

LONDON BRIDGE DART ASSOCIATION**RULES****1. MEMBERSHIP**

- A. Only registered players or approved guests may participate in LBDA activities.
- B. Members of teams which are delinquent in fees shall not be permitted to participate in succeeding seasons until such fees are paid in full.
- C. Mitigating circumstances may be appealed to the board. The Board must meet on the matter within ten (10) days of receipt of written appeal by the secretary. No further appeals will be possible.
- D. It shall be the responsibility of each member to be in possession of his/her membership card on match night. This card shall be produced when and if the member's eligibility is challenged by the opposing team.
- E. Lost cards may be replaced after payment of \$1.00 processing fee.

2. DEFINITIONS

- A. Marker or Scorer: Scorekeeper or Chalker
- B. Cork: Bulls-eye
- C. Board: The governing body of the LBDA.
- D. Neutral: A member not participating in the Division or sponsoring establishment in or for which a protest or policy matter is being discussed prior to a decision.
- E. Straight Start: Scoring shall commence without necessity of first landing a dart on the outer (double) ring.

3. DIVISIONS

- A. There will be three (3) 10 to 14 week sessions per year. Starting in January, and the second season starting in May, with the final season starting either in September or October.
- B. If a team takes 1st place 2 seasons in a row, they must split the team up or move up to the next Division.

4. SCHEDULES

- A. Schedules shall be arranged so the each team plays at least one home and one away match against every team in its Division, if possible.
- B. Schedules will be distributed at Captain's Meeting prior to the start of each season.

5. EQUIPMENT – INSTALLATION

- A. An acceptable bristle board must be secured to the wall so that the distance from the center of the board to the floor measures 5'8".
- B. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and do not physically impede flight of the dart.
- C. There shall be a oche (throwing) line marked on the floor surface or covering; the front edge of which line shall be horizontal distance of 9' 7 ½" from the face of the board (scoring surface) , center of the bull.
- D. A scoreboard must be mounted within the dart area so positioned as to be visible from the oche (throwing) line, but not interfering with the thrower.
- E. Nonconforming or substandard equipment and layout of the playing area can result in a change of venue.

6. THE TEAM

- A. Singles League: Teams are of four (4) or more members, both men and women are welcome. All teams must appoint one member Captain. If more than four (4) members on a team, Team Captain may decide any selection of players from match to match. Captain may also decide any playing order of players from match to match. Each player must complete any game he starts. More than four (4) players may participate for a team In any given match, however, no player may participate more than once in a single segment, and the Team – League inclusions are subject to approval by the Board of Directors.
- B. A sponsor is required for each Team. The sponsor provides the place and installation in and which to play. Installation must be LBDA approved. All sponsorships are subject to approval of the Board of Directors.
- C. Teams with less than two (2) players present at starting time shall forfeit all points for that scheduled match.
- D. Two (2) to three (3) players shall be considered a legal but incomplete team at starting time.
- E. A team legally starting with less than four (4) players may play late arriving players provided Rule TIME FACTORS “B”. Is not violated.
- F. Each Captain or Acting Captain must make line-up. Home Team Captain first, Visiting Team follows (singles, doubles, and team game).
- G. Line-up changes and substitutions may be made only with the consent of the opposing Captain and only if he initials such changes on the scorecard as proof of his agreeing to the changes. If the substitution is not initialed on the scorecard, one (1) point will be forfeited.
- H. No player may participate in more than one (1) singles game per match.

- I. A substitute player is a player not playing on a current team. No more than two (2) substitute players per match will be allowed to make up a complete four (4) man team. Substitute players are only allowed to play for absent team member(s), if the team does not have four (4) members present for a scheduled match. No substitute will play for any given team more than twice per season. No substitute will participate in the last two (2) scheduled matches of the season. A \$2.00 Fee is to be paid for each substitute per match along with a scorecard for that match. Failure to pay such fees will result in loss of all points played by substitute.

7. TIME FACTORS

- A. Matches are scheduled to start at 7:00 P.M. On the date and the place scheduled, unless consented to by the Team Captains of different game time, date or place. First game must start by 7:15 P.M.
- B. No more than ten (10) minutes may elapse between games.

8. THE MATCH

- A. Singles League: A match shall consist of four (4) Singles Games, two (2) Doubles Games and one (1) Team Game, starting with four (4) Singles Games, then two (2) Doubles Games and ending with one (1) Team Game. One (1) point shall be awarded for each Singles Leg won, three (3) legs each. One (1) point awarded for each Doubles Leg won, three (3) legs each. Team Game will be awarded one (1) point. Making a maximum total of nineteen (19) points to be won during the Match.
- B. Each Singles matches shall be “301, 501 and Cricket” (cork calls the game), no two (2) legs the same.
 - “301” Double On and finishing on a Double Out.
 - “501” Straight Start or Easy On and finishing on a Double Out.
 - “Cricket” (see Cricket Rules attached)
- C. Doubles games is the same as the Singles games.
- D. Team Game is “701” Straight start or Easy On and finishing on a Double Out.
- E. Each leg won is awarded one (1) point.
- F. CORKING: The dart must remain in the board in order to count. Additional throws may be made (only when “throwing the cork”) until such time as the players 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 throwing first.

The home Team will cork first in the first leg of each match. The loser of the first leg will have to option to throw first cork of the second leg.

The visiting team will throw first cork in the third leg.

- G. Re-throws shall be called if the scorer cannot decide which dart is the closest to the cork or if both darts are anywhere in the inner (double) bull or both darts are anywhere in the outer (single) bull.
- H. The second thrower, if he wishes, may acknowledge the first dart as a Double or Single Bull and ask for that dart to be removed prior to his throw.

- I. Darts must not be touched prior to the decision of the Scorer. Should the Scorer or the thrower be in doubt, then both Captains shall add their options with the majority ruling.

9. FOR FUTURE USE

10. TEAM GAME

- A. A complete team for the purpose of the Team Game shall consist of four (4) or more players.
- B. It is not necessary for a player to have played in a Singles Game in order to be eligible for the Team Game
- C. No player may throw again until each of his teammates has completed his throw.
- D. Any complete team playing against an incomplete team will play their men against the total number of opposing players.

11. SCORING AND MARKING

- A. Straight Start: Scoring shall commence without necessity of first landing a dart in the outer (double) ring.
- B. To finish a leg (or Team Game) a player's last dart thrown must be the number equal to one-half the remaining score.
- C. All scoring shall be subtracted from the start of "301"
All scoring shall be subtracted from the start of "501"
All scoring shall be subtracted from the start of "701"
All scoring shall commence from the start of the cricket game.
- D. The Scorer for each Game will be a person acceptable to both Captains. Should the choice of Scorer cause distention, it shall be the responsibility of the home team to provide the same. In general, the Home Team shall be responsible for scoring.
- E. BUST RULE: A player "busts" when his three darts or less score more points than remain in the leg for his team. A player who "busts" when with the three darts or less he leaves a remaining score of one (1). When this occurs, the score remains as it was prior to his throw. The next opposing player then takes his regular turn.
- F. Fast finishes such as three in a bed, 222, 111 Shanghai, etc. do not apply.
- G. For a dart to score, it must remain in the board until the player has shot all darts and steps over the line.
- H. In order to score, the point of the dart must be touching the bristles of the board.
- I. No dart may be touched by the thrower, another player, Scorer, Captain, or spectator prior to the decision of the scorer.

- J. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. In cases where the Double and Triple rings are bound by bands instead of wires, a dart lodging between the band, where they overlap, shall be scored as a Double or Triple.
- K. It is the responsibility of the player to verify his written score before removing his darts from the board. The score remains as written if one or more darts are removed from the board.
- L. The Scorer may inform the thrower what he has scored and/or what he has left. HE MAY NOT inform the thrower what he has left in terms of number combinations. It is permissible for the Captain, partner or spectator to advise the thrower during the course of the game.
- M. The Scorer shall mark the board so that the score made are listed in the outer columns of the scoreboard and the totals are listed in the two middle columns.
- N. Errors in arithmetic must stand as written unless corrected prior to the beginning of that team's next throw. The aforementioned may be waived in the interest of sportsmanship provided both Captains agree.

12. REPORTING RESULTS

- A. The Captain of the Home Team is responsible for the completion and turning in the scorecard.
- B. Both Captains are responsible for the accuracy of the scorecard with their signatures attesting to the same.
- C. Scorecards must be turned in no later than 24 hours of the Match, or hand delivered within 48 hours of the Match otherwise a penalty will result for late scorecards.
- D. PENALTY: Failing to have results turned in within 48 hours of the Match will constitute a late scorecard and will cause the team at fault (home team) to forfeit one (1) point as penalty.

13. RESULTS

- A. All results as posted by the Recording Secretary shall be considered as final unless protested in writing within ten (10) days of posting.
- B. All results will be posted as sponsor's location before the next Match.

14. AWARDS

- A. Individual trophies shall be awarded to each first place or more in each division.
- B. Up to and including four to six trophies to each team. Additional players needing trophies will be asked to pay for same.
- C. A sponsor plaque shall be awarded to the sponsoring establishment of any team finishing first or second (or other) in its division.

15. POSTPONEMENTS

- A. A match may be postponed by mutual agreement between Captains ONLY prior to the night the Match is scheduled. Exceptions of the aforementioned shall be “Acts of God”.
- B. It will be the responsibility of the Captain requesting the postponement to notify the Recording Secretary and at least one of his Division Advisors.
- C. All postponed Matches MUST be played within six (6) days of the scheduled date.
- D. If the Home Team requests the postponement, there will be a change of venue.
- E. The requested Team shall have the right to set the date and time for the Match, provided such are considered reasonable by the Division Advisor.
- F. If both Captains agree and so inform the Division Advisor (if any) they may play their Match prior to the night it is scheduled.
- G. No postponements are allowed in the last two (2) Matches of the season without approval of the Division Advisor.
- H. Should a postponed Match not be played within the allotted six (6) days, the Division Advisor or Board of Directors will determine a course of action.
- I. Should one or both Teams continue to procrastinate, the matter will be placed on the agenda of the next board meeting with the maximum penalty of zero (0) points to both Teams.

16. FORFEITS

- A. Should a Team have less than two (2) players present at 7:45 P.M. it has forfeited and shall receive zero (0) points for the Match.
- B. Point award on behalf of the attending Team will be made as follows: All points to be won in the Match will be awarded to the attending Team.

17. TEAMS WITHDRAWING

- A. A Team shall be considered to have withdrawn from the League as of the date of receipt of written notice to the Secretary.
- B. A Team shall be automatically withdrawn from the League if it forfeits as described in Rule 6.A. twice during the season.
- C. All Matches played against a withdrawing Team shall be considered null and void if the Team withdraws during the first half of the season. If the Team withdraws during the second half of the season, all its matches played after the first half of the season shall be null and void.

18. PROTEST PROCEDURE

- A. Only Captains or authorized representatives may file protests by notifying the Advisor of the Division in which the alleged infraction took place.
- B. Protests may be initiated in writing by stating the same on the back of the scorecard.
- C. Details must be submitted in writing to the LBDA no later than 48 hours after the alleged infraction took place or the protest will be considered null and void.
- D. Protests shall be adjudicated by the Board, which will notify both Captains in writing of its decision.

19. NEW PLAYERS AND ILLEGAL PARTICIPATION

New players may be added to, and play for, a Team during the season, except during the last two (2) weeks (Matches) of the season. If the new player is not a paid-up member of the LBDA, it is the Captain's responsibility to see that the completed application and remittance of dues for that individual be received at LBDA Headquarters 48 hours following the Match in which the new player participated. Failure to adhere to this rule will result in the forfeiture of all points won by offending Team in the Match, of which those points won by or contributed to by the illegal player(s) shall be awarded to the opposing Team.

20. PLAYER-TEAM STATUS

- A. A player may register for any Team he wishes each season, however he does not officially become a member of any Team until the first night he plays.
- B. The first Team he plays for is the Team he shall belong to for the remainder of the season. Once he shoots, he shall be considered "locked in" to that Team.
- C. Once having played for a Team, a player may change Teams during the season ONLY if that Team withdraws from the League and following conditions have been met:
 - 1. The LBDA has received written notice of the Team's intention to withdraw as of a particular date.
 - 2. The LBDA has notified all other Teams involved.
 - 3. There are more than four (4) Matches left in the season.
 - 4. The Team the player joins does not play in a lower Division than the withdrawing Team.
EXCEPTION: Players on an A Division Team that withdraws may play for another A Division Team. All other provisions of this rule must apply.

21. GAMBLING

Gambling is neither sanctioned nor authorized at LBDA sponsored events.

22. DUTIES OF THE CAPTAIN

- A. A Captain is responsible for the conduct of his team, accuracy of the scorecard, attending all Captain's Meetings and all General and Special Meetings, properly registering new members of his Team, and insuring that his home location maintains proper standards of equipment.
- B. When required to attend Captain's Meetings, General and Special Meetings, he shall provide an acceptable substitute when circumstances prevent his attending.
- C. If a Captain disregards his duties to the point where he creates disharmony and/or impedes and interferes with the efficiency of established procedures, the Board shall have the authority to require his Team to provide a replacement.
- D. Captains failing to attend Captain's Meetings, General Meetings, Special Meetings, and/or Special Hearings, or failing to provide an acceptable Team Representative, will subject their Team to a one (1) point reduction in the standings for each failure.
- E. The Captain of the Home Team is responsible for the completion and turning in of the scorecard.
- F. Both Home and Visiting Captains are responsible for the accuracy of the scorecard and with the signature attesting to the same.
- G. Scorecards must be put in the Box at Keglers no later than 24 hours of the Match or hand delivered within 48 hours of the Match, otherwise a penalty will result for late scorecards.
- H. PENALTY: Failure to have scorecards turned in on time will constitute a late scorecard and will cause the team at fault (home) to forfeit one (1) point penalty.
- I. It is the Captain of the requesting Team's responsibility to arrange with the other Team Captain if you need to postpone or make up a Match. (However) it is the responsibility of both Teams to do all they can to make up the Match. If the Home Team requests the postponement, there will be a change of venue. You have six (6) days to make up the Match.

23. DIVISION ADVISORS

- A. Each Division shall be provided an advisor during the season's play.
- B. As a general rule, these Advisors shall be Board Members.
- C. Advisors may not supervise the Division in which they play, or advise a Match in which a Team from their home location is participating.
- D. If deemed necessary by the Board, qualified Neutral Captains may be appointed Advisors.

24. SPORTSMANSHIP

- A. **GOOD SPORTSMANSHIP SHOULD BE PREVAILING ATTITUDE DURING ALL COMPETITION!** Should a player(s) not adhere to good sportsmanship, disciplinary actions will be the following:
1. Verbal Warning
 2. Loss of point(s)
 3. One (1) week suspension
 4. Suspension for the remainder of the season, if only two (2) weeks remain in the season, suspension may include the player's next season.
 5. **VERBAL or PHYSICAL VIOLENCE** will result in automatic suspension. (NO EXCEPTIONS). Length of time to be determined by a Board vote. Action(s) to be determined by a Board vote.
- B. **Attempts to distract an opponent while he is throwing will not be tolerated. Complaints may result in the Board taking action.**
- C. If so requested by the thrower, all spectators must align themselves out of his line of vision and/or behind the position from which he is throwing.
- D. Bar Owners and Captains shall discuss any disharmony that may occur between the Teams and non-participants fraternizing that establishment and come to a solution satisfactory to all parties.

25. RULE CHANGES

These rules may be revised under the provisions set forth in Article XI Section 1. of the By-Laws.

AMERICAN CRICKET RULES

1. The objective shall be to “own”/”close” certain numbers on the board, and to achieve the highest point score. The Team to do so first, shall be the winner.
2. Cricket shall be played using the numbers 20, 19, 18, 17, 16, 15, and both the inner and outer bull (cork).
3. Each Team shall take turns in throwing. (three (3)) darts in succession shall constitute a “Turn”/”inning”.
4. To close an inning, the Team must score three of a number. This can be accomplished with three (3) singles, a single and a double, or a triple.
5. Once a Team scores three (3) of a number, it is “owned” by that Team. Once both teams have scored (3) of a number, it is “Closed”, and no further scoring can be accomplished on that number by either Team.
6. To close the bullseye, the outer bull counts as a single, and the inner bull counts as a double.
7. Once a Team closes an inning, they may score on the number until the opponent also closes that inning. All numerical scores shall be added to the previous balance.
8. Numbers can be “owned” or “closed” in any order desired by the Team. Calling your shot is not required.
9. For the purpose of “owning” a number, the double and triple ring shall count as 2 or 3, respectively. Three (3) marks will close an inning.
10. After a number is “owned” by a Team, the double and triple shall count as 2 or 3 times the numerical values, respectively.
11. Winning the game:
 - a. The Team that closes all innings first and has the most points shall be the declared winner.
 - b. If both Teams are tied on points, or have no points, the first team to close all innings shall be the winner.
 - c. If a Team closes all innings first, and is behind in points, they must continue to score on any inning not closed, until either the point deficit is made up, or the opposing Team has closed all innings.
12. It shall be the responsibility of the player to verify his score before removing his darts from the board. The score remains as written, if one or more darts has been removed from the board. In accordance with the inherent “strategy” involved in the Crick Game, no alterations in score shall be allowed, after the fact.