



Howard County Dart Association Rules

(Revised on November 17, 2009)

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I. Membership

- A. Only registered players may participate in league play. Players must pay the annual membership fee before they participate in any league play.
 - 1. New members may register at any time by paying the annual membership fee.
 - 2. The Board of Directors reserves the right to accept or deny membership in accordance with the by-laws. The Association will return fees paid in advance by players who are subsequently denied membership.
- B. Members who are delinquent in payment of fees shall not be permitted to play in league competition.
- C. Teams shall consist of a minimum of four players and a maximum of six players.
- D. A parent or legal guardian will be required to accompany any HCDA member under 18 years of age during league play. All Maryland laws regarding minors' presence in a bar will be adhered to.
- E. A member may not change teams during a season without Board approval. Such approval will take a minimum of eight days, during which time the player remains a member of the original team.
- F. For any changes to team rosters after original submission, the team Captain must fill out a Roster Change Form and have it signed by the League President or Vice President and one other Board member prior to the match in which the new player will shoot. The form must be available for inspection by the opposing Captain and must be sent to the scorekeeper with that week's score sheet. Penalty for failure to comply is forfeiture of all games in which that player shot and forfeiture of all personal points for that player.
- G. Any player who does not appear for any three consecutive matches may be dropped from his team's roster at the request of the team Captain. A replacement player may be added to fill the roster spot, upon Board approval.
- H. Good sportsmanship (the ability to play fair and lose without complaint and loss of temper or win without gloating) is the expected norm in this league; poor sportsmanship such as violent temper tantrums, fighting, throwing darts in a manner other than the approved manner, yelling, cursing loudly, and excessive gloating will not be tolerated. Captains are responsible for their players' actions. Unsportsmanlike conduct can be penalized with warnings, point forfeiture, and suspension against players or teams through the HCDA protest procedures (see Section XVIII – Protests).

II. Fees

- A. Each person must pay an annual HCDA membership fee before playing in any match. This covers the HCDA member for the fall, spring, and summer seasons (new members joining in Spring or Summer must pay again in the fall). Payment is not required for substitute players (see Section VIII – Substitutes).
- B. Each team member is also responsible for paying his or her seasonal fee for each season (Fall, Spring and Summer) as decided by the board.
- C. It is the Captain's responsibility to ensure that all members of his/her team pay all applicable fees.
- D. The Board will determine the annual HCDA membership fee and the seasonal fees.

III. Schedule and Standings

- A. The HCDA Board of Directors will divide league play into seasons of comfortable duration and divisions of comfortable size while maintaining competitive match play. The factors involved in this determination are the number of teams and the level of skill of the individual team members.
- B. Whenever possible, schedules will be arranged so that each team plays at least one home and one away game against every team in its division.
- C. Teams that win their divisions during the fall and spring seasons will most likely move up a division during the following season. Likewise, teams finishing last in their divisions during these seasons may move down a division.
- D. Because teams change for each season, the divisions will be set based on factors discussed in Section III, Part A.
- E. Division standings are posted weekly on the HCDA website.
- F. The teams are ranked within the division based on total winning points. In the event of a point tie, the team with the least points against (which is the higher winning percentage) will be declared the winner. The next tiebreaker will be the win/loss record of the matches among the tied teams. The last tiebreaker will be a head to head competition as described in Part G below.
- G. In the event of a first place tie in a division (after the tiebreakers), a league representative will determine a play-off date. Regular season format will be followed with game rosters handed to a league representative before the match starts to ascertain match pairing. Pairings will be made using Blind Draws as described in the note in Section VII, Part A.
- H. The league reserves the right to make retroactive corrections to the weekly standings.

IV. Captains

- A. Each team must choose a Captain. The Captain is responsible for performing the duties defined in this section.
- B. The Captain is expected to control horseplay, unnecessary delay of matches, and misconduct of his/her team members. Any violations can be protested and may affect team points, including warnings and/or suspensions to teams for their individual players.
- C. Captains should ensure the accuracy and legibility of score sheets and sign them to attest scores. Team Captains should confer at the end of each match to verify score sheet accuracy.
- D. Home team Captains are responsible for faxing in score sheets within 24 hours of each match. Penalties may be issued for late submission (See Section V – Penalties).
- E. The Captain and bar owner should insure that his/her home bar maintains dartboards, lights, and oche lines in good order, and that the dartboards are available on league nights 30 minutes ahead of scheduled match times. If the Captain needs assistance in this matter, he/she may contact the Board Specifications Coordinator.
- F. The team Captain is responsible for attending Captain's meetings or sending a team roster member to such meetings. Advance notice of such meetings will be posted on the HCDA website and reminders provided by e-mail. A penalty can be assessed to teams not represented at Captain's meetings. One person cannot represent more than one team.
- G. It is the Captain's responsibility to ensure that all members of his/her team pay all applicable fees.

V. Penalties

- A. **Missed Captain's meetings** – A five-point penalty may be assessed to teams not represented at Captain's meetings. The Board retains the right to waive this penalty.
- B. **Late score sheets** – If score-sheets are not submitted within the allotted time, the team responsible may be assessed the following penalties:
 - 5-point penalty for first offense
 - 10- point penalty for second offense
 - 15-point penalty for third and succeeding offensesThese penalties are to be enforced by scorekeepers in the weekly standings and cannot be waived without following the protest procedures (See Section XVIII – Protests). If a Captain commits three or more of the above offenses, he/she may not be Captain for the following season.

- C. **Illegal Player** – An illegal player is any person not eligible to participate in league play (e.g., fees not paid, improper roster addition, team is past sub limit). Team points earned in games in which an illegal player participated shall be forfeited. Personal points by that player shall also be forfeited.

VI. Matches

- A. All matches shall begin at 7:30 p.m. on the weekday assigned for match play. A 15-minute late allowance is acceptable (see Section X – Forfeits).
- B. The league may not recognize a team’s inability to field a full team on a regular basis as a valid cause for postponement.
- C. If a team has a valid cause for postponement, its Captain must contact the opposing team’s Captain and his/her league representative in advance (no later than 5:00 p.m. on the day of the match). Any change in time and dates of the scheduled match must be agreed to in advance by both team Captains.
- D. The home Captain should submit the postponement and makeup date as he/she would submit the scores of the originally scheduled match, within 24 hours. Likewise, scores of the makeup match are to be submitted in accordance with weekly play guidelines (see Section IV, Part D).
- E. Makeup games for the last night of the season, if absolutely necessary, must be played within four calendar days of the last scheduled night of league play. Scores must be submitted in accordance with the weekly play guidelines. In addition, the Trophy Coordinator must be called within 24 hours with the result of the makeup match. If one team forfeits the makeup match, the other team may shoot for personals (see Section X – Forfeits).

Note: Failure to complete a makeup match within the specified time period will result in both teams forfeiting team points for that match.

- F. Match format will consist of:

1. “C” Division

- Four Singles sets, each set two out of three legs:
 - 1st leg: 401, straight in, double out.
 - 2nd leg: Cricket
 - 3rd leg: Cork calls between 401 and Cricket (if necessary)
- Two Doubles sets: 501, each set two out of three legs
- Two Doubles sets: Cricket, each set two out of three legs
- Team 701: a minimum of four players per team

2. All Other Divisions (“B”, “BB”, “A”, and “AA”)

- Four 301* Singles sets, each set two out of three legs
- Four Cricket Singles sets, each set two out of three legs

- Two Doubles sets: 501, each set two out of three legs
- Two Doubles sets: Cricket, each set two out of three legs
- Team 701: a minimum of four players per team

* All 301 sets are double in and double out.

- G. In interdivisional matches played between teams of different divisions, the team from the lower division will always be considered the **Home Team**.

VII. Lineups

- A. Visiting Team Captains will post their lineups first, then Home Team Captains will post their lineups. Lineups may be written out for the whole night or for each event prior to the event. In order to stimulate interest in matches and league play, Captains should make every effort to pair players of equal or nearly equal caliber and to ensure that all regular team members present get an opportunity to shoot.

Note: For blind draw matches, the score sheet should be folded in half and each Captain fills out his/her line-up without viewing the opposing team's line-up. Once both Team Captains have filled in their line-ups, the sheet will be unfolded to reveal the matches.

- B. A Team Captain with only three available players should schedule singles' sets so that play can begin, but he/she has the option of leaving the lineups for double and team sets open if it can be reasonably assumed that additional players may arrive late or that substitutes may be found to join the match.

Opposing Team Captains should be made aware of the status of late arriving players. The line up for sets in which the late arriving player is assumed to be available (singles, doubles or team sets) should be set with the late player in the last position and play should begin. If play is during "blind draw" weeks, the late player may be inserted in any position to maintain the "blind" concept and shall play when he/she arrives. If the player is unavailable for the set in which he/she is scheduled to play, that player shall forfeit that set, **unless** both Team Captains agree to play the set when the player arrives.

- C. Once a set begins without a player, latecomers or substitutes **may not** join that set but may play subsequent sets.
- D. Changes in lineups after they are posted are subject to the agreement of the opposing Captain. Changes should be made **only** for justifiable causes, such as a player leaving early or a regular team member replacing a substitute.
- E. No player will be allowed to shoot in more than one Singles 301, one Singles Cricket, one Doubles 501, or one Doubles Cricket set per night.

VIII. Substitutes

- A. No substitutes are allowed if four roster members are present and able to play. If a substitute begins play and a fourth roster member arrives, the substitute and the roster member may both play for the remainder of the night.
- B. Substitutes may be recruited at the last minute and do not need to be a registered HCDA player. However, the substitute **must** sign an HCDA application/waiver form.
- C. Substitutes may play a maximum of three times per season before they are required to join the HCDA league.
 - 1. A substitute who plays more than three times but for different teams is required to pay the annual HCDA membership fee.
 - 2. A substitute who plays more than three times for one team must become a member of the team and pay the annual HCDA membership fee and the current seasonal fee.
- D. A maximum of one substitute per night is allowed per team. **No Exceptions.**
- E. It is the Captain's responsibility to find a substitute of equal or similar ability to the player being replaced. Discrepancies in ability can be protested (see Section XVIII – Protests). This rule does not apply to "AA" teams.
- F. Substitutes earn no personal points and no individual awards. As a member of an ADO league, a substitute is eligible for individual ADO Awards.
- G. A current member of an HCDA team may not substitute for any other team regardless of the division.

IX. Severe Weather Policy

- A. League play will be postponed if Howard Community College cancels its evening classes for that night. The school's decision can be heard at 410-772-4800, or by visiting their website at www.howardcc.edu after 3:00 p.m. If you cannot get the information, contact your Team Captain or League Representative as early as possible.

X. Forfeits

- A. A valid team consists of three or more players. Any team that is unable to field at least three players by 7:45 p.m., shall forfeit the match.
- B. Any team receiving a forfeit will be awarded team points in accordance with the following:

1. The forfeiting team gets penalized. The team getting the forfeit (i.e. the team that shows up) receives points commensurate with what it might have gotten if it had played the match, or at least no better than any other team who has played the forfeiting team.
 - a. After one round of play (i.e. each team has played each other at least once):
Rule: Highest score of any opposing team who has played the forfeiting team.
 - b. Prior to one complete round:
Rule: Highest score of any match played so far.
 - c. If more than one team forfeits in a single week within the same division:
Rule: 35-0.
 - d. If two teams forfeit each other:
Rule: 0-0.
- C. A team that receives a forfeit shall have the option of letting its players shoot off each event for personals. The personal points must be submitted in accordance with weekly league play (see Section IV, Part D).
- D. If a forfeit occurs during the last week of play, shooting for personal points must be completed within four calendar days of the last night of scheduled play or no personal points will be awarded. Personal points must be submitted in accordance with weekly league play (see Section IV, Part D). The Trophy Coordinator must also be called within 24 hours with the results.
- E. Players shall shoot for personal points as follows:
 1. "C" Division
 - a. Two 9 line (27 darts) for each Singles set played (401, Cricket), No 301 leg is played
 - b. Two 9 line (27 darts) for Doubles 501, Cricket, cork calls.
 - c. One 18 line (54 darts) for the team set. Players rotate as usual.
 2. All Other Divisions
 - a. Two 7 line (21 darts) for each Singles 301 and Singles Cricket sets. Only 2 legs are played.
 - b. Two 9 line (27 darts) for Doubles 501, Cricket, cork calls. Rotate players as normal.
 - c. One 18 line (54 darts) for the team match. Rotate players as usual.

The rotation may be changed for the second leg in the Doubles events to allow an equal opportunity to score personal points. If a leg is finished in the allotted number of darts or less, a check dart for personal points will be awarded.

XI. Uneven teams

- A. In shooting a match with three players against four or more, the following rules shall apply.
1. One singles set will be forfeited by the three-person team. The opposing team's idle shooter will shoot two legs for personal points in accordance with the forfeit rule (see Section X, Part E). These legs must be shot during the scheduled slot unless a different slot is agreed to by both Team Captains.
 2. Doubles play shall be: two vs. two & two vs. one OR two vs. one & two vs. two. Each time the ghost player is due to shoot, his/her team shall score "0" points. Otherwise play shall be as normal.
 3. Team events shall be played as normal, **except** when the ghost player is due to shoot his/her team shall score "0" points.
- B. If both teams have only three players:
1. The doubles sets will be shot two vs. one and one vs. two.
 2. No team points will be awarded for the blank singles legs.

XII. Play

- A. The following terms and definitions apply throughout these Rules.
1. **Leg** – Individual game.
 2. **Set** – Best 2 out of 3 legs (i.e. 301, Cricket, 501, etc)
 3. **Match** – A full night of play.
- B. Each game will begin with the players “throwing cork” to determine the starting order of the leg.
1. In the first leg, the Home team has the option of throwing the cork first or second. The player throwing closest to the cork will throw first in the leg.
 2. In the second leg, the loser of game 1 will have the option of throwing the cork first.
 3. If a third leg is necessary, the loser of leg 2 has the option of throwing the cork first.
 4. Cork ties cork, but a double (inner) bull beats a single (outer) bull in all cases.
 5. Each time a cork is thrown, the second thrower may acknowledge the first thrower's dart as an inner or outer bull and ask to have the dart removed from the board prior to his/her throw.

6. Darts thrown for cork must remain in the board to count. If the second dart thrown dislodges the first player's dart, cork shall be re-thrown in reverse order. Re-throws shall be made until both players' darts remain in board.
 7. Re-throws shall be called if the players (or scorer if one is being used) cannot decide which dart is closest to the cork, or if both darts are in the inner bull or if both darts are in the outer bull.
- C. Each player's turn shall consist of three darts thrown at the dartboard, except when a game is finished in fewer throws.
 - D. All players must stay on or behind the oche line while throwing darts. Failure to do so is a foul. Darts thrown by players who foul count as shot darts, but do not score points. If a flat surface is used to determine the oche line, the front of the line shall be the foul line. If a raised surface is used, the back of the line is foul line.
 - E. Darts that fall over the oche line from a player's shooting hand during the shooting motion count as shot darts. The shooting motion is defined as the upward and/or downward movement toward the player and/or the forward movement toward the board.
 - F. Darts that bounce off the board are shot darts and may not be re-thrown.
 - G. A dart's score shall be determined by the side of the wire at which the point of the dart entered the bristle on the board.
 - H. For a dart to score, it must remain in the board for five seconds after the player has thrown his/her third and final dart. If a dart falls out of the board after the five seconds have elapsed, its score is valid.
 - I. Players must mark their scores **before** they remove their darts from the board so as to remove any doubt about the score.
 - J. Errors in additions or subtraction in chalking must be corrected before the person following the player whose turn had the error has finished his/her turn.
 - K. Any disagreement between players that cannot be settled by the players involved or their team Captains and are not specifically covered in these rules shall be settled in accordance with Section XVII – Protests.
 - L. **Bust Rule** – This rule will prevail in 01 competition. Players must finish each leg with a double that takes their score exactly to zero. If a thrown dart takes the score to one or past zero, the player busted and his/her score automatically reverts to what it was before the turn began.

No Bust Rule – This rule shall apply to all singles 01 matches in which "B" division or lower players participate. After **both** players in a "B" division or lower match, or the "B" division or lower player in interdivisional play, in a singles 01 set have been on a "double one" for five rounds, the "no bust rule" goes into effect. This means that all three darts may be thrown at "double one" regardless of the

result of the previously thrown darts in that turn. Both players in a "B" Division or lower match, or the "B" division or lower player in interdivisional play, continue to throw all three darts in each turn until one of them hits the "double one."

- M. It is permissible for a player's partner, teammate, or spectators at a match to advise a player what number combination he/she should shoot to go out in a game, provided such advice does not interfere with another player's turn or game. A scorer may tell a player what he/she has left but **not** what number combination to throw.
- N. Players should not leave the shooting area during a game. Failure to abide by this rule is protestable and the game may be forfeited.
- O. No player involved in a game or event may take practice shots at another board. This or any violation of good sportsmanship can be protested with penalties to both the team and members possible.
- P. A leg is concluded at such time as a player/team hits the required out shot to win the game. Any and all darts thrown subsequently do not count.
- Q. If a player or team shoots out of order, the incorrectly shot darts do not count. That player or team shall forfeit the spot in the rotation during that round and the correct player on the other team shall resume play in the correct order.
- R. It shall be the home team Captain's option to mix up the order of play of the required matches. The matches must remain in groups as singles 01, doubles Cricket, etc. The Captain may not schedule doubles or team matches in such a way as to cause a forfeit due to late arriving players.

XIII. Interdivisional play

- A. In all interdivisional matches, the team from the lower division shall be considered the "home" team. As "home" team, it is entitled to all benefits of the "home" team including the option to write down its line up last and the option on cork for the first game of each match.

XIV. Personal Points

- A. Personal points reward skillful dart shooting and aid league efforts to rank players for such purposes as end-of-season shoot-offs.
- B. Personal points must be recorded on the back of score sheets with a line for each player that is wide enough to allow for neatness and accuracy. Idle players should record points on the score sheets to speed play.
- C. Each player and his/her team Captain are responsible for ensuring that personal points are recorded accurately. Players should call out the points as they are scored

to the person recording them and should personally ensure that the points are recorded correctly.

D. Once a set (3 game series) is finished, the check dart recorded, and the board erased, no more points may be recorded.

E. Personal points may be earned based on the following:

1. 01 Games

Shot (each three-dart turn or as needed)	Personal Points
Check Dart	2
85-110	1 (BB, B, & C)
95-110	1 (A & AA)
111-130	2
131-160	3
161-170	4
171-179	6
180	8
In Shots	Add one point to above scores
Out Shots	Add two points to above scores

2. Cricket

Shot (each three-dart turn or as needed)	Personal Points
5 Marks	1
6 Marks	2
7 Marks	3
8 Marks	4
9-10 Marks	5
11 Marks	6
12 Marks	10
1-4 Marks Out	2
5-12 Marks Out	Add two points to above scores

* Mark System

Single	1 Mark (M)
Double	2 Marks (2M)
Triple	3 Marks (3M)
Cork	2 Marks (2M)
Double Cork	4 Marks (4M)

3. Perfect Game

Game	Personal Points
301 – 6 dart game	1
Cricket – 8 dart game	2

* All perfect game points are in addition to those earned during the game.

4. Two Straight

A player who wins both of the first two legs of a individual set (01, Cricket) will receive one personal point in addition to any he/she earned during set.

5. Assist

In a doubles match, the teammate of the player shooting the check dart/out will receive one personal point for an assist.

XV. Shoot-Off Procedures

- A. Shoot-offs occur at the end of each dart season for the 16 top-ranked shooters in each division present at the venue. The top-ranked shooter should be paired with the lowest-ranked shooter (1 vs. 16, 2 vs. 15...), and so forth. Each round of play is a best-of-three games format, 501 straight-in and Cricket, respectively, with 301 as the third game, if necessary. To determine order, each of the two players shoots one dart at the cork; the shooter closest to the cork goes first.
- B. Shoot-offs are double-elimination format. The loser of each match is placed into a losers' bracket to play one game of 301. The loser of this game is eliminated from competition. The winner of this game advances in the loser's bracket and continues to play one-game eliminations. Eventually, there will be two darters left—one in the winner's bracket and one in the loser's bracket. These two individuals play a three-game set, as described above. If the player from the winner's bracket is victorious, he or she is declared the winner of the shoot-off. The player from the loser's bracket will have lost twice, as did all of the other shooters in the loser's bracket. However, if the player from the winner's bracket loses the three-game set (his/her first loss), a final game of 301 is played. The result of this game determines the overall winner of the shoot-off.

XVI. Scoring Notes

- A. In 01 sets, score all three dart scores of 100 points or more as Ton scores, Ts, on the back of the score-sheet. Write 116 as T16, 120 as T20, etc.
- B. Score check darts in 01 sets as CD. Score check darts on Cricket sets as #MO (6MO).
- C. In Cricket, score all three dart scores that qualify as personal marks as #M on the back of the score sheet. Write 5 marks as 5M, 7 marks out as 7M, etc.

- D. Score all out shots in 01 sets that are also worth personals as T20out, not T20CD and in Cricket as 5MO's, etc.
- E. In Cricket, a dart in the triple ring that does not count for all three marks in the game does not count for all three marks in personal scoring. Example: if a player shoots a triple 20 and a triple 19, but already had one 20 scored against his opponents closed 20's, the player gets credit for 5M (two 20's and three 19's)
- F. Any player who throws a perfect game should score it as PG and circle it to call it to scorekeeper's attention. A perfect game in 301 is 6 darts and in Cricket it is 8 darts.
- G. In a doubles match, the teammate of the player shooting the check dart/out will receive an assist. This should be marked with an A
- H. Circle all excellent scores and total each player's check darts to highlight them for the scorekeeper.
- I. The two straight rule applies only to singles sets, if a player wins two straight in singles 01 or singles Cricket that will be recorded on the score sheet. Winning two straight in doubles sets **does not apply**, as it was not an individual effort.

XVII. Equipment Standards

- A. Dartboards used for league play must be standard English clock-boards made of bristle.
- B. Dartboards must be secured to the wall so the distance from the center of the inner bull to the floor is 5'8.
- C. The distance from the plane of the front (scoring surface) of a dartboard to the oche line must be 7' 9 1/4".
- D. The lateral distance between dartboards should be adequate to allow players to shoot comfortably and to allow freedom of movement to the dartboards and scoreboards from the oche lines without infringing on areas being used by adjacent players. A minimum distance of three feet between boards is recommended.
- E. Lights must be affixed to walls or ceilings in such a way as to brightly illuminate the dartboards, reduce shadows to a minimum, and not physically impede players or the flight of the darts.
- F. Scoreboards should be mounted laterally beside the dartboards in such a way that shooters at the oche line can see them.
- G. Sponsoring establishments are responsible for the purchase, maintenance, and replacement of dartboards, scoreboard, marking equipment, and lights.
- H. The leagues will supply all rosters, score sheets, and rule books.

XVIII. Protests

- A. All protests involving league play must be filed in writing to the Vice President and postmarked within seven days of the protested match. Protests filed after the filing deadline will be dismissed without action.
- B. Protests shall be heard and resolved by a Protest Committee consisting of the Vice President and four neutral captains. The Vice President shall arrange a time and location for the protest hearing to take place no more than seven days after the receipt of the protest. If there is a conflict of interest with the Vice President, the division League Rep shall fill in for the Vice President.
- C. The Protest Committee must render its decision within seven days of the hearing.
- D. A majority vote of the Protest Committee is necessary for its decision to be valid and binding.
- E. The Vice President shall notify in writing all parties involved in the protest along with the League President and Secretary within three days of the Committee's decision.
- F. Appeals. Parties involved in the protest may appeal the Protest Committee's decision to the board, who shall uphold or deny the appeal at its next regularly scheduled meeting. The Board shall not rule on the appeal however until it hears the Committee's reasons for its decision from the Vice President and has read the facts and consulted with all parties involved. The Board's decision is final and binding.

XIX. General

- A. Gambling is neither sanctioned nor permitted by the HCDA.
- B. The HCDA assumes no responsibility for accident, injury, or loss of personal items during HCDA events.
- C. The HCDA reserves the right to add to or amend any or all of the HCDA League rules at any time for any purpose deemed necessary by the Board.