

1) REGISTRATION

- a. Each team and sponsoring establishment must be registered with full and complete roster of four (4) to seven (7) members.
- b. The team roster will consist of: team name, sponsoring establishment, address, and phone number. It also must include the name, address, phone number, and email of each team member. Completed rosters must be turned in by week 5, all incomplete rosters not turned in by week 5 will receive a 3 point penalty deducted each week the roster is late.
- c. All fees paid to the league are non-refundable. All fees must be paid prior to week 3. For bars that have not paid, the teams will be pulled and placed in other sponsoring establishments. For players that have not paid, their points will be deducted weekly until the fee is paid.

2) THE TEAM, PLAYER STATUS, AND NEW PLAYERS

2.1 THE TEAM

- a. A team will consist of a minimum of four (4) to a maximum of seven (7) players on each roster. Any change to a roster is subject to the board approval. To make a change to the roster the captain must call the President 72 hours before play. A player change form must be filled out with the player fees before the new players score will be counted.
- b. A minimum of two (2) 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 (4) players may insert late arriving players at the beginning of the next leg of the match being played. The player name must be in the scoresheet before the match starts so the late arriving player can enter the leg.
- d. A team having less than four (4) players present will forfeit the respective number of points for each match not played. For team or double games, the incomplete team will miss one turn for each missing player in each round of play.

## 2.2 PLAYER STATUS

- a. A player may register for any team he/she wishes, however, the player does not become legal member of that team until the board approves him/her. 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 a season without approval of the board and a release from his/her prior team captain. The player cannot move to a lower division.
- c. A member of a team roster may not under any circumstances throw or substitute for another team in the current season.
- d. A team may apply to the board for a waiver to the seven (7) player maximum rule in the event of unforeseen circumstances. If an additional player is approved, he/she will be replacing a roster player who can no longer throw in the current season on any team.

## 2.3 NEW/ADDITIONAL PLAYERS

- a. A player not on a team/s original roster may be added during the season only with prior approval of the President and subsequent review of the board. The new player, if approved by the president may throw with his/her new team prior to the board approval. If approved by the league President, the captain of the team must fill out a player change form and mail it with the player fees along with that week's scoresheet. Failure to provide the required information and player fees will result in a point deduction penalty of all points received by participation of the new player. All approvals of additional players are subject to board review.
- b. Teams requesting the approval of additional players must contact the board president no later than 72 hours prior to the next scheduled match. No player will be approved after this time. No new players may be added after the 5<sup>th</sup> scheduled league night.
- c. Emergency subs can be used after the 5<sup>th</sup> week of play only if the team will be under four (4) players. An emergency sub has to be approved by the President, Vice-President, or Secretary of Donky. If a player on the team roster shows up late, the emergency sub can no longer be used. If the sub continues to throw after a 4<sup>th</sup> team member shows up, any points associated with games the sub threw in will be forfeited.

d. If a team uses any player under an absent members name, or a player not on the original roster without prior approval by the President, Vice President, or Secretary, the match will be declared a forfeit in favor of the opposing team and further disciplinary action can be taken by the board.

### 3) DART BOARDS, FLOOR COVERINGS, LIGHTING, TOE LINES, PLAYING CONDITIONS, ETC.

#### 3.1 DART BOARDS

- a. All league completion shall be played on a standard English bristle, 20 point, clock face dartboard.
- b. An acceptable board must be secured to a back board so that the distance from the center of the board to the floor measures 5 feet 8 inches (5'8") + or -  $\frac{1}{4}$ ".
- c. The scoring wedge indicated by the "20" must be the top wedge and the darkest wedge.
- d. The dartboard wire spider must not be broken and the double and triple rings must measure  $3\frac{3}{8}$ " + or -  $1\frac{1}{32}$ ".
- e. The dartboard should be positioned so that it is readily available to the player without distraction, i.e.: people walking in front or around players while throwing.
- f. The dartboard shall be spaced at a minimum of four (4) feet from the center of one dart board bullseye to the center of the adjacent dartboard bullseye. Center of the dartboard bullseye to the wall will be three (3) feet.

#### 3.2 FLOOR COVERINGS

- a. An acceptable floor covering such as carpet, rubber mat, etc. must be provided for tile or concrete floors. The covering should be minimum of 30" wide and at least four (4) feet long. This covering must be placed directly in front of each dartboard.

#### 3.3 NUMBER OF DART BOARDS PER MATCH

- a. All teams must have two (2) boards available in order to throw a match.
- b. A sponsoring establishment is limited to the number of teams I may sponsor per season by the number of dartboards available in the sponsoring establishment. (Example: two (2) boards available can sponsor two (2) teams, four (4) boards available may sponsor up to four (4) teams.)

### 3.4 LIGHTING

a. Lights must be affixed in such a way as to brightly illuminate the boards, reducing to a minimize the shadows cast by darts and not to physically impede or alter the flight of the darts.

### 3.5 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.

### 3.6 TOELINES

a. There shall be 1" wide strip of at least 18" long on the floor at the minimum throwing distance. This distance will be measured from the front of the board (scoring surface) to the front edge of the strip seven feet nine inches and one quarter inch thick. (7'9 1/4") + or - 1/4"

b. Bars will receive one (1) toe line per board at the beginning of each season, any replacement toe lines will cost he bar five (5) dollars each.

### 3.7 PLAYING CONDITIONS AND COMPLAINTS

a. Any and all complaints relative to playing conditions at a sponsoring establishment must be in writing on the protest complaint form when the match is played at that establishment. These must be forwarded to the board in the normal course of league business. The playing conditions representative will investigate all complaints, and suggest corrections to the sponsoring establishment and Bar Representative and report to the board the results of the inquiry/investigation.

## 4) TIME FACTOR, SCORE SHEETS, MATCHES, AND SEASONAL AWARDS

### 4.1 TIME FACTOR

a. All matches are scheduled to begin at 7:15pm on the date and place designated by the schedule. There is a 15 minute grace period. The deadline for starting a match is 7:30-pm. In the event that a team is not present at the end of the grace period, the match can be declared a forfeit against the "no show" team and points will be awarded in accordance with Rule 6, section 2.

b. The dartboards must be open to practice from 6:45pm – 7:15pm. There are to be no league games started during this time period.

c. Once the match has begun no more than five (5) minutes may elapse between matches and no more than two (2) minutes may elapse between legs of a match.

d. Times may be altered with the agreement on both team captains.

#### 4.2 SCORESHEETS

a. Team captains must exchange "lineups" of the upcoming match prior to the start of play of each match.

b. The lineups must be made "in the blind", no match may be pre-arranged without approval of both team captains and both players involved in the match.

c. The full name (first and last) must appear at least once on the scoresheet.

d. All scoresheets must be completed, including date of match, team name, team number, time of completion, plus both captains must sign the scoresheet. A three (3) point deduction will be assessed for any incomplete scoresheet sent to the secretary.

e. No player may compete in more than one match at a time.

f. Once a match begins, no substitutions may be made for a player. If however, an emergency arises prior to the beginning of a scheduled match, that player may be replaced by another legal member of the team.

g. The winning team captain must email the scoresheet to the league ([donkyboard@gmail.com](mailto:donkyboard@gmail.com)) prior to 12 noon on the Wednesday following the match. Email needs to include the division, team # and team name in the subject field of the email. A five (5) point penalty will be assessed for late or no email.

#### 4.3 MATCH

a. A match shall consist of the following. To be determined by the board prior to the beginning of a season. All divisions may or may not be different in the format played.

#### 4.4 STARTING AND FINISHING A MATCH

a. Each single 301 and double 401 game requires a double open and a double to finish, including the double bull.

b. All other '01 games shall be a free start (no double required to open) but will require a double to finish.

c. To finish any '01 game, the player must score in a double which is equal to half of the remaining score. For the purpose of finishing a game, the inner double bullseye is a double 25 (50 points). The first dart that hits the double out, the game is over because the score reached a zero (0), even if other darts are thrown.

d. In cricket the first team to close all numbers including bulls and have the most points wins the game, should both teams have the same number of points the first team to closest to the numbers including the bulls is the winner.

e. No fast finishes are permitted, such as three in a bed, shanghai, 111, 2222, etc.

f. A player busts when his/her darts score more points than what remains in the game, or if the score is reduced to one (1). When this occurs, the score reverts to what it was prior to that player throwing. Then the next player scheduled will throw.

#### 4.5 AWARDS

a. The guidelines for awards appears on the current season's scoresheet, dependent on a players division.

b. All awards must be recorded on the back of the score sheets on the night that they were thrown and attested to by each captain by signing the back of the scoresheet. If they are not listed on the back of the scoresheet, they did not happen.

### 5) THROWING THE CORK, BEGINNING THE GAME, MARKING, ETC.

#### 5.1 THROWING THE CORK

a. All games are begun by throwing the cork (center bull). Whoever throws closet to the cork shall shoot first when starting the game. To open a match, it is the visiting team's option as to who throws first at the cork. In the 2<sup>nd</sup> leg of a match is it the team that lost the previous legs option as to who will throw at the cork first. If a 3<sup>rd</sup> leg is needed, the home team has the option. In position round play the board will designate the home team.

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

c. In the event of a tie for the cork, the re-throw order will be reversed.

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 re-cork will be thrown, with the order being 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, reversing the order of the throw.

f. Should there be a doubt as to the winner of the cork, a re-throw will be necessary, reversing the order of throw.

g. Throwing order shall be determined by the team captains. The corker need not 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.

## 5.2 SCORING

a. To commence scoring in a free start event, all three (3) darts could for score. In a double to start events (301 – 401), a player must land a dart in the double (outer ring) or in the center double bulls eye to commence scoring and all subsequent darts will count for score.

b. In all '01 games, points should be subtracted from the starting number.

c. In cricket all points should accumulate (add together)

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 board.

e. A darts score shall be determined from the side of the wire at which the dart entered the board.

f. No dart may be touched prior to the decision and agreement and marking of the score. Score must be marked before pulling the darts from the board.

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 the score obtained from the darts thrown while in violation of this rule.

## 5.3 MARKING

a. A player must verify his/her score and seek approval of an opponent thrower before removing the darts from the dartboard.

b. It is permissible for a team member to advise the thrower during the course of the game, but only when the thrower is away from the toe line.

c. Errors in arithmetic will be changed, when discovered in the interest of good sportsmanship. Thrower must be notified of error in math before the opponent throws. Both participants should strive to verify the accuracy of the mathematics.

d. If a player throws out of turn, his/her score is removed and the correct scheduled player for that team is to throw. The player who threw out of turn forfeits his/her next scheduled turn in the game. The opposing team must challenge the out of turn player before their next scheduled player throws his/her round. In the interest of good sportsmanship, the rule may be waived by the agreement of both captains.

## 6) POSTPONEMENT, FORFEITURES/WITHDRAWS, POINT DEDUCTIONS AND PROTEST

### 6.1 POSTPONEMENT

a. No postponement due to the inability to field a full team will be recognized. Exception: in the event that both team captains notify the league President within 72 hours of a scheduled match that a postponement is desired, it may be granted. In case of an emergency, this rule may be waived by the agreement of both captains.

b. If only one player from a team appears for match, that team shall forfeit the match; a minimum of two (2) layers must be present to field a legal, but incomplete team.

c. A rescheduled match must be played by week 13, or the team that rescheduled will forfeit.

### 6.2 FORFEITURES/WITHDRAWS

a. In the event of a forfeit, the forfeiting team will receive a zero (0) and the opposing team will receive the average of wins plus three (3) points after playing all teams in their division for the first time.

b. If a forfeit takes place prior to a team having played each team in their respective division at least one time, then a temporary score of (15) points will be awarded until such a time as the forfeited team has played all teams in their division (not including the forfeiting team) at least one time. At that time the cumulative average plus three (3) points will replace the (15) point temporary score.



- c. Any team that forfeits two (2) matches in a season will be considered to have withdrawn from the league.
- d. Any forfeiture in the last two weeks of the season will result in the loss of banquet and award rights for the forfeiting team.
- e. If the forfeiture takes place before a match starts, the other team will receive the average plus three (3) after playing all teams in their division. If the forfeiture occurs after the match starts, the other team will receive two (2) points for all remaining matches not played.
- f. If a withdrew of a team takes place, depending on the week it was in, it will be back dated to the beginning of that session, Divisions with 6 teams have three sessions weeks 1-5, 6-10, and 11-15. Divisions with 8 teams have 2 sessions 1-7, and 8-14. If the division has a position round then the team with the least amount of points will not play week 15.

### 6.3 POINT DEDUCTIONS

- a. Failure of the winning team to email scores and picture of the scoresheet to Donky ([donkyboard@gmail.com](mailto:donkyboard@gmail.com)) by 12 noon on the Wednesday following the match. A five (5) point deduction will be assessed.
- b. Incomplete score sheets (missing date, team name, team number, player name first and last, signatures and time out) It is each teams responsibility to make sure there side of the scoresheet is filled out completely. An incomplete scoresheet will receive a three (3) point deduction.
- c. Failure to have a minimum of two (2) representatives present for mandatory membership meetings will result in a five (5) point penalty.

### 6.4 PROTESTS

- a. Protests must be in writing on a protest form and received by the league office along with the scoresheet within 48 hours of the match being protested. No verbal protests will be recognized or addressed by the board.

## 7) TOURNAMENTS, PLAYOFFS, POSITION ROUNDS, MVP, ETC.

### 7.1 TOURNAMENTS

- a. The board will decide the fees, procedures, rules, etc. for all Donky sponsored tournaments.

### 7.2 POSITION ROUNDS

- a. Position rounds are considered nights of regular league play.

- b. The higher ranker team will be considered the home team in all position round play.
- c. In the event of a tie going into a position round, the board will designate the home team.
- d. Whenever possible, position rounds will be played in a neutral establishment.

### 7.3 PLAYOFFS

- a. If two or more teams are tied for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, place at the end of a regular season the board may: Have teams playoff the tie under auspices of a board member. OR the order could be determined by using one of the following formulas: Points lost during the regular season, Match record, Results of head to head competition.

### 7.4 AWARDS/MVP/BEST OF THE BEST/HALL OF FAME

- a. All awards given during the season will be decided by the board.
- b. MVP in each division will be determined by the person who has the higher % of winning games regardless of the amount of total games played. In case of a tie, the matches the two players in question threw against each other during the current season, the player with the most wins against the other will be named MVP. If a player is named MVP in a higher division and drops to a lower division the following season, he/she will not be eligible for MVP for one full year, unless they receive board approval for a special circumstance.
- c. To be eligible for Best of the Best, a player must throw in 80% of his/her teams scheduled single matches and must have an established rating in Donky except for A and A- division, which can be a new darter. Best of the Best will include (7) top darters for each division, 5 will play in the best of the best tournament, the other 2 will be alternates and will only throw if needed. Best of the Best candidates will be determined in the same way MVP is determined, player with the highest percentage of winning games regardless of the amount of games played.
- d. Donky Hall of Fame player and establishment inductees must have a minimum of 10 years involvement with Donky. Special exceptions may be made due to the following reasons included, but not limited to: Sudden illnesses, or major change in life status. Exceptions can only be made with a full board vote. Hall of Fame can vote in (2) players and (1) establishment yearly.
- e. To be eligible for awards a player must be on the team's roster for the current season.

## 8) SLOTTING OF TEAMS

### 8.1 GENERAL GUIDELINES

- a. All teams will be slotted by the Donky board after the seasonal sign-ups are closed.
- b. Slotting will be based upon board discretion using the ratings of the top four (4) players as a guideline.
- c. Individuals with no established Donky rating will be given a rating based upon information received from other dart associations, including but not limited to SODA, STICK, Medalist, BJ Novelty, Pioneer and any other dart organization in can locate. These ratings will be determined by the board.
- d. Individuals who do not have any information obtainable from other sources will be given a temporary rating based upon the average of the individuals on the team roster with established ratings.

## 9) GENERAL POLICY STATEMENT OF THE DONKY BOARD

- a. Donky is active to promote the sport of steel tip darts and as an outlet for social, friendship, and recreational activities.
- b. Good sportsmanship should be the prevailing attitude during all league or other sponsored events. Darts is a spirited game where common courtesy is a must and a handshake between players after a game and match is an outward gesture of true friendship.
- c. No loud profanity, vulgar, or obscene gestures towards any other player will be tolerated. Physical violence will not be tolerated. Players, teams, or individuals involved in such an activity may be placed on probation, suspended or even expelled from the league.
- d. In the event that a captain feels there is a potential for physical violence or threats are made against his/her team it is advisable to leave the premises and contact the board by email or in writing as to what has occurred at the match and the board will determined if forfeiture is in order.
- e. Any individual caught in any sponsoring establishment during a Donky event/function doing any type of illegal drugs will be immediately suspended from Donky. There will not be a meeting held and there will be no appeal made. The individual will be suspended a minimum of one (1) season.