

**PACIFIC DARTS ASSOCIATION
OFFICIAL RULES**

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I. SPONSOR AND PLAYER REGISTRATION

A. TEAM APPLICATIONS

- 1) Dates and times of final registration will be noted on the application form.
- 2) Sponsor's will be billed after the 2nd week of each new season.
- 3) Applications must include all players and sponsor information or an application will not be accepted and/or a loss of *1 point* will be assessed.

B. PLAYER APPLICATIONS

- 1) Players' fees and application cards must be paid and filled out on or before the first night of play.
- 2) Player information must be received via application or e-mail or a 1 point penalty per player will be assessed.
- 3) A player must send a new registration card or e-mail to the Results Secretary if at any time during the season his/her address or phone number is changed

C. FEES

- 1) PLAYERS: \$30 for winter season, \$20 for summer season and \$15 for fall season. Membership cards are issued for the remainder of the calendar year and are good for all seasons remaining in that year.
- 2) SPONSORS: \$30 per team, per season.

D. SEASONS

- 1) The Board of Directors shall determine the length of a season, along with the starting and ending dates of a season.
- 2) Winter season is approximately 15 weeks long and starts in January
- 3) Summer season is approximately 10 weeks long and starts in May.
- 4) Fall season is approximately 15 weeks long and starts in August.

II. MEETINGS

- A. **All members and interested dart players are encouraged to attend league meetings.**
- B. ELECTIONS AND GENERAL MEETINGS
- C. The captain or alternate of a team must attend the Elections and General Meeting called by the Board of Directors, although all members in good standing are encouraged to attend. Failure of a team to be represented at the meeting will result in the loss of 2 points to the team in the standings of the season in question.
- D. VOTING:
All members in good standing are eligible to vote during any general election.
- E. GENERAL / CAPTAIN'S MEETING
The captain or alternate member of a team must attend the Captain's Meeting or any other meeting called by the Board of Directors. Failure of a team to be represented at the meeting to collect the team packet will result in the loss of 1 point to that team in that season.
- F. TROPHY PRESENTATIONS
Trophies for the preceding season will be presented at the following season's General/Captain's Meeting.

III. ALLOCATION AND DIVISIONS

- A. DIVISION SIZE:
A minimum of four teams shall be required to form a division.
- B. TEAM SIZE:
A team shall consist of a minimum of two players for Tuesday and four players for Thursday.
- C. TRAVEL:
Each team in a division shall play a minimum of one home and one away match with every other team in the division.
- D. TEAM ALLOCATION:
Teams in a division shall be allocated by the Board of Directors or a committee designated by the Board of Directors as follows: 1) Ability and geographical location. 2) As a general rule, the top team per division shall be promoted to the next higher division or subdivision and the bottom team in each division will be delegated to the next lower division or subdivision for the following season. 3) At the time of registration for a new season of play, the team captains are asked to designate the division or subdivision (A1, A2, 131, B2, etc.) in which their team wishes to participate. If the designation of division or subdivision is not indicated by the captain on the application, the allocating committee will place the team according to the team and/or players previous season's record.

IV. PLAYER ISSUES

- A. ALLOCATED PLAYERS:
Three of the four registered players must comprise the required team the first two nights of play, or lose 1 point per night.
- B. HIGHER PLAYERS:
Only one higher player per team including original players and added players. The league is not so large that A, B and C dart players cannot be fairly and accurately distinguished. Remember that each division may have subdivisions. When picking up alternate or substitute players, make sure of their subdivision status, not just their division status.
- C. SUBSTITUTES
 - 1) A \$5 per night registration fee shall be paid for each sub for each night of play. If a substitute plays three nights on the same team, that player is locked into that team as a member and the balance of the season's registration fee must be paid. Subs are eligible for the final two weeks of play only if they have played previously for the team and the balance of their membership dues are paid.

A substitute card and fee must be turned in for each sub with the score sheet for the game in which the sub played. Subs are not eligible for special achievement trophies or team trophies.

2) There is no limit as to the number of registered players a team may have for a season.

D. "LOCKED IN: A player is to be considered a member of a team when his/her name appears on a score sheet three or more times. The player is then a member of said team and "locked in" for the remainder of the scheduled season and may not sub for any other team on the same night.

E. ILLEGAL PLAYERS:

An illegal player will have all his/her points deducted for any wins and the opposing team will be awarded the deducted points. Illegal players shall be defined as:

1) Any player who has not paid his/her membership fee the first night of play will be considered an illegal player until such membership fee is paid.

2) Any substitute who has not paid his \$5.00 fee.

3) Any membership paid by a bad check will be revoked and said player will be considered illegal until dues and service charges are reimbursed. No Exceptions.

4) No player may participate in a scheduled match if that player was a member of a forfeiting team in the previous season and has not been reinstated.

5) No player may compete for a second team (on the same night) after he/she is locked in during a season.

6) A player cannot be added during the last two weeks of a scheduled season who is not a member of the registered team or added sub. Any exceptions require approval of the Board.

7) No more than one higher player per team per night. The illegal player will be the last higher player entered on the score sheet.

8) Any player on Wednesday night that does not meet the proper gender ratio.

9) The bylaws state that the Board of Directors, at its option, may terminate any membership of whatever class, for any infraction of the by-law's rules and/or regulations of this corporation, or for other good and valid reason, as the Board shall determine.

V. GAME FORMATS

A. BULLSEYE:

During an "01" game, the center bull may be used as a double for starting and finishing a game.

B. TUESDAY -- 501/Cricket/301

1) Play consists of 4 singles of 501, 6 doubles of 501 and 1 team game of 1001.

2) 301 requires double on and double out.

3) 501 and 1001 require straight on and double out.

4) Single games (A & B divisions) 2 out of 3 for 1 point. (C divisions) 1 leg for 1 point.

5) All doubles games are 1 leg for 1 point.

6) Total = 4 singles, 6 doubles and 1 team game = 11 points.

C) WEDNESDAY -- 301/501/Cricket/801

1) All games are doubles games exception of the team game which is 801.

2) Winner of the cork will choose the game. Choices are 301, 501 or cricket.

3) 301 requires double on and double out.

4) 501 and 801 require straight on and double out.

5) Cricket consists of 20-15 and bull.

6) A minimum of one man and one woman must play on each team at all times. A man can sub for a woman or vice versa if there is one man and one woman still playing.

7) TOTAL = 10 doubles and 1 team game of 801 11 points.

D. THURSDAY -- Cricket

1) Play consists of 4 singles, 6 doubles and 1 team game.

2) Singles: cricket (20-15, bull) (A & B1 divisions) 2 out of 3 for 1 point. (B2 & C divisions) 1 leg for 1 point.

3) Doubles: 1 game of cricket (20-15, bull) for 1 point.

4) Team game: cricket (20-10, bull) for 1 point.

- 5) TOTAL = 4 singles, 6 doubles, 1 team game = 11 points.
- E. Game formats selected and assigned nights for play will be determined by the Board of Directors. Players will be advised of game and night selections prior to the start of a season in the form of written announcements and team applications. Unless notified, the above formats are in effect.
- F. Any instructions listed on the score sheets and application forms may be considered supplements to the PDA rule book and prevail.

VI. STARTING TIME

- A. Good sportsmanship shall prevail.
- B. Unless otherwise indicated, the official starting time is 8:00 PM sharp. There is no grace period unless granted by the attending captain or alternate (at match location).
- C. Should a grace period not be granted, a protest may be made to the Board of Directors and a decision will be made (See PROTESTS, section XV).

VII. LINEUPS

- A. The home team captain shall first place his/her player lineup on the score sheet. The visiting captain will then enter the names of his/her players. The order in which the names are entered on the score sheet represents the order in which the players will play their game.
- B. Never enter the name of a player who is not present at the time you are making out your lineup.
- C. Blanks may be left for late arriving players only if no other players are present. Blanks for late players can only be placed after the names of the players who are present.
- D. Lineup changes can be made after the lineup has been written, but only with the consent of the opposing team captain.
- E. Extra Players: the consent of the opposing team captain or acting captain is required if a team wishes to play more than 6 players in a team game.
- F. Substitutes
- 1) In all formats of play, any player replaced after participating in one game cannot return to the match until the team game.
 - 2) All playing substitutes must be listed on the score sheet for play that night. The score sheet must show where the substitute entered the match and where the player being replaced left the match. Cross out the number of the player being replaced and write in the number of the substitute. This is done for each game effected.
 - 3) No substitutions allowed for a game that is in progress.

VIII. SHORTHANDED PLAY

- A. A minimum of three players shall be considered a legal team for the purpose of starting a league scheduled match.
- B. One vs. One in doubles matches is not permitted.
- C. One vs. Two is permitted in doubles games. One player shall lose a turn per round against two, representing the missing player.
- D. Three vs. four is permitted in the team game. Three players shall lose one turn per round against four, representing the missing player. Three vs. Three is permitted only for a complete match and if neither team can field a 4th player.
- E. Format:
- 1) Thursday: 1/1, 2/2, 3/3, 1-2/1-2, 1-3/1-3, 2-3/2-3, 1-2/1-3, 1-3/2-3, 2-3/1-2, any two/any two, team for 11 points.
 - 2) Wednesday: 1-2/1-2, 1-3/1-3, 2-3/2-3, 1-2/1-3, 1-3/2-3, 2-3/1-2, 1-2/2-3, 1-3/1-2, 2-3/1-3, any two/any two, team for 11 points.
 - 3) Team games (All nights) will play 3 versus 3 with no loss of turn.

IX. WARM-UP DARTS

- A. The throwing of warm-up darts shall be limited to 9 darts per player prior to each game (on the game board). There are no warm-ups between legs.
- B. Once your game (or leg) is in progress you cannot practice or throw on any other board that may be open and available.

X. CORKING

- E. To determine who will start each game, each player shall throw 1 dart at the bullseye. The closest dart to the center bullseye shall start the game. This is called corking.
- F. When playing the best of three (3) legs, loser of the first corking has option on second leg. If a third leg is necessary, corking shall be the reverse order of the first corking.
- G. Home team will have cork option on all odd numbered games. Visiting team will have cork option on all even numbered games.
- H. Cork tie will be broken by reversing the order of throw and shooting until one player is clearly the closest to the bullseye. Matching inner or outer bullseye shall be considered a tie.
- I. If a dart bounces off, or falls out of the board, an additional throw must be made by the shooter until a dart remains in the board. Should the 2nd shooter dislodge the dart of the 1st, a rethrow will be made, reversing the order of throw.
- J. If the dart of the first shooter is clearly declared a single or double bull, the second shooter may declare the value of the dart and ask for removal of the dart before shooting his/her dart. If the dart of the 2nd shooter equals that of the 1st shooter, a tie is declared and a re-throw is necessary, reversing the order of the throw.
- K. Darts not declared as a bullseye must remain in the board and may NOT be touched by anyone (scorer, players, team captains) prior to the decision of the scorer. Should the scorer or the shooters involved be in doubt, a draw will be declared, and rethrown in reverse order.
- L. Team game or doubles: The player leading off in lineup does not have to cork. Any member of the team may shoot for the bull.

XI. SCORE KEEPING AND CHALKING

- A. Home team shall score all odd games and visiting teams shall score even games.
- B. Chalkers must be as still as possible and face the dart board rather than the shooter. He/she is allowed to check the score of the darts thrown only if requested by the shooter. If requested by the shooter, chalker may also inform the shooter of the total points scored and total points remaining.
Chalker may not tell the shooter a combination or double to throw or any other instruction.
- C. The chalker shall refrain from smoking or drinking while chalking.
- D. It is the responsibility of the player to verify his written score before removing his darts from the board. The score remains as written if one or more darts have been removed from the board.
- E. If the chalker marks the scoreboard incorrectly, any corrections must be made prior to the "fourth dart" (see glossary) thrown in the match from the incorrect scoring.
- F. Bust Rule: A player busts when his/her darts score more points than remain in the game. The count reverts to the previous score.
- G. For a dart to score, it must remain in the board 5 seconds after the third or final dart has been thrown by that player as judged by the score keeper.
- H. In order to score, the point of the dart must be touching the bristle portion of the board.
- I. No dart may be touched by the shooter, another player, scorer, captain or spectator prior to the decision of the scorer.
- J. A dart's score shall be determined from the side of a wire at which the point of the dart enters the board.

- K. The 7'9 1/4" line is the hockey (foul line). No part of the shooter's foot or shoe should be over this line at any time during his/her throw. It shall be the responsibility of the opposing team captain to issue a warning to the player. If the warning is disregarded, the next call of a foul shall result in the forfeit of the dart thrown.

XII. SCORE SHEETS AND TELEPHONE CALLS

- A. The winning team **MUST** phone in results immediately after each night of play or a 1 point penalty shall be assessed. This call is **MANDATORY**.
- B. Results sheet
- 1) The home team is responsible for supplying the score sheet and the stamped envelope.
 - 2) The results of each match are to be mailed to the Results Secretary on the official score sheets provided.
 - 3) The winning team is responsible for the immediate mailing of the score sheet, including forfeited games. (see Sec. XVI)
 - 4) Score sheets must be postmarked the day after the match or be considered late with a 1 point penalty.
 - 5) Both team captains are equally responsible for properly completing the entire score sheet.
 - 6) Team names and division must appear correctly on score sheet.
 - 7) Team wins and losses will be marked in the correct spot.
 - 8) Team totals will be correctly added and placed on the score sheet.
 - 9) Player's full names and correct PDA membership numbers must be included.
 - 10) Captain's or alternate's signatures must appear on the score sheet verifying it is correct.
 - 11) High scores should be posted properly with shooter's full name.
 - 12) An incomplete or illegible result sheet will result in a loss of 1 point to both teams.

XIII. ADVANCED PLAY

Playing a match prior to its scheduled date can occur only under the following guidelines:

- A. Both captains must agree to the date of the advanced match of play. The captain requesting the advanced play will notify the Results Secretary prior to the agreed upon date.
- B. The team that agrees to the advancement shall have the right to set the time and date for the match provided that it is reasonable. Place of play to remain as scheduled.
- C. Advanced match scores will not appear on the weekly results sheet until the week for which they apply.

XIV. POSTPONEMENTS

- A. Postponements should be made prior to the night of scheduled play.
- B. The Results Secretary must be notified of a postponement on the night of play or a 1 point deduction will be assessed to both teams.
- C. All postponed matches must be played within 4 weeks of the originally scheduled date of play, or before the last 2 weeks of the season, whichever is first. The team responsible for the postponement shall lose 1 point per week after the deadline stated above. Any other arrangements to play the postponed match must be agreed upon by both teams and reported to the Results Secretary.
- D. The team that grants the postponement shall have the right to set the date and time for the match provided that it is reasonable. The place of play to remain as scheduled.
- E. A team refused a postponement has the right to protest. (See **PROTESTS**, section XV)
- F. No postponements are allowed in the last two weeks of the season without the approval by the Board.

XV. PROTESTS

- A. A protest should be in writing on the back of the score sheet of the match in question. Please note on the front side that there is information on the reverse side.
- B. A protest may also be mailed to the Board of Directors.
- C. All protests will be reviewed by the Board and parties involved will be notified of the decision.

XVI. FORFEITS

- A. A team is illegal if it does not have a minimum of 2 or 3 players in attendance at the scheduled starting time. Teams shall forfeit the night's match if a postponement cannot be arranged. (See POSTPONEMENTS, section XIV for instructions). In the case of such a forfeit, the attending team shall receive 5 wins (Tues) or 8 wins (Thur). On a second offense, team will be dropped from the league, with this position becoming a bye.
Good Sportsmanship shall prevail.
- B. The points involving the forfeiting team and their opponents will be deducted from the results for the round of the season in which the forfeiture occurred. If there are unplayed matches by the forfeiting team from a previous round, that round will also be deducted.
- C. Players of teams forfeiting twice during the course of a season shall be dropped from that night of play, but may finish that season for any other nights of play they are involved.
- D. To maintain eligibility, players who attend the scheduled location of a match must complete the score sheet with the names of those players present on both teams. The legal team is responsible for mailing the score sheet to the Results Secretary.
- E. Forfeiting members of a team will be required to sit out the remainder of the season on that night of play
- F. Forfeits will be reviewed by the Board and are not automatic.

XVII. TEAMS WITHDRAWING

Teams withdrawing must do so 3 days prior to the Captains' Meeting for that season. Teams withdrawing after the season has started, or were never able to field a team, will become a bye. Special circumstances will be considered by the Board.

XVIII. PLAYOFFS

- A. First place ties shall be played off at a neutral location determined by the Board.
- B. The playoff shall occur within 1 week after the end of season.
- C. The team winning a majority of points will be the division champions.
- D. An officer of the league must be present.
- E. The captains will exchange blind lineups so that no advantage is held by either team.
- F. The responsibility of scoring will be equally shared.

XIX. EQUIPMENT

- A. Dartboard: Bristle type, tournament quality.
 - 1) Height: 5'8" from floor to center bullseye.
 - 2) Rotation: The board should be rotated on a regular basis to achieve equal wear, but not during a game.
 - 3) Coloring: Colors should be clear with minimum fading.
 - 4) Numbers: Numbers 1 thru 20 must be present in the proper location, and be part of the wire number ring.
 - 5) Wear: Wires shall be on or above surface of the board. Board surface shall be flat. There shall be no soft spots (causing darts to fall out) or hard spots (causing darts to bounce out).
 - 6) Fastening: Board must be fastened by center mount screw to wall bracket and wedged to mounting surface

- if needed to eliminate movement.
- 7) Spacing: If more than one board per wall, a spacing of 68" minimum from bullseye to bullseye must be maintained.
- B. Floor
- 1) Hockey: 7'9 1/4" from the face of the dartboard. A line at least 1 inch wide and 24 inches long must be placed on the floor, with the front of the line to be the mark. The diagonal measurement from bullseye to hockey is 9' 7"
 - 2) Floor covering: carpeting or other soft material extending from the dartboard to or beyond the hockey line. Minimum accepted will be three feet covering from board toward hockey.
 - 3) Any mat or runner used between the board and hockey must be firmly affixed to the floor.
- C. Obstructions: the entire area from the dartboard to the hockey and adjacent sides are to be unobstructed, including a 2-foot area behind the hockey line.
- D. Lighting
- 1) The lighting will reduce shadows to a minimum and permit easy reading of the dartboard and scoreboard by the players.
 - 2) The lighting fixture must not physically impede the flight of the darts thrown.
- E. Scoreboard: a chalkboard or type that can be easily written on and erased.
- 1) Size: adequate (18" x 24"). One to be used for each dartboard.
 - 2) Location: in front of the hockey, adjacent to and on the same wall as the dartboard.
- F. Bulletin Board
- 1) Each sponsoring establishment shall provide a bulletin board or wall area for the exclusive posting of dart news and information.
 - 2) It's size should be large enough to post two 8 x 11 notices (schedule notices and weekly results) for each week night of sponsored competition, with no overlapping.
- G. Equipment Protest
- 1) Equipment protests may be submitted to the Board by any team captain. It will be accepted and verified by the Board.
 - 2) Inspection will be made by the Area Representative.
 - 3) Notification of the Board's decision will be made in writing to the protesting team and the involved sponsoring establishment.
- H. Correction of any equipment will have to be made if needed, and the responsible establishment will be given a specific period of time to make said corrections.
- I. Darts used by the players participating in scheduled weekly league competition shall conform to ADO specifications.

XX. TROPHIES

- A. Trophy lists provided in the Captain's packet must be returned to the Results Secretary to insure correctness.
- B. A maximum of 5 trophies, plus a sponsor's trophy or plaque, shall be awarded to each subdivision champion team on Tuesday and Thursday nights.
- C. A maximum of 6 trophies, plus a sponsor's trophy or plaque, shall be awarded to each subdivision champion team on Wednesday night.
- D. Second Place sponsor's trophies or plaques will also be awarded.
- E. Additional trophies may be purchased by and for members of teams. They must be paid for at the end of the season, prior to the purchase of the season's trophies by the league.
- F. A player must have participated on a team to be eligible to receive a trophy or plaque.
- G. A player must be a registered PDA member in good standing to receive a trophy or plaque.

XXI. SPECIAL AWARDS

Special awards will be given for the following:

- A. 301,501
 - 1) 180 scores.
 - 2) Highest score by division.
 - 3) Highest On by division.
 - 4) Highest Out by division.
- B. Cricket
 - 1) Deadeyes (3 triples or double bulls that count for score in one throw)
 - 2) Bullbuster award -- most bullbuster points earned on Thursday night during the course of the season (by division).

XXII. SPORTSMANSHIP

- A. Good sportsmanship shall be the prevailing attitude during all Pacific Darts Association competition. Attempts to distract an opponent while he/she is shooting will not be tolerated. Complaints may result in the Board of Directors taking disciplinary action in accordance with the provisions set forth in of the Pacific Darts Association by-laws.
- B. Gambling is neither sanctioned nor authorized at Pacific Darts Association sponsored events.

XXIII. WORD GLOSSARY

1. ALLOCATION: scheduling of teams for league competition.
2. ATTENDING: players present at the scheduled match location.
3. BULL BUSTER POINT: in cricket: 3 bulls in 2, 3 bulls in 3, 4 bulls in 2, 4 bulls in 3, 5 bulls in 3 or Deadeye.
4. BUST: darts thrown in one turn equaling more than score remaining.
5. CHALKER: the official score keeper of a game or leg.
6. CORKING: method of determining which player starts a game or leg by throwing at the bullseye.
7. DARTBOARD: three colored bristle type with number 1 to 20 in pie shape divisions
8. DOUBLE ON: to begin a game with a double required.
9. DOUBLE OUT: to end the game with a double required.
10. FORFEIT: a team not attending a match as scheduled and without prior notice to the opposing team.
11. FOURTH DART: the next dart thrown by a shooter or his teammate (after the turn in question).
12. GAME: one of the eleven contests comprising a match.
13. HOCKEY: foul line where player stands to throw darts.
14. HOME TEAM: team playing a match at their sponsor's establishment.
15. ILLEGAL PIAYER: see section IV, C, 1-8.
16. LEG: one of the 3 contests comprising a game.
17. LINEUP CHANGES: change of players on score sheet prior to match play.
18. LOCKED IN: a player who has played 2 or more times for I team.
19. MATCH: one full night of scheduled play.
20. PLAYER: registered card carrying member of a sponsored team.
21. POSTPONEMENT: a match played on a date later than scheduled .
22. PROTEST: written disapproval concerning a match or equipment.
23. RESULT SHEET: posted listing of accumulated totals of match play.
24. SCORE SHEET: form provided to be used to record scheduled match play.
25. SHOOTER: the player shooting the game in progress.
26. SHORT HANDED: less than the normal number of players for a legal team, but no less than three.

27. SPONSOR: Person or business who pays team fee and provides match location.
28. STRAIGHT ON: to begin a game with NO double required.
29. SUBSTITUTE: player who replaces another player who has participated in a previous game, or a nonmember who pays a sub fee.
30. VISITING TEAM: team traveling to scheduled match location.
31. WARM-UP DARTS: darts allowed on game board before point play.