your opponent does. However, merely closing first does not win the game if the other team is ahead in points. The point deficit must be made up by scoring in numbers your opponent has not yet closed. A game tied in points is won by the team first closing all numbers. To close a number, three hits must be scored in that number. A hit in the triple scores three, a hit in the double scores two. After a number is closed, each hit in that number scores the point value of the number, until the opponent has also closed that number. “Call” always applies to Spanish; only a hit in the number called and thrown may be counted. Gentlemen’s call may be played with the consent of both Captains; however, it is strongly suggested that a verbal call be made when shooting at the 15-10 and 14-11, if both innings are alive.
- c. **AMERICAN CRICKET (“Slop”):** The numbers used are 20 through 15 and bulls. Same as Spanish, except that it is not necessary to call the number being thrown. All hits in live innings count.
- d. **MINNESOTA (“Slop”):** Same as Cricket except that doubles, triples and “baskets” are also scored as “innings”, and three of each are required to close them. One “basket” is scored when all three darts in one turn are thrown in the same number. Doubles, triples, and “baskets” may be scored in any number on the board. If a double, triple, or “basket” is scored in a number that is also an open number, then the player must choose whether to score the dart as two or three of that number or as one double, triple, or “basket” (i.e., two triple fifteen’s may be counted as six fifteen’s, or as two

triples, or as one triple and three fifteen's). Points scored on closed doubles or triples count as double or triple the number hit. Once "baskets" are closed, another "basket" counts for points until the opponent has also closed them, and each dart in the "basket" counts the value thrown (i.e., three triple ten's may be scored as a "basket" for 90 points, or as three triples for 90 points).

- e. **CLASSIC MINNESOTA:** Same as Minnesota except that doubles, triples and "baskets" may only be scored in one of the "Cricket" numbers (i.e., 20 through 15 or bulls).
- f. **CHICAGO:** "301", "501", and "CRICKET" are played as defined above. Two out of three games are required to win. The winner of the first cork declares which game is to be played first. The loser of the first game declares which game is to be played next after cork is thrown for the second game. The remaining game is then played if necessary.
- g. **CHICAGO PLUS 2:** Three out of five games are required to win. The first three games are "CHICAGO" as defined above, and one game each of "CRICKET", "501", and "301" must be played. The remaining two games, if required, must be "CRICKET", "501", or "301" as declared by the winner of the cork before each game. These two games may be different or the same.
- h. **TACTICS:** The numbers used are 20 through 10 and bulls (slop). Otherwise same as American Cricket.
- i. **ALL GAMES:** If a player shoots out of turn and it is realized prior to the next player's turn, erase the erring player's score and return to the correct line-up. If it is realized after the next player's turn, all scores stand as written; but the next player on the erring player's team forfeits his/her turn. This will allow the opposing team to shoot twice and return the play to the correct line-up.

5. PROTESTS

- a. Any violation of the League Rules and Regulations can be grounds for protest and should be submitted to the Board of Directors. All protests will be heard and given urgent consideration by the Board of Directors. Either party may request that the protest be submitted to an Arbitration Board, consisting of three individuals: one selected by each party and one selected by mutual consent of the parties. Each Arbitrator must be a member in good standing of the SCDL. The decision of the Board of Arbitration is final.
- b. A protest must be filed with a Board Member in writing within 72 hours of the protested match and accompanied by a \$10 fee. This fee will be refunded if the protest is upheld.
- c. During playoffs, protests must be made before the match is completed and will be heard immediately, if at all possible.
- d. The Board of Directors will keep a written, permanent record of all protests, including the names of the parties, the nature of the protest, names of the hearing parties, and the results.

6. FORFEITS

- a. A forfeit can be declared for failure of a team to attend a match.
- b. In the event the four player minimum cannot be obtained for play on league night, the following rules apply:
 - 1. No less than three members may play in the team game, skipping those turns for the absent player.
 - 2. One player may play a doubles game, skipping the turn for the absent player.
 - 3. In singles, the home team has the option of putting the forfeit in any of the four positions.
 - 4. In the event that a team cannot field their four-player minimum, forfeited games may still count toward the required number of games played for qualifications (MVP, Playoffs, etc), if the

opposing Captain places the names of team members who are present opposite the forfeit(s). However, the forfeits do not count as a win for the player(s) and shall not be used in calculating their averages.

- c. Any team which forfeits two (2) full matches or accumulates forfeit losses equal to two (2) full matches at any time prior to the Division Playoffs OR forfeits one (1) full match or accumulates forfeit losses equal to one (1) full match during the three (3) League nights prior to the Division Playoffs, will be suspended from any further play. All matches previously shot and any earlier forfeit points will stand. Forfeit points above those required for suspension will not be awarded, and the remainder of the season, if any, will reflect a "bye" for the suspended team. Further, every member of the team shall be suspended from all League play for the next three (3) consecutive seasons.
Appeal for reinstatement may be made in writing to the Board on a per member basis when extenuating circumstances have prevented that member from attending the match(es).
- d. A forfeit will be declared for use of an ineligible player or players to the extent that all win points involving such players shall be forfeited to the opposing team or teams. Team Captains must be responsible for the integrity of their team rosters and for ascertaining the eligibility of each member. When in doubt, team Captains should ask to see the latest weekly standings sheet, and have the questioned player produce proper identification. Use of an ineligible player is grounds for protest. A team that uses ineligible players will be assessed a forfeit by the Board of Directors and the forfeit shall stand unless created by malfeasance of a Board Member or the opposing team Captain.
- e. Any team which knowingly and willfully plays a person known to be ineligible to play on that team and all members, including the ineligible player, shall be suspended from participation for that season.
- f. Any Captain or acting Captain who knowingly uses an illegal player shall be suspended for two consecutive seasons. The discretion of the Board of Directors will prevail.
- g. If an infraction of the Rules and Regulations of the SCDL is detected, the Board of Directors may recommend suspension if they deem necessary. Anyone being suspended for any reason must submit a written request to the Board of Directors for reinstatement into the league. As soon as possible after receiving such a request, the Board of Directors will meet and vote on said request. The player submitting the request will be notified ASAP. In addition to this reprimand, a probationary period for the remainder of the present season, plus the following season will be included.

7. TEAM AND PLAYER ELIGIBILITY

- a. **Team Eligibility:** all team members in all leagues must be members in good standing with the SCDL.
 - a. In team leagues, a team eligible for league play must have a minimum of four (4) and a maximum of eight (8) players.
 - b. In open doubles leagues, a team eligible for league play must have a minimum of two (2) and a maximum of four (4) players.
 - c. In mixed doubles leagues, a team eligible for league play must have a minimum of one (1) male and one (1) female player and a maximum of two (2) male and two (2) female players.
- b. **Player Eligibility:** A player is eligible for a team be being paid up in his/her league fees and be the minimum age of 21. Only players from the original roster or players added at least 24 hours before a match, with the consent of a Board Member, may be eligible for match play (for that week only). The consenting Board Member will be responsible for notifying the League Scorekeeper of the new player's name and team. The League Scorekeeper will validate the eligibility of the player added.
 1. No individual player may play on more than one team each day during the regulation season.

2. No new players may be added to the roster during the last three weeks of the regulation season.
 3. Players must play enough games during the regular season to qualify for an official rating according to the current Rating System to be eligible for playoffs. If a player plays more than one night he/she must qualify each night in order to be eligible to play in playoffs.
 4. Players signing up to play in the SCDL for the first time are required to report to the League Scorekeeper any previous play in any dart league (soft tip or steel point) and any rating or ranking earned in that league. The League Scorekeeper may require an explanation of the rating system, if necessary. The League Scorekeeper will then assign a Rating to the player, and rule on the player's eligibility. This assigned Rating may be appealed to the Board of Directors.
- c. A loss of a team member due to unforeseen circumstances, i.e., job transfer, work shift change, etc., will be handled in the following manner:
1. A player that is on the roster and has not played a game can be replaced with an eligible player by the Captain by contacting the League Scorekeeper.
 2. A player that has played at least one game and can no longer play, can be petitioned by the Captain to the Board of Directors for replacement by an eligible player.
 3. There will be no exceptions during Playoffs for an unqualified player to participate on any team.

8. PLAYOFFS - Division and Traveling Trophy Playoffs

- a. The first, second, third, and fourth place finishers in the regular season will compete in the Division Playoffs as scheduled by the Board of Directors. In the event of ties, the head-to-head records of the teams during the regular season will determine the higher placed team. In the event the teams are still tied, a special match will be scheduled by the Board of Directors prior to the start of the Division Playoffs to determine the final standings. A flip of the coin will determine the type of game and winner of the "flip" will decide which game is to be played. Team League Division Playoffs are played over a two (2) week period; Open and Mixed Doubles League Division Playoffs are played in one (1) week:
 1. Week 1 of the Division Playoffs is played at the home pub of the first place team. The first place team will play the fourth place team and the second place team will play the third place team. In Open and Mixed Doubles Leagues, the winners will play each other. The higher placed regular season team will be the home team for each match.
 2. The Team League winners of the Week 1 matches will play each other in Week 2 at the home pub of the higher placed regular season team. The higher placed regular season team will be the home team.
- b. If a person is a member of two different teams, both making Traveling Trophy Playoffs, he/she must decide which team he/she wishes to play on prior to the beginning of each round of the Tournament. If this team loses, he/she may then play on the other team, but only after the current round is over. He/she is not eligible to play on the other team in the same round.
- c. The host pub of the Week 1 Division Playoffs must provide a minimum of four boards for the playoff matches. If more than one Division Playoff is to be hosted in Week 1, a minimum of four boards must be provided for each of them. In the event the four board minimum cannot be met or other conflicts, the Board of Directors will move the Division Playoffs to the home pub of the second, third or fourth place team, as required. In the event that more of a bar's teams win first place than the bar can accommodate in the playoffs (four board minimum for each playoff), then the lower division playoff(s) will be moved first.

- d. The Traveling Trophy Playoff will consist of the winners of the Division Playoffs. Match pairings will be determined by blind-draw. No team may have a “bye” in consecutive rounds. If two teams compete who used different formats during the regular season, the format for the match will be that of the lower division team. The Board of Directors will determine the overall format of the competition.
- e. The Traveling Trophy Playoffs shall be held at the bar who holds the Traveling Trophy, if possible.
- f. No Playoffs shall begin until all protests dealing with regular season play have been heard and appropriate action taken.
- g. Division Playoff matches will not start any later than 7:00PM. Earlier starting time may be arranged at the discretion of the Captains.
- h. Team League Traveling Trophy Playoffs will start at a time determined by the Board of Directors on a predetermined Saturday. Open and Mixed Doubles League Traveling Trophy Playoffs will start at a time determined by the Board of Directors on the week following the Division Playoff on their respective night. If a team cannot make it to Divisional Playoffs or one of the winning teams cannot make it to Traveling Trophy Playoff, there will be no alternate team.

9. TROPHIES

- a. Trophies will be awarded to the first place finishers of the regular season in each division, with the individual players on each first place team receiving individual trophies. To be eligible for these individual trophies, the player must have played enough games during the regular season to qualify for an official rating according to the current Rating System.
- b. Most Valuable Player (MVP) trophies will be awarded in each division to the player having the highest percentage won-loss record according to the current Rating System. In the event of a tie for MVP, duplicate trophies will be given. To qualify for MVP, at least two-thirds (2/3) of available player-points must have been played.
- c. Winners of Division Playoffs will be awarded a team trophy and individual trophies. The Traveling Trophy Playoffs’ winning team will have its name inscribed on the Traveling Trophy, receive individual trophies, and its pub will have possession of the Traveling Trophy for the following season. Any pub whose teams win the Traveling Trophy three seasons in succession will be permanently awarded this trophy.
- d. The President or his/her appointee will select the trophies within price guidelines given by the Board of Directors. Plaques or other awards may be given in lieu of trophies.

10. PERSONAL CONDUCT

- a. Heckling or other harassment is forbidden. A team, or its attending spectators, may make as much noise as it wants while it is throwing (provided it does not cause distractions to any other SCDL team that is also throwing) but must remain respectful while the other team is throwing. All players and spectators must give the thrower plenty of room to throw and must refrain from undue movement in or near the dart board lane. Repeated harassment or loud, foul language may result in forfeiture of up to eleven match points. Further, the Board of Directors reserves the right to suspend or terminate any member or team that does not conduct itself in a manner that is in the best interest of the SCDL.
- b. Each individual is expected to abide by the establishment’s rules, i.e., dress code, minors, and liquor violations.
- c. The game of darts is an adult sport and members are expected to conduct themselves as adults. This includes civility of the game and respect for others. Any other behavior is considered

unsportsmanlike conduct. For example, darts are to be thrown only at the dart board in an appropriate manner. Unsportsmanlike conducted will not be tolerated.

- d. Footwear must be worn by all players at all times during league play, Division and Traveling Trophy Playoffs and all SCDL functions.

11. ENVIRONMENT

- a. It is the responsibility of the pub owner and the home team Captain to see that a normal pub-type environment is maintained during league play. Excessive loud noise, loud machines near the dart area, and extremely loud and boisterous behavior should be avoided. Repeated offenses of this nature may result in the pub being suspended.

12. GAMBLING

- a. The SCDL feels that an official rule against gambling would be redundant since there are existing State and Federal Laws on the same subject. However, the organization takes the position that the SCDL is a law-abiding organization, and will not encourage betting, gambling, or any other illegal acts during sanctioned events. Further, the Board of Directors reserves the right to suspend or terminate any member or team that does not conduct itself in a manner that is in the best interest of the SCDL.

13. AMERICAN DART ORGANIZATION (ADO) TOURNAMENT RULES

- a. ADO Tournament Rules are part of the SCDL Rules and Regulations. In case of conflict, the SCDL rule will prevail.

14. AMENDMENTS

- a. Any situation not covered by a specific SCDL Rule and Regulation shall be governed by a special decision of the majority of the Board of Directors.
- b. Any amendment to these Rules and Regulations may be proposed at a regular or special General Membership Meeting to be adopted by a majority of the General Membership present, provided that such proposed amendment be first submitted to the Board of Directors and receive the approval of a majority of the Board Members.
- c. All amendments shall become effective at the commencement of the next competition schedule unless otherwise provided for in the amendment.

15. BOARD MEETING

- a. The Board of Directors of the SCDL shall meet no less than one time each month.