

Greater Knoxville Darting Association Rules of Play

Article 1: Membership

- A. Registered GKDA Member in good standing is defined as a member not placed on any form of suspension AND have paid up current all membership dues as prescribed by the GKDA League Council.
- B. Only registered GKDA members are eligible to participate in GKDA activities. If a person isn't playing in the current session, they are still welcome to attend and participate in the awards banquet/meeting.
- C. Membership dues are paid by individual seasons (sessions) and are preferred to be paid in full by packet pick-up prior to start of the current session play AND due no later than the 2nd week of session play.
- D. Any player who has not paid their membership dues in full by due date will be declared ineligible for match play. No wins will be awarded for this person's match play and any matches this person plays going forward will be awarded to the opposing teams.
- E. If this person or persons pays their dues current, they will be declared eligible again and allowed to play and be awarded match wins. HOWEVER, any wins lost due to ineligibility will not be awarded back to that player's team.
- F. It is ultimately a team captain's responsibility to ensure all player fees are paid in order to avoid penalty.
- G. A player's membership is automatic acceptance of these rules and conditions which are not subject to appeal, except to the league council.
- H. The GKDA will not practice discrimination due to age, sex, race, religion, or national origin and all references to "he/Mr." in the RULES OF PLAY and BY LAWS shall apply and mean "she/madam" as well.
- I. Halfway through each league session, the council will schedule a captain's meeting. The captain or their designated team representative acting as team captain will be required to attend.
- J. Failure to attend the meeting will result in the loss of 2 (two) wins from the team's total wins for the current session.
- K. All of the team members listed on the original roster must play a minimum of five (5) matches for seasons with ten (10) or less weeks and a minimum of half the matches for seasons with over ten (10) weeks. If said player attends a match resulting in forfeit due to the other team failing to field required number of players they shall be credited for this match as long as they appear on the submitted score sheet. However, the team forfeiting the match due to insufficient number of players shall not be credited for participation for that week and all players will still need to attend the required number of matches for that season to be eligible for post season play.

Article 2: Schedules

- A. All league scheduling will be in the best interest of the GKDA. The board will consider all holidays.
- B. All league schedules shall be constructed by the GKDA board before league packets are distributed and as soon as possible after the submission of completed rosters.
- C. Copies of the schedules will be published on YLS along with a copy in team packets.
- D. A pub/bar must have at least one board (preferably 2 for doubles) per team unless due to unanticipated league growth which will then be turned over to a vote from the board.
- E. Completed rosters means: captain's name, phone number, all team member's names, team name and home bar with bar phone number are required. Again, it is also preferred that all league dues are paid in full by the packet pickup date.

Article 3: Divisions

- A. The GKDA will endeavor to have as many equal numbers of teams per division (soon to come) and the number of teams per league will vary until needed growth continues.

Article 4: Time of Matches

- A. The start for a “fixed schedule” match is 7:30 PM. It is encouraged that all players arrive 15 minutes prior to match start time.
- B. The start time for a “floating schedule” match is the time agreed upon by the team captains.
- C. Games will not be delayed because of late players without consent from all players involved!!

Article 5: Equipment

- A. All league competition, including tournaments and playoffs, shall be conducted on a razor wire style English bristle board (red, black and green colors only) of decent quality and condition.
- B. Dartboards shall be positioned 5 feet and 8 inches from the floor to the center of the bullseye.
- C. The oche (toe line) shall be no longer than 36 inches and shall be 7 feet, 9 and 1/4 inches from the front surface of the board to the front of the oche.
- D. A lateral distance of 5 feet is preferred when more than one board is being used during match play.
- E. All league boards must be firmly anchored to the wall and will be illuminated.
- F. The pub/bar owner is responsible for supplying and maintaining the league play dart boards, which must be deemed appropriate for play by the board.
- G. Prior to the beginning of league play, a member of the board will inspect each league play location and their boards for the compliance of measurements, lighting and play condition.

Article 6: Beginning the game

- A. Local play should be ended 30 minutes prior to league play on the night(s) of scheduled GKDA league play so that both the visiting and the home teams can use the boards for warming up. It is considered the home team’s responsibility to enforce this, and in keeping with good sportsmanship and hospitality, to identify the visiting teams captain and invite the team to warm up.
- B. All games must begin by throwing for the cork, with the home team having the option of first or second throw for the cork. Decision of the winner must be made from the distance of the entrance point of the dart in the board to the cork without touching or straightening the dart. Re-throws shall be called for if the throwers cannot decide which dart is closer to the cork or if both darts are anywhere in the inner bull or both darts are anywhere in the outer bull.
- C. The second thrower may acknowledge the first dart as an inner or outer bull and ask the dart be removed before throwing.
- D. Should there be a need for a re-throw of cork, the person throwing second on the first cork attempt now throws with additional re-throws being made on an alternate basis until there is a winner.
- E. The dart must remain in the board in order to count. Additional throws may be made (only when throwing for the cork) until such time that the player’s dart remains in the board. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower now throwing first.
- F. Visiting teams must write down their players for the first set of matches first, and then the home team matches them up. The process is repeated for each set until the match is completed.
- G. Any player may approach the board, without touching it, to check the dart(s) thrown.
- H. The dart must remain in the board in order for it to count; darts will only count once written on score boards.

Article 7: Scoring

- A. Having a scorer (chalker) is optional for any game, but must be met by mutual consent of all players involved in the game.
 - 1. The scorer will not call out a score on one dart or three darts unless asked to do so by the current thrower.
 - 2. The scorer may not tell a shooter what to throw, what double to shoot, or the combinations available for an out shot.
 - 3. The scorer must remain neutral at all times as not to disturb the shooter.
 - 4. A thrower can ask the scorer the number of points left (for their out) after each throw.
- B. Should there be a mistake to the score, it must be called out before the opposing teams throw. Discrepancies after that will remain as scored unless both players/teams agree to the change in the interest of good sportsmanship and fair competition.
- C. Infringements of the oche (toe line) will be brought to the attention of the throwers captain the first time as a courtesy. If subsequent violations continue, and are called, the dart thrown will NOT count. CLARIFICATION: The throwers two feet must remain behind the line until are darts are released (unless checking on a darts location). Reasonable accommodations shall be extended to the disabled.
- D. Scores will be determined by the side of the wire separating the different areas and scored where the point of the dart first penetrates the face of the board. Robin hoods and bounce outs do not count. Only darts with the tip stuck in the board should be counted.
- E. A player throwing out of turn will have their score removed and forfeited for that round.
- F. The Captain of the home team is responsible for providing the GKDA score sheet and ensuring its accuracy.
- G. All score sheets must be signed by both team captains and submitted as picture message or email after the match is completed. If there is an irreconcilable difference in scoring, the protesting captain should NOT sign the scoresheet and follow the protest procedure (See Article 10).
- H. Dart Connect may be used if agreed upon by both teams. If the person entering their score for ANY reason makes the game un-recoverable that team loses that game.
- I. With respect to MVP points:
 - 1. Values are determined by the GKDA approved MVP list.
 - 2. All MVP points must be thrown and properly entered on the score sheet. Tons, 180s, high-ins, high-outs, rounds of 6, rounds of 9, 3 bulls, 6 bulls, etc. It is the home team captain's responsibility to ensure these are entered correctly. If a player disputes any misses please notify your captain to ensure you get your accurate points.

Article 8: Postponements/Re-Scheduling

- A. A match may be postponed by mutual agreement between team captains prior to the day/night of the scheduled match play. CLARIFICATION: Please do not call the day/night of a match to get a postponement. It is not fair to the team that showed up, even if the other captain is willing to postpone. It is the responsibility of a team to be present at the scheduled match at the scheduled time and place. Exceptions to the aforementioned should be brought to the attention of the league board.
- B. All postponed matches must be played within 7 days of the scheduled date. Reasonable accommodations shall be extended ONLY with league executive approval for extenuating circumstances (illness, family emergency, etc).
- C. The team requesting reschedule must attempt 3 times to reschedule the match. If no date can be agreed upon, the league executives will resolve the issue and the decision will be final!
- D. A team that postpones/forfeits two consecutive weeks without league executive approval, will forfeit the remainder of the season for that division. At the discretion of the league council, probation and/or suspension may apply.
- E. A team accepting a forfeit will receive 70% of the number of games that should have been played.

- F. Any team that can be shown to have purposefully forfeited a match in any season, WILL BE PLACED ON PROBATION FOR AN ENTIRE YEAR. THE SECOND OFFENSE WILL RESULT IN SUSPENSION FOR ONE (1) YEAR.

Article 9: Conduct

- A. Good sportsmanship and common courtesy are expected at all times. Heckling or harassment is forbidden.
- B. A team may make as much noise as it wants while it is throwing, but must remain quiet while the other team is throwing.
- C. All players and spectators must give each player plenty of room to throw and refrain from undue movement or motion in or near the dartboard lane to eliminate distractions.
- D. Repeated harassment or loud, foul language may result in forfeiture up to 6 match play wins from the season total wins.
- E. Physical abuse against fellow darters, or against sponsor pubs/bars property will not be tolerated and may result in suspension or expulsion of both parties relative to the circumstances.
- F. The GKDA board reserves the right to suspend or expel any player, team or pub/bar whose actions are not in the best actions of the GKDA. This extends to GKDA members participating in league, TDO sanctioned events, or tournaments as representatives of GKDA.

Article 10: Protest Procedures

- A. Only team captain may file protests about irregularities relating to any GKDA sanctioned event or league play.
- B. A \$10 administrative fee will be assessed for submitting a formal protest.
- C. All details must be submitted to a GKDA league officer in writing within FORTY-EIGHT (48) HOURS of the incident.
- D. Due to the time factors involved in a protest, all contact shall be made by telephone. A decision will be made by the league officers and that decision will be final!

Article 11: Duties of Team Captains

- A. The team captain is responsible for the conduct of the team and the safety of all participants and spectators as proscribed in the conduct session of these rules.
- B. Each team must be represented by either the captain or acting captain.
- C. It is the captain's responsibility to see that all league dues are paid in a timely manner (preferably before the first league night)
- D. Each captain will give a phone number(s) where they can be reached at any time.
- E. Each captain must have all GKDA board members telephone numbers in case a situation arises.
- F. Each captain involved in weekly league play will be responsible resolving, while consultation with the opposing team's captain, any rules infraction(s) which may occur.
- G. Non-resolved differences shall be referred the league officers (See Article 10) if further justice is needed.

Article 12: Changes in Play Format

- A. The GKDA Council may approve divisions that test new format ideas as well as promote tournament play.
- B. The league council reserves the right to accept or deny requests and proposals that, in its opinion, are (are not) in the best interest of the GKDA.

Article 13: Team Tour

- A. Team Tour GKDA representation shall be determined by a round-robin tryout to be held in December upon completion of the league season to determine GKDA teams for the following year's TDO Team Tour. Women's tryouts shall be held the second week of December, and men's tryouts the third week of December.
- B. The top 5 players from the tryout shall comprise the GKDA team, with the 5th position as the designated alternate.
- C. Should GKDA membership grow to allow multiple teams to participate in team tour, the next 5 positions will comprise the 2nd team.
- D. Team captains are to be selected immediately upon completion of the tryouts, by majority vote of the team.
- E. An additional "alternate" may be included (from the 6th position) should a member of the team have concerns about ability to participate in team tour. The additional alternate does cast a vote for team captain.
- F. It is the sole responsibility of the Team captain for selecting team lineup, and for putting the alternate into the lineup.
- G. It is the team captain's responsibility to arrive early at the team tour event for the captain's meeting on the first day.
- H. It is the team captain's responsibility to pick up and submit the match sheet after each match during the Team Tour.

Article 14: Amendments

- A. These Rules of Play may be amended by majority vote of the membership at a regularly scheduled league meeting.