

Blue Grass Darting Association



Team, Match, and Equipment Guidelines

1. The Team

The Team, Player Status, and New Players

- a. A team will consist of a minimum of four players on the roster. There is no maximum number of players.
- b. A minimum of two players must be present at the starting time of a match to be considered a legal but incomplete team
- c. A team starting with less than four players may insert late arriving players **AT THE BEGINNING OF THE NEXT LEG OF THE MATCH BEING PLAYED**
- d. A team having less than 4 players present will forfeit the respective number of points for each match not played. For team or doubles games the incomplete team will miss one turn for each missing player in each round of play.

2. Player Status

- a. A player may register for any team he/she wishes, however he/she does not become a legal member of that team until the board approves it. Once a player is approved for a team, he/she is locked into that team for the remainder of that season.
- b. A player may not change teams during the season if they have already thrown darts with a team during that season. Board may consider switches on a case-by-case basis, and only under extraordinary circumstances.
- c. A member of a team's roster may not, under any circumstances, throw for or substitute for another team in the current season.
- d. In order for a member of a team to be eligible to play matches in the Fall or Winter League "End of Season Tournaments", that player is required to have played in at least ONE MATCH on a minimum of 4 separate League Nights during the Regular Season. End of Season Tournaments are a Bonus to the Regular Season and are paid for by the Teams. As such, participation during the Regular Season is a requirement to enjoy this privilege.
- e. ANY player who is under current suspension or probation from the BGDA is INELIGIBLE to be Captain or Co-Captain of a Team. Once a suspension/probation period has ended, those affected players must request and obtain permission from BGDA Board if they wish to be a Captain or Co-Captain of a team. Requests will be handled on Case-by-Case basis.

3. New/Additional Players

- a. A player not on a team's original roster may be added within the first three weeks of league play by simply alerting the Board of the addition and remitting payment of the player's fees to the Board within 48 hours of the end of the match.
- b. After the third full week of league play, any additional member to be

added to a team's roster must be approved by the Board, **PRIOR TO THE FIRST MATCH IN WHICH THE ADDITIONAL PLAYER IS PLANNING ON PARTICIPATING. This is normally only done if a Team is actually replacing a player on their roster and to keep a minimum of 4 players, but all requests will be considered.**

- c. Teams either alerting Board or requesting Board approval of additional players at any time must contact President at least 48 hours prior to the match in which the additional player is planning on participating. This allows time to get the Board informed.
- d. If a team illegally uses any player under an absent member's name or a player not on the original roster or approved by the board, the match will be declared a forfeit, in favor of the opposing team and further disciplinary action may be taken by the Board.

Equipment and Playing Conditions

1. Dart Boards

- a. All league competition shall be played on a standard English bristle, 20 point, clock faced board
- b. An acceptable board must be secured to the wall or back board so that distance from the center of the board straight down to floor measures 5 feet 8 inches (5'8") + or - 1/4".
- c. The scoring wedge indicated by the 20 must be the top wedge and the darker of the two colors
- d. 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"
- e. The dart board should be positioned so that it is readily available to the players without distraction/interference.
- f. The dart board shall be spaced at a minimum of three (3) feet from the

center of one dart board's bullseye to the center of the adjoining dart board's bullseye.

2. Floor Coverings

a. An acceptable floor covering, such as carpet, rubber mat, rug, etc., must be provided for tile, wood, or concrete floors. The covering should be a minimum of 30" wide and at least 3 feet long. This covering must be placed directly in front of each dart board

3. Number of boards per match

a. AA, A and B divisions must have a minimum of four (4) dart boards available in order to throw a match. C division requires two (2) boards to be available.

A sponsoring establishment is limited to the number of teams it may sponsor per season only by the number of dart boards available in the sponsoring establishment.

4. Lighting

a. Lights must be affixed in such a way as to brightly illuminate the board(s), reduce shadows cast by the darts, and not physically impede or alter the flight of the darts.

5. Scoring Surface

a. A scoring surface must be provided and located in such a position that the score may be easily read and be convenient to the players and spectators.

6. Toe line

a. There shall be a minimum 1" wide strip that is at least 18" long on the floor to mark the minimum throwing distance. The distance will be measured from the floor (front of the dart board face plumb line straight down to floor) to the front edge of the strip. Distance is Seven feet nine and one quarter inches (7'9 1/4 ") + or - 1/4 ".

7. Playing condition complaints relative to playing conditions at a sponsoring establishment must be made in writing or email to the Chairman of the Boards or placed on the back of the scoresheet for the match played at the offending

establishment. Captains, teams, and sponsoring establishments must make every effort to conform to rules of equipment and playing conditions and make timely corrections to all legitimate complaints.

Time Factors, Scoresheets, Matches, and Seasonal Awards

1. Time Factors

- a. All matches are scheduled to begin at 8 pm on the designated night of play, on the date and place designated by the schedule. There is a fifteen (15) minute grace period. In the event that one team does not have at least two (2) players present at the end of the grace period, that match will be declared a forfeit and points will be awarded to the opposing team in accordance the Forfeiture section of this rulebook.
- b. The dart boards must be open to practice from 7:30 pm to 8 pm.
- c. Once the match has begun, no more than five (5) minutes may elapse between matches. No more than two (2) minutes may elapse between legs in a match, and no more than one (1) minute may elapse between each dart during the match.
- d. Times may be altered with the agreement of both team captains.

2. The Scoresheet

- a. Lineups must be made “in the blind” before the beginning of the first match of the night.
- b. The scoresheet may be “open” if agreed by the two Captains. However, if it is open at the first meeting of two teams, it must be open during the subsequent meetings.
- c. The captain of the home team shall be the first to fill out the lineup.
- d. After Lineup is filled in, all lineup changes and substitutions may be made only with the consent of the opposing Captain.
- e. No player may compete in more than one match at a time.

f. When Matches are complete, total scores must be verified, Certificate shots must be verified/marked on back and both Captains must sign back of sheet. Winning team is responsible to text in the scores and text in pictures of scoresheet to Statistician's contact number. (Or whatever method Statistician has instructed Teams to follow that season). Completed scoresheets should be placed in the venue's Scoresheet box. Statistician will acknowledge receipt of all texts/pictures of scoresheets.

3. Match

a. A match shall be played in the order appearing on the scoresheet, unless agreed upon by both captains.

b. Two (2) or three (3) players present at the starting time of a match shall constitute a legal but incomplete team.

c. A team starting with fewer than four (4) players may allow late arriving players to begin play in the leg that begins following their arrival.

d. A team having less than the minimum number of players present for a complete team will forfeit the respective number of points for each game not played. One player may play against two opponents in a doubles match, but would only have one turn to the opponents' two turns. The same applies to 3 or 4 Person (Family) games. They may be played a person short. However, every time it is the absent player's "turn" to throw, the incomplete team will score a zero (0) for the throw.

e. In any case where a player is caught attempting to intentionally receive/score unearned points, the Board will be notified for suspension consideration.

4. Starting/Finishing a match a. Each Singles 301 and Doubles 401 game require a double to start and a double to finish.

b. All other '01 games shall be open in (no double required to begin scoring) with each dart scored reducing the total number of points remaining. A Double is required to finish.

c. Cricket – The first team to close all numbers including Bulls and have an equal or greater point total to their opponent is the winner.

d. To finish any 01 game – a player must score in a Double which is equal to his/her remaining score (i.e. – if the player has 40 remaining, a double 20 will finish the leg). For the purpose of scoring, the outer ring of the bullseye is worth 25, and the inner ring is worth 50, constituting a double 25 for finishing purposes.

e. No fast finishes are permitted such as three in a bed, shanghai, 111, 222, etc.

f. A player busts when his/her dart(s) score more points than what remains in the game, or if the score is reduced to 1. When either of these occur, the score reverts to what it was prior to that player throwing and the next scheduled player throws.

5. Awards

a. The John Mondelli Award will be given to the player in each division with most singles cricket victories.

b. The Pat Keys Award will be given to the player in each division with the most singles 501 victories.

c. The Gerald Parker Award will be given to the player in A or AA Division with the most 301 victories.

d. Awards will also be given to the player to get the highest “in” shot in 401 or 301, the highest “out” shot in any ’01 leg, and to each player that scores 180 points in one throw in any ’01 game, 171 points in one throw of any ’01 game, 9 marks in one throw of cricket (three triples, all counting for full value), or a “Dead Eye” (three double bullseyes in one throw of cricket, with all counting for full value) Game

Explanations A. 01 FIDO (Free In-Double Out): The purpose of the game is to subtract your scores

from a starting total of game points and finish on a double (double Bull included). A running start begins the game. However, to finish, the double has to equal the number of points the player has remaining as his score. A player “busts” when his three darts (or less) score more

points than remain in the leg for his team, or if the three darts (or less) thrown leave a score of less than two. Darts thrown that miss the scoring face (outside the double wire) do not count.

B. 01 DIDO (Double In-Double Out): Same as 01 FIDO except that the player must begin and end by scoring a double.

C. Points Cricket: The numbers 20 through 15 inclusive and Bulls are used. Alternate players throw and their scores are posted by the scorer. The object is to finish by closing all the numbers before the opponent and be even or ahead in points. To close a number, three (3) hits must be scored in the particular number. One (1) dart in the triple area scores three (3) hits; double area scores two (2) hits; and one (1) dart in the single area scores one (1) hit. After a number is closed, all hits in that number scored by the team that closed it, count for the numerical value, unless or until the opposing team has closed that number by scoring three (3) hits.

Throwing the cork, beginning the game, scoring, etc.

1. Throwing the cork (diddling)

a. All legs are begun by throwing the cork (Diddling). Whoever throws closest to the center bull shall shoot first when starting the game. A coin flip will decide who throws for the center bull first in the first leg of a match. In the second legs of a match it is the option of whoever lost the previous legs. In the third leg it is the option of whoever lost the initial coin toss.

b. Only players scheduled to throw in that specific match can throw cork for that match.

c. In the event of a “tie” for cork, the order of the throw will be reversed, and each player will take another shot for cork.

d. For a legal cork, both players’ darts must remain in the board. In the event that

a dart is dislodged by the second players throw, a recork will be thrown, with the order of throw reversed.

- e. Two outer bulls or two inner bulls on the same cork will be considered a tie and a re-throw will be necessary.
- f. Should there be a doubt as to the winner of the cork, the captains will decide which is closer. In the event that doubt exists between the captains, there will be a re- throw.
- g. Throwing order will be decided by the team captain, the corker does not have to be the first player to throw.
- h. When throwing for cork, it is the option of the second thrower to leave or pull a corked bull, single or double, after both throwers acknowledge the scoring of the dart being pulled.

2. Scoring

- a. To commence scoring in an “open in” event, all three darts count for score. In “double in” events, a player must land a dart in the double ring to commence scoring and all subsequent darts will count for score.
- b. In all '01 games, the points scored should be subtracted from your starting number.
- c. In Cricket, all points scored should accumulate.
- d. In order for a dart to count as a score, the point of the dart must be touching in the bristle portion of the dart board until after the score for that throw has been marked.
- e. A dart's score shall be determined from the side of the wire at which the dart entered the board.
- f. No dart may be touched before all darts are scored.
- g. While throwing darts for score, both feet must be behind the front edge of the

toe line. In the event of a violation of this rule, the opposing captain will warn the player and his/her captain. Further violation of this rule after warning will result in the forfeiture of score obtained from the darts thrown while in violation of this rule.

3. Marking

a. A player must verify his/her score and seek approval of a member of opposing team before removing his/her darts.

b. It is permissible for a team member or spectator to advise the thrower during the course of a game.

c. Errors in arithmetic will be corrected when discovered as long as no more than two full turns have elapsed since the error was made. If a score error is noticed after both teams have thrown a complete round, the score will stand as written. In the interest of good sportsmanship, all participants should strive to verify the accuracy of scores in all matches as the match is in progress.

d. Electronic or traditional scoring methods are allowed at matches. If electronic scorers are used, both teams must agree to their use prior to match starting.

e. If a player throws out of turn, his/her score is removed and the correct/scheduled player will throw.

f. If both players agree, a scorekeeper or “chalker” may be used to score a match. The chalker will score all throws for the duration of the match. He/she may not touch the darts, and will settle any disputes on the diddle. The chalker may tell the thrower what he/she has scored and what he/she has remaining during a throw if asked. However, the chalker may NOT recommend a course of action (i.e. – throw triple 18) or stop/correct a thrower that is throwing at the incorrect number on the

board. Scorers must remain still until all darts are thrown and ensure that throwers agree with score called/written.

Postponement, Forfeitures, point deductions, and protests

1. Postponement/ Rescheduling

- a. Each team shall be allowed up to two (2) reschedules per season without Board approval. Reschedules should only be used for Emergency/Unforeseen circumstances. If you have enough players to play, you should PLAY YOUR MATCH. (ie, you should not reschedule just because a certain shooter on your roster might not be able to make it on a certain night and you have enough willing shooters that can play).
- b. Rescheduling is permitted if agreed upon by both captains at least three hours prior to the scheduled match.
- c. When rescheduling, it is the responsibility of the captain requesting the reschedule to notify the Statistician and the affected Venue as soon as possible PRIOR to match time. If the reschedule has not been reported prior to match start time, the team requesting a reschedule will be penalized 2 points.
- d. Matches rescheduled must be played no later than two (2) weeks after the originally scheduled match. Failure to do so will result in forfeiture by the team requesting the reschedule.
- e. If a match during the last week of the season is rescheduled, it must be played within one week of the final match played for that season.
- f. The board reserves the right to postpone matches due to inclement weather conditions.

2. Forfeitures

- a. In the event of a forfeit, the winning team must fill out a scoresheet in order to award any points the players of that team that showed up. The winning team will receive the maximum number of points and the forfeiting team will receive a score of zero (0) as well as a five point penalty from their point total for the season.
- b. If a team forfeits two matches in one season, they will be suspended for the remainder of the season, as well as the following season. If this occurs in

the first half (or third, etc. depending on the number of times each team in that division is scheduled to play each other) of the season, all points earned against the offending team will be forfeited. If this occurs at any other point in the season, all points earned against the offending team will remain for an equal portion of matches (i.e. – all points earned in the first meeting each team had with the suspended team will remain, any other points will be dropped to 0).

- c. If a team forfeits one of the last two matches of the season, they will be suspended for the remainder of the season, as well as the following season. In this case, any team that had already played the offending team in their final scheduled meeting will have the score of their final match with the team retroactively changed to 0-0.

3. Point deductions

- a. A team will receive a five (5) point deduction for forfeiting an entire match.
- b. A team will receive a two (2) point deduction for not having at least one member present at the season kick off.
- c. A team will receive a two (2) point deduction for not abiding by the time restraints stated on the scoresheet in regards to reporting of scores for a match or reporting reschedules.

4. Protests

- a. All protests must be either written on the back of the score sheet or texted/emailed to a board member within 48 hours of the incident that the league member would like to protest. It is the responsibility of the board member that receives the protest to

immediately notify all board members and league representatives. No verbal protests will be recognized by the board.

Slotting of Teams

- 1. All teams will be placed into divisions by BGDA Board after sign-ups for the season have closed.

- a. Teams will be placed into divisions by the BGDA Board based on league play results from previous seasons in the BGDA.
- b. If the team is a new team, it will be placed in a division based on individual's league play results from previous seasons in the BGDA.
- c. Teams may request a division or night to play on, but the final decision in slotting of teams is up to the BGDA Board, and teams may be moved from their requested divisions/nights of play as necessary for balance/parity. All efforts will be made to strike a balance with team desires and BGDA needs.
- d. Teams with no established BGDA ranking will be placed into a division based upon information the Board receives from other dart association, blind draws, tournaments, or other sources deemed reputable by the Board. If no such source is available, team will be placed into the lowest division in the upcoming season as a means to establish a ranking for future division placement.
- e. **The Board of Directors reserves the right to levy penalties against any member or team found to be in violation of any of the rules to protect the BGDA and the image of the sport of darts. BGDA Board is comprised of volunteers who are acting in good faith when decisions are made concerning penalties against its members. As a volunteer, Non-profit Organization, the BGDA hereby states that no BGDA Board Member or current Divisional Player Representative may be sued or held liable by any other BGDA member due to decisions/suspensions that are made by the BGDA Board as it relates to BGDA's rules and regulations. If you do not agree with this policy, you should NOT be a member of this Association.**