

**TOPEKA
DART
ASSOCIATION
BYLAWS
AND
RULES OF PLAY**

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Topeka Dart Association Bylaws

ARTICLE I – NAME

Sec. 1 The name of the organization shall be Topeka Dart Association.

ARTICLE II – DEFINITIONS

Sec. 1 Whenever the initials T.D.A. are used in these Bylaws, they shall mean Topeka Dart Association.

Sec. 2 Whenever the term Board of Directors or Board is used, it shall mean the offices described in Article V.

Sec. 3 Whenever the term Executive Council is used, it shall mean the league-elected officers.

Sec. 4 Whenever the term Sponsoring Establishment is used, it shall mean any establishment holding a license to serve patrons, over the age of 21, vinous, spirituous or malt beverages which, by payment of a seasonal fee, sponsors one or more teams for league play in the T.D.A.

Sec. 5 Whenever the term Senior Board Member is used, it shall mean the most senior elected officer present.

Sec. 6 Whenever the term Chair is used, it shall mean the member who is designated to preside over a meeting or committee.

Sec. 7 As used in these Bylaws, the masculine gender shall be deemed to include the feminine, or neuter, and the singular or plural number, whenever the context so implies.

Sec. 8 Whenever the term Season is used, it shall be understood to refer to a given league schedule (i.e., fall league, spring league or summer league).

ARTICLE III – OBJECTIVE

Sec. 1 The objective of the T.D.A. shall be to promote competitive darts, coordinate the functions and activities of darts, sanction league play according to the rules in effect as well as establish friendly and working relationships with similar organizations.

Sec. 2 The T.D.A. shall be a non-profit, non-political and non-sectarian organization.

ARTICLE IV – FEES

Sec. 1 Membership and weekly team fees shall be established by a simple majority of those Board Members present at a monthly Board meeting.

(a) Teams shall be required to pay a weekly fee of \$20, (TDA fund fee of fourteen dollars (\$14) and an ADO fund fee of six dollars (\$6)). Team members are also required to pay a yearly membership fee of fifteen dollars (\$15). Substitutes, after playing 3 times, shall also pay the \$15 membership fee.

Sec. 2 Social and tournament fees shall be established by the Board.

Sec. 3 Membership fees shall be applicable to the period established by the Board.

Sec. 4 Sponsoring Establishment sponsor fees shall be established by a simple majority of those Board Members present at a monthly Board meeting.

Sec. 5 Sponsoring Establishment sponsor fees shall be applicable to the period established by the Board.
Per Year - \$30 per team

ARTICLE V - THE BOARD

Sec. 1 The Board shall be comprised of the President, Vice President, Secretary/Treasurer, A.D.O. Representative (if league sanctioned), Team Captains and Division Representatives.

Sec. 2 When a vacancy occurs, sufficient additions shall be made to bring Board membership to the required total. Such additions must be made no later than the next general membership meeting, following the creation of the vacancy. No joint offices may be held.

Sec. 3 The Executive Council shall serve for a period of one (1) year and shall take office at the awards ceremony at the end of the spring season.

Sec. 4 An Executive Council member automatically resigns when, without sufficient cause, they fail to appear at three (3) scheduled meetings within a six (6) month period.

Sec. 5 Executive Council members resigning without sufficient cause shall not be permitted to run for office for a period of three (3) years.

ARTICLE VI – BOARD DUTIES/TIES/QUORUM

Sec. 1 The Board will meet as required. The meeting date will be determined by the President. Attendance shall be excused if notice of the meeting is not received at least seven (7) days prior to the meeting.

Sec. 2 Board meetings shall have a time limit of two and one-half (2½) hours from the time the meeting is called to order. A maximum of fifteen (15) minutes may be allowed for the purpose of completing a point under discussion at the end of the two and one-half (2½) hour time. A monitor may be appointed by the chair immediately after the meeting is called to order. This section may be waived by the unanimous vote of the members in attendance.

Sec. 3 Six (6) members in attendance shall constitute a Quorum. In the absence of the President and Vice President, the Senior Board Member shall assume the Chair.

Sec. 4 Should two (2) consecutive Board Meetings scheduled fail to produce a Quorum, the Board shall be considered dissolved. It shall be the responsibility of those Members attending the second such meeting to arrange and call for an ELECTION MEETING within thirty (30) days.

ARTICLE VII – DUTIES OF THE OFFICERS

Sec. 1 The President shall preside at all meetings unless excused by virtue of the NO VOTE PROVISIO. The President shall decide all questions of order, appoint all committee chairpersons and be ex-officio member of all committees. He will be the Executive Officer of the Association and shall chair the Board of Directors. He shall be responsible for the proper operation of the Association. He shall be responsible in all matters pertaining to the Bylaws and Rules of Play and shall make recommendations to the Board of Directors. He shall also cause the inspection and certification of all playing areas at least seven (7) days prior to the start of each new league. He may vote only to make or break a tie. His signature could be one (1) of the two (2) valid signatures on the checking account.

Sec. 2 The Vice President shall assist the President in maintaining the efficiency of the Association, and in either the absence or resignation of the President, he shall assume the duties normally performed by the President. He shall also act as Coordinator of Tournaments and assist in scheduling league play. He shall chair the Publicity Committee. He shall consider all matters pertaining to the Bylaws and Rules of Play. His signature could be one of the two valid signatures on the checking account. This position is entitled to one (1) vote.

Sec. 3 The Secretary/Treasurer shall record the minutes of all Board and Executive Council meetings, handle correspondence and distribute all meeting notices. He will be custodian of Association records. He shall provide information as needed to the Director of the Publicity and Public Relations and assist that person, as needed, in mailing of all information and notices as directed by the President. He shall receive all T.D.A. funds and shall promptly deposit all money received. Proof of deposit must be presented on a weekly basis to the Association President. He shall be responsible for collection of all fees and fines. He shall insure that the Association funds are not disbursed unless signed by two (2) officers of the Association, and one (1) of who must be Secretary/Treasurer. He will be required to submit a monthly itemized cash statement to the Board and prepare summarized quarterly and annual financial statements for the membership. His signature shall be one (1) of two (2) valid signatures on the checking account. The Secretary/Treasurer, at the direction of the Board, shall submit the books for an annual audit at the end of the calendar year. This position is entitled to one (1) vote.

(a) The Secretary/Treasurer shall receive payment not to exceed ten (10) percent of all team fees less Dart Connect league cost for services rendered in the performance of his duties.

Sec. 4 The A.D.O. Representative (if league sanctioned) shall communicate with other representatives as to A.D.O. news and schedules. He will assist any officer in his duties as the President shall see fit. He shall communicate with the Board, all events to be held by the A.D.O. and shall supply all Team Captains a sufficient number of copies of the Double Eagle newsletter so they might be distributed to all active members. The A.D.O. Representative will also schedule league playoffs for the A.D.O. All Star Regional Playoffs, Pacific Cup Challenge and the A.D.O. Winmau Masters. This position is entitled to one (1) vote.

Sec. 5 The Team Captains shall perform all required duties as described in Rule 5. These positions are entitled to one (1) vote.

Sec. 6 The Division Representatives shall attend all meetings and provide input on behalf of their division. They shall be members of the Election Committee. These positions are entitled to one (1) vote.

Sec. 7 NO VOTE PROVISIO. No Board Member may vote on protests involving the Sponsoring Establishment or team in which they play. Should this PROVISIO delete the Board below quorum level, it shall be the responsibility of the Senior Neutral Board Member to assemble a quorum from the list of all neutral captains.

ARTICLE VIII – MEETINGS

Sec. 1 Executive Council Meetings shall be comprised of Executive Council members only. They may be called at any time with at least a one (1) week notice.

Sec. 2 Protest Meetings shall be subject to the provisions set forth in those Rules currently in effect in Rule 18.

Sec. 3 Board Meetings shall be comprised of all Board Members or Authorized Representatives from each registered team. This shall be a MANDA TORY meeting. These meetings are used to distribute season team packets, discuss any new or modified important information pertaining to the upcoming season, season in progress or any information in the interest of the T.D.A. Attendance by a certified team member is mandatory.

Sec. 4 General Membership Meetings. A minimum of one (1) general membership meeting a year will be mandatory. One (1) such meeting may be for the purpose of elections. Such a meeting must be announced by email, or phone to all Sponsoring Establishments and team captains at least seven (7) days prior to the meeting. Only paid in full T.D.A. members may vote at such meetings.

Sec. 5 Recall Meetings shall be held subject to provisions set forth in Article X.

Sec. 6 Special Meetings may be called for by any member for a specific purpose only. The specific purpose must be in writing. No other business will be discussed at such a meeting, unless approved by the Executive Council. The Executive Council must announce the time and place for such a meeting no later than ten (10) days from the date of receipt of the petition. Interested members in good standing may attend and participate in the discussion. Voting, however, is restricted to members of the Board. The NO VOTE PROVISIO shall apply at a special meeting.

Sec. 7 Unless otherwise specified, meeting announcements must be e-mailed at least ten (10) days in advance of the meeting.

Sec. 8 It is the responsibility of the member to maintain a current and valid e-mail address and home phone number with the Secretary/Treasurer.

Sec. 9 The standing policy of the T.D.A. will be: All meetings are open to members in good standing with the T.D.A.

ARTICLE IX – ELECTIONS

Sec. 1 The President shall select an Election Committee comprised of an Election Commissioner and the Division Representatives to solicit nomination for elected offices the first week of February. Results of the committee will be known to the Association membership one (1) week prior to the election date as stated in Article IX, Section 2. Write-in votes will not be allowed.

Sec. 2 Elections shall take place prior to the end of the spring season, with newly elected officers taking office at the awards ceremony at the end of the spring season. The candidates for elected positions shall be limited to T.D.A. general membership, providing that person has been a T.D.A. member for at least one (1) year.

Sec. 3 All elections shall be by secret ballot. The actual number of votes received by a candidate should only be given out to the candidates upon their request.

Sec. 4 Ballots shall be for and in the order of: President, Vice President, Secretary/Treasurer, A.D.O. Representative, if league sanctioned, and Division Representative.

(a) Any candidate receiving at least 50% of the votes cast shall be considered elected.

Sec. 5 Elections for Division Representatives shall take place at the beginning of the season once the league teams are divided into divisions.

ARTICLE X – RECALL OF BOARD MEMBERS (ELECTED OFFICES)

Sec. 1 Any elected officers may be recalled from office by a two-thirds majority of those present at a Board, Special or General Meeting. Members other than Board Members may institute recall by petitioning the Board.

Sec. 2 Any elected officers recalled by the Board may appeal under the provisions set forth in Article VIII, Section 6. Such appeals must be in writing and received by the Secretary/Treasurer no later than fifteen (15) days after the Board's recall ruling. There can be no further appeal.

Sec. 3 Recall voting shall be done by roll call vote.

Sec. 4 Should recall take place at a General or Special Meeting, it shall be immediately followed by an election to fill the created vacancy or vacancies. If the President is recalled, the office shall be assumed by the Vice President after which a new Vice President shall be elected. If the successful candidate is a Board Member, a subsequent ballot shall be held to fill the new vacancy.

Sec. 5 Any Board Member who is recalled will not be eligible for office for a period of two (2) years from the date of recall.

Sec. 6 Should the President be recalled and appeal the case, his duties shall be assumed by the Vice President from the date of petition until a final determination is made at a special meeting. In the absence of the Vice President, the duties shall be assumed by the most Senior Board Member in attendance.

ARTICLE XI – MEMBERSHIP

Sec. 1 Membership is open to anyone who evidences an interest in darts as a sport.

Sec. 2 All memberships are subject to approval by the Board of Directors.

Sec. 3 A member is defined as a person who, by definition, has paid the required membership.

Sec. 4 Only registered members may participate in Topeka Dart Association league match play.

(a) Guests of Association members may participate in other activities, but shall have no privileges of membership, nor participate at the exclusion of regular members.

Sec. 5 Members who are delinquent in fees and/or fines shall not be permitted to participate in any Topeka Dart Association event. In addition, they shall not be permitted to participate in succeeding seasons until such fees and/or fines are paid in full.

ARTICLE XII – SPORTSMANSHIP

Sec. 1 Good sportsmanship shall be the prevailing attitude during all competition.

Sec. 2 Attempts to distract opponents while they are shooting will not be tolerated. Complaints may result in the Board of Directors taking disciplinary action in accordance with the provisions set forth in the rules of conduct, Article XIII.

Sec. 3 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.

Sec. 4 A player must not initiate his stroke until the board is clear of all obstruction.

ARTICLE XIII – CONDUCT

Sec. 1 Any member, who by their actions brings discredit upon the Topeka Dart Association or a Sponsoring Establishment, may be subject to sanctions against themselves. These sanctions may include reprimands, forfeiture of games, all-stars, suspension or revocation of membership.

Sec. 2 Any Topeka Dart Association member or Sponsoring Establishment may file a grievance against another member(s) in accordance with conduct violations.

Sec. 3 A grievance must be presented to the Topeka Dart Association in the following manner in order for any action to be taken. A written, signed letter of complaint outlining the details of the incident must be addressed to the President of the Association and received by the Secretary/Treasurer, postmarked within seventy-two (72) hours of the incident.

- Sec. 4 The Secretary/Treasurer must review any grievance within seven (7) days of receipt of said grievance.
- (a) The Secretary/Treasurer will gather all facts pertaining to the grievance including statements from all parties involved.
 - (b) The Board of Directors will then review the results for their validity and recommend an appropriate course of action at a special meeting.
 - (c) A simple majority of the Board is all that is required for suspension.
 - (d) A two-thirds majority of the Board is required for revocation of membership.
- Sec. 5 All grievances become part of the official records of the Topeka Dart Association.
- (a) If the grievance results in disciplinary action, it will remain in the active file for the remainder of the season in which it was made and the duration of said disciplinary action. At that time it will be reviewed by the Board of Directors. If the member(s) has had no other complaints during that time, the report will be retired to an inactive file.
 - (b) All grievances resulting in disciplinary action may be used for reference for repeat offenders and can be used for the basis of any type of disciplinary action including revocation of Topeka Dart Association membership.
- Sec. 6 The following is a list of disciplinary actions that may be imposed by the Board of Directors of the Topeka Dart Association:
- (a) Letter of reprimand.
 - (b) Letter of reprimand directing a probationary period.
 - (c) Loss of all individual all-star points.
 - (d) Suspension from the league for the remainder of the season.
 - (e) Revocation of Topeka Dart Association membership.
 1. Revocation, once imposed, is irrevocable for a period of one (1) year from the date of the Board of Directors decision.
 2. After the mandatory revocation period of one (1) year, the individual(s) may petition the Board of Directors for reinstatement. A two-thirds majority is needed for reinstatement.
- Sec.7 The following is a list of infractions that come under the heading of CONDUCT. This list is not all inclusive and any infraction that falls under conduct may be acted upon by the Board of Directors in a manner deemed necessary, including the penalties described above.
- (a) Any conduct that places a person or Sponsoring Establishment in jeopardy, i.e., fighting, use of drugs on premises, possession of weapons on premises, abusive language, threats to do bodily harm.
 - (b) Throwing of darts in anger or in a manner not intended for play where a person might reasonably be expected to be harmed.
 - (c) Any conduct that causes destruction of personal property whether of an individual or a Sponsoring Establishment.
 - (d) Non-compliance with state or federal laws while in a Sponsoring Establishment when such non-compliance might place the Sponsoring Establishment in jeopardy, i.e., attempting to buy liquor as a minor, use of drugs on the premises, taking open containers from the Sponsoring Establishment, non-compliance with state health laws.
 - (e) Any actions conducted with the sole purpose of distracting or interrupting a player or team during a match.
 - (f) Any action, that when continued, causes a player or team to be distracted or interrupted, especially after a player or team requests such action(s) to cease.
 - (g) Knowingly misrepresenting a player as someone else for a match.
 - (h) Any attempt to cheat during a match, i.e., altering a score sheet without the initialed approval of the opposing captain, reporting results in an erroneous manner, falsely reporting all-star points.
 - (i) Non-payment of obligations: Topeka Dart Association membership, team fees.
 - (j) Theft of Topeka Dart Association property.
 - (k) Any flagrant rule violation of the Topeka Dart Association Bylaws or Rules of Play.

Sec. 8 Any action conducted by a Board Member that clearly represents a conflict of interest with the Topeka Dart Association cannot be condoned.

(a) A conflict of interest is defined as any action conducted for the sole purpose of personal benefit at the expense or detriment of the Topeka Dart Association or causing a loss of revenue for the Topeka Dart Association.

(b) When a conflict of interest exists, it will have to be resolved in favor of the Topeka Dart Association.

(c) If the conflict continues, the Board of Directors not involved will have the power to act, including the removal of that member from the Board.

(d) The Topeka Dart Association may not compete with a person whose main livelihood is the sale of darts or dart supplies. This does not preclude the Topeka Dart Association from obtaining the best buy.

Sec. 9 The Topeka Dart Association recognizes the right of an owner of a Sponsoring Establishment to restrict entry of any member who is considered undesirable to their establishment. The Topeka Dart Association will not reschedule matches or authorize the rescheduling of a match because a member of a team has been denied entry into a particular establishment. This also applies to tournaments and play-off matches.

Sec. 10 Any disciplinary notices received from another dart association which pertain to any Topeka Dart Association member will be kept on file and may be used against the individual.

Sec. 11 Records of disciplinary actions shall be kept on file by the Secretary/Treasurer for a time period of two (2) years.

ARTICLE XIV – POLICY

Sec. 1 General information may be announced on the weekly results sheet or a supplementary sheet. This information will be considered to be effective immediately. It is the responsibility of each member to read these announcements. Explanation:

(1) It is understood that members are responsible for any and all T.D.A. information that has been or should have been posted by league night by Sponsoring Establishment owners or representatives.

(2) The Captain of each team is responsible for obtaining information from any T.D.A. Board Member when known published information has not been received at their team's home location.

ARTICLE XV – GENERAL

Sec. 1 The T.D.A. assumes no responsibility for accident or injury on the premises.

Sec. 2 Gambling upon the outcome of any T.D.A. league match or its component matches and games is neither permitted nor sanctioned by the T.D.A.

Sec. 3 The Board shall have the authority to enter into contracts and agreements in the name of the T.D.A.

Sec. 4 No one person may enter into any contractual agreement as a representative of the T.D.A. without prior review and approval of the T.D.A. Board of Directors.

Sec. 5 All checks over \$50.00 must be signed by two (2) Officers as explained in Article VII and must be approved by a majority of the Executive Council.

Sec. 6 The accounts and books of the T.D.A. shall be open to inspection for good reason by any member in good standing at any reasonable time and place with at least a five (5) day notice of the Executive Council.

Sec. 7 All players/teams shall play by these Bylaws/Rules of Play and, where necessary, any supplement rules stipulated by the T.D.A. Board of Directors.

Sec. 8 The interpretation of these Bylaws/Rules of Play, in relation to a specific dart league match, shall rest with the T.D.A. Board of Directors, whose decision shall be final and binding. Protests not in accordance with the Rules of Play of the T.D.A. shall not be considered.

ARTICLE XVI – BYLAW CHANGES

Sec. 1 These Bylaws may be changed by a simple majority of the Association membership.

Topeka Dart Association Rules of Play

Rule 1 Glossary of Terms

- a. T.D.A.: Topeka Dart Association.
- b. League Match: The total number of events being competed for between two (2) teams during a single, T.D.A. sanctioned and scheduled league competition.
- c. Event: All matches of a unique format.
- d. Match: The total number of legs being competed between two (2) players/teams.
- e. Leg/Game: That element of a match recognized as a fixed odd number, i.e., 301, 501, 701, or a completed set of cricket innings.
- f. Scorer: Scorekeeper, Marker or Chalker.
- g. Cork: Bulls eye or Bull.
- h. Gender: Masculine gender nouns or pronouns shall include both genders.
- i. Singular: Singular terms shall, where necessary, include the plural.
- j. All-Star Points: Points of 95 and above in 01 games. These points will be tracked throughout the season for award qualifications.
- k. High Out Throws: Any throw of 95 points or over that wins a game. These should be recorded for recognition.
- l. Quality Points: Points recorded for throws of 5,6,7,8 and 9 marks and 3,4,5 and 6 bulls thrown in cricket games. If more marks are hit than what is needed to win the game, the count for quality points ends with the mark that ends the game, regardless if the last dart thrown scores more marks than what is needed to win the game.

<u>Marks</u>	<u>Bulls</u>		<u>Quality Points</u>
5	N/A	=	5
6	3	=	6
7	4	=	7
8	5	=	8
9	6	=	9

Example: A throw of:

1. Triple 20 + single 19 + single 19 = 5 marks = 5 QPs. Put on score sheet as 5M.
2. Tripe 19 + tripe 18 + double 17 = 8 marks = 8 QPs. Put on score sheet as 8M.
3. Double bull + single bull + miss = 3 bulls = 6 QPs. Put on score sheet as 3B.

A throw may count in only one (1) category as marks or bulls, but not both.

Rule 2 Teams and League Substitutes

- a. A team roster shall consist of a minimum of four (4) members in good standing with the Association. Anyone wishing to participate in the league that is not on a team or does not wish to play full time, may sign up on the league substitute roster.
- b. A substitute player may play for any team they wish.
- c. Substitute's individual statistics will be retained separately from team statistics. When a substitute plays 70% of the total games played within a season, they will then be eligible for individual awards.
- d. A member of a team shall not substitute for any other team.
- e. Players may change teams between seasons without paying an additional registration fee, provided they have paid a full year membership.
- f. One (1) player on each team shall be designated as CAPTAIN and shall be responsible for all requirements for their team membership to the Association.
- g. Two (2) or three (3) players shall constitute a legal but incomplete team at starting time.
- h. A team legally starting with less than four (4) players may play late arriving players providing no more than ten (10) minutes has lapsed between matches.
- i. Once a team member has played for a team two (2) times, a player may change teams during a season if that team withdraws from the league and the Secretary/Treasurer has received written notice of the team's intention to withdraw as of a particular date and the Secretary/Treasurer has notified all teams involved.

- j. A player, in rare cases, may be allowed to change teams during a season by petitioning the Board of Directors in writing, describing the unusual set of circumstances. The limitations indicated in this section apply to those individuals petitioning the Board of Directors for changing team status.

Rule 3 Adding New Teams

- a. A new team member is an individual who is not on a team roster for the current season.
- b. New team members added during regular season play must have the unanimous approval of all captains within their division BEFORE that player throws. The top division is exempt from this rule.
- c. A captain may play a new team member or substitute provided that player registers with the Secretary/Treasurer, pays the membership fees with accompanying registration card and score sheet. The score sheet must have the full name of the new player. No nicknames or initials may be used.
- d. New team members or substitutes may not be added in the last three (3) weeks of the season or during playoffs.
- e. Penalties for violating rules b., c. or d. above shall be forfeiting of all games played by the unapproved or unregistered players, and their wins will go to the opposing team.

Rule 4 Teams Withdrawing

- a. A team shall be considered withdrawn from the league as of the date stated in the written notice received by the Secretary/Treasurer.
- b. All matches played against a withdrawing team shall be considered null and void.

Rule 5 Duties of the Captain

- a. The captain shall be responsible for the accuracy of the score sheets, attending all meetings, properly registering new team members and collection of weekly team fees.
- b. When required to attend a meeting or protest hearing, he shall provide an acceptable representative when circumstances prevent his attending.
- c. If the captain disregards his duties to the point where he creates disharmony and/or impedes and interferes with the efficiency of established procedures, the Board of Directors shall have the authority to require his team to provide a replacement.
- d. A captain failing to attend a meeting or a hearing and failing to provide an acceptable representative will subject the team to a one-win reduction in the standings for each failure.
- e. The captain shall be responsible for bringing the TDA tablet and Dart Connect holder assigned to their team to each match. If lost or stolen, it is the team captains responsibility to replace with like item.

Rule 6 Classification

- a. Sign up sheets will be posted for individual, team and league substitute roster sign up. This form will include a Division Classification. Persons signing up will indicate the division in which they would like to play. The league Secretary/Treasurer will collect the sign-up sheets and, with the assistance of the Vice President, form the league into divisions as requested by the persons who have signed up.
- b. In the event an insufficient number of people have signed up to form a division to adequately allow a competitive schedule, the Secretary/Treasurer and Vice President will inform the members of the Executive Council and a schedule will be worked out placing people into divisions competitive to level of play and then form the league to allow the maximum amount of competitive play in the best interest of the Topeka Dart Association.
- c. Persons signing up are encouraged to sign up in a division in which they will be most competitive, and are not encouraged to sign up in a division that would neither be beneficial to themselves or the other players.

Rule 7 Schedules

- a. Schedules shall be arranged so that each team plays at least one (1) home and one (1) away match against every team in their division.
- b. The Board of Directors may change schedules as necessary in the interest of the league(s) and the Association.
- c. Final schedules for match play shall clearly indicate the home team.

Rule 8 Before the Match

- a. Before the league match may begin, the visiting team captain or his representative shall assign his team a playing order and list it upon the score sheet. The score sheet shall be handed flat and open to the home captain or his representative and he must assign a playing order for his team and list it appropriately upon the score sheet.
- b. The score sheet must be filled out in its entirety without blank spaces on any pairing. Spaces for match pairings left blank will be regarded as intentional pairing forfeits.
- c. Substitutes for assigned matches or changes to match pairings may be made only by the initialed approval of both captains or their representatives.
- d. Nine (9) darts warm-up is the maximum allowance allowed per player. No penalty will be assessed if a player takes more than nine (9) darts warm-up, but a match will not be delayed due to 'excessive' warm-up. Practicing during a match, between legs or throws by any player participating in the match is not allowed.
- e. League match boards are reserved for the assigned match pairings only. Boards are not to be used for practice, unless they are void of assigned match play.
- f. Match pairings will be called one (1) time only. The players have five (5) minutes to report to the assigned board. If a player fails to report to the assigned board in five (5) minutes, a match forfeit will be called.
- g. A maximum time limit of five (5) minutes, under exceptional circumstances, subject to the permission of the team captains, shall be allowed in the instance of a player requiring to leave the playing area, during the course of match play.
- h. Players and scorekeepers only are allowed inside the playing area.
- i. Opposing players shall remain at least two (2) feet behind the player at the hockey line.

Rule 9 Match Play

- a. Starting time for scheduled matches shall be no later than 7:00 p.m. on the date and at the place scheduled.
- b. No more than ten (10) minutes may elapse between any events.
- c. No more than five (5) minutes may elapse between games/legs within each segment of a match.
- d. A league match format shall consist of the following events: 4-701 SI/DO Singles, 2-501 SI/DO Doubles, 2-301 DI/DO Doubles, and 2-Cricket Doubles.
- e. Winning two (2) of three (3) legs shall constitute a match won, except for 701 SI/DO Singles shall be one leg.
- f. The home team has the prerogative of choosing the boards the match is to be played on. If more than one (1) home team is playing at the same Sponsoring Establishment, the captains of the home teams will determine which team will play on which boards by the toss of a coin.
- g. No later than thirty (30) minutes prior to match time, the board(s) must be cleared of players and warm-up allowed for the players in that night's match.

Rule 10 The Throw

- a. All darts must be thrown by and from the hand.
- b. A throw shall consist of three (3) darts, unless a leg/match is completed in a lesser amount.
- c. Should a player 'touch' any dart, which is in the dartboard, during a throw, that throw shall be deemed to have been completed (i.e., when a player approaches a board to check to see where the last dart landed and touches the dart).
- d. Any dart bouncing off or falling out of the dartboard shall not be re-thrown during that turn.
- e. Should a player's playing equipment become damaged or be lost during the course of a throw, that player shall be allowed up to a maximum of five (5) minutes in which to repair/replace the playing equipment.

Rule 11 Starting and Finishing (All Matches)

- a. All matches will begin by THROWING THE CORK. The home player/team will have the option of throwing the cork first. The player/team throwing closest to the cork shall throw first in the first leg. The loser of the first leg has the option of throwing the cork first in the second leg. If a third leg is necessary, the cork will again be thrown, with the winner of a coin toss having the option of throwing first for the cork.

- b. The second thrower may acknowledge the first dart as an inner or outer bull (cork) and ask for that dart to be removed prior to his throw. Should the first dart be removed without the request of the second thrower, a re-throw will occur, with the second thrower now having the option of throwing first. The dart must remain in the board in order to count. Additional throws may be made when throwing the cork, until such time as the player's dart remains in the board. Should the second thrower dislodge the dart of the first, a re-throw will be made with the second thrower now throwing first. Re-throws shall be called if the scorer cannot decide which dart is closest to the cork, or if both darts are anywhere in the inner bull, or both darts are anywhere in the outer bull. Decision of the scorer is final. Should a re-throw be necessary, the darts will be removed and the player who shot second will now shoot first.
- c. In all x01 events, except 301, each leg shall be played with a straight start (no double required) and a double will be required to finish, unless otherwise stated by the T.D.A. Board of Directors. 301 will require a double to start and a double to finish.
- d. For the purposes of starting and finishing a leg/match, the inner bull is considered a double 25.
- e. The "BUST RULE" shall apply. (If the player scores one less, equal (without scoring a double with the finishing dart), or more points than needed to reach zero, he has "busted". His score reverts back to the score required prior to the beginning of his throw.)
- f. Fast finishes, such as three (3) in a bed, 222, 111, Shanghai, etc. do not apply.
- g. A leg/match is concluded at such time as a player/team hits the 'double' required to reduce their remaining score to zero. Any and all darts thrown subsequently shall not count for score.
- h. Opposing players/teams shall alternate throws with the player/team winning the cork throwing first at the beginning of a leg.

Rule 12 Starting and Finishing (Double Team Matches)

- a. It is permissible for the doubles/team player finishing a leg to throw the cork and start the subsequent leg. It is also permissible for one (1) member of a doubles or team to throw the cork and have his partner/teammate shoot first.
- b. It is permissible for a double or team to participate with fewer than the required number of players, provided that team forfeits a turn(s) in each rotation, equal to the number of missing players. The missing player(s) may not join a leg in progress, but is allowed to participate in subsequent leg(s) of the match.
- c. No player may participate on more than one (1) doubles or team in any respective event.
- d. No substitutes shall be allowed after the first leg of doubles/team play.

Rule 13 American Cricket Rules

All league matches played under the exclusive supervision of the Topeka Dart Association shall be played in accordance with established T.D.A. Rules of Play. In addition, the following rules shall apply for T.D.A. League Match Cricket event matches.

- a. The objective shall be to 'close' certain numbers (innings) on the board and to achieve the highest point score. The player/team to do so first shall be the winner.
- b. Cricket shall be played using the numbers 20, 19, 18, 17, 16, 15 and both the inner and outer bull (cork).
- c. Opposing players/teams shall alternate turns in throwing. (Three (3) darts in succession shall constitute a 'turn'.)
- d. To close a number, the player/team must score three (3) of a number. This can be accomplished with three (3) singles, a single and a double or a triple.
- e. To close the bulls eye, the outer bull counts as a single and the inner bull counts as a double.
- f. Once a player/team closes a number, he/they may score points on that number until the opponent closes that number. All numerical scores shall be added to the previous balance.
- g. After a number is closed by one (1) team, the double and triple rings shall count as two (2) or three (3) times the numerical values respectively.
- h. Once both players/teams have closed a number, no further scoring can be accomplished on that number by either player/team.
- i. Numbers can be closed in any order desired by the player/team. Calling your shot is not required.

- j. **WINNING THE GAME**
 1. The player/team that closes all numbers and has the most points shall be declared the winner.
 2. If both players/teams are tied on points or have no points, the first player/team to close all numbers shall be the winner.
 3. If a player/team closes all numbers first and is behind in points, he/they must continue to score points on any numbers not closed by the opponent until either the point deficit is made up or the opponent has closed all numbers.
- k. It shall be the responsibility of the player to verify his score before removing his darts from the board. The score shall remain as written if one (1) or more darts has been removed from the board. In accordance with the inherent "strategy" involved in the Cricket game, no alterations in score shall be allowed after beginning of any subsequent throw by the opposing player/team.

Rule 14 Scoring/Score Keeper

- a. For a dart to score it must remain in the board five (5) seconds after the third or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board in order for that dart to be counted as a score.
- b. No dart may be touched by the thrower, another player, scorer or spectator prior to the decision of the scorer. Should this occur, that throw shall be deemed to have been completed.
- c. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. Should a dart lodge directly between the connecting wires on the dart board making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two (2) segments in question. This includes the outside double ring for the game shot.
- d. It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one (1) or more darts has been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In case of doubles/team matches, such errors must be rectified prior to the next turn of any partner/player of that team.
- e. In doubles/team matches, no player may throw (during a leg) until each of his teammates has completed his throw. The first player throwing out of turn shall receive a score of zero points for that round and his team shall forfeit such turn.
- f. The scorer shall mark the board so that scores made are listed in the outer columns of the score board and the total remaining are listed in the two (2) middle columns.
- g. The score board/sheet must be clearly visible in front of the players at the hockey.
- h. The scorer may, if asked, inform the thrower what he has scored and/or what he has left. It is permissible for a partner, teammate or a spectator to advise the thrower during the course of a match.
- i. During Association league competition, the home team shall be responsible for furnishing the score keepers.
- j. The score keeper should be a dart player familiar with Association rules. The score keeper shall be mutually acceptable to both team captains.
- k. The score keeper shall record the score made on each turn as well as the cumulative score.
- l. The score keeper shall follow the Score Keepers Etiquette:
 1. Do not talk while keeping score.
 2. Do not move about, stand still.
 3. Do not look at the shooter, stand still.
 4. Do not call out the score of one (1) dart or all three (3) darts unless asked.
 5. Do not tell a shooter what to shoot.
 6. Do not tell a shooter what combination to shoot for an out.
 7. Do not change a score if that player has shot again and a second score written down. (In the interest of fair play, an arithmetic error may be changed by mutual agreement of both participants.)
 8. Do not lean out to see where a dart is or follow the dart with body or head movement.
 9. Do not change the side of the score board of the players in three (3) leg matches. (If you start a player on the left, leave him on the left, regardless of the diddle.)
 10. Do not show any signs of disgust or excitement while scoring.
- m. Let us all remember score keepers are human and make mistakes. This is to be expected. But, in the event a player or their captain feel the score keeper is not qualified or distracting from play, they may at any time request that the score keeper be replaced.

Rule 15 Equipment

- a. The Sponsoring Establishment or organization shall be responsible for the maintaining the dart boards, lighting, scoring surface and playing area. Minimum requirements for one (1) team shall be two (2) boards. For each additional multiple of two (2) teams, two (2) additional boards shall be provided and arranged as described in the Rules of Play, Section 2.8 (Equipment).
- b. The spider wires must be legible and not broken.
- c. The surface of the boards shall be flat without raised, low or open areas.
- d. Any obstacle which may impede the flight of the dart (i.e., air flow, over hangs) should be reduced to a reasonable level or eliminated.
- e. Substandard equipment and/or layout of the playing area may result in a change of venue. All opportunities shall be taken to correct the deficiency prior to the first game. The captain of any team objecting to the condition of approved boards or playing area may protest the match to the Board of Directors within twenty-four (24) hours of said match. The match will be played and scores recorded. The Board of Directors may void and reschedule said match if the boards or playing area are found to be unacceptable.
- f. Darts used in league math play shall not exceed an overall maximum length of twelve (12) inches (30.5 cm), nor weigh more than fifty (50) gm per dart. Each dart shall consist of a recognizable point, barrel and flight. Darts with “soft tips” may not be thrown for league match play.
- g. The dart board shall be a standard eighteen (18) inch bristle board of a similar type to that approved by the American Darts Organization (Sportcraft/Nodor) and shall be of the standard 1-20 clock pattern.

Standard Dimension

1. Double and triple rings inside width measurement = 5/16 in (8 mm)
 2. Inner Bull inside diameter = 0.5 in (12.7 mm)
 3. Outer Bull inside diameter = 1.25 in (31 mm)
 4. Outside edge of Double Wire to Center Bull = 6.75 in (170 mm)
 5. Outside edge of Triple Wire to Center Bull = 4.25 in (117 mm)
 6. Outside edge of Double Wire to outside edge of Double Wire = 13.5 in (342 mm)
 7. Overall dart board diameter = 18 in (457 mm)
 8. Spider Wire Gauge (Maximum Standard Wire Gauge) = 16 SWG
- h. The scoring wedge indicated by 20 shall be the darker of the two (2) wedges colors and must be the top center wedge.
 - i. No alterations/accessories may be added to the board setups.
 - j. The inner narrow band shall score ‘triple’ the segment number and the outer narrow band shall score ‘double’ the segment number.
 - k. The outer center ring shall score ‘25’ and the inner center ring shall score ‘50’ and shall be called the bull.
 - l. The minimum throwing distance shall be 7 ft., 9.25 in. (2.37 m). The board height shall be 5 ft., 8 in. (1.73 m) floor to center bull, 9 ft., 7.5 in. (2.93 m) measured diagonally from the center bull to the back of the raised hockey at floor level.
 - m. 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 not physically impede the flight path of a dart.
 - n. Whenever possible, a raised hockey, at least 1.5 inches high and 2 feet long, shall be placed in position at the minimum throwing distance and shall measure from the back of the raised hockey 7 feet, 9.25 inches along the floor to the plumb line at the face of the dart board.
 - o. In the event the hockey is a tape of similar “flush” marking, the minimum throwing distance shall be measured from the edge (front) of the tape closest to the dart board.
 - p. Should a player have any portion of his feet or shoes over the hockey line during a throw, all darts so thrown shall be counted as part of his throw, but any score made by said darts shall be invalid and not counted. One (1) warning by a team captain shall be considered sufficient before invoking this Rule.
 - q. A player wishing to throw a dart or darts from a point either side of the hockey line must keep his feet behind an imaginary straight line extending from either side of the hockey.
 - r. A score board must be mounted within four (4) feet laterally from the dart board and at not more than a 45 degree from the dart board.

Rule 16 Reporting Results

- a. The captains of both teams are responsible for the completion of the Dart Connect match and remittance of all money received.
- b. Both captains are responsible for the accuracy of the Dart Connect match.
- ~~e. Late score sheets are those not in the drop box by 6:30 p.m. of the day following match play when picked up by the Secretary/Treasurer. The home team will be given all losses for the match and the visitors wins will be recorded as what they were for the match. For example, if Team A (home) plays Team B (away) and they go 6-3, respectively, and Team A does not get the score sheet in on time, Team A will have 9 losses and Team B will have 3 wins.~~

Rule 17 Results (Posted)

- a. All results of league play, for all divisions, and Topeka Dart Association sponsored functions shall be posted ~~at each Sponsoring Establishment~~ on Dart Connect.
- b. All results as posted by the Secretary/Treasurer shall be considered final unless protested within ten (10) days of the date posted.

Rule 18 Protests

- a. Protests are not encouraged. It is the expectation of the Topeka Dart Association that team captains can work with each other to resolve differences.
- b. Only the captain of the offended team may file a protest.
- c. Details must be submitted to the Secretary/Treasurer in writing on the back of the score sheet on the night the alleged infraction took place, or the protest will be considered invalid. The details must be in writing.
- d. Protests will then be submitted to the Board of Directors at a special meeting for review and discussion.
- e. The team(s) or member(s) involved in the protest will be notified of the Board of Director's decision within ten (10) days.
- f. All appeals must be in writing and submitted to the Secretary/Treasurer within five (5) days of the notification of the Board of Director's decision.
- g. Appeals to the decision of the Board of Directors shall be decided upon at a special meeting to include all neutral captains. No further appeals will be allowed.

Rule 19 Postponements

- a. A match may be postponed by mutual agreement between captains only. Exceptions to the aforementioned shall be:
 1. Snow emergency route ordinances in effect.
 2. Warnings of severe weather or other hazards to travel issued by local authorities. (Watches are not warnings.)
 3. **Teams or venues effected by COVID**
- b. The captain requesting the postponement must contact the other captain no less than 24 hours prior to the match to allow other team members to be contacted and eliminate wasted time.
- c. It shall be the responsibility of the captain requesting postponement to notify the Secretary/Treasurer of said postponement.
- d. It shall be the responsibility of the requesting captain to re-establish the date and time of the match with the opposing team.
- e. Postponed matches shall be made up before the next regularly scheduled match. **(suspended 20/21 due to COVID)**
- f. Should a postponed match not be played before the next regularly scheduled match, the team requesting the postponement shall receive a forfeit. **(before end of 20/21 season, due to COVID)**
- g. No postponement will be allowed in the last two (2) weeks of play.
- h. If both captains so agree and inform the Secretary/Treasurer, they may play their match before the night on which it is scheduled.

Rule 20 Forfeits

- a. Should a team have less than two (2) players and unable to field a legal team by 7:15, which allows an additional 15 minutes grace period, it has forfeited and shall receive zero (0) wins for that match.
- b. Wins awarded the attending team will be nine (9) wins for that match.
- c. A team forfeiting in the last two (2) weeks of a season will not be eligible for any awards regardless of the standings.
- d. For whatever reason of a team forfeiture, these teams shall be held responsible for all money owed for that match.
- e. In the interest of the Association and its members to deter forfeitures, the team that has forfeited will be assessed a \$10.00 fine for the second and subsequent forfeitures. Should that team not pay said fine in full, said fine amount shall be deducted from end of league pay back.

Rule 21 Awards

- a. Awards shall be presented to an individual for Ton 80, Ton 71 and Nels Darts
- b. Additional awards to be presented at the discretion of the Executive Council.

Sponsorship Award
Ton-70 Out or Ton-70 In Award
Ton-21+ Out Award
Ton-70+ Award (i.e., 180, 177, 174, 171, 170)
Nine Hit Award (Cricket)
Season Low Dart Award (501)
Season High Out Award (501)

Rule 22 Singles

- a. When a singles or doubles league is formed: the cost, games played, day of match, payout and length of session will be determined by the players involved. The player doesn't have to belong to TDA, but must belong to TDA to be eligible for awards. The player must belong to TDA/ADO if the payout is going to a regional qualifier.

Rule 23 Tablets

- a. Any TDA captain or member, who borrows a TDA tablet, shall be responsible if the tablet is lost or stolen while in their possession. They shall also be responsible for bringing the charged-up tablet to TDA events/tournaments. Any non-malicious malfunctions that occur at a TDA event will not be the responsibility of the borrowers.

Rule 24 Rule Changes

The T.D.A. Board of Directors reserves the right to add to or amend any or all of the T.D.A. Rules of Play at any time for any purpose deemed necessary.