

DART ASSOCIATION LEAGUE RULES AND REGULATIONS

The accepted rules of darts, as adopted by the A.D.O., are to be implemented, except where superseded by the following rules. All rules pertaining to league play shall apply to all leagues, except where specifically noted.

1. DESCRIPTIONS OF DUTIES

- A. **Pub Owners:** Pub Owners shall be responsible for the maintenance of equipment and pub atmosphere (See sections 5 and 12).
- B. **Team Captains:** Each team shall have a voting captain, elected by a quorum of the team members, prior to each league season. The captain's duties are as follows:
- 1) Maintenance of individual and team records.
 - 2) Collection and handling of dues, collection of rosters, change sheets, resignations, additions, address corrections and other communications with the Board of Directors (BOD).
 - 3) Presentation of score sheets to the league statistician.
 - 4) Voting representation for the team at Captain, Pub Owner, and BOD (CPB) meetings.
 - 5) Other duties as directed by the BOD.
 - 6) Arbitrate all disputes during league play and ascertain the correct facts thereof.

2. TEAM ROSTERS

- A. **Completion-** Team rosters shall be submitted by the team captains on or before the date specified by the BOD. There must be a minimum of four (4) names for Tuesday and Thursday play, with one being of the opposite sex. The active Team roster may consist of up to a maximum of ten (10) players with at least one (1) being of the opposite sex. No team roster shall include more than 2/3 members who belonged to a team suspended during the previous season. (SEE RULE 9D)
- B. **Additions-** No person may be permanently added in the final two weeks of play, unless approved by the BOD. Substitutes may be used the last two weeks, provided they have competed for the team, during the current season. Penalties will be assessed according to Rules 9c and 9d. Twelve (12) additions per team, per season, are allowed. Each player listed on the roster as of week 3, counts as one of these additions. The captain may ask the BOD for special exemption, on a player-by-player basis, under extenuating circumstances, to be added as a sub during the last two (2) weeks of play.
- C. **Membership-** A person may be a member of one team, per league night, at any given time. In order for a player to change teams, he/she must resign from the old team before joining the new team. If a team has the maximum number of players, no additional players may be added, unless one of the current players submits a signed resignation to the Association or is dropped from the roster. If the team has used its twelve (12) additions, no extra players may be added. If a member resigns or is dropped, he/she will be eligible for league play on another team. When a player resigns or is dropped from the team, the team may add a new player by having him/her fill out and sign the appropriate form. A team may terminate a player by giving written notice to the League Secretary, with the signature of at least 2/3 of the team members in good standing. If a new player is added the night of a match, both team captains must sign the add sheet and it must accompany that night's score sheet, along with the individual's dues where applicable. A player is in "good standing" if that player has paid his /her fees and dues in full, and is not currently subject to any disciplinary action, such as a penalty, suspension, or termination of membership.
- D. **Substitutions-** Any willing person may substitute for a League team provided that their statistical average, if available, as determined by the League Coordinator, permits play in the desired division; and the player is not a full member of another team playing on the same League night. A substitute form must be filled out each time a substitute participates in League play. No substitute will be allowed to compete in after-season play (City Championships) or in the last 2 weeks of the regular season, unless previously subbed for the team (See Section 2B). Upon the 3rd time the same individual substitutes for the same team, that individual must be permanently added to that team's roster. All appropriate Association membership fees and League fees must be paid at that time, or penalties will be assessed according to Rule 9c.

3. DUES

A. Categories

- 1) **Individual-** Annual dues are twenty-five dollars (\$25.00), per year. This fee is good from the first of January to the end of December. The annual dues are prorated to fifteen dollars (\$15.00), per person, who joins the Summer Season and to ten dollars (\$10.00), per person, who joins the Fall Season. Individual dues must be paid in full no later than the second week of membership on the team roster.
- 2) **Season Dues -** There is a charge of ten dollars (\$10.00) per person, per league, per season. Season dues for players on the original sign-up roster must be paid in full no later than the second week of league play. Any player(s) added after the first two weeks of league play must pay the membership dues (if applicable) and the \$10.00 league fee at the time that they are added.
- 3) **Team Pub Fee -** Sponsors/pub owners must submit their team's dues, which are forty dollars (\$40.00), per team per season. These dues must be paid in full no later than the second week of play.
- 4) **Youth-** Upon the creation of a Youth League, the BOD will set annual dues accordingly.
- 5) **Lifetime Members -** exempt from regular yearly membership dues but must pay season dues.

- B. **Non-Payment-** Penalties will be assessed according to Rule 9c for non-payment of individual or team dues. For new members, the captain must fill out an add/drop sheet with the required information, signatures and receive full dues before the players compete.

4. LEAGUE PLAY

- A. **Seasons-** League play shall consist of the Spring, Summer and Fall seasons, which are divided into a Tuesday night and a Thursday night league. **A minimum of four (4) teams is required per division, per league night.**

B. Scheduling and Divisions

- 1) The League Coordinator shall schedule seasonal league competition.
- 2) No team will join a current season after the start date set by the BOD.
- 3) At sign up, all teams will list the division in which they wish to compete. This request will be honored, except in the case where the mathematical average of the team overwhelmingly indicates that the team belongs in a higher division.
 - a. The following format will be used as a guide to the League Coordinator in determining the team's mathematical average:
(top male avg. * 2 + top female avg. * 2 + rest of the team avg. * 1) / by the # of players.
where avg. = (wins + takeouts + qp's + qp's)/games (for the last three seasons) * X (where X is the league modifier.)
 - b. The league modifier will be 1.5 for Gold, 1.25 for Silver, and 1.0 for Bronze.
 - c. New league players will be assigned a default average. The average will be 0.8 for men and 0.6 for women. This average may be modified, at the discretion of the League Coordinator, for players who are known to play above these averages, prior to the season.
- 4) All matches shall be scheduled with the fewest number of byes for the most number of teams.
 - a. If a division cannot be filled, the lower division teams will be offered the option of moving up a division.
 - b. The League Coordinator will have final say over the division of teams and scheduling of matches with regard to the wishes of the captains, fairness and equity, up to and including modifications of the rules in this subsection in order to promote the goals of the Association.

- C. **Rescheduling-** All teams shall play their matches, as scheduled. If a match needs to be rescheduled or a change of venue is warranted, both of the captains must agree, and the League Coordinator must be notified and approve of the change. The League Coordinator will notify the League Statistician. Rescheduled play should take place before the next regularly scheduled match, if possible. The BOD shall reserve the right to reschedule any matches to maintain an efficient, competitive schedule and ensure the safety of its members.

D. Match Start Time-

- 1) Starting time for the first game of a match is 7:30 pm, for all leagues. However, a thirty-minute (30) grace period is allowed, **provided that members of each team are present.**
 - 2) Rosters must be completely filled out before the first match play dart is thrown. **One-half (1/2) of each team's lineup, for that night, must be present, by the above time, for the match to begin and the opposite sex rule must be met for play to begin.**
 - 3) Play must continue, without forfeiture, until all games that can be played have been completed or the absentee member(s) arrive(s). Upon completion of any games in progress, the skipped games will be played, in order.
 - 4) Forfeitures will be assessed after all playable games have been completed and if the absentee member(s) has/have not arrived.
5. **EQUIPMENT** - The dartboard, scoreboard, lighting and oche line must be deemed acceptable by both captains or protest may be filed.
- A. **Board-** All league competition, including tournaments and play-offs, shall be conducted on a standard, English "bristle," 20-point clock-face dartboard of top quality. The 20 wedge must be dark colored. The number ring shall be firmly anchored and well illuminated. The dartboard wires must not be broken, and the double and triple rings must be within a tolerance of 1/32" of the normal space measurement of 3/8". The pub owner shall be responsible for supplying and maintaining the league play dartboards, which includes rotating the boards on a weekly basis.
- B. **Measurements-** There are official standards for the installation of dartboards and oche (foul) lines.
- 1) **Dartboards** shall be 5'8" from the floor to the center of the bulls-eye with the 20-wedge at the top center. This wedge must be dark colored. The number ring shall be firmly anchored and well illuminated. The dartboard wires must not be broken, and the double and triple rings must be within a tolerance of 1/32" of the normal space measurement of 3/8". The pub owner shall be responsible for supplying and maintaining the league play dartboards, which includes rotating the boards on a weekly basis.
 - 2) **Oche (foul) line** shall be 7' 9 1/4" from the surface of the board, measured along the floor to the board edge of the line and will be at least 36", 18" on each side of the center. Whenever the question of true, square plumb lines arises, the official oche, measures from the center of the bull to the front of the toe line is 9' 7 3/8".
- C. **Scoreboard-** A scoreboard (15" x 23" minimum) must be provided and located in such a position as to be easily readable by the players and the chalkers. Appropriate and working markers and erasers must be provided.
- D. **Lighting** - Lighting should be adequate, preferably two spotlight sources per board or one fluorescent tube light (preferably 3 feet, in length) per board.

6. SCORING

- A. **Diddle-**The visiting team must throw the first dart for the bull in the odd numbered games and the home team shall throw first dart for bull in the even numbered games. In the case of a tie, the bull shot will be re-thrown, with the player who first shot, throwing second. This order continues until someone wins the bull shot. The second shooter has the option of asking for either a single or double bull to be pulled. If the second shooter chooses to leave the first shot in and knocks out the first shooter's bull shot, the first shooter must throw another bull shot. In any double or team event, the player shooting for the bull may allow his/her teammate to commence play in that game.
- B. **Chalking-** The captain of each team is responsible for providing a chalker for each match. Team captains may agree to use a non-team member to chalk but the chalker must be familiar with and explicitly follow Association rules.
- 1) Home team will chalk odd numbered games.
 - 2) Visiting team will chalk even numbered games.
 - 3) If a player is chalking and they are called up to play a game, another player from their team must relieve them
- C. **Game Scoring-** It is the responsibility of the player to check the darts scored before removing darts from the board. For a dart to score, it must remain in the board until the score has been correctly posted. The chalker can only tell a player what

amount is remaining or what has been scored with the darts that have been thrown. It is the player's responsibility to throw the correct numbers. If he/she is told what to shoot by anyone and it is the wrong number, the darts stand and the score prevails.

- D. **Foul Line-** The foul line will be strictly enforced. The player must have both feet behind the board edge of the foul line. Violations should be pointed out to the team's captain; the offending player may receive one warning. Further violation will result in a forfeiture of the player's score for that turn.
- E. **Corrections to Score-** Any changes made to correct mistakes in scoring must be corrected before the darts are pulled from the board. If darts are pulled before the score is settled, no points will be counted. Since total points scored per turn are recorded in a separate column, a mistake in subtraction can be corrected at any time, so long as the figures in question have not been erased. Should a player be in the process of shooting or taking out a double or actually takes out a double, no correction will be made.
- F. **Match Sheet Scoring-** A correct score sheet must be kept by each captain, for each match.
 - 1) The captain shall list the names of the players for both teams on the bottom of their score sheet.
 - 2) All QP's shall be listed next to the player's name, in the QP column(s).
 - 3) An "X" shall be marked in the box for the winner of the singles set and for team games.
 - 4) In team '01 games, a check mark shall be placed in the box, next to the player that shoots the "in" dart, as well as the player who takes out a game.
 - 5) In team Cricket games, a check mark shall be placed in the box, next to the player that shoots the winning dart.
- G. **Statistics-** Statistical analysis, computed by the League Statistician, includes:
 - 1) Individual Average - Total points earned divided by the total number of games thrown.
 - 2) QP Average - Total number of QP's earned divided by the total number of games thrown.

7. MATCH PROFILE

A. Match Play

- 1) A minimum of two (2) players are required to play a match. One (1) must be of the opposite sex is required to play a full match (not games or legs).
- 2) The opposite sex Team member must compete in all categories of each match.
- 3) All singles games on Tuesday/Thursday Gold and Silver Divisions, shall be "best of three" legs. Bronze Division shall play one leg for singles.
- 4) All Doubles matches must be played after the Singles and before the Team game, except in cases where the flow of the match is stopped. Matches may be played out of order, as long as both Captains agree. If no agreement is met, then play must continue short or the game forfeit. Excluding the instance of a player still shooting a leg in singles of the same match.
- 5) Singles '01 shall be straight start (single in), double off (double out).
- 6) All Team games of '01 (both Doubles and Team legs) shall be double on (single in), and double off (double out).
- 7) Singles games will be played on two (2) boards where available. If the need arises, both Captains may agree to play on one board. In the instance of no agreement, then the match must be rescheduled (refer to Section 4C).
- 8) When possible, teams shall have an empty board between the two (2) game boards. Both practice boards, and empty boards between games shall be waived if necessary.
- 9) Upon completion of any games in progress, the skipped games will be played in order (to accommodate players arriving late). Up to a thirty-minute (30) grace period is allowed for the arrival of detained members. However, if detained members do arrive before 8:00PM, then any matches that can be played shall be started.
- 10) Score sheet rosters must be completely filled out before the first match play dart is thrown.
- 11) Starting time for the first game of the match is 7:30PM for all leagues.

B. Playing 2 of 3 Singles

- 1) Singles shall be played in normal sequence, as listed on the score sheet, unless agreed upon by team captains.
- 2) When played on two boards, games 1 and 2 shall start play. When one board becomes available the next scheduled game shall start on that board.
- 3) Diddle to start game shall remain the same as regular league play (see 6a.). Loser of the first leg shall diddle first in the second leg and, if needed, the loser of the second leg shall diddle first in the third leg.

C. Scoring a Set

- 1) The winning team receives one win point for winning 2 out of 3 each singles set and 1 point for each win in Doubles games and Team 801.
- 2) Individual Points and Quality Points – Each player shall receive:
 - a. One (1) point for winning a 2 out of 3 singles set or one singles game in Bronze Division.
 - b. One (1) point for each out he/she takes, regardless if they won the entire set.
 - c. One (1) point for each QP that they hit.
 - d. Each player shall receive credit for each leg of singles as a game played. Players must average 2 games per night to qualify for individual awards in Thursday and Tuesday Gold and Silver division play; Bronze division players must average 1.5 games per week.
 - e. Games not played due to byes or forfeits are not counted.
 - f. Regardless of the number of games played, all members of a team roster are eligible for team trophies. Final determination of team trophy eligibility lies with the captain.

D. Cricket Rules

- 1) The person throwing the last dart receives the take-out (v), no matter what the dart scores.
- 2) Quality points are scored for any turn [three (3) darts] that advances the shooter's side by 5 marks to close numbers and/or for score.
- 3) Maximum point accumulation will be limited to 200 points above the point accumulation of the opponent.

E. Tuesday Night Match Format

- 4) Three categories - Singles (Cricket and 501); Doubles (Chicago, Doubles Cricket, Doubles 501); and a Team (801).

5) The Chicago format is as follows – The winner of the first diddle shall call to play either 501, Cricket or 301 double-double. The winner of the second diddle shall call one of the two remaining formats. If a third leg is played, the remaining game shall be played. For example: Winner of the diddle calls leg 1 as Cricket. Winner of the second diddle calls the leg as 301 double-double. If a third leg is needed, it will have to be played as 501.

6) In the doubles matches, you must have a different partner for each game.

F. Thursday Night Match Format

- 1) Each match consists of 3 categories: Singles (Cricket and 501) Doubles (Cricket and 501) and a Team (801).
- 2) Games 3 and 7 are designated as the optional opposite sex singles games.

G. Match Responsibilities - The home team has the prerogative of choosing which board(s) the match is to be played on, if there are more than two boards. Matchboards must be cleared and available for match players, only, no less than 30 minutes prior to match time. Captains are responsible for the smooth running of each match and any disputes that arise during the match must be settled in a private conference of **CAPTAINS ONLY**. Association League forfeit rules and league night format are **NOT** at Captains' discretion. Association rules will govern. Each captain is responsible for the accuracy of their statistics on the score sheet, with their signature attesting the same. If an agreement cannot be resolved by the two Captains, a BDO Officer, or an At-Large Member can be contacted to assist in resolving the issue.

H. Reporting the Match - The captain of each team is responsible for the complete reporting of match results and individual statistics by the means available, on time, and by the completion and mailing of the score sheet. The results of matches and the corresponding statistics for individuals and teams must be reported to the statistician, first by reporting the results via e-mail (with attached clear, and completed pic of scoresheet), then by passing the score sheet white copy to the statistician (if requested). The first report must be done by 7:00 PM of the day following the match. The score sheet can either be handed in at the next CPB meeting, or as requested by the Statistician if needed. Lack of a score sheet will not be considered as an excuse for any late reporting of match results. A late email will be treated as a no call-in and penalties will be assessed as such. A late (e)mail-in will be treated as a failure to mail score sheet and penalties will be assessed as such.

1) **Procedures for Reporting Statistics** - All questions regarding the report of statistics should be taken to the statistician. **A "call-in" consists of the complete reporting of match results and individual statistics by email.** The telephone report DOES NOT take the place of emailing in the score sheet.

a. Phone reports should be made in accordance with the uniform format prescribed for all leagues. First Reporting Options include

- text to Statistician including a pic of the score sheet (if requested)
- e-mail (stats@austindarts.org) with attached scan of scoresheet, fax, or hand-delivery to the statistician.

b. The call, web entry, or any other means of contacting the statistician must be done by 7:00 PM of the day following the match. Failure to meet the 7:00 PM deadline will result in penalties, described below.

c. If match results are e-mailed, an e-mail receipt will be received from the statistician, by noon the following day. If this is not received, call the statistician immediately.

d. Second Reporting: Options for passing the white copy of the score sheet to the statistician include (if deemed as required by statistician or League Coordinator).

- Turn in score sheets at the next scheduled CPB meeting.
- Mail the score sheets to the League Statistician.
- Hand deliver or e-mail scanned score sheet (preferred) to statistician.

e. After the last CPB meeting of the current season, all score sheets must be mailed to the League Statistician, by the reporting deadlines (if deemed as required by statistician or League Coordinator).

f. Mailed score sheets must be postmarked by 2nd day following the match (if requested).

g. Hand delivery of score sheets must be done by 3rd day following the match (if requested).

2) **Hand delivery** of the score sheet to the statistician before the first reporting deadline satisfies both first and second reporting requirements.

3) **Penalties** for missed deadlines for reporting:

- a. For first reporting requirements:
 - First Offense: Forfeiture of 2 games
 - Each Offense thereafter: Forfeiture of 4 games
- b. For second reporting requirements:
 - 2 games per score sheet not received on time (either by mail, hand-delivery or CPB)
- c. There will be a two-week grace period on penalties at the beginning of each season

8. PROTESTS

A. Requirements - The captain of any team and/or any member of the BOD may file a protest about any irregularity relating to League play and/or associated functions. All details of such protest must be filed, in writing, with any member of the BOD, within 72 hours.

B. Review Procedure- Protests, deemed by the Protest Committee to be of a controversial nature, will be handled by the following guidelines:

- 1) Protest Committee meets within a reasonable amount of time to hear the protest as presented by both sides.
- 2) Time frame granted to verify and/or gather any additional needed information.
- 3) Protest Committee reconvenes to vote on the protest.

9. FORFEITS and PENALTIES

A. Conditions/Scoring- A match forfeit can be declared if no member of a team shows up for a match by starting time (the grace period does not apply). All match forfeits will be recorded as zero wins for the forfeiting team and a win count resulting in a rounded average of 0.7 for the attending team, except in cases where this would lower their win/loss average. In such cases the next higher average would be assessed: 0.8, 0.9, or 1.0. Rounded to the nearest whole number of wins for the respective league night.

- B. Excessive Forfeits-** A team having two match forfeits during the season will be suspended for the balance of the season. During the final four weeks of the season any match forfeit will result in the suspension of the team and the team's remaining games will be considered as byes.
- C. Ineligible Players-** A game forfeit will be declared for the use of an ineligible player(s), to the extent that the win points involving such player(s) shall be forfeited to the opposing team(s). Captains may settle any unresolved disputes regarding player eligibility with an appeal to the BOD. Team captains are responsible for the integrity of their team roster and for ascertaining the eligibility of each member. Any team which knowingly and willingly plays a person known to be ineligible to play on that team, shall forfeit 2 extra win points. In the event the team shall violate this provision more than once in any season, the team and all members, including the ineligible person, shall be suspended from League play-off participation, for that season.
- D. Opposite Sex** – One member of the opposite sex must compete in all categories of each match. The opposite sex rule **must** be satisfied for play to commence.

Transgender Rule - As per The American Darts Organization (ADO), which conforms and follows guidelines set forth as a Full Member of the World Darts Federation (WDF), and in compliance with the International Olympic Committee (IOC). The following Rule is as follows:

WDF Transgender Athlete Policy – 03/10/2017 rev 1

“FOREWORD

The WDF believes in equal opportunity for all people to participate in the sport of darts, as athletes, coaches, officials, staff and other volunteers. However, in instances where a Transgendered individual wish to compete, the WDF will consider eligibility guidelines to ensure a fair and level playing field for all participants.

CONDITIONS

The following conditions will be used to determine the individual's eligibility to compete:

Male-to-female (MTF) transgendered persons, to compete as a female, must submit documentation from a medical practitioner that gender reassignment has been ongoing for at least one year.

Female-to-male (FTM) transgendered persons, to compete as a male, must submit documentation from a medical practitioner that gender reassignment is ongoing.

Any Transgender person who wishes to participate in any WDF event will be required to show an official government issued ID that indicates their gender.

Athletes, coaches, officials, etc. must be aware that they may be subject to doping control testing and will be subject to the WDF Anti-Doping Policy according to the gender provided at registration or after declaration, as applicable.

CONFIDENTIALITY

The Parties agree that they will not at any time disclose information identified by the other party as confidential to any person, corporation or third party and will make no use whatsoever of any information identified as confidential (other than in the ordinary and usual course of implementing this policy) without the prior written consent of the disclosing Party, unless required by law.”

https://www.dartswdf.com/wp-content/uploads/2017/12/2017-10-03_WDF_Transgender_Athlete_Policy_rev_1.pdf

NO CAPTAINS' DISCRETION ON OPPOSITE SEX RULE. If any questions arise, contact the League Coordinator.

- E. Playing Short** – Whenever a team is playing short, forfeiture of the corresponding number of singles is required. However, it also necessitates that at least one team game in each category will be played short. The Team 801 game played with three players will result in forfeiting one turn per round. When the opposite sex rule is satisfied, but the match is played with one person short, one singles game is forfeited. Any doubles game or team 801 game that is playing short must forfeit one turn per round. Should the missing player arrive when the game has completed the first round, that player may not join the game.
- F. Out of Turn Play** - When a player shoots out of turn in a team event, the following sequence shall be followed:
- 1) The chalker will not score the points from the out of turn shot.
 - 2) The teammate who should have shot loses his/her turn, thus forfeiting potential points.
 - 3) The opposition's next player shoots and the normal rotation continues.
- G. Fees** - Late pub or sponsor fees shall be addressed, as per rule 9c. Moreover, abuse of the time element is reason for the Association to refuse participation of an establishment in further season play.
- H. Carryover of Penalties** - Penalties for offenses committed during the last three weeks of seasonal play may be assessed the following season if not addressed during the season committed.
- I. Committee Participation- Team participation on any Association committee or standing committee is mandatory.** As such, the penalty for not participating on the committee or in the committee meetings will be two (2) team games subtracted from the team's total wins when a second committee meeting, in a row, is missed. See By-Laws concerning team participation (Article 5, Section 11) and concerning penalties for absences from CBP meeting (Article 2, Section 2D).

PLAY-OFFS- Playoffs between league nights may be held and organized at the discretion of and under the organization of the league; according to formats and rules established by the CPB.

- A. Each season, there will be a City Championship for each League Division, comprised of the Tuesday Night and the
- B. Thursday Night first place teams.
- C. The captains of the winning teams on Tuesday and Thursday nights will flip a coin to determine who is home and who is visitor. The Championship will be played at the home team's bar.

- D. The captains of the winning teams on Tuesday and Thursday nights may agree on a neutral site for the play-offs, if need be.
- E. If the captains do not agree on the home team's bar or on a neutral site, then a committee, comprised of the League Coordinator, the Tuesday Night League Representative and the Thursday Night League Representative shall determine a neutral location for the City Championship. If any of the committee members are eligible to play for the City Championship, then the following committee replacement order shall be instituted: President, Vice-President, ADO Representative, Treasurer, Secretary. Coin flip shall determine who is home and who is visitor.
- F. If the first-place team from either League refuses to play in the City Championships, then the second-place team shall move up and shall play for the City Championship. The former first place team shall lose all placement.
- G. The City Championship format shall be comprised of 8, best 2 out of 3 Singles (4 Cricket and 4 501 SIDO), 4 Doubles (2 Cricket and 2 501 DIDO) and 1 801 DIDO 4-person Team games.
- 11. PERSONAL CONDUCT**
- A. Good sportsmanship** - The prevailing attitude during all Association sanctioned events shall be to maintain good sportsmanship. No player, official, sponsor, nor spectator should tolerate harassment, belligerence, defamation, or poor sportsmanship from any Association member.
- B. Heckling or other harassment is forbidden**- A team may make as much noise as it wants when it is throwing but must remain quiet while any other team throws.
- C. Personal Space**- All players and spectators must give the thrower plenty of room to throw and must refrain from undue movement in or near the dartboard and the oche line. Dartboards that adjoin the game board shall not be practiced on while the match is underway, unless agreed upon by both captains.
- D. Practicing**- All players shooting in a league game are prohibited from practicing during their game.
- E. Harassment**- Repeated harassment or loud or foul language may result in forfeiting of up to 6 game points. Physical abuse will not be tolerated under any circumstances and can result in suspension and/or termination of the parties involved.
- F. Other**- Rules of protest should be implemented if these guidelines are abused or if there is any problem not dealt with within these guidelines. Any dues-paying member of the Association may implement rules of protest.
- 12. ENVIRONMENT**- It is the pub owner's and home team's captains' responsibility to see that a normal pub environment is maintained during league play. Excessive noise, loud machines near the dart area or extremely loud and boisterous behavior should be avoided. Air drafts across the line of dart flight should be avoided. Repeated offenses may result in the pub being suspended from the Association.
- 13. GAMBLING**- The Association feels that an official League rule against gambling would be redundant with existing state and federal laws on the same subject. However, the Association will not encourage betting, gambling or any other illegal act during Association sanctioned events. Furthermore, the BOD reserves the right to suspend or terminate any member or team that does not conduct itself in a manner that is in the best interest of the Association.
- 14. DISCRIMINATION** The Association shall practice no discrimination because of age, sex, sexual preference, race, religion, or national origin. Any references to "he" in the rules and By-laws shall apply to "she" as well. References to captains shall include pub owners and BOD members unless otherwise stated.
- 15. BAR/PUB POLICY** -The Association will recognize and respect individual pubs' policies and rules. It is not the intent of the Association to govern the pubs, but rather to solicit all information concerning restriction and to notify team captains of said restrictions. Concerning pub restrictions on the admission of minors that are bona fide members of dart teams, the policy shall be:
- Notification of the restriction is to be given at the time of team registration by the registering team captain.
 - League Coordinator is to post the restriction on each season's schedule and maintain and publish an annual pub list with the restrictions.
 - Team captains are responsible for complying with pub rules or rescheduling the game venue as per rule 4c.

12/1/2016
