

Mountaineer Dart Association

League Rules

I. PURPOSE:

The purpose of the Mountaineer Dart Association (MDA) is to promote the sport of steel tip darts in north central West Virginia. MDA sanctions league matches and other activities to foster friendly competition that embodies the good sportsmanship of the game of darts.

II. League structure

- a) Teams must pay a \$240.00 sanction fee to be eligible to throw in the League. This fee is due by week 10 of the season. It would be \$60/player if you have 4 players.
- b) Players must be at least 17 years of age. Age restrictions may be placed by individual establishments on patrons that will preempt league rules.
- c) Once a player has thrown three (3) weeks of 501 with a particular team, that player may not throw for any other team during that season.
- d) Players must throw three (3) weeks of 501 with a particular team to be eligible to throw in the playoffs
- e) Player must throw half a season to be eligible for individual awards
- f) There are two divisions. All scheduling placement is from following seasons rankings. Division one is odd. Division two is even.
- g) If we have a new team, they will be placed at the end of the list and will be appointed to a specific division.

III. Team structure

- a) Teams may have as many players as desired. The minimum number is 4.
- b) Substitutes are eligible to play and will be considered a substitute until they have three (3) weeks of 501 with a particular team.
- c) Teams shall be represented by a Team Captain at matches and administrative meetings. The team captain is responsible for ensuring that all players on the team meet eligibility requirements and that they have paid all applicable fees. The team captain will allow the publication of his/her phone number on the league schedule to allow for communications with other team captains.
- d) Captains will be responsible for providing schedules for bar owners and managers.
- e) Captains will be responsible for ensuring that they have the most current match results and scoresheets when theirs is the home team of a league match.
- f) Captains will be responsible for the accurate entry of information during matches and for collecting the fee at the beginning of the season from their players. The captain of the winning team in a weekly match is responsible for submission of the completed score sheet and all the fees from both teams. If the winning team captain requests that the losing captain turn in the results, it will still be the winning captain's responsibility to ensure that the results are submitted on time.
- g) Match results MUST be submitted by the Thursday following the match. Results may be:
 - 1) A picture sent to 304-216-6647.
 - 2) Picture sent to the MDA Facebook Page
 - 3) Emailed to gabriellamelliewv@gmail.com
- h) If results of a **completed** match are not received by the Thursday following the match, the match will be forfeited to the losing team and all

24 points will be awarded to the losing team. Considering the options for submission listed above, there is simply no reasonable excuse for the delay in timely submission of results.

- i) Captains are responsible for notifying opponents AND president if a match cannot be played on the scheduled date. This should be done as soon as possible once the need for rescheduling is known. Team captains must reschedule a postponed match within 1 week of the original scheduled match and must complete the rescheduled match no later than 3 weeks from the original match date.
- i) Captains must notify league officials if they are unable to reschedule the match within the 1-week time period. This is essential because once the 3 week period has passed, the match will be awarded by league officials. The league officials will consider the nature and frequency of communications between the respective captains to determine which team will be given the match points. If both captains have made consistent good faith attempts to play the postponed match, then each team will be awarded 12 points. If this happens, we will place 1 point in the tie portion of the spreadsheet.
- j) League officials have final say in NOT played match results. If one team is not cooperating or UNABLE to play, that team will result in 0 points, and the other team will receive 12 points. No win/loss will be awarded. If this happens, we will place 1 point in the tie portion of the spreadsheet.

IV. Match format

- a) Two (2) doubles matches of Cricket (3 legs each)
- b) Four (4) singles legs of 501 (3 legs each)
- c) Two (2) doubles matches of 301 (3 legs each)
- d) One (1) match of 801 (if necessary)

There are 24 total available points for each match; 12 in 501, 6 in Cricket, and 6 in 301. If the score is tied 12-12, the 801 game will determine the winner. Each team will still have 12-12, the winner of 801 will be marked on the sheet with a W.

The order of the singles matches will be determined by the draw of cards during the first week's matches. After the first week, singles order will be determined by the rankings of the latest available standing sheet. The #1, #2, #3 and #4 players of the respective teams will play each other. Ranking is determined by raw dart average each week.

If one of the top 4 players misses, each player will move up based on their dart ranking for the previous week

Any instance of a team playing out of order, will result in all points from those particular 501 legs to be awarded to the other team. For example, if a team has two people out of order, those 6 points from the 501 leg will be awarded to the opponent. If all 4 players are not playing in the

specific rank determined by the previous week's stat sheet, all 12 points will be awarded to the opposing team.

All substitutes will play in 4th place until they are ranked, once they have one week of 501, they will play by their rank on the previous week's stat sheet.

Each singles match will consist of three legs. All three legs must be thrown. Players must record the number of darts thrown, the number of points scored in the game, and the winning out number on the score sheet.

The doubles teams for both Cricket and 301 will be decided the Captains. Home team writes their line up on the sheet first.

Each doubles match will consist of three games. All three games must be played. Players must record the winning team.

The order of the 801 match (if necessary) will be determined by each team captain. Anyone playing 801 has to play in the match to qualify to play in 801.

Matches should start by 7:30 pm. They can start any time before 7:30 if agreed on by both teams. Unless agreed upon by both team captains, no less than two (2) matches must start by 7:45 pm or the team that is short will forfeit those matches.

V. Game rules.

- a. Visiting team corks first, if there is any discussion, you can flip a coin to determine who will throw first.
- b. Throwing the bull (first or last). Any single or double bull, thrown to determine game order, may be pulled at the request of the opponent. In case of a tie on a single or double bull, both players must throw again, in reverse order.
- c. If a dart falls out of the board, the player may throw another dart.
- d. If the first player's dart in the board is dislodged by the second player's dart, the first player may not throw again.
- e. Darts thrown at the bull to determine the order of play must remain in the board until both players agree upon which dart is closer. If the closest dart cannot be readily determined, then the players will throw again in reverse order.
- f. The loser of the first game will throw first for the bull to start the second game and likewise the loser of the second game will throw first for the bull for the third game.
- g. Players must not be interfered with during throws. All other players and spectators (with the exception of scorers) must remain behind the player throwing.
- h. Darts must stay in the board for five seconds after the third dart is thrown to be counted. Any dart that falls out prior to that will not be counted and cannot be re-thrown.
- i. Darts must not be pulled from the board until the score has been registered on the score board. One warning will be allowed to each player that pulls his/her darts prior to scoring. Any

subsequent darts pulled without the score being written down will not count and cannot be re-thrown.

- j. Any winning dart must be verified by an opponent from the opposing team before it is pulled from the board. One warning will be allowed to each player that pulls their winning dart prior to the opponent verifying. Any subsequent darts without verification will not be counted.
- k. Errors in arithmetic must be corrected prior to the thrower's next turn. If not, the written score shall stand for the remainder of the game.
- l. Scorers are permitted if both players agree to them. Scorers must make sure that the scoreboard is visible by the throwers and must keep non-scoring activities to a minimum.
- m. Scorers shall mark the score board so that the scores made are listed in the outer column of the score board, and the totals remaining are listed in the two middle columns.
- n. Scorers are allowed to inform players of the amount of points left in a game but may not give players the combinations for outs.
- o. Team ranking is determined by wins/losses record. Any ties will result in league officials using head to head matches as a tiebreaker for the same division and points as a tie breaker for teams in the other division.

VI. Prizes

- a) \$501 will be awarded to an individual who has a perfect 501 leg. This is for all MDA sanctioned events.
- b) \$301 will be awarded to the team with a perfect 301 leg. This is for all MDA sanctioned events.
- c) The MDA will pay-out \$10 for all T80 and RON. \$9.00 will be awarded for any T71.
- d) The weekly high-average will be awarded \$5.00
- e) The weekly high-in for 301 will be awarded \$5.00
- f) The weekly high-out will be awarded \$5.00
- g) The season high average will be awarded a plaque.
- h) The season high-in for 301 will be awarded a plaque.
- i) The season high-out will be awarded a plaque.
- j) MVP of the season will be awarded a plaque.
- k) \$100 will be awarded to a player who beats the league's best game which is 13 darts.
- l) All weekly winnings will be awarded at the end of the season along with any team winnings.
- m) 1st and 2nd place of each division will be awarded a team purse.
 - 1) \$200.00 for 1st place
 - 2) \$100.00 for 2nd place
- n) The team who wins playoffs, will be awarded the Red Beard Cup. This team will have their name etched on the cup

VII. League Officers

- a) PRESIDENT – The president will oversee all meetings and league functions. They will have final say over all matters concerning any disciplinary actions brought to their attention. They will also be responsible for all judgments during matches. The president is over all league communication including 10 vs 10s, meetings, websites, and Facebook pages.
- b) VICE-PRESIDENT - The Vice-President will preside over all meetings and league functions in the absence of the president. The VP is in charge of interpreting and enforcing all league rules.

- c) SECRETARY – The secretary is in charge of creating and distributing the official MDA schedule. The secretary is also in charge of providing blank score sheets to each team if they so need it.
- d) TREASURER - The treasurer is responsible for collection and distribution of all league funds. They will oversee all league funds and accounts. They will be in charge of creating and maintaining a budget voted on by all team Captains. They are responsible for the tabulation of all official score sheets and creating the stats.
- e) The officers' term is one year. Elections of officers will be held at the Captains' Meeting before fall league. Terms begin on the first of January.

VIII. Code of Conduct.

- a) All players are to conduct themselves responsibly and respectfully at all times during matches. Remember that we are guests at each establishment and our conduct should reflect our commitment to good sportsmanship.
- b) Verbal abuse or mean-spirited actions will not be tolerated and repeated incidents will be cause for disciplinary action by the league. Such action may include suspension from league play.
- c) Mountaineer Dart Association is committed to providing a safe environment for all its members free from harassment during league functions including sexual harassment. MDA will operate a zero-tolerance policy for any form of sexual harassment. Any person found to have sexually harassed another will face disciplinary action, up to and including dismissal from MDA. All complaints of sexual harassment will be taken seriously and treated with respect and in confidence.
- d) Physical abuse or violence has absolutely no place in darts. Any individual(s) involved in physical altercations such as pushing or shoving another player will be suspended by the league. Any individual(s) that uses fists or other items to strike another player or brandishes any deadly weapon will be summarily and permanently expelled from the league.
- e) If any problems that arise, the individual needs to consult to their team captain. The captain should reach out to the president who will choose any disciplinary actions needed. If contested, it will be voted on by all captains.