

**Santa Cruz County Darts Association (SCCDA),
Santa Cruz, California.**

Official Rules of Play and Bylaws

Date of latest revision: See page 1, Revision History.



**Chad Rolander, Secretary/Treasurer
6-26-2019**

Revision History

(to be implemented at the beginning of the next new season)

Title		<i>Official Rules of Play and Bylaws</i>		
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03/04/2019	Chad Rolander	<p>Updated using the latest version of Microsoft Word with corrections in formatting, grammar, spelling. Added a Table of Contents and this Revision History section. Other changes were as follows:</p> <p>1) Equipment, minimum width of throwline (oche) reduced from 36" to 23". 2) Moved (consolidated) previously approved rules regarding start times from the back sides of "A" and "B" League scoresheets into this document. 3) Use of substitutes added, PART I (Rules), ARTICLE II, Section B.</p> <p>4) Games to be played during tournaments changed and made consistent for all Leagues, PART I (Rules), ARTICLE IX: Tournaments.</p> <p>5) Team Captains, rather than individual players on the team, are responsible for payment of the total amount of the dues for the team, and making payment for the team, PART II (Bylaws), ARTICLE V: Dues and Fees. 6) The name for the Public Relations Representative was changed to Public Relations/Player Development Representative, and an Education, Player Development Committee was added, PART II (Bylaws), ARTICLE VI, Section A, Line 5.</p>	03/04/2019, Board of Directors meeting.	Final
06/26/2019	Chad Rolander	<p>1) Starting times for matches and playing shorthanded were clarified, and the use of substitutes (subs) was added, PART I (Rules), ARTICLE II.</p> <p>2) League Representative duties and responsibilities were clarified, PART II (Bylaws), ARTICLE VI.</p> <p>3) Using subs in tournaments. PART I (Rules), ARTICLE IX.</p>	06/26/2019, Board of Directors meeting.	Final

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PART I: Official Rules of Play

The following Rules and Bylaws **shall be strictly enforced**. Any apparent conflict in the rules and bylaws as they affect any game, match, tournament, posting of statistics, awarding of trophies, medals or other honors, conduct of meetings, or any other business of the SCCDA shall be resolved by:

- A.** The Captains of opposing teams if the conflict arises during a match, subject to approval by the Commissioner/Board of Directors.
- B.** The Referee if the conflict arises during a tournament, subject to approval by the Commissioner/Board of Directors.
- C.** A Board Member (SCCDA) present if the captains/referee cannot come to an agreement, subject to approval by the Commissioner/Board of Directors.
- D.** If a conflict cannot be resolved, a formal protest may be filed.
- E.** The Commissioner, presiding over a meeting or other official SCCDA activity.
- F.** The Board of Directors in a vote of amendment.
- G.** A vote "to overrule" a Commissioner's/Board of Directors decision by 2/3 of "**All Captains**" of **SCCDA**.

Any decisions may be presented to the Commissioner, President and/or Board of Directors, which could materially change these Rules and Bylaws, for consideration that all subsequent interpretations of the rules, which are in conflict, may be interpreted in this same manner, disallowed, or amended.

Any member of SCCDA may appeal any decision to the Commissioner, President and/or Board of Directors and/or "All Captains" whose determination shall govern subsequent interpretations in accordance with **PART II (Bylaws), ARTICLE XIII, Section D**; the appeal must be in writing (which may include email, see **PART II (Bylaws), ARTICLE VIII, Section G, Line 5**) and must be received within seven days following the disputed decision.

Nothing in this Section shall be construed as affecting the process of the filing of formal protests as outlined elsewhere in these Rules and Bylaws (See **PART I (Rules), ARTICLE VII**).

ARTICLE I: Equipment

A. Uniform Equipment and Rules for Sponsored Establishments.

- 1) All SCCDA competition, including tournaments, shall be played on standard, bristle-type dartboards.
- 2) **Dartboards shall be placed 5'8" from the floor to the center of the bullseye with the 20-bed in black or the darkest color available.**
- 3) **The throwline (oche) shall be 7' 9. 25" measured along the floor from the surface of the dartboard and at least 23" in width. Even with throwlines used which have an axis rectifier scale measurement along the edge nearest to the dartboard, the front edge of the strip of tape is the correct position to use. Arrows stating "The Bull Starts Here" have caused some confusion about where to place the foot on the throwline. The distance from the center of the bullseye to the front of the throwline at this angle will be 9' 7.5" or 115 & 7/16ths".**
- 4) Sponsor shall be responsible for supplying and maintaining at least the following number of dart boards, based upon the number of teams playing at sponsor's establishment on a League night:
 - 2 teams/1 Match per night = 1 dart board**
 - 4 teams/2 Matches per night = 2 dart boards**
 - 6 teams/3 Matches per night = 3 dart boards**
- 5) All dartboards must be properly anchored.
- 6) All dartboards will be readily available to players without distraction to any thrower at any point during a game.

- 7) All dartboards must be amply lit with minimal shadows on the playing surface.
 - 8) A scoring surface (usually a chalkboard) shall be mounted in such a position that the scorer may be close to the scoreboard without distracting the thrower, and the scoreboard must be easily read by players, opponents, and spectators. **The scoreboard must be mounted within 4' laterally from the dartboard and not more than a 45-degree angle from the dartboard.** Matches will be rescheduled if the scoring surface does not meet SCCDA requirements.
 - 9) An "Out Chart" must be posted and visible to all players and spectators and in place by the third League dart match scheduled. If it is not, it is the visiting team's option to declare a forfeit of the entire match. If both teams come to an agreement to play out the match, it will be acceptable to SCCDA, but the League Commissioner will issue a warning.
 - 10) The spider wires on all dartboards must be legible and unbroken. The double and triple rings must be within a tolerance of **1/16"** of the normal gap of **3/8"** in any segments of their circumferences. If not, the wires must be corrected before the match begins.
 - 11) The condition of the dartboards as to wires, color, flat surfaces, etc., shall not vary significantly from the majority of SCCDA venues.
 - 12) All dartboards must be a minimum of **2'** from the edge of the board to sidewalls and a minimum of **4'** between boards.
- B.** There will be no SCCDA competition on dartboards not meeting the above standards. The Commissioner, President, or Statistician must check all dartboards at venues participating in league play, prior to the beginning of any competition schedule. Any teams whose dartboards have not been approved by SCCDA for SCCDA play, prior to the beginning of the competition schedule, shall forfeit all games scheduled to be played at their sponsored venue (their "home") until an approved dartboard has been provided by their sponsor.
- C.** Darts used in SCCDA play shall not exceed an overall maximum length of **12"**, nor weigh more than **50 grams** per dart. Each dart shall consist of a recognizable point, barrel, and flight.

ARTICLE II: Dates and times of matches, Use of substitutes, Rules regarding forfeits, and League divisions

- A.** All regular SCCDA competitions will be scheduled beginning on a date to be set by the Board of Directors and continuing thereafter with the following exceptions:
- 1) There will be no games during the week of the Thanksgiving Holiday.**
 - 2) There will be no games during the two-week period, which includes the Christmas and New Year Holidays.**
- B.** Matches are scheduled to **START at 7:00 PM**. "**START**" means play ready to begin: Lineups completed, players at throwline (oche) ready to begin playing. **START** does not mean players simply at the venue. It is advised that Captains (or co-Captains) arrive prior to 7:00 PM and complete lineups to facilitate the **7:00 PM START time**.
- If after 7:00 PM** the first scheduled game, which is a **Team Game wherein all of the players available from both teams must participate**, starts when just a minimum of 3 players from each team are available to play, at any time after **7:00 PM** a team cannot delay the start of this first game waiting for another player. A late arriving player cannot be inserted into the lineup of a game in progress. A team game is defined as any game with a minimum of 4 players on each team, except when playing Shorthanded. If a team is playing with only 3 players (shorthanded) against a team not playing shorthanded, the shorthanded team must begin play with a penalty as follows: In "A" League, the shorthanded team will start with **1301** and the opposing team starts with **1001**. For "B" League, the shorthanded team will start with **1001** and the opposing team starts with **801**. Thus, the penalty is

upfront, and the player rotation will be the same as in regular play. The only other team game is **Team Cricket** in "A" League, for which the upfront penalty will be as follows: The team not playing shorthanded will start with 100 points extra. The player rotation will be the same as in regular play.

If a team cannot **START** because they have less than 3 players by the times as follows:

- 7:30 PM 1st team game (1001 or 801) is forfeited.
- 7:40 PM 1st Doubles 501 game is forfeited.
- 7:50 PM If the 2nd Doubles 501 game has not yet started, the entire match is forfeited.

Substitutes (subs) are allowed, but only under the following conditions: 1) Maximum of 4 Substitutes allowed to be used during a season per each team. 2) "A" League teams must only use subs currently playing on any of the SCCDA "B" league teams. 3) For "B" League teams, both team Captains must agree on any sub(s) to be used, but no subs are allowed who currently play on either another SCCDA "A" League or "B" League team; or anyone who is currently playing (or has played within the previous 4 seasons) on "A" League teams in SSCDA or any other organization. If sub(s) are to be used, the team Captain must notify the opposing team Captain and, if possible, get his/her agreement within at least 24 hours in advance of the match.

- C.** All matches must be played in their entirety except in cases of protest or if a team is playing shorthanded and must forfeit games according to **PART I (Rules), ARTICLE II, Section H.**

Dates and times for scheduled matches may be changed by the mutual consent of the concerned team Captains and only with the consent of the Commissioner, President, or Statistician prior to the scheduled time for actual match play. Except in instances as outlined in **PART I (Rules), ARTICLE II, Section B.**

- D.** If a team Captain requests a postponement of a scheduled match, he/she must:

- 1) Contact the opposing Captain at least forty-eight (48) hours prior to the date of the scheduled match to make the request.
- 2) Accept the opposing Captain's chosen date for a make-up match.
- 3) In the event of an emergency, which leaves a captain unable to field a team of at least three players, the Captain must forfeit the match, but may file an appeal to the Commissioner who may cancel the forfeit and re-schedule the match in accordance with **PART I (Rules), ARTICLE II, Section F.**
- 4) If a rematch date cannot be settled by the Captain's within seven days after the scheduled match, the Board of Directors will set a date for a rematch which must be played prior to that League's season's halftime end or within one week of that League's season's last regularly scheduled match.

- E.** No team may postpone more than two matches per season. No team may postpone two consecutive matches. Any deviations will result in that team's forfeit. **The Commissioner/Board of Directors shall review all forfeits.**

- F.** The Commissioner and/or Board of Directors have the right to reschedule any match or matches as may be necessary and expeditious in maintaining an equitable and efficient competition schedule.

G. Team/Match Forfeits

A team shall have a minimum of three qualified players participating, or that team shall forfeit the scheduled match. The forfeiting team shall be charged with all losses for that match and the attending team shall receive all the wins. If an emergency has arisen which has prevented a Captain from being able to field a team of at least three players, the Captain may appeal to the Commissioner or Board of Directors, who shall have the power to dissolve the forfeit and re-schedule the match.

H. Game Forfeits

Any team having only the minimum of three qualified players shall be charged a loss for each 'Singles' game and each doubles game for which it is unable to field a player; and must miss one turn in each

round of play in each team game **(except in the case of ARTICLE II, Section I, Line 1.)** No player may participate in more than one game in each set.

I. Playing Shorthanded

- 1) The Captain of the team that is not shorthanded may agree to list and play any doubles match against the shorthanded team. Where, two players from his team may compete against only one player from the shorthanded team. The single player shall compete with the handicap of one of his turns to two turns for the other doubles team. Both Captains must agree to play in this manner, though final agreement rests solely with the Captain of the team that is not shorthanded. No player may participate in more than one game in each set.
- 2) The Captain of the shorthanded team may choose which one of the 'Singles' and which one of the doubles games will be forfeited by his/her team according to League play rules. If both teams are playing shorthanded, each team shall take losses for any game forfeited and play the remaining games or agree to reschedule the match according to **PART I (Rules), ARTICLE II, Section D.**

J. Individual Forfeits

Once a player's name is called for a game, he or she must be present within **five (5) minutes** or that game shall be forfeited.

- K.** If a match has begun and an additional member of a team arrives, said new arrival may only compete in a set of games not already commenced unless the arriving player was listed prior to the first game played of that set and his turn has not been skipped.

- L.** Time between sets shall be no more than **five (5) minutes** or a forfeit shall occur.

M. League Descriptions.

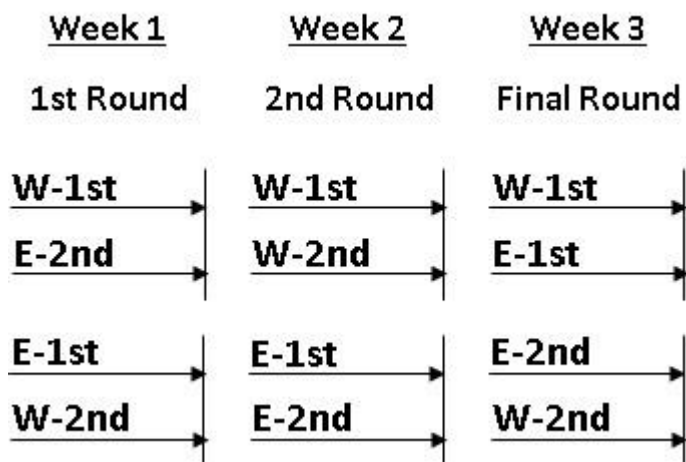
- 1) **There will be an "A" League, a "B" League, and a "C" League.**

"A" League shall play on Wednesday Nights.

"B" League shall play on Tuesday Nights.

"C" League shall play on Monday Nights.

- 2) Any League may contain one or more Divisions, East and West.
- 3) Seasons will be designed to assure "continuity of schedule" among all Leagues.
- 4) A League will be considered for multiple Divisions, to accommodate expedient play, when the total number of teams in that League reaches ten (10).
- 5) Any Team in a League that has been split, will be given the opportunity to play every team in their Division, twice.
- 6) Any League that has been split into Divisions (East and West) will determine the Champion of said League by a Round Robin Divisional playoff of the top two teams of each Division. The Divisional Playoff shall occur over a three weeks period immediately following the regular season and before the end of season Singles Tournaments. All matches use the same game format and night as the regular season. All matches are played at neutral venue and not at the same venue as the other match. Neither team shall have the home team advantage. A coin flip shall determine choice of diddle for the first game which will then subsequently alternate throughout the rest of the match. Neither Captain shall have the right to see the lineup of the opposing team for each game during this match until both Captains have completed their lineups for each game.



Tiebreakers shall use the criteria listed in **PART I (Rules), ARTICLE VIII. Section A, Line 1 and Line 2.**

Players Singles standings will not be affected by results in Divisional Playoffs. Highlights during Divisional Playoffs are not added to those achieved during the Regular Season. Award Winning Highlights (8T0, 7T1, 6Bull, RO9), Season High-On and Season High-Off are the only highlight awards available during Divisional Playoffs.

N. Team/Individual Inter-League Movement

- 1) A "B" or "C" League team which wins two out of three First Place League Titles within consecutive seasons is required to move up to the next level ("A" or "B") League.
 - 2) The last place "A" or "B" League team shall have the option of moving down to the next, lower level League.
 - 3) Any team in any League may move to or stay in a League by petitioning and gaining the approval of the Board of Directors.
 - 4) Individual members on Champion Teams with a 'Singles' rating of 0.333 or less may stay in their current division.
 - 5) Any individual, whose "Singles" stats in their last-played season in which said individual was ranked at 0.334 or higher, may not drop to a lower division. **Note: This rule in no way is intended to infringe upon an upper division's last place team's right to drop to the lower division as stated herein.**
- O.** No individual shall be permitted to play on more than one SCCDA League team in any single season, unless he/she first resigns his/her position on his/her former team and then obtains the consent of the Board of Directors.
- P.** A "New Team" in SCCDA League play shall be defined as a group of four or more individuals, with no more than two individuals from the same team during the previous SCCDA darts season.

ARTICLE III: Competition matches, and Rules regarding games**A. Match Formats and Games**

- 1) The format for the match shall consist of the games ("sets") played in the order as shown below:

"A" League			
Game	Type	# of Games	# of Points
1001 Team	Straight In/Double Out	1 game	1 point
501 Doubles	Straight In/Double Out	2 games	1 point each
Cricket Doubles	5 to Close	2 games	1 point each
English Cricket Doubles	9 Bulls to Close	1 game	1 point
HALF TIME	HALF TIME	HALF TIME	HALF TIME
Cricket Team*	5 to close	1 game	1 point
Singles Matches	Best 2 of 3	4 games	1 point each

*

"B" and "C" Leagues			
Game	Type	# of Games	# of Points
801 Team	Straight In/Double Out	1 game	1 point
501 Doubles	Straight In/Double Out	2 games	1 point each
Cricket Doubles	5 to Close	2 games	1 point each
HALF TIME	HALF TIME	HALF TIME	HALF TIME
Singles Matches	Best 2 of 3	4 games	1 point each

- 2) The half-time break shall last no more than **twenty (20) minutes** unless agreed upon by all Captains participating in the scheduled match.

3) **'Singles' Matches.**

	"A" League	"B" and "C" League
1 st Singles Game	501 or Cricket (3 to close)	301 or Cricket (3 to close)
2 nd Singles Game	501 or Cricket (3 to close)	301 or Cricket (3 to close)
3 rd Singles Game (if required)	501, Cricket, 301, or 7 Bull English Cricket	501, Cricket, 301, or 7 Bull English Cricket

The second singles game shall be the opposite of the first game. In the event each player wins one game each, the third game shall be decided by the winner of the diddle. If English Cricket is selected in "A" League, the diddle winner also gets to choose between going first for Bulls or for Points. **In "B" and "C"**

Leagues, however, the player calling the English Cricket option must start with Bulls, not with Points. All 301 games are double in/double out. All 501 games are straight in/double out. All Singles Cricket games are 3 to close.

- B.** The first game is decided by "diddle" See **PART I (Rules), ARTICLE IV: Scoring, Section A, which explains the procedure to be used for the diddle).**
- C.** The standard number of players on a team is four, five, or six. All six players may play in the match. In team games, both teams must compete using the maximum number of players possible.
- D.** The visiting team shall have the prerogative of choosing the board upon which the match is to be played. In the case of more than one visiting team, it is "first come, first choice" among the visiting captains. Each competition shall be played on only one board. If the match is not over by 11:00 PM., more than one board may be used for play, providing that one is available, and both captains agree.
- E.** Fifteen minutes prior to the start of competition (6:45 PM), the board chosen by the visiting team shall be cleared of play by the management for practice by members of the competing teams. Failure to clear the board upon the request of the visiting team Captain shall result in the home team forfeiting all points for the match.
- F.** After competition has begun, each player shall be allowed a warm-up time preceding each game, which shall be limited to nine darts or a maximum of two minutes per team.
- G.** Before each set, each Captain shall write the names of his/ her players on a scoresheet in the order desired for competition, and hand said scoresheet to the opposing Captain. No substitution of players may be made once a list of players has been submitted unless the consent of the opposing team Captain has been obtained. In the event a team is playing shorthanded, the Captain can place the forfeited games anywhere in the lineup and said match will not be played.
- H.** The home team Captain shall reveal his/her chosen players for the 'Singles' games and the order of those players on his/her team scoresheet and present it to the visiting team Captain.
- I.** If any team match should be interrupted at any time during play due to a power outage or other act beyond the power and control of the players, the teams shall wait one half hour (30 minutes) for power to come on or for said interruption to end so that play may resume. If play cannot be resumed within that time period, the Captains of the teams shall follow the procedure listed below.
 - 1) If a match is interrupted at any point any games not played to completion at the time of the interruption shall be rescheduled by the Captains according to the above rules.
 - 2) If the Captains cannot agree upon a rescheduling date, the parties shall refer to the other standard rules in effect at that time regarding the rescheduling of matches (See PART I (Rules), ARTICLE II, Section D).

ARTICLE IV: Scoring

- A.** The first game is decided by "diddle." The leadoff player in team or doubles games or the singles player owning the diddle, shall diddle for the game's first throw. Some tournaments, however, specify a coin flip instead of the diddle. The visitors shall have the option of the first diddle in all games. The thrower of the dart closest to the bull begins the game. If both darts end up within the outer bull or both end up within the inner bull, the Scorekeeper shall call for "re-diddle." In the case of a player throwing the first "diddle" into the inner (double) bull, the player throwing second may request said dart be removed to accommodate a clear target. In cases where both players tie in the diddle, the player who went first would then diddle second.
- B.** The team winning the first team game's diddle shall choose the side of the chalkboard they want, and then use the same side during the entire match.

- C. The Scorekeeper informing the player(s) must give the exact score made. For a dart to score it must have its point embedded in the board for a minimum of five seconds after the third or final dart is thrown.
- D. The Scorekeeper may inform a player of the number of points scored or remaining, if asked, but he or she may not advise the players as to the double required to finish, nor coach the player as to strategy unless agreed upon by the opposing captain prior to the start of the game.
- E. A dart's score is determined from the side of the wire from which the point of the dart enters the board. Should a player or their teammates, "touch" any dart that is in the dartboard during his/her turn, that turn shall be deemed completed.
- F. If a dart is resting on or embedded in another dart, it will not be counted, unless its point is embedded in the dartboard.
- G. Should an error in a player's score be recorded, it must be corrected before his or her team's next turn at the board; otherwise, the score will stand as recorded. Each player is responsible for his or her own mental arithmetic while taking a turn at the board.
- H. The thrower shall not throw with any part of the foot (including the shoe) in front of the throwline, but the thrower may step back at any distance. The thrower must have both feet behind the line. Should a player have his or her foot, or any portion thereof, over the throwline during a throw, all darts so thrown shall be counted as part of the player's turn, but the score made by said darts shall be invalid and not count toward the score. One warning by the Scorekeeper to a thrower is enough before invoking this rule.
- I. No dart thrown after the winning double in an '01 game is scored shall count.
- J. It is the responsibility of the winning Captain to report the final score, including individual highlights, of a match to the Competition Secretary/Statistician **within twenty-four hours after the end of the match**. Failure to report the results as directed shall result in a penalty of two games for the winning team; the results for the losing team shall remain the same.

ARTICLE V: Scorekeeper

- A. The Scorekeeper must be an experienced dart player, familiar with **SCCDA** Rules of Play. The Scorekeeper must be mutually acceptable to both captains.
- B. The Scorekeeper has the final say in calling a dart fair or a dart's score. However, the Captains or participating players may challenge the calling of scores and/or scoring. All play shall cease until such challenges are resolved or both Captains agree to continue.
- C. The Scorekeeper shall announce the score made on each turn before the darts are pulled from the board and such scores shall stand once the darts are removed. If the darts are pulled before the Scorekeeper has announced the score, the Scorekeeper shall announce the total of the three darts thrown and that score shall stand.
- D. The Scorekeeper shall record the score made on each turn as well as the cumulative score. **No dart may be touched prior to the decision of the scorekeeper.**
- E. If requested by majority of players, the Scorekeeper shall refrain from smoking or drinking while in the performance of these duties. Scorekeeper shall stand or sit facing the board as motionless as possible until the last dart is thrown. If a Scorekeeper is unacceptable to an opposing team Captain, that person must be replaced.
- F. Each team will share half of the scoring duties per competition, with the visiting team Captain having the option as to which half they want to score. Score sheets must be signed by both team Captains to be valid.

ARTICLE VI: Personal Conduct

- A.** The following rules apply during any event sanctioned by the SCCDA.
 - 1) No League Member shall wager on the outcome of any SCCDA sponsored match. Any player(s) found doing so shall be expelled from SCCDA and their teams penalized two points for that match.
 - 2) Heckling or harassment of members of the other team while they are throwing shall be considered just cause for penalizing the offender's team one point. Heckling or harassment includes indirect actions such as loud and/or boisterous talking, standing or moving in a thrower's field of vision, standing too close behind a thrower, etc.
- B.** Since all members represent the SCCDA, any member found liable or responsible for any violations of law, acts of vandalism or civil misconduct in or about a sponsoring venue or tournament site shall be held personally liable for his/her actions and be suspended by the Commissioner, subject to the review of the SCCDA Board of Directors.
- C.** Un-sportsmanlike conduct before, during, or after the course of League play may result in a written complaint to the SCCDA Board of Directors by the Captain or players of either team involved in a match/tournament, or by any SCCDA member present at the match/tournament, in which the un-sportsmanlike conduct occurs. Two written complaints arising from two separate incidents regarding any individual will result in a disciplinary hearing. Three written complaints arising from three separate incidents shall lead to suspension from League play.
- D.** If a sponsor, for just cause, refuses admission to the venue of any player on a team to a scheduled match, that match will be played without that player. If that player wishes to appeal the action, he may bring it to the Commissioner for a decision. An appeal from the Commissioner's decision may be made to the Board of Directors, whose decision shall be final. **(See PART I (Rules), ARTICLE VII, Sections D and E).**

ARTICLE VII: Protest Procedures and Grievances Procedures

- A.** Authority to protest a match in progress rests solely with the Captain/Acting Captain.
- B.** If a Captain calls a protest while a match is in progress, the match will be stopped until the Captains can resolve the problem and agree to resume play. If an agreement cannot be reached, the match may continue, after the Captains have agreed to the games affected by the protest. A formal protest may be filed; such protest must be made in writing (which may include email) and made available to the Commissioner, President and/or League Representative within one week after the scheduled match.
- C.** A player of a team, while participating in match play, may only issue a protest through their Captain/Acting Captain and cannot confront the opposing team unless play has stopped and the teams involved are in conference.
- D.** Any individual member of SCCDA adversely affected by an action taken by another individual member or by any official of SCCDA may file a grievance with the Commissioner, President or League Representative. The grievance must be in writing (which may include email), must state how that action adversely affects that member and must be submitted within one week of the alleged action.
- E.** The Commissioner shall review the matter of the protest and confer with all parties involved. If the Commissioner's decision is unsatisfactory to any of the parties, the decision may be appealed to the Board of Directors. The decision of the Board of Directors may be appealed to "All Captains", whose decision shall be final. **(See PART II (Bylaws), ARTICLE XIII, Section D).**

ARTICLE VIII: Final Standings

- A.** The First Place SCCDA Championship Team for each League will be the team at the end of the competition schedule, which holds first place in its League. The way team placement shall be determined will be as follows:
- 1) First by reviewing the team's percentage of games won/lost during the season.
 - 2) Secondly by the number of matches the team has won/lost during the season.
 - 3) If more than one team holds the exact same percentage of games won/lost, and said teams also have the exact same number of matches won/lost, then placement shall be determined by a review of the tied teams' performance in matches against each other during the season. Tiebreakers shall use the criteria listed in **PART I (Rules), ARTICLE VIII. Section A, Lines 1 and 2.**
 - 4) Should this review also reflect an equal standing (i.e. 1st, each team's winning percentage in head to head competition is the same then 2nd, their match won/lost records in head to head competition are the same), then said teams shall have a playoff game between them, at an unprejudiced sponsoring establishment to be determined by the Statistician and approved by the Commissioner.
 - a) Neither team shall have the home team advantage.
 - b) A coin flip shall determine choice of diddle for the first game which will then subsequently alternate throughout the rest of the match.
 - c) Neither Captain shall have the right to see the lineup of the opposing team for each game during this match until both Captains have completed their lineups for each game.
 - d) In the event a playoff game becomes necessary in accordance with **PART I (Rules), ARTICLE III, Section A**, the team which wins this playoff match shall gain the higher ranking.
 - 5) In the case of Divisional Leagues, a Divisional Playoff, as described in **PART I (Rules), ARTICLE II, Section M, Line 6**, shall decide the standings.
- B.** The **First Place SCCDA Champion 'Singles' Player** for each League and division will be the player at the end of the competition schedule, who holds first place in his/her League/division. The way in which player placement shall be determined will be as follows:
- 1) First by reviewing the player 's percentage of games won/lost during the season.
 - 2) Secondly by the number of highlights the player has accumulated during the season.
 - 3) If more than one player holds the exact same percentage of games won/lost, and said players also have the exact same number of highlights accumulated, then placement shall be determined by a review of the tied player's performance in 'Singles' matches against each other during the season.
 - 4) Should this review also reflect an equal standing (i.e. 1st, Each player's winning percentage in head to head competition is the same then 2nd, their match won lost records in head to head competition are the same.), then said player's shall have a Playoff Match between them, at an unprejudiced sponsoring establishment to be determined by the Statistician and approved by the Commissioner.
 - a) Neither player shall have the home field advantage.
 - b) Coin flip shall determine choice of 'first diddle' for the first game, which will then subsequently alternate throughout the rest of the match.
 - c) Choice of games played will be consistent with League Play.
 - d) A Match will be played as a Best of Five Series.

- e) In the event a playoff game becomes necessary in accordance with this Section, the player, who wins this playoff match, shall be crowned Champion.

C. Statistics in Post-Season, "All Stars", "Singles" and "Special" Tournaments will not affect a player's final, individual standings.

ARTICLE IX: Tournaments

During each playing season, the SCCDA shall hold **"All-Stars"**, **"Singles Championship"**, and **End-of- Season Banquet/Tournament** tournaments, the location of each tournament to be chosen by the Board of Directors as soon as convenient, after the playing schedule is complete for each upcoming season. The Board shall hold a meeting to determine the date, time, and location for each of the tournaments and for the End-of-Season Banquet/Tournament.

The Board shall consider the following criteria in making its decisions as to location of the tournaments:

- 1) A host facility must have an adequate number of playing boards and scoreboards to accommodate the event.
- 2) No tournament of the same type may be held at the same location two seasons in a row.

Additional criteria shall be considered in determining the location of the End-of-Season tournament, since it will be held in conjunction with the End-of-Season Banquet: **These criteria shall include:**

- 1) The ability of the proposed host to accommodate the anticipated number of participants in the Banquet and tournament.
- 2) The willingness of the proposed host to meet the requirements of the SCCDA as to a proposed menu for the Banquet and to the availability of drinks or other refreshments.
- 3) The willingness of the proposed host to provide the facilities and amenities at a price agreed to by the Board.

To this end, the Board shall forward to each prospective host, an invitation with a set of specifications. Included will be an estimate of the number of expected participants, the expected 'minimum menu' for the banquet and a budget for holding the event set by the Board of Directors. Banquet sponsors shall be determined by order of rotation as set by the Board of Directors in reference to SCCDA history and with consideration for promoting the game of darts in newly active venues and to those venues, which have supported the league throughout past seasons.

A. Referee

Tournaments shall be refereed by the representing board member as follows:

"B" League All Stars: "A" League Rep

"A" League All Stars: "B" League Rep

"B" League Singles (Presidents Cup): "A" League Rep

"A" League Singles (Commissioners Cup): "B" League Rep

Banquet: Public Relations/Player Development Representative.

B. Tournament Contributions

An optional \$5.00 contribution per player is allowed in all Tournaments.

- 1) All proceeds from the contributions will be awarded to the top three (3) finishers of said tournament in the manner listed below.

1st place = 50 %

2nd place = 35 %

3rd place = 15 %

- 2) Contributors shall be listed and solely eligible to receive awards. If a doubles team/player placing in the top three (3) positions of a tournament did not contribute, then the resulting award shall go to the team/player placing below them with contributions doled out respectively.
- 3) In the instance of only one player on a doubles team contributing, then only that player may receive the full amount of the contribution for that team.

C. Procedure:

- 1) The player whose name is on top of the match up "owns the board" and determines who shall throw first in the "diddle."
- 2) The winner of the diddle shall pick the game to be played.
- 3) A best two out of three games match shall decide each round in the Winner's Bracket.
- 4) In the Loser's Bracket, there shall be only one game played per round to decide which player(s) will advance.
 - a) In the Championship Round, the players will play the best two out of three games.
 - b) If the Winner's Side player wins the best two of three games, he/she is the champion.
 - c) If the Loser's Side player wins the best two of three games, the two players must play one more game to determine the championship.

D. 'All-Stars' Championships

- 1) Each League shall hold an, "All-Stars" singles match, approximately halfway through each season.
- 2) Sixteen players shall be chosen by invitation. Each team shall be represented by the maximum number of players possible in accordance with the number of teams in the participating League. Players shall be chosen in the order of standing as per their "Singles" stats from each team, (i.e., top record 1st, second best record 2nd, third best record 3rd, etc.) until all sixteen slots are filled.
- 3) Invited players are to be placed first on the tournament board, in random order. Captains may substitute team members if invited team members cannot attend.
- 4) The League's **qualified players** may act as walk-ins (per Line 6, b) below) are accepted, but priority shall be given to members of teams for whom no invitee or captain's substitution is present. Other walk-ins shall be accepted on a first come, first served basis.
- 5) The player list shall be kept intact for 15 minutes after the scheduled time for the tournament to begin.
- 6) If a player has not shown up within 15 minutes after the scheduled time for the tournament to begin, and has not sent a substitute, the tournament referee, may:
 - a) "Forfeit" the game for the absent player and award a "win" to that player's scheduled opponent, or
 - b) **Select as a substitute player a member of any team in that League**, with eligibility to be determined by the tournament referee based on a 'first-come-first-play' signup list.
- 7) Games may be either 501 or Cricket (three to close). If 501 is chosen as the first game, the second game must be Cricket (3 to close) or vice-versa; and the third game, if necessary, may be either 501, 301, Cricket (3 to close), or 7-Bull English Cricket. This game selection is the same for all Leagues.

E. "Singles Championships" (Presidents Cup "B" League, Commissioners Cup "A" League)

- 1) At the end of each regular League season, and at least one week before the Awards Banquet is scheduled, the 16 players with the top "Singles" stats scores in each League shall be invited to play for the "Singles" Championship in that League. If a League is split into Divisions, the 8 players with the top "Singles" stats scores in each Division shall be invited to play for the "Singles" Championship in that League. **Substitutes will be allowed only from qualified League players.** Substitutes will be added in the order of their highest current League record.
- 2) The tournament referee shall list players by a "Top Seed" system (by matching the top player on the statistics list with the lowest player on the statistics list. **(i.e., No. 1 and No. 16; No. 2 and No. 15; No. 3 and No. 14, etc.)**)
- 3) To assure that the top four seeded players cannot face one another until at least the third round of play, the tournament board shall be divided into four quadrants, with Player Seeded No. 1 at the head of the first quadrant, Player Seeded No. 3 at the head of the second quadrant, Player Seeded No. 4 at the head of the third quadrant and Player Seeded No.2 at the head of the fourth quadrant Thus: the order of listing shall be: **1/16, 5/12, 3/14, 6/11, 4/13, 7/10, 2/15, 8/9.**
- 4) The player list shall be kept intact for 15 minutes after the scheduled time for the tournament to begin.
- 5) If a player has not shown up within 15 minutes after the scheduled time for the tournament to begin, the tournament referee may:
 - a) "Forfeit" the game for the absent player and award a "win" to that player's scheduled opponent, or
 - b) Arrange board assignments so that competing pairs containing an absent player will not be called until all pairs not containing an absent player have played their first game
- 6) If a player has not shown up after all pairs not containing an absent player have been called for their first game, the tournament referee shall "forfeit" the game for the absent player and award a "win" to that player's scheduled opponent.
- 7) Games may be either 501 or Cricket (three to close). If 501 is chosen as the first game, the second game must be Cricket (3 to close) or vice-versa; and the third game, if necessary, may be either 501, 301, Cricket (3 to close), or 7-Bull English Cricket. This game selection is the same for all Leagues

F. End-of-Season Banquet/Tournament

- 1) There shall be a Blind Draw Doubles Tournament held at the Banquet at the end of each season. When possible, the Doubles Teams shall consist of one "A" and one "B" League player. This Tournament shall be played as double elimination match play. Winner's side matches will consist of the best two out of three games. Doubles Cricket (3 to close) and '501' shall be the only games of choice.
- 2) At the time of sign-up, players will be registered according to the League in which they play (i.e. "A" League, "B" League, etc.)
- 3) The tournament referee shall list players in pairs by drawing at random one name from the "A" League list and one name from the "B" League list for each pair. (In the event that there are more players from one League than from the other, the referee will match pairs at random from the remaining list of names)

G. Eligibility

Any 'member' or 'guest' of a SCCDA member may participate in the End-of-Season awards Banquet and tournament.

H. Banquet Meal

- 1) If a Banquet/Tournament is hosted at an establishment that does not offer food, the board will supply \$50 in pizza for the event.
- 2) If a tournament is hosted at an establishment that offers food, the board will use \$50 to arrange an agreement with the establishment for food to be provided.

ARTICLE X: Awards

A. The following awards shall be handed out at the End-of-Season Banquet.

1) **"A" League:**

- a) **First-Place "A" League Team perpetual award** each season. It shall have the names of the sponsoring establishment, the "A" League Championship Team and team members engraved upon the plaque. Each Championship Team shall have possession of the trophy until the end of the next season, when custody of the trophy shall be turned over to the Commissioner to be prepared for the new Championship Team.
- b) In addition to receiving the **First Place "A" League Team perpetual award**, members shall receive individual trophies/awards. The sponsoring establishment shall receive a **First-Place** plaque.
- c) **Members of the "A" League Teams** finishing in **Second** and **Third** place shall receive individual trophies/awards. Their sponsoring establishment shall receive a sponsor trophy or a sponsor plaque.

2) **"B" League and "C" League**

- a) **First-Place "B" and "C" League (s) Team perpetual award** each season. It shall have the names of the sponsoring establishment, the League's Championship Team and team members engraved upon the plaque. Each Championship Team shall have possession of the trophy until the end of the next season, when custody of the trophy shall be turned over to the Commissioner to be prepared for the new Championship Team (s).
- b) In addition to receiving the **First Place League Team perpetual award**, members shall receive individual trophies/awards. The sponsoring establishment shall receive a **First-Place** plaque.
- c) **Members of the League (s) Teams** finishing in **Second** and **Third** place shall receive individual trophies/awards. Their sponsoring establishment shall receive a sponsor trophy or a sponsor plaque.

- 3) **"B" League and "C" Leagues when split by Division:** Members of all **First, Second, and Third** place teams shall receive individual trophies/awards and their sponsoring establishments shall receive sponsor plaques.

4) **Individual "Singles" Championship Awards:**

- a) The **"A" League "Singles" Tournament Champion** shall receive the **Commissioner's Cup** and shall keep said award in his/her possession until the next season's Championship playoff.
- b) The **"A" League "All-Stars" Champion** shall receive the **"A" League All-Stars Trophy** and shall keep said award in his/her possession until the next season's All-Stars Championship playoff.
- c) The **"B" League "Singles" Tournament Champion** shall receive the **President's Cup** and shall keep said award in his/her possession until the next season's Championship playoff.
- d) The **"B" League "All-Stars" Champion** shall receive the **"B" League All-Stars Trophy** and shall keep said award in his/her possession until the next season's All-Stars Championship playoff.

- e) The **"C" League 'Singles' Champion** award shall be decided when there are enough "C" League teams to have a singles championship play-off.
 - f) The **"C" League 'All-Stars' Champion** award shall be decided when there are enough "C" League teams to have an All-Stars championship playoff.
- 5) **Highest Ranking Individual Stats Awards:** A trophy shall be given to the individual in each League with the best overall win/loss percentages (W/L) in the "Singles" games of League competition. For "A" League this is the **Stan LaFont Cup**, which shall be kept in the "A" League winner's possession until the following Awards Banquet. At the Board of Directors' discretion, and in consideration of budgetary allowances on a season-per-season basis, awards may also be given to the second and third highest-ranking players in singles' stats for each League.

B. Awards Open to All Players, Regardless of League or Rank:

- 1) **High-on Award** to the individual of each League with the highest recorded score totaling over 100 to double-in during an "01" game in the Regular Season.
- 2) **Season High-on Award** to the individual of each League with the highest recorded score totaling over 100 to double-in during an "01" game in a Tournament or Playoff Competition that exceeds the High-on of the Regular Season.
- 3) **High-out Award** to the individual of each League with the highest recorded score totaling over 100 to double-out during an "01" game in the Regular Season.
- 4) **Season High-out Award** to the individual of each League with the highest recorded score totaling over 100 to double-out during an "01" game in a Tournament or Playoff Competition that exceeds the High-out of the Regular Season.
- 5) **Most Highlights Award** to the individual who has the most highlights earned during the season in each League. Highlights earned during post-season games (The Championship 'Singles' Tournaments, 'All Stars' Tournaments, League Championships or BOTR Tournaments) are eligible for awards, but these highlights are not counted towards the "most" highlights for the season.

Eligibility for award winning highlights, for all players, include; 'Singles' Championships, 'All-Stars' Tournaments, Turkey Shoot, Solstice Shootout, 3-Man, Playoffs, League Championships and BOTR Tournaments.
- 6) To any individual of any League who scores 171 or higher during any "01" game.
- 7) To any individual who scores three triples in one round of three darts during a Cricket game. This is also known as a Round-of-9.
- 8) To any individual completing a "301" game in nine or fewer darts.
- 9) To any individual throwing three double bulls in one round of darts during any League game. This is also known as a Dead Eye.
- 10) **President's Plaque** shall be awarded by the President each season to a person or entity, which the President feels has most helped SCCDA and the promotion of darts.
- 11) **Good Sportsmanship Award** shall be awarded to a person/team, which the Board of Directors votes as showing the best sportsmanlike behavior throughout the season.
- 12) **Rookie of the Season Award** shall be given to a player who has not played in the designated SCCDA League in a prior season, and who shows an aptitude for throwing darts. This award shall be available to one player in each League ("A", "B" and "C"). Any player is eligible who has not competed in one half or more of the designated League's season.

- 13) **Most Improved Player Award** shall be given to one player who shows marked improvement in his/her ability to play darts as decided by the Competition Secretary/Statistician.

C. Other Highlights Counted Toward "Most Highlights":

- 1) An individual scoring a 7-Hitter or an 8-hitter, which is hitting any seven or eight scoring numbers during a Cricket match in one round of three darts thrown.
- 2) An individual scoring four or more bulls in one round of three darts.
- 3) Any ton (100 points) or better scored during a "01" match in one round of three darts.

D. "All Stars" Pins

Individuals invited to participate in the "All-Stars" match can expect to receive an invitation and an "All Stars" pin.

First place winner of the "All Stars" match of each League will receive a perpetual trophy provided by SCCDA, which must be returned to the Board of Directors prior to the following season "All Stars" Tournament. Additional second and third place prizes are at the option of the Board of Directors and shall be based upon the SCCDA budget for that season.

E. "Singles" Championship

"Singles" Championship attendees shall receive a Certificate of Award. First place winner of the "Singles" Championship of each League will receive a perpetual trophy provided by the SCCDA., which must be returned to the Board of Directors prior to the following season's "Singles" Championship. Additional second and third place prizes are at the option of the Board of Directors and shall be based upon the SCCDA budget for that season.

- F.** The Board of Directors shall be empowered to select, purchase, and order the awards. It is the Statistician's responsibility to provide the Board of Directors with a complete and accurate list of awards and their recipients.

ARTICLE XI: General Meeting/Awards Banquet

- A.** At the end of every season, and prior to the beginning of the new season, there will be an SCCDA general meeting of the membership. Depending on the timing of the Season, the meeting may include the election of Officers and consideration of proposed amendments which the Board of Directors deem necessary for the approval of said general membership based on the schedule defined in **PART II (Bylaws), ARTICLE VI, Section A; and the procedure explained in Sections D and E.**

The general meeting also shall include a SCCDA sponsored Awards Banquet open to all League members and guests.

- B.** The Awards Banquet shall consist of at least dinner, awards ceremony, and League-wide tournament.
- C.** The location of the Banquet will be chosen by the Board of Directors on a rotation basis with seniority, facilities, and banquet history taken into consideration.

PART II: Bylaws

ARTICLE I: Name

The name of this organization shall be Santa Cruz County Darts Association (SCCDA). Whenever the name SCCDA is used in these Bylaws or in the Rules of Play, it is a direct reference to Santa Cruz County Darts Association.

ARTICLE II: Object and Purpose

The purpose of this organization is to coordinate SCCDA activities so that competitions and other events may be staged for the promotion and playing of the sport of darts in the Santa Cruz County area.

ARTICLE III: Membership

- A.** There are three types of membership and said membership is open to anyone who evidences an interest in darts:
- 1) **Individual Membership**

This membership shall be comprised of all those persons who are darts playing members of a team, and who are legally old enough to use the facilities of sponsoring establishments, which have alcoholic beverage licenses. Members under the age of 21 years may play in establishments, which they may legally patronize, but cannot expect special privileges for SCCDA sponsored tournaments and are allowed Membership with SCCDA provided they understand and accept the restriction placed upon them due to their age.
 - 2) **Associate Membership**

This membership shall be those persons wishing to be non-playing members of a team or non-playing SCCDA Members, interested in and supportive of the sports of darts. Associate members who are not on a team do not qualify for awards, except for the President's Award and may not run for SCCDA Office.
 - 3) **Sponsorship Membership**

This membership is reserved for our sponsors. Such members are a person, organization, corporation, or business entity, which sponsors one or more of the SCCDA League teams.
- B.** Membership becomes effective upon the Secretary/Treasurer's receipt of fees and dues and approval of said Membership by the Board of Directors. Receipt of dues by an opposing captain, (with 2/3 designated League captain's approval when demanded by SCCDA Rules and Bylaws) allows for temporary membership pending approval by the Board of Directors and transference of dues to the Secretary/Treasurer. Membership is effective from the time of such approval until the beginning of the next season, when it must be renewed in order to remain in force.
- C.** No new team Members may be added in the second half of the competition schedule except upon request and approval of two-thirds of the team Captains of the League affected by said addition. If a new Member is added during the second half of the season, dues of \$2.00 per week shall be paid by said new Member up to the maximum current League fee. That member becomes eligible upon receipt of monies delivered to an Officer of the Board and approval. If a new Member replaces a Member by assuming the paid membership, the former Member waives all his or her rights to any awards and the new Member shall pay a \$5.00 Membership transfer fee.
- D.** A Member transferring from one team to another team must have the approval of 2/3 of the team Captains in the League in which they expect to be playing. The team Captains involved must notify the Commissioner/League Rep/Statistician at least seven days prior to playing said player in League competition, pay a transfer fee of \$5.00 and, if the Member is transferring to a lower division (i.e. from "A" League to "B" League), he/she must also have the approval of the Board of Directors.
- E.** As last-minute changes are sometimes inevitable when playing scheduled dart matches, all team captains ("A" and "B" League) shall have a valid phone number and/or email address to receive communications from SCCDA board members and/or other captains. This information will be made available to all other captains at the beginning of the season in the "Welcome" packet. This information will not be published in the website of the SCCDA; its only purpose is to facilitate

communications among team captains. If a person who wishes to be Team Captain is unable or unwilling to provide a valid phone number and/or email address, a new Team Captain must be appointed for that team.

ARTICLE IV: Suspension or Termination of Membership

- A.** Membership may be suspended or terminated by a two-thirds majority vote of the Board of Directors for just cause. If the membership is that of an officer of SCCDA, that person must be removed from office before he or she can be deprived of membership (See **PART II (Bylaws), ARTICLE VII**).
- B.** Any sponsor or other League Member who has defaulted on payment of dues or fees in a prior season shall be refused Membership until such monies are paid.
- C.** Any team, which forfeits a match, because of failure to field a team of at least three players, shall be given a verbal warning by the Statistician. A second forfeit shall result in a written warning from the Commissioner. A third forfeit shall result in the team being dropped from competition for the rest of that season.
- D.** Team Members causing excessive forfeitures, while showing disregard for the League, shall forfeit their membership with SCCDA and will not be allowed to play darts in the SCCDA for the remainder of the present season and shall be ineligible to compete in the following season. **Individual Members, who show up for all the forfeited matches or contacted the opposing Captains/Board of Directors before the forfeited match was scheduled to be played, are exempt from this rule.**
- E.** Any individual, organization, or establishment refused Membership in SCCDA by the Commissioner may appeal this decision in writing to the Board of Directors within five days of notification of refusal of Membership and a Board Meeting must convene to consider the appeal within seven days of receipt of said written appeal. The decision of the Board of Directors shall be final. **(See PART II (Bylaws), ARTICLE XIII, Section D).**
- F.** Any team dropped from League play prior to the end of the season shall affect the standings as listed below.
 - 1) A completed term's stats shall count, and any incomplete term shall be deleted, and the remaining scheduled matches replaced with "byes".
 - 2) Should a team be dropped out of a scheduled season prior to 25% of the season being played, the season schedule may be rewritten to accommodate fair play.
- G.** Any Captain who knowingly plays an ineligible player on his or her team shall have his or her Membership reviewed by the Board of Directors.

ARTICLE V: Dues and Fees

- A.** Dues and fees shall be set by the Board of Directors. Currently, the fees and dues for each season are as follows:
 - 1) Individual player fees are \$35.00 per player.
 - 2) Sponsor fees are \$75.00 per team sponsored.
 - 3) Associate member fees are \$35.00 per person.

The individual player fee of an owner of a sponsoring establishment shall be waived.

- B.** Prior to the beginning of each new season/competition schedule, each Team Captain is responsible for ensuring that all dues owed by his/her team/team members are paid for a minimum of 4 players which includes the Team Captain, and that a Sponsoring Pub has agreed to have his/her team play at their venue, i.e., be the team's Sponsor. Dues for team members joining the team after the start of a new season must pay their dues to the Team Captain before they can play on the team. For players joining

the team after commencement of a season, dues must be paid directly to the Team Captain, or to the opposing Team Captain who shall be responsible for ensuring that the funds are safely delivered, as specified in Section C, below.

- C. Any Team in arrears on payment of fees and dues for any player on the team shall be ineligible to play in competition.** Team Captains are responsible for paying the team dues from all Members on his/her team and remitting the total amount for the team to either the 1) Treasurer, 2) Commissioner, or 3) Competition Secretary/Statistician prior to the beginning of the first scheduled match.
- D.** Sponsors will be invoiced by SCCDA for their dues and fees after the number of teams they are sponsoring is determined, and then made available to the Secretary/Treasurer. Any sponsor being in arrears on payment of fees and dues shall no longer be allowed to act as a SCCDA team sponsor.
- E.** Any Captain who willfully plays a player in arrears for dues shall cause his/her team to forfeit three games as a penalty and any 'Singles' match played by said ineligible player shall become null and void.
- F.** Any league player who is serving a term of office on the Board of Directors for the SCCDA shall be entitled to have his/her individual player dues waived during the dart season(s) that he/she is actively participating and serving in office.

ARTICLE VI: Board of Directors/Officers

- A.** The elected Directors of SCCDA are the Commissioner, President, Secretary/Treasurer, Competition Secretary/Statistician, Public Relations Representative, Pub Representative, and League Representatives.

Elections for these offices shall be held at the Awards Banquet following the end of the first season of SCCDA League Play which begins and ends entirely within a calendar year. In case of tied votes, the current Board of Directors will decide the winner. All officers are voting members of the Board of Directors and must be playing members of SCCDA.

1) Commissioner

The Commissioner shall be the Executive Officer of SCCDA, acting as presiding Officer of any general membership meeting or meeting of the Board of Directors.

- a) Responsibilities include ensuring the proper operation of SCCDA, guiding its operations according to its Rules and Bylaws and guidelines established by SCCDA.
- b) In addition to acting as the official spokesperson for SCCDA, this person is required to be responsive to the needs and desires of the General Membership and will ensure that all other members of the Board meet their responsibilities.
- c) This office has a term of two years and is to be filled in even numbered years.

2) President

- a) The President shall become familiar with the Commissioner's job and fill in and aid the Commissioner/Board of Directors in the execution of his/her/their tasks.
- b) The President will also assume the duties of the Commissioner at any time that the Commissioner is incapable of acting or unwilling to participate.
- c) This office has a term of two years and is to be filled in odd numbered years.

3) Secretary/Treasurer

- a) The Secretary/Treasurer shall collect all dues and fees owed to SCCDA, receive all SCCDA funds and maintain them in a bank account approved by the Board of Directors and maintain an accurate accounting of all the monies collected and disbursed with a supporting file of bills and invoices.

- b) The Secretary/Treasurer is responsible for a quarterly (as defined per season) or, as the need calls for, report of the finances of the SCCDA to be presented at a meeting of the Board of Directors. The Secretary/Treasurer has at least five (5) days to comply with report requests.
- c) The Secretary/Treasurer must submit a financial report to the Board of Directors within thirty day of the end of each season/competition schedule.
- d) SCCDA funds exceeding the sum of \$100.00 shall not be disbursed unless approved by the Secretary/Treasurer, the Commissioner and one other Member of the Board of Directors.
- e) Other responsibilities of this position include; acting custodian of all SCCDA records, dispersal of information regarding the League as directed by the Commissioner/Board of Directors, amending of SCCDA Rules and Bylaws, to the rulebook, as changes may occur, maintenance of records of past SCCDA events (in coordination with the Competition Secretary) and the recording of Minutes of all League meetings.
- f) The person in this position will be the presiding Officer of the Election Committee.
- g) This office has a term of two years and is to be filled in even numbered years.

4) **Competition Secretary/Statistician**

The Competition Secretary/Statistician is responsible for:

- a) Keeping records of 'all' SCCDA darts competitions/ Tournaments/Seasons, and a calendar of all known darts tournaments/events and other activities that would be of interest to SCCDA, having accurate results of All League competition available to all SCCDA League Members.
- b) Maintenance of the League website (the website password must be changed with every change of Board Member personnel.)
- c) Designation of recipients of all SCCDA awards.
- d) Responsible for determination and acquisition of all League's trophies, keeping with the high standards of the League, in coordination with the Secretary/Treasurer and subject to the approval of the Commissioner/Board of Directors.
- e) This office has a term of two years and is to be filled in odd numbered years.

5) **Public Relations/Player Development Representative**

- a) The Public Relations Representative will be responsible for disseminating information about SCCDA to the local community, and in taking actions to increase the number of members and to educate new members regarding the Rules and Bylaws. The individual holding this office will also be the Presiding Officer of the Education and Player Development Committee.
- b) This office has a term of two years and is to be filled in even numbered years.

6) **Pub Representative**

- a) The Pub Representative will represent the views of the sponsors, will ensure that all new sponsor Members are familiar with SCCDA rules, regulations and traditions and should be available to aid new sponsor Members in establishing darts in their establishments.
- b) The Pub Representative must be an owner, manager, or duly appointed representative of a sponsoring establishment.
- c) The Pub Representative shall be nominated by polling sponsor Members and getting approval of the Board of Directors. This office has a term of one year and is to be filled at the designated elections banquet.

8) **League Representatives**

- a) There shall be one League Representative from each division ("A" League, "B" League, and "C" League).
- b) The League Representative shall act as a liaison between his/her respective division and the Board of Directors.
- c) League Representatives shall referee and manage tournaments for the League they represent except for the Banquet Tournament.
- d) League Representatives shall solicit and maintain a list of potential substitutes (subs) who have agreed to be asked to play as a substitute by team captains, which can be used by the teams in the League they represent, and this list shall be made available to all Team Captains within the League, and the Competition Secretary/Statistician.
- e) The term for this position shall be for one year and is to be filled at the designated elections banquet.

B. Candidate Qualifications

An acceptable candidate for an elected office must be an active member of SCCDA for a minimum of one year, have been a playing/committee member in at least one of the two previous seasons and must never have been removed involuntarily from an SCCDA Office or an appointed position. Any deviation from this rule is subject to the approval of the Board of Directors. A person in an unexpired term of officer wishing to run for another elected position must first resign his or her position prior to standing for election.

Candidates for Commissioner must have previously served on the Board of Directors.

Candidates for Commissioner must have been active in the League on Committee and/or a paid, playing member of the SCCDA through the previous two seasons.

C. Resigning from Office

To resign from office, a person must present a letter of resignation to the Board of Directors, which must be acknowledged by the Members of the Board. Any Office vacated by resignation shall be filled by appointment of the Commissioner. The Member so appointed will serve for the remainder of the unexpired term of the office. **Upon the resignation of the Commissioner, the position of Commissioner shall be assumed by the President.**

D. Candidates for an elected office shall be nominated at the Captains' meeting and submitted to the Commissioner. If no nomination has been made to fill a vacancy, nomination may be made from the floor at the Awards Banquet at which the elections are held. Elections shall be by secret ballot. Each Member in good standing with SCCDA shall have one vote for the election of each officer.

E. The officers shall be elected by a simple majority of those voting.

ARTICLE VII: Removal of Officers

- A.** Any SCCDA Officer may be removed from office for incompetence, misconduct, or general neglect of his/her duties at any time during their term of office by a two-thirds vote of "All Captains" of SCCDA.
 - 1) This action may be initiated by a majority vote of the Board of Directors or a majority vote of "All Captains" of the SCCDA.
 - 2) A special meeting of "All Captains" of SCCDA shall be held to vote on the removal. **(Chairman of the meeting shall be chosen by a majority vote of "All Captains").**
 - 3) Voting will be done by secret ballot. As outlined in **PART II (Bylaws), ARTICLE VIII, Section F.**
 - 4) An affirmative vote by two-thirds of "All Captains" of SCCDA shall be required for removal of an officer.

- 5) Any position vacated in this manner, shall be filled by appointment of the Commissioner/Acting Commissioner.
 - 6) The Member so appointed will serve for the remainder of the un-expired term of the office.
- B.** Any SCCDA Member may submit a "request for removal" of an officer at a meeting of the Board of Directors. Said request must be made in writing and signed by the individual requesting the removal with justification for said removal.
 - C.** No person, with pending removal from office or person(s) requesting removal, shall be allowed to vote on the matter, at any meeting, in which said removal is considered.
 - D.** Any SCCDA Officer "pending removal" due to "gross misconduct" against the League shall be "suspended from office" until such time as the "All Captains"/Board of Directors vote to return said Officer's position.
 - E.** Any SCCDA Member intentionally presenting "false" information to "Remove an Officer/League Member" from SCCDA, shall themselves be considered for expulsion by the "All Captains" or the Board of Directors.

ARTICLE VIII: Captains' Meetings

Each Team's Captain is recognized as the person listed as such on said Team's roster. Each Captain is responsible for informing his or her team members of information contained in the SCCDA Official Rules and Bylaws, weekly results sheets (stat sheets), newsletters, and special notices published by SCCDA. Each Captain shall represent "One Vote" at designated meetings and for motions.

- A.** There will be no less than one "League Season" Captains' meeting for all Leagues. The Commissioner/Board of Directors shall set a time and place of these meetings.
- B.** The Commissioner shall preside over Captains' meetings except when specified in **PART II (Bylaws), ARTICLE VII, Section A, Line 2.**
- C.** The majority of team Captains of SCCDA/Proxy Representatives shall constitute a quorum for a "League Season" Captains' meeting. See **PART II (Bylaws), ARTICLE VIII, Section G.**
- D.** Only Captains/Proxy Representatives may vote at a Captains' Meeting. No Captain/Proxy Representatives shall have more than one vote.
- E.** Vote shall be taken by a show of hands of all Captains/Proxy Representatives present.
- F. A Special Meeting of "All Captains" of SCCDA,** may be called by a Captain/League Representative/Commissioner/Board of Directors in order to consider an appeal of any decision by the Commissioner/Board of Directors, in accordance with **PART II (Bylaws), ARTICLE XIII, Section D.**
 - 1) Any vote requiring a 2/3 vote by "All Captains" of SCCDA may be taken by a secret ballot of "All Captains" present at the called "Special Meeting" and/or by "Lettered Ballot" to be sent to "All Captains" not present or not voting at the meeting. **No proxy votes will be allowed.**
 - 2) An "**All Captains"/Board of Directors Meeting** shall be established, no later than one week after the issued request, to present the "requested issue" and determine the ballot wording or if "All Captains" are present, to vote on the issue. Captains may send a Team Representative in their stead to "review the issue only" and said representative will not represent a voting position.
 - 3) The Ballots will be sent out no later than three days after the "All Captains"/Board of Directors Meeting.
 - 4) A Ballot "Must" be filled out and signed by the "Captain only" for it to be valid.
 - 5) A neutral postal receiver shall be determined by the "All Captains"/Board of Directors.

- 6) An "**All Captains**"/**Board of Directors Meeting** shall be established within 17 days of the "All Captains"/Board of Directors Meeting determining the Ballot. This meeting will be designated to "Counting" the "Sealed" Captains' Votes and determining the outcome of the issue.
- 7) In the event the "All Captains" overrule a Board's decision, the Board will reconvene within seven days to make an alternate decision. Should the "All Captains" disagree with the alternate decision, they may overrule and decide themselves, which shall be final.
- 8) Any issue being considered by a 2/3 vote by "All Captains" of SCCDA shall be suspended until such time as the "All Captains" vote to ratify/dissolve said issue.

G. Rules regarding Proxy Votes

- 1) A valid proxy vote may be given for an absent Captain/Board of Director if made in writing by the absentee.
- 2) A Team Captain/Board of Director may designate his/her vote by conferring a signed proxy to a member of his/her team or any other SCCDA Member.
- 3) Such a proxy, to be valid, must have the name of the individual submitting the proxy and shall be signed and dated by the Captain/Board of Director.
- 4) The bearer of the proxy vote cannot represent more than one team or one vote. A proxy once designated shall not be transferred to anyone else.
- 5) An email shall be considered a valid proxy, when submitted to all possible Members of the Board of Directors/Captains of SCCDA, by the absent Captain/Board of Director.

ARTICLE IX: SCCDA Meetings

- A.** SCCDA Board meetings shall be called at the discretion of the Commissioner or at the request of majority of the Team Captains or majority of the Board of Directors.
- B.** Attendance at said meetings is mandatory for all Officers.
- C.** The Commissioner shall preside at said meetings.
- D.** The Secretary/Treasurer shall ensure that notice of all said meetings be given to all team Captains at least 48 hours prior to the meeting. All Members in good standing may participate in said meetings. Only Board of Directors Members may vote.
- E.** Unexcused Absences from Board Meetings

If a Board Member is not going to be at a scheduled meeting, said Board Member must notify at least one of the other Board Members who shall be in attendance at least twenty-four (24) hours prior to said meeting that the Officer will not be in attendance. Failure to notify the Board at least twenty-four (24) hours prior to the meeting shall result in an "unexcused absence".

- 1) Unexcused absences shall result in a verbal warning for the first offense per season and forfeiture of a \$5.00 fine to the SCCDA for each subsequent offense per season. Three or more unexcused absences in a season may result in a review of the offending party's ability to hold his/her office. Such review shall be subject to the procedure outlined in **PART II (Bylaws), ARTICLE VII, Section A.**
- 2) If the Pub Representative is absent from a meeting, his or her absence(s) shall be considered excused. If the Pub Representative's presence is necessary at a meeting, his or her needs for scheduling shall take priority over those of other Officers.

ARTICLE X: Committees

Committees shall be appointed at the discretion of the Commissioner/Board of Directors and ratified by a majority vote of the Board of Directors.

ARTICLE XI: Order of Business

The order of business at all meetings of the Board of Directors of SCCDA shall be as follows:

- 1) Call to Order
- 2) Roll call
- 3) Reading and vote for approval of the previous meetings' minutes
- 4) Reports of Officers
- 5) Unfinished business
- 6) New business
- 7) Adjournment

Parliamentary authority shall be used at meetings unless otherwise specified by Robert's Rules of Order.

ARTICLE XII: Amendments

- A.** All amendments to the Rules of Play or the Bylaws must be presented at a Board Meeting. **Said amendments may be approved by majority of the Board of Directors and/or may be forwarded to "All Captains" of SCCDA and/or the General Membership for ratification.**
- B.** All proposed amendments, which would materially change these Rules of Play and/or Bylaws, other than those noted in the following Section shall be forwarded to the "All Captains" of SCCDA, where a minimum of 2/3 of "All Captains" in SCCDA must cast an affirmative vote before the amendment becomes effective.
- C.** Proposed amendments to enable "fair play" or "improve welfare of SCCDA", may be ratified by the Board of Directors and are subject to the processes set in **PART II (Bylaws), ARTICLE VIII, Section F.**
- D. Amendments approved by the General Membership shall be final, and not subject to appeal.**
- E.** Any specific, active amendment presented to "All Captains" of SCCDA for consideration, shall be suspended until such time as the "All Captains" vote to ratify/dissolve said amendment.
- F.** All amendments shall become effective at the commencement of the following season, unless otherwise provided for by a 2/3 vote of "All Captains" of SCCDA.

ARTICLE XIII: General Provisions

- A.** Application with dues for a team's participation shall be in writing (including email), on or before the designated, scheduled Captain's meeting prior to the next season. Applications with dues may be delivered to any member of the Board of Directors though it is advisable to present said application to the Secretary/Treasurer.
- B.** A season shall be that time period it takes each team to play a minimum of one home match and one away match of darts with every other team in its League unless specified in **PART I (Rules), ARTICLE II, Section L, Lines 4 & 5.**
- C.** All meetings of the "All Captains"/Board of Directors shall be open to all Members of SCCDA. Any Member in good standing with SCCDA may attend said meetings and may speak if called on by the presiding officer, but the member shall not have a vote unless said Member holds a voting position with SCCDA. For elections of Officers, any League Member in good standing, regardless of membership type, has one vote per Office.
- D.** No person(s), with pending removal, suspension, formal complaints against them, or actions taken requested by another League member OR person(s) requesting removal, suspension, filing a formal

complaint or requesting actions against another League member OR persons named in the formal complaint shall be allowed to vote on the matter, at any meeting, in which said issue is considered. (Except when it is a Captain who is also a Board member, in a Board/All Captains action and said Captain is not the person pending removal, suspension, named in the formal complaint or having actions requested against him/her and is not the author of proposed removal, suspension, formal complaint or action to be taken against said member.

- E.** Except as outlined in **PART II (Bylaws), ARTICLE XII, Section B**, and regardless of any statement elsewhere in these Rules of Play and Bylaws, any decision by the Commissioner/Board of Directors may be over-ruled by a 2/3 vote of "All Captains" of SCCDA in a Special "All Captains" Meeting as outlined in **PART II (Bylaws), ARTICLE VIII, Section F**.
- F.** Any situation, which occurs and is not covered by the existing SCCDA **Official Rules and Bylaws** will be dealt with by the Board of Directors and any necessary amendment will be incorporated into these SCCDA **Official Rules and Bylaws** at the earliest convenience of the Board of Directors, in accordance with **PART II (Bylaws), ARTICLE XII**.
- G.** Regardless of any provision elsewhere in these Rules of Play and Bylaws, no person, board member, committee or other entity whose decision has been challenged or is challenging said decision, shall vote during the appellate process. They may participate in order to present information to the appellate party, which it may need, in order to reach a decision on the matter (Except as stated in **PART II (Bylaws), ARTICLE XIII, Section D**).

Glossary: Terms that can be confusing or technical.

Active Member: A playing participant or committee member of SCCDA.

All Captains: or

All Captains of SCCDA: An entity within the SCCDA., consisting of Captains from all teams in that season's competition schedule, acting as an advisory body and having appellate power over the Board of Directors.

Appeal: A formal challenge to a decision made by a Captain, Tournament Referee, member of the Board of Directors or the Board as a whole.

Best of the Rest, or:

BOTR: A Tournament involving those teams, which have failed to qualify for the League Championship Tournament of a specified League that has been split into Divisions.

Board: The members of the Board of Directors of the SCCDA.

Competition Schedule: An itinerary, set by the Competition Secretary/Statistician, which allows for all teams to compete for the Championships of their chosen Leagues.

Formal Complaint: A written letter or email, sent to the Board of Directors within one week of an incident an SCCDA member believes merits consideration by the Board.

Quorum: According to Robert's Rules, which has been adopted by SCCDA, a quorum is the minimum number of voting members who must be present at a properly called meeting in order to conduct business in the name of the group. Until a different decision is made by a group and include it in its bylaws, Robert's Rules sets your quorum as a majority of the members.

Grievance: A challenge by an individual member of SCCDA to an action taken by another individual member or by an official of SCCDA.

League: The SCCDA itself, or a specified Competition Division within the SCCDA denoted by an "A", "B", or "C" League.

Match: 1) A competition between two teams, or 2) A competition involving more than one game between two individual players.

New Team: A group of four or more individuals, with no more than two individuals who had played on the same team during the previous SCCDA darts season.

Official: Any Captain, Scorekeeper, Tournament Referee or Member of the Board of Directors.

Protest: A formal complaint alleging the violation of one or more of the Rules and/or Bylaws of the Santa Cruz County Darts Association, as a non-profit organization and members thereof.

Season: The time necessary to complete the Competition Schedule set by the Competition Secretary/Statistician and approved by the Board of Directors.

Set: A team game, a doubles game, a combination of two doubles games of the same type, or four "Singles" games.

Team Game: Any game with a minimum of 4 players on each team, except when playing Shorthanded.

Term: (1) Any part of a scheduled season in which all teams of a specified League or League Division have played each other in the same number of matches or (2) The time in which a member of the Board of Directors may hold office.

Appendix: Definitions of words commonly used in darts

Arrows: Slang for darts.

Barrel: The metal body of the dart where it is gripped.

Bed: A section of a number wedge; usually used when referring to triples and doubles (e.g., the triple 20 bed). All three darts in the same triple is called "Three in a Bed."

Bed and Breakfast: A British term for the score of 26 in an '01 game, from hitting a 20 and one each of the adjacent number wedges of 1 and 5.

Bottom of the Board: The numbers on the bottom half of the dartboard.

Bull: The bullseye, which has an Outer Bull and an Inner Bull.

Busted: Too many points scored, ending a player's turn.

Cork: The bullseye.

Diddle for the Middle: Slang for the game-beginning convention of shooting for the cork, in which the player who throws a dart closest to the bullseye goes first.

Dirty Darts: Derogatory slang for questionable tactics (e.g., excessive point scoring in a game, far beyond what would be necessary to win).

Double Bull or Double Cork: The smaller, center portion of the bull's-eye, also known as the Inner Bull.

Double-In: Hitting the double of a number to begin a game.

Double-Out: Hitting the double area of a number to end a game.

Double Top: The double 20

Eights: Slang for 18s in Cricket.

Fallout also called Slop: Slang for unintended, but scoring darts (e.g., hitting an 18 when aiming for the 20, but being able to score the 18).

Fat: The largest part of the number wedge. To shoot "fat" is to aim for a sure and safe single.

Fives: Slang for 15s in Cricket.

Flight: The "feathers" of the dart that give it aerodynamic float.

Good Group! A compliment for tight, accurate grouping.

Hockey: A raised 1 1/2-inch board used to mark the throwing line.

Inning: A round of completed turns by both players, or a turn in a game that has innings, like Baseball or Shanghai.

Leg: A game in a match, as "the best of five legs", in which each leg is an entire game or, in the game of Legs, a stripe on the board.

Match: A series of complete games (legs). Matches are usually the best of three or five games.

Mugs Away: Slang term for the convention whereby the loser of a game may start the next game immediately (without shooting for cork).

Nines: Slang for 19 in Cricket.

Oche (pronounced "oc key"): Another term for the Throwline.

Point Mongering or Point Freaking: Derogatory term for shooting excessive points, usually in the game of Cricket.

Right There! Encouraging words for a just-missed dart.

Robin Hood: Whenever a dart strikes and sticks into another dart on the dartboard, named after the famous archer **Robin Hood**.

Round of Nine: A, perfect turn in most games in which three triples are scored (e.g., in Cricket, an opening round of nine could be T20, T19 and T18). Similarly, all turns can be tabulated as a "round of a #" (in which the total quantity of the round or three-dart turn is tabulated by including all singles, doubles and triples).

Set: Any three-dart turn. In some places a score of 60 in '01 games -- usually three 20s -- is called a set.

Sevens: Slang for 17s in Cricket.

Shaft: The middle section of the dart, which holds the Flight.

Shanghai: Hitting the triple, double and a single of the same number in a three-dart turn, also the game of the same name.

Shooting for Cork or Shooting for Bull: The usual game-beginning convention whereby each player, or a player from each team, throws one dart at the bullseye to determine the game to be played and who goes first.

Sixes: Slang for the 16s in Cricket.

Slop also called Fallout: Slang for unintended, but scoring darts (e.g., hitting an 18 when aiming for the 20, but being able to score the 18).

Ton: A score of 100 points, scored as a T.

Ton-Eighty: 180 points, the highest score possible on the dartboard (three triple 20s), scored as 8T0.

Ton-Forty: A score of 140, scored as 4T0.

Ton-Twenty: A score of 120, scored as 2T0.

Top of the Board: The numbers on the top half of the dartboard.

Tops: The double 20, also known as Double Top.

Tough Darts: A common saying when darts almost hit their mark.

Wedge: A numbered section or sections of the dartboard.

Etiquette

- Etiquette and good sportsmanship are important aspects of playing the game of darts. Darts can be a very frustrating game if you are not hitting what you are aiming for. It's always best to keep in mind how you would want to be treated whether your game is going well or not.
- A good 'round of darts' should be properly acknowledged by, both, teammates and opponents. Belittling a thrower for a poor showing is not only an unsportsmanlike act but shows very poor taste. A good sport always applauds a good round of darts, even if it means he/she may lose the game.
- Though the game of darts is often played in a Pub, Bar, or Tavern, swearing, heckling opposing players preparing to throw, wagering on a match or game with a participating team member or obvious rude or obnoxious behavior should be kept out of your darts repertoire.
- Never throw darts anywhere but at the board and only during practice or when it is your turn to throw.
- Never threaten another player with physical violence or direct verbal anger at them.
- Always give your opponent room to throw so that he/she may give you his/her best effort.
- Always be courteous, willing to help maintain a proper score or help your opponent with their 'out'.
- Always be ready to help another player improve their game or technique. This will only help to make you a better darts player. The better the competition, the better your game will become.
- Always shake your opponent's hand, high five or any other show of camaraderie before and after a game, well played or not.
- A game well played is a game worth playing.
- Remember, darts is a game of skill and intelligence and played by gentlemen and ladies around the world. A darts player with the proper darts etiquette is always welcome where good darts are played.
- Darts is a great game for everyone, and a great game deserves great etiquette.