

Rocky Mountain Dart Association

DOUBLES DIVISION



rmda.org

Rules

stats@rmda.org

1. INTRODUCTION

2. REVISIONS

3. PREFACE: RMDA BOARD

3.1. League Commissioners

4. MEMBERSHIP

- 4.1. Participation in RMDA Activities.
- 4.2. Membership Fees - (Effective Fall 2007)
- 4.3. RMDA Membership Numbers and Membership Cards
- 4.4. Divisions
- 4.5. Mandatory Upward Movement for City Cup Winners
- 4.6. Movement Procedure
- 4.7. Doubles Division
- 4.8. Returning Members

5. Doubles team

- 5.1. Captain and Co-Captain
- 5.2. Captain Responsibilities
- 5.3. Sponsorship
- 5.4. Team Eligibility
- 5.5. Team Registration
- 5.6. Mandatory Captain's Meetings and Captain's Packets
- 5.7. Adding Players
- 5.8. Dropping Players
- 5.9. Changing Teams between Seasons
- 5.10. Changing Teams during A Season

6. SEASON SCHEDULES, POSTPONEMENTS, RESCHEDULING AND FORFEITS

- 6.1. Schedules
- 6.2. Rescheduling Matches
- 6.3. Forfeits

7. RULES OF THROWING AND SCORING DARTS

- 7.1. Equipment
- 7.2. The Board Scoring Values
- 7.3. Toe Line and Toe Line Infractions
- 7.4. The Turn
- 7.5. Darts Thrown out of Turn
- 7.6. Requirements for a dart to count

8. RULES OF THE GAMES PLAYED

- 8.1. Rules of the Cork (Bull)
- 8.2. Order of Cork
- 8.3. The Games Played

9. LEAGUE MATCH FORMAT

- 9.1. Number of Players Required
- 9.2. Match Formats and Total Score
- 9.3. Doubles Segment - (two doubles matches, worth one point each)
- 9.4. Singles Segment - (four singles matches, worth one point each)

9.5. Time Factors

10. PREPARING THE SCORE SHEET

- 10.1. Home Team Captain Responsibilities
- 10.2. Away Team Captain Responsibilities
- 10.3. Procedure for Writing Segment Line-ups

11. SCORING THE MATCH – SCORE SHEETS AND CHALKING

- 11.1. Wins and Losses
- 11.2. Exceptional Play
- 11.3. Definitions
- 11.4. How to Chalk the Game
- 11.5. Keeping Dart Count
- 11.6. Calling Out Quality Points (QP'S)
- 11.7. Keeping score Guidelines
- 11.8 Replacing the Scorekeeper

12. CONCLUSION OF THE MATCH AND REPORTING RESULTS

- 12.1. Reporting Results

13. DIVISIONAL PLAYOFFS

- 13.1. Division Champions and playoffs
- 13.2. Tie Breakers
- 13.3. Playoff Format

14. AWARDS AND RECOGNITION

- 14.1. Awards

15. ETIQUETTE, CONDUCT, GRIEVANCES AND DISCIPLINE

- 15.1. Conduct
- 15.2. Cell Phones
- 15.3. How to File a Grievance
- 15.4. Protest Procedure
- 15.5. Appealing a Decision by the Board

1. INTRODUCTION

The following Rules are designed to assist the Members, and in particular, the Captains of RMDA Dart Teams. Masculine gender nouns or pronouns shall include female (i.e. 'He', 'His', and 'Him' shall be interpreted as 'He/She', 'His/Hers', and 'Him/Her'). Singular terms shall, where necessary include plural. A working knowledge of the RMDA Rules is essential to avoid unnecessary and/or erroneous protests, petty arguments, and the unwanted strain on sportsmanship. Your league Commissioners should always be consulted in regard to any questions of rule interpretation or to voice a protest. You will find match nights to be much more enjoyable when you utilize all the aids the RMDA has provided.

The RMDA board will revert to American Darts Organization (ADO) rules when a situation arises that is not addressed in these rules.

2. REVISIONS

6/18/2024

3. PREFACE: RMDA BOARD

A volunteer board consisting of a President, Vice President, Treasurer, Secretary, Board Advisor, Sponsoring Establishment Representative, and League Commissioners governs the Rocky Mountain Dart Association (RMDA). The RMDA Board operates as per the RMDA By-Laws. The RMDA exists to teach, serve and promote steel-tip darts games along the Front Range.

3.1. LEAGUE COMMISSIONERS

1. The entire league shall be provided Commissioners during a season's play. These Commissioners shall be Board Members.
2. If possible, Commissioners should not supervise the classification in which they play or a team from their home location.
3. If deemed necessary by the Board, qualified current Members of the RMDA may be appointed as Commissioners of the League.
4. Member issues and concerns must first be brought to the attention of their division commissioner before being escalated to the executive board.

4. MEMBERSHIP

4.1. PARTICIPATION IN RMDA ACTIVITIES.

1. Only RMDA members in good standing and approved guests may participate in RMDA activities.
2. League players must be 21 years of age prior to any league participation, unless prior authorization from RMDA Board of Directors has been granted.
3. The RMDA Board of Directors has the right to refuse a person for membership.

4.2. MEMBERSHIP FEES

4.2.1 Associate Memberships are available for those wanting to participate in RMDA events, such as Mid-Season tournament, but not participate in league play. The cost of an Associate membership is \$20.00 and is valid from January through December of each year.

4.2.2 Individual membership fees for team members are as follows:

1. Season Membership \$45.00, valid for the season that is currently in session.
2. Annual Membership \$70.00, Starts at the fiscal year
Note: Annual memberships start with the Spring season and end with the Fall season.
3. Lifetime, NO FEE. Lifetime memberships issued by RMDA Board only (in rare cases).

Fees must be received by the Statistician by the deadline date for registration.

4.2.3 Payment methods

1. **Online** at the league website, www.rmda.org, with a credit card.
2. **Checks**, payable to RMDA, can be delivered to an RMDA board member or hand delivered to the statistician.

- a. Please indicate, on the check, which player(s) fees are being paid.
- b. A \$25.00 fee will be applied for any returned checks. If the returned check is for membership fees, the player that the funds were intended for will be considered an ineligible player. That player will be notified and will have one (1) week to provide CERTIFIED FUNDS to cover the amount requested by the RMDA or all points earned by the player will be awarded to the other team(s).
 - i. Members of teams that are delinquent in fees and fines shall not be permitted to participate in any RMDA event. In addition, they shall not be permitted to participate in succeeding seasons until such fees are paid in full. All members of a team are responsible for UNPAID MEMBERSHIP FEES. If dues are not current, points earned by unpaid players will be deducted from the team's standings and awarded to the opposing team(s) they were earned against.
- 3. **Cash** can be hand delivered to an RMDA board member or the statistician. Documentation of the player(s) being paid for must be included.
- 4.2.4. RMDA membership fees are non-refundable and non-transferrable once a paid player has thrown darts in an official RMDA match(see Appendix A).

4.3 RMDA MEMBERSHIP NUMBERS AND MEMBERSHIP CARDS

RMDA Numbers shall be issued to members with their first paid membership, and that number shall remain that member's identifying number forever.

Annual members will receive a card upon request by contacting stats@rmda.org. Lost cards may be replaced after payment of a \$2.00 processing fee is received by the Statistician.

It shall be the responsibility of each member to provide electronic verification of active membership. Electronic verification includes PayPal emailed receipt or Division listing on the RMDA site at <http://rmda.org/numbers/>. Failure to provide active membership if challenged by the opposing Captain on match night may be grounds for protest under the protest procedures.

4.4. DIVISIONS

The RMDA divides itself into four classifications called Divisions ("Advance", "Intermediate"), with the teams of the highest caliber placed in the "Advance" Division, then the "Intermediate" Division. Players on Teams in a Division shall be classified as players of that Division

The following are recommended guidelines for placement in the league:

Advance: 42 to Higher 3DA for all of 01 and 2.0 and above MPR for Cricket for the team average.

Intermediate: Under 35 or lower to 42 3DA 1.5 or lower to 2.0 MPR for Cricket for the team average.

When determining what the team average is, take the 3DA or MPR for each player, add them all together, and divide by the number of players.

Please note this is not a mandatory placing, but a guideline to ensure that all teams are in an appropriately competitive bracket.

4.5. MANDATORY UPWARD MOVEMENT FOR CITY CUP WINNERS

At the end of each subsequent league, the City Cup Winners from "Intermediate" shall move up and take their place among the next higher Classification. All team Members will be required to move up to the next higher classification. If individual players desire to remain in the lower classification for 2 seasons, they must contact their commissioner to begin the process.

4.6 MOVEMENT PROCEDURE

1. Player responsibilities

a. Any player requesting to move from one division to another shall engage in the following procedure:

1. The player requesting movement shall review their prior season standings and determine where he/she placed in his or her division. This can be accomplished by finding what number they were out of all players in the division and divide it by the number of players in the division (i.e. player is 25 out of 34, they would be 73.5% of the division, or in the bottom 26.5% of the division).

2. If a player is in the bottom 15.00% of the division, then he/she shall be automatically approved to move divisions.

3. If a player is between the bottom 40.00% and 15.01% of the division percentages, then they shall request a player review and provide the specific reasons for the request for movement and team he/she anticipate playing with in the coming season.

4. If a player is over 40.01%, then he/she may request a board review for movement. The player shall provide the specific reasons for the request and the team he/she anticipates playing with in the coming season. If the team dart averages would result in a recommendation of the team needing to move up a division pursuant to section 4.4 of these rules, then the team shall agree to move up or the player will not be permitted to move divisions to play with that team. Upon a new season beginning, the player that has moved down must either petition to remain on the same team, return to his/her original division, or the team must move up a division.

b. If a player does not agree with the decision communicated to them from the RMDA Secretary, they can appeal the Board decision with a written communication to their current Commissioner. It is recommended that the player give specific reasons for the appeal.

2. Commissioner Responsibilities

a. Upon receipt of a written request for downward movement, the Commissioner must contact the Statistician with 48 hours to begin the review process.

3. The Board reserves the right to move players into a higher division between seasons.

4.7 DOUBLES DIVISION

The Doubles Division will not be limited in number of teams.

1. Should there be less than eight teams, there will not be a division of teams based upon averages or otherwise as there are throughout the league.
2. Should there be more than eight teams, there will be an "Intermediate" division and an "Advance" division. Those players that typically would play in B/A divisions shall play in the "Intermediate" division and those that are typically playing in AA/Masters shall play in the "Advance" division.
3. Mixed doubles teams shall be placed in the appropriate division by the Doubles Commissioners and the board.

4.8 RETURNING MEMBERS

The following procedure shall be utilized for determining what division returning members shall play in if they have not played in more than two (2) seasons:

1. If the player returning won the city cup in their prior division the last season they played, they shall play two seasons in the new division unless they Petition otherwise and the Petition is approved.
2. If the player returning has not played in two (2) seasons and did not win the city cup the last season played, he/she may return to the same division or play the division directly above or below the division last played.

5. DOUBLES TEAM

A minimum of two (2) and a maximum of three (3) VALID players shall constitute a team.

1. Criteria to be “valid” include:
 - a. New member or RMDA member in good standing, eligible to play at the requested level (per rule 3.6).
 - b. Season Membership fees, or Annual Membership fees paid (per rule 4.2.3).

A player is not officially a member of a team simply by listing their name on the original roster. That player must compete for a team for the current season in order to belong to that team for the remainder of the season.

5.1. CAPTAIN AND CO-CAPTAIN

Each team shall designate a Captain and a CO-Captain. These players shall have additional responsibilities, and shall be players who are easily reached by phone or e-mail. The Co-Captain will act as Captain in the Captain’s absence. Captain and Co-Captain designation may be changed by a team during the season by informing the Statistician and the appropriate commissioner.

5.2. CAPTAIN RESPONSIBILITIES

A Captain **is responsible** for:

- The conduct of their team or anyone playing a role for their team in the match (keeping score, coaching, keeping the book, etc.) and how their team interacts with other people in the establishment whether they are involved in the match or not.
- Accuracy of the score sheet.
- Reporting all necessary results.
- Attending all required meetings.
- Properly registering new Members of his/her team.
- Sharing RMDA information with his/her team.
- Ensuring that their home location maintains proper dart set-up.

When required to attend captain’s meetings, general and special meetings, or protest hearings, they shall provide another current team Member when the circumstances prevent their attending. When a captain is not able to attend a Captains’ Meeting, special meeting or protest hearing, the team’s co-captain shall attend.

5.3. SPONSORSHIP

A Team must be sponsored to play in the RMDA. Sponsorships will be provided by a team’s Sponsoring Establishment, which is the venue that the team has designated as their “Home” venue. It is the CAPTAIN’S responsibility to arrange team sponsorship with the appropriate manager at their selected home Sponsoring Establishment. This shall be determined prior to submission of a team roster. Teams may not change Sponsoring Establishments after schedules are printed, unless directed by the RMDA Board. Contact your commissioner if you have questions about sponsoring establishment requirements.

Sponsoring establishment fees are \$50 per team and \$25 for doubles teams and are due during or before week 2. Sponsors not paying prior to week 3 will have their RMDA sanctioning removed until all fees are paid in full. Those

teams playing out of a bar that has not paid their sponsorship fees will be asked to find a new bar to play from prior to their next match.

5.4. TEAM ELIGIBILITY

Teams must be eligible to compete in the Division they indicate when submitting a roster. Eligibility is defined in Rules 4.4, 4.5, 4.6

5.5. TEAM REGISTRATION

Teams must register online at the league website, www.rmda.org Registration must be received by the statistician, no later than the published deadline date.

Complete team registration is defined as:

1. The submission of a completed roster:
 - a. **Team name** must be within the maximum number of characters indicated and CANNOT be vulgar, lewd or offensive in content or connotation. Team names may not be changed after the schedules are printed.
 - b. **The Division** must be designated
 - c. **The Sponsoring Establishment** must be identified
 - d. **Team member (player) information** must be filled out completely for each member on the team, including RMDA numbers for returning members.
2. The submission of all applicable membership fees for **ALL** players listed on the roster.

5.6. MANDATORY CAPTAINS' MEETINGS AND CAPTAINS' PACKETS

Each Team Captain shall attend a mandatory Captain's meeting as designated by the Board.

In the event that a Captain cannot attend the meeting, a designated co-captain must attend. At that meeting, they shall receive a Captain's Packet that shall include all necessary materials including RMDA Rules and By-Laws, information and laminated line up sheets required for the ensuing season. Lost Captain's Packets may be replaced after payment of a \$10.00 processing fee is received by the Statistician.

5.7. ADDING PLAYERS

Players may be added to teams to fill vacant roster spots (up to 3) through Week 8 of the current season.

The added player's fees must be paid before they participate in a match. Proof of payment may be requested by the opposing team captain. The added player must have played at least 50% of the remaining matches to be qualified for the playoffs. If any team has an even number of matches to qualify for playoffs, they must then play the number associated with 50% of the matches (i.e. 6 matches total, must play 3 to qualify). If any team has an odd number of matches to qualify for playoffs, they must then play the lower number of the 50% (i.e. 5 matches total, must play 2 to qualify). Qualified matches count from the first match following payment of fees.

Added players must be eligible to play in that division. (See Rule 4.7)

A player may consult their commissioner regarding individual circumstances regarding movement.

5.8. DROPPING PLAYERS

A player may be dropped from a team roster by the team captain only, by filling out and submitting an Add-Drop form to the RMDA. If the player being dropped has NOT thrown a dart for the team, the roster spot becomes vacant should another player want to be added. If the dropped player HAS thrown darts for that team in an official match, then that player's points earned for the team shall be deducted and awarded to the opposing team(s) they were earned against. ALSO, that roster spot **does not** become vacant, as no players who have played may be dropped to add other players.

Note: Under extreme circumstances a player may petition the board to be released from a team and their points forfeited.

If a player(s) quits a team during the season, and a team is having trouble fielding a 4-person team each week, the team may petition the Board to consider re-opening a roster spot to add a player.

5.9. CHANGING TEAMS BETWEEN SEASONS

Players may change teams between seasons. Players may change teams between the Fall and Spring seasons without paying an additional registration fee, provided they have paid a full year's membership.

5.10. CHANGING TEAMS DURING A SEASON

The first team a member plays for is the team they shall belong to for the remainder of the season (as per 5.9). Once they compete, they shall be considered "locked-in" to that team, and that roster spot is closed for the season. However, a player may petition the Board to change teams during a season if the team he was on withdraws from league and the following conditions are met:

1. The Statistician has received written notice of the team's intention to withdraw as of a particular date.
2. The Commissioner has notified all other teams involved.
3. This takes place prior to the 8th week of the season.
4. The team the player joins does not play in a lower classification than the withdrawing team.

If the above conditions are met and a player is approved to change teams, no additional dues/fees will be required.

NOTE: A player, IN RARE CASES, may be allowed to change teams during a season by petitioning the Board in writing, describing the unusual set of circumstances. The limitations indicated in this section apply to those individuals petitioning the Board for change in team status.

6. SEASON SCHEDULES, RESCHEDULING AND FORFEITS

6.1. SCHEDULES

Schedules shall be arranged so that each team plays at least one home and one away match against every team in its division.

****Should a player qualify to play in **an ADO Nationals Event** or an International Event through the ADO and that Event conflicts with league or play-offs, every effort will be made to reschedule the league or play-off match in order for that player to be able to participate in both. The affected player is encouraged to start the rescheduling process as soon as they are made aware of the possible conflict and the opposing team is expected to cooperatively make every effort to reschedule with that player's team.

If the teams cannot find resolution, the board has the right and responsibility to set the new date for the match to be played.

6.2. RESCHEDULING MATCHES

A match may be rescheduled by mutual agreement between captains ONLY by noon of the day the match is scheduled. Exceptions to the aforementioned shall be "Acts of God" (i.e. heavy snows).

No rescheduling is allowed in the last two (2) weeks of the season, you may play prior to the date but not after, commissioners have to be notified of these said changes prior to the make-up match.

It will be the responsibility of each captain of the rescheduled match to notify the appropriate Commissioner, who will in turn notify the Statistician.

All rescheduled matches must be played before the twelfth week of the season, unless approved by the appropriate Commissioner. Please note that there is a 2-week deadline for reschedules during the first twelve weeks. If no agreement is reached on a reschedule then the team that is requesting will forfeit all points for the match.

The requested team shall have the right to set the date and time for the match, provided such are considered reasonable by the appropriate Commissioner.

If both captains so agree, and inform their league Commissioner, they may play their match prior to the night on which it is scheduled.

Should there be a situation in which a member of a team is unable to play at a certain location and there are no additional players available which would result in a forfeit, they shall immediately notify their commissioner. The board may then intervene to ensure the game is able to be played as scheduled, whether at the same bar, a different bar, or in a different format as proposed at that time. Please note that during the first twelve (12) weeks of the season, all rescheduling shall be done within a 2 week period. Week 12 has to be played before the last 2 weeks.

6.3. FORFEITS

Should a team have only one player or no players present at the required time (**no later than 15 minutes after the set start time**), it has forfeited and shall receive zero (0) points for that match. "FORFEIT" shall be written on the filled out score sheet for the missing team by the team present and mailed to the Statistician. The forfeit shall be called in to the stats line that night by the present captain just like any other results.

The attending team will be awarded seven (7) points. No individual wins will be added to the players.

A team forfeiting in the last two weeks of a season will be ineligible for the playoffs. If the appropriate commissioners are notified in ADVANCE that a team is at risk of forfeiting in the final two weeks, for acceptable reasons, and pre-playing the match is impossible, the board may choose to allow that team to retain playoff eligibility at its discretion.

7. RULES OF THROWING AND SCORING DARTS

7.1. EQUIPMENT

Darts used in league play shall not exceed an overall maximum length of 30.5cm. (12in.), nor weigh more than 50gm per dart. Each dart shall consist of a recognizable point, barrel, and flight.

7.2. THE BOARD SCORING VALUES

The inner narrow band shall score Triple the segment number and the outer narrow band shall score Double the segment number. The outer center ring shall score '25' and be called a Single Bull, and inner center ring shall score '50' and shall be called the Double Bull.

7.3. TOE LINE AND TOE LINE INFRACTIONS

Any part of the player's body may pass over the toe line so long as it does not touch the floor, walls or ceiling before the dart is released. If a raised toe line is used, no part of the foot or shoe may be on top of the toe line or in any way cross the imaginary line created by, and extending outward from, the thrower's (back) side of the elevated toe line. In the event the toe line is a tape or similar 'flush' marking, the minimum throwing distance shall be measured from the edge (front) of the tape closest to the dart board. The front of the tape shall create the extended imaginary line that may not be crossed by any part of the foot or shoe while throwing.

Should a player have any portion of his feet or shoes on the top of the raised toe line or over the front edge of a flush tape toe line during a throw, all darts so thrown shall be considered part of his throw, but any score made by said darts shall be invalid and not counted. One warning by the opposing team shall be considered sufficient before invoking this rule. **Should the rule be invoked, the appropriate commissioner should immediately be notified.**

7.4. THE TURN

A turn shall be three darts thrown in succession. After the third dart is thrown, the turn shall be scored by the scorekeeper prior to the darts' removal from the board.

7.5. DARTS THROWN OUT OF TURN

If a player throws any darts on the match board when it is the turn of the opposing team, the darts thrown shall not be scored and the scheduled opposing team member shall take his proper turn. If a player throws any darts at the match board when it his team's turn to throw, *but it is the turn of one of his teammates, not his in particular*, the darts thrown shall not be scored AND the turn shall be deemed to have been taken by the team member whose actual turn it was to play (this occurs rarely in doubles, but can occur easily in the four-person team 1001 playoff tie-breaker).

NOTE: The order that doubles partner's play must remain the same during a leg, but may be changed between legs during a doubles match. In the 1001 playoff tiebreaker, the order must be as written for all legs played.

While playing a match no player may throw darts on any other dartboard than the match dartboard. If a player practices on another dartboard during a match their next turn will be forfeited.

7.6. REQUIREMENTS FOR A DART TO COUNT

For a dart to score, it must remain in the board 5 seconds after the 3rd 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 score.

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, regardless of any darts remaining to be thrown.

A darts 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 dartboard, 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 segments in question. This includes the outside double ring for the game shot.

8. RULES OF THE GAMES PLAYED

8.1. RULES OF THE CORK (BULL)

All legs are begun by "throwing the cork". The designated player (who has the option) may choose to have their opponent cork first. The team of the player who throws closest to the bull shall throw first in the first leg. A toe line infraction occurring during the cork will result in the loss of the cork.

Only player(s) scheduled to play in the leg may throw for the cork.

Should the scorekeeper call for a re-throw at the cork, **All darts will be pulled** then the order shall be reversed with additional re-throws being made on an alternating basis. There is no option to request that your opponent cork first on a re-throw. If it is your turn, you must cork.

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 player's dart remains in the board. Should the second player dislodge the dart of the first player, or a dart fall prior to the decision of the scorekeeper, both players shall cork again 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 center (double) bull or both darts are anywhere in the outer (single) bull. **Both darts must be pulled** from the board prior to the re-throw.

The second thrower, if they wish, may acknowledge the first dart as a single or double bull and ask for that dart to be removed from the board **completely**, prior to their throw. All darts must be pulled from the board prior to a re-throw during the cork unless otherwise agreed upon between the players.

DARTS MUST NOT BE TOUCHED by any person prior to the decision of the scorer. Should the scorer or a thrower be in doubt, then both captains shall add their opinions with the majority ruling. The scorer should take care not to touch and straighten the darts while taking the measurement for closest to the cork. Closeness to the cork should be measured from the points where the darts enter the board without regard to the angle of entry.

NOTE: Prior to the decision of the scorer, IF A DART IS TOUCHED, a re-throw of such dart may be called by the scorer or by request of the offended team's captain. When darts are intentionally touched to alter their position or to influence the decision of the scorer, the scorekeeper may decide to award the decision to the non-offending team.

The order in which players throw shall be left to their captain or participating partners. The cork shooter need not be the one who throws first in any one leg.

8.2. ORDER OF CORK

DOUBLES LEAGUE format is:

1. Advance Doubles (3 out of 5) 701, (3 out of 5) Cricket, (3 out of 5) 401
2. Intermediate Doubles (2 out 3) 501, (2 out 3) Cricket, (2 out 3) 501
 - a. First Doubles home team.
 - b. Second Doubles away team.
 - c. Third Doubles Home team.
3. Advance Singles (3 out of 5) 501, Cricket, 301, cork call, cork call
4. Intermediate Singles (2 out of 3) 501, Cricket, cork call 301 optional

Note only two players can PLAY SINGLES switch opponent for second set of singles

- a. First Singles away team.
- b. Second Singles home team.
- c. Third Singles away team.
- d. Fourth Singles home team

The player or team that lost the previous leg shall have the cork option for the ensuing leg until the segment match is over.

8.3. THE GAMES PLAYED

ADO (American Dart Organization – The U.S. governing body in steel-tip darts) Cricket

Games played in doubles and singles segments in all divisions. Opponents alternate turns attempting to “close” certain numbers (20, 19, 18, 17, 16, 15, Bull) and to achieve the highest point score. To close a number, the player/team must score three of that number. Once a player/team scores three of a number, it is 'owned' by that player/team and additional hits on that number count cumulatively as points for that player/team. Once both players/teams have scored three of a number, it is 'closed', and no further scoring can be accomplished on that number by either player/team. The player/team that closes all numbers first and has the same amount or more points than the opponent shall be declared the winner.

301 Double In/Double Out

Game played in singles segment only (optional 3rd leg in “Intermediate” Division, mandatory 3rd leg and optional 4th and/or 5th leg in “Advance” Division). Each player starts the game with 301 points. The player must hit a double to begin his scoring (“Double In”). Once a double is hit, the point values of that double and all ensuing darts are subtracted from the player’s point total (if the double is hit on the second dart, it and the third dart count only; if the double is hit on the third dart, only the double counts). Players alternate turns until one player wins the game by reaching exactly zero points by hitting a double (“Double Out” - i.e. if a player requires 47 points, and hits a single-15, then a double-16, he wins the game. NOTE: All three darts are not required to be thrown, the game ends when the winning double is hit). If a player busts (scores more than the required number to reach zero), his point total returns to where it was before he began that turn.

401 Double In/Double Out

Game played in doubles segment only Each team begins with 401 points, and each player must hit a double to begin their scoring (as per the rules of 301). Only players who have hit a starting double may subtract their scores from their team’s total. Opponents alternate turns until one player wins the game for his team by reaching exactly zero points by hitting a double. *A player may NOT win the game if his partner is not “In” (has not yet hit a starting double).* A player not yet “In” may “Double In and Out” on the same dart to win the game if his partner has left their team on a finishing double (i.e. A player doubles in immediately and brings his team’s score down to 40 in a few turns, but his partner has not yet doubled in. His partner may hit the Double 20 to win the game). If a finishing double is hit by a player whose partner is not yet in, that turn shall be deemed a “bust”. If a player not yet in strikes a double that “busts” the game (i.e. hitting a double 20 shooting at the double 5 with 10 left), that dart shall not count and the turn shall continue with that player still NOT considered having doubled in.

501 Straight In/Double Out

Game played in doubles and singles segments in “intermediate” Division, and singles segments only in Advance division. Each player or doubles team starts the game with 501 points. Opponents alternate turns until a player or doubles team member reaches exactly zero by hitting a double. (NOTE: All three darts are not required to be thrown, the game ends when the winning double is hit). If a player busts (scores more than the required number to reach zero), his point total returns to where it was before he began that turn.

701 Straight In/Double Out

Game played in doubles segment as mandatory in “Advance” Division. Each doubles team starts the game with 701 points, and play proceeds as designated in 501.

9. LEAGUE MATCH FORMAT

9.1. NUMBER OF PLAYERS REQUIRED

A match requires two (2) players for each team to fully play each segment. Two (2) or the maximum of one (1) player may participate in a match, though not all in the same segment. One (1) player may play a match, but absent players will forfeit points during the course of the match to the opposing team. One player may play in a doubles segment, 1 versus 2 players, by skipping the absent player’s turn each time around. If only one player is present, the match becomes a forfeit for the non-attending player’s singles matches.

9.2. MATCH FORMATS AND TOTAL SCORE

A match shall consist of one doubles segment (three doubles matches), and one singles segment (four singles matches), exact order to be determined by each classification’s score sheet. Each segment match is worth one point, making a maximum total of seven points to be won during each match. The final score of every match shall add up to seven (i.e. a team may win 4 to 3).

9.3. DOUBLES SEGMENT - (THREE DOUBLES MATCHES, WORTH ONE POINT EACH)

The Doubles segment shall consist of three doubles matches. No player on a team may play in more than one doubles match. Each doubles segment match shall be a race to two legs won in “Intermediate”, and a race to three legs won in “Advance.” Each doubles match won earns one point for the team.

The first three legs in doubles for “Intermediate” shall be 501 (2 out 3), ADO cricket (2 out 3), and 401 double in/double out (2 out 3) in that order.

The first three legs in doubles for “Advance” shall be 701 (3 out 5), ADO cricket (3 out 5), and 401 double in/double out (3 out 5) in that order.

NOTE: In the event that there is a 2 on 1 situation in doubles, 401 cannot be played, therefore either 701 or ADO cricket must be called by the winner of the cork.

9.4. SINGLES SEGMENT - (FOUR SINGLES MATCHES, WORTH ONE POINT EACH)

The Singles segment shall consist of four singles matches. Only two players on a team may play in the singles matches alternating opponents. The first two legs in singles for “Intermediate” players shall be 501 and ADO cricket in that order. If a third leg is needed the winner of the cork may also call 301 double in/double out. The first three legs in singles for “Advance” shall be 501; ADO cricket and 301 in that order, and any of these games may be called by the winner of the cork in the fourth or fifth legs if necessary. Each singles match won earns one point for the team.

9.5. TIME FACTORS

During regular season, matches are scheduled to start at 7:00 P.M **During Playoff season, all matches will commence at 7:00 P.M.**

1. Deadline for starting a match is **15 minutes** after the scheduled starting time:
7:15 P.M. for All Divisions
7:15 P.M. for all playoff matches
2. No more than 5 (five) minutes may elapse between any segments.
3. No more than five minutes may elapse between matches within each segment.
4. No time shall elapse between LEGS within a match.

If the match violates one of the delays above contact your applicable commissioner immediately.

Please note: Should time elapse in regard to the time allowed between legs, matches or segments, the offending player or team shall forfeit that leg.

10. SCORESHEET FOR PLAYOFFS

10.1. HOME TEAM CAPTAIN RESPONSIBILITIES

The home team captain must provide the line up sheet (a line up sheet is in the Captain’s Packet issued to every captain at the captains’ meeting) reuseable for each match using an dry erase writing utensil.

If electronic scorekeeping is used and there are connectivity issues at the home team location, a commissioner should be contacted to discuss scorekeeping for the remainder of the match.

10.2. AWAY TEAM CAPTAIN RESPONSIBILITIES

The away team captain, after the home team has filled out the aforementioned sections.

10.3. PROCEDURE FOR WRITING SEGMENT LINE-UPS “ALL SEASON”

When it is time to begin the match, the home captain shall privately, list who is playing in doubles(if there are only two players just input into Dart Connect line up). The captain then covers the line-up as to not be read,

and the visiting team captain shall then follow the same procedure. The home line-up is then uncovered and the match begins with home players against visiting players. After the doubles segment, the procedure is repeated for the singles segment using 1, 2, then switching opponents for second set of singles 3,4 (**note home team sets order for the second set of who goes first**). See laminated card in captain's packet. Teams should not be directly inserting their line up into the electronic scorekeeper before it is placed on the written line up.

11. SCORING THE MATCH – SCORE SHEETS AND SCOREKEEPING

11.1. WINS AND LOSSES

Wins and losses are kept track of through Dart Connect. Should the teams playing experience any connectivity issues, they shall take a picture of the final score and send it to stats@rmda.org the night of the match.

11.2. EXCEPTIONAL PLAY (KEPT TRACK BY DARTCONNECT)

Exceptional plays must be written at the bottom of the score sheet with RMDA number, full name and the exceptional play obtained.

Definitions of exceptional plays for all divisions are listed in paragraph 11.6. Exceptional plays will be called in with the match results at the end of the match. Any exceptional play not reported with the match results on the night of the match will not be included in the Exceptional Play report.

11.3. DEFINITIONS

1. "Intermediate" Division:
 - a. 133 shot or higher in '01
 - b. 7 hit or higher in Cricket
 - c. 5 or 6 hit bull shot or out
 - d. Any **301** or **401** 'in' shot that is a 95 or higher
 - e. Any '01 out shot that is a 95 or higher
 - f. Any Cricket out shot that is a 5 hit or higher
 - g. 24 or fewer darts in 501 or Cricket
 - h. 18 or fewer darts in 301
2. "Advance" Division:
 - a. 152 shot or higher in '01
 - b. 8hit or higher in Cricket
 - c. 5 or 6 hit bull shot or out
 - d. Any 301 or 401 'in' shot that is a 95 or higher
 - e. Any '01 out shot that is a 95 or higher
 - f. Any Cricket out shot that is a 5 hit or higher
 - g. 18 or fewer darts in 501 or Cricket
 - h. 15 or fewer darts in 301

11.4. HOW TO CHALK THE GAMES AND EXAMPLES (DART CONNECT WILL BE USED)

1. Electronic scoring products are an acceptable method of scoring. Will be used at all matches.
2. The following keeping score order will be used during league play.
 - a. The home team will chalk the odd sets.
 - b. Away team will chalk even sets.

3. **In the case of Cricket, a T shall be utilized to document a triple hit only, the D shall be utilized to document a double hit only, and the number provided shall be utilized to document a single hit.**

11.5. KEEPING DART COUNT N/A WITH DART CONNECT

1. '01 Dart Count: Count the "Points Scored" column and multiply times 3 (see Fig 2).
2. Cricket Dart Count: Multiply number of marks by 3 to calculate number of darts thrown (see Fig 3). For the final turn of the winning player, count only the number of darts thrown to complete the game.

11.6. CALLING OUT QUALITY POINTS (QP'S) N/A WITH DART CONNECT

1. The scorekeeper must clearly call out all quality plays to ensure they are recorded on the match score sheet.

11.7. KEEPING SCORE GUIDELINES

These keeping score guidelines should be used for conduct during a match. These guidelines are based on the published ADO rules.

1. Good Sportsmanship shall be the prevailing attitude throughout RMDA play.
2. **The scorekeeper, if asked, 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 a partner, teammate, or a spectator to advise the thrower during the course of a Match.**
3. 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 or more darts has been removed.
4. Scorekeepers **SHALL NOT MOVE** about while keeping score, SIT/STAND STILL!
5. Scorekeepers shall not look at the shooter, face the board!
6. Scorekeepers shall not lean out to see where a dart is or is going nor shall they follow the darts with body or head movement unless only to get an accurate score after the player's turn (i.e. after 3 darts are thrown)!
7. Scorekeepers shall not show any sign or disgust of excitement while at the scoreboard!
8. When using electronic scoring the chalker must wait until all three darts are thrown before entering the score unless the thrower requests a tally of what has been scored or what is remaining.

11.8. REPLACING THE SCOREKEEPER

1. If a player would like to have a scorekeeper replaced for any reason, a request can be made to that team's captain to have them removed. The scorekeeper will then be removed immediately.
2. The scorekeeper will be replaced by a team member or representative of the same team that is chalking.
3. In the event the currently keeping score team cannot supply a scorekeeper, the opposing team shall supply a scorekeeper.
4. Every effort must be made to insure a smooth and uninterrupted match with the scorekeeper replacement not interfering with the game or match.

12. CONCLUSION OF THE MATCH AND REPORTING RESULTS

12.1. REPORTING RESULTS

1. Both captains are responsible for the accuracy of the score sheet, during playoffs only, with their signatures attesting to the opposing team's score. There should be no other markings other than those

necessary to the scoring of matches written on the score sheet, with the exception of notification of a protest.

2. Both Captains or Acting Captains must SEPARATELY email to stats@rmda.org with the results of the match within 24 hours.
3. All results as posted by Dartconnect and verified by playoff scoresheet shall be considered final unless protested in writing in accordance with 15.5 Protest Procedures.

13. DIVISIONAL PLAYOFFS

13.1. DIVISION CHAMPIONS AND PLAYOFFS

1. The team with the highest winning percentage at the end of a season is that Division's Champion.
2. The exact breakdown of team playoff selection is determined by how many divisions there are for the current season. This will be included in the captain's packet each season.
3. Home teams are determined by the seeding position. The higher seed of the two teams playing will be the home team.
4. All the division winners are seeded first by winning percentage, then all runner-ups by winning percentage, then the rest of the bracket will be filled by winning percentage only.
5. In order to be eligible to compete in playoffs, you must play 50% of your eligible matches.
6. Playoff brackets shall be created each season by utilizing challonge.com or another automatic bracket creator. The format shall include single elimination for each team in each division. It will not be edited when posted.

13.2. TIE BREAKERS

1. If two teams have played in the same Division and finished with the same winning percentage the following will be used to determine the correct finishing position:
 - a. Head to Head - The team that has earned the most total points cumulative in all head to head matches with the other team shall win the tie-breaker.
 - b. Should the Head to Head comparison still result in a tie, a coin toss by the board shall determine the higher seed.
2. If two teams have not played In the same Division and finished with the same winning percentage, a coin toss by the board will determine the higher seed.

13.3. PLAYOFF FORMAT

1. All matches, regardless of league classification, will start at 7:00 PM and be shot to conclusion. Matches will consist of the following:
2. "Intermediate" All matches will consist of 2 sets of doubles (501 set, Crickets set, 401 set), 4 singles (501 set, Crickets set, 301 set), 2 doubles (501 set, Crickets et, 401 set), 4 singles (501 set, Crickets set, 301 set) and a tie breaker. The tie breaker will consist of 1001 (2 out 3). Race to 7, first to 7 wins the match.
3. "Advance" All matches will consist of 2 sets of doubles (701 set, cricket set, 401 set), 4 singles (501 set, Crickets set, 301 set), 2 doubles (701 set, cricket set, 401 set) 4 singles (501 set, cricket set, 401 set) and a tie breaker. Each set shall consist of 5 legs, race to 3. The tie breaker will consist of 1001, 2 out of 3. Race to 7 wins the match, first to 7 wins the match.
4. Playoff score sheets will be provided. When writing the line-ups down, list the first two doubles only, then after completing the said doubles, list the singles.

5. The following items should be recorded on the score sheet and reported with the results:
180, 9-Hit, 6 Bulls, 170 on or out in 301 or 401, 6 dart 301, 9 dart 501, 8 dart Cricket
6. Both captains must report match results as soon as the Match is finished.
7. BOTH teams are responsible for emailing in the score sheet.
- 8. No postponements will be allowed during playoffs, unless extenuating circumstances are presented to, and agreed upon, by both teams and the commissioner(s). Matches may be played prior to the scheduled date, provided both captains agree to the change, and the captains notify the proper Commissioner IMMEDIATELY!**
9. Should any team play with less than 2 players, 401 may not be called during the match in which there is a missing player.

14. AWARDS AND RECOGNITION

14.1. AWARDS

1. Traveling trophies (City Cups) shall be awarded to the league champions (“Masters”, “AA”, “A”, & “B” classifications). Such trophies shall be returned to the RMDA Board within one week of the last regularly scheduled match of the succeeding season. Each trophy must be returned to the RMDA in the same condition that it was received or the recipient of the said trophy will be held financially responsible for its repair or replacement.
2. Individual awards shall be awarded to each Member of the City Cup Team and City Cup runner-up Team. A sponsor award shall be awarded to the Sponsoring Establishment of any 1st or 2nd place teams in all Divisions.
3. Additional awards may be made at the discretion of the Board. The awards listed below are given to RMDA Members at the end of each season for outstanding participation, leadership, sportsmanship, and darting ability.
 - a. MVP AWARD: A seasonal award will be given to the RMDA’s Most Valuable Player in each of the 4 league classifications, according to MVP average. A female MVP Award for each of the 4 league **classifications will be** considered by the RMDA Board each season. A player must participate in at least 75% of available doubles and singles segments combined to be eligible for any of the MVP Awards and also for All Star consideration. Team legs will not be included in this decision. The RMDA Board makes the final decision. The Statistician, following a standard formula, presents the candidates.
4. INDIVIDUAL MEMBER AWARDS: Seasonal awards will be given to those players with:
 - a. Undefeated regular season records in singles (player must participate in at least 75% of all singles segments).
 - b. The highest “01” and Cricket out in each league classification.
 - c. The player(s) in each classification with the lowest “301”, “501”, and Cricket dart count per season.
 - d. The player(s) in A, AA, and Masters with the highest 301/401 in per season.
 - e. ROOKIE OF THE SEASON-best any first time player overall.

15. ETIQUETTE, CONDUCT, GRIEVANCES AND DISCIPLINE

15.1. CONDUCT

1. Any Member who, by their actions, brings discredit upon the RMDA or a Sponsoring establishment may be subject to sanctions against him/her. These sanctions may include reprimand, probation, forfeiture of points in league standings, suspension or revocation of membership.
2. Any RMDA Member or Sponsoring Establishment may file a grievance against another Member(s) in accordance with conduct violations within 24 hours of the incident.
3. 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 in a manner deemed necessary, including penalties described above.
 - a. Non-compliance with state and/or federal laws while in a Sponsoring Establishment or any conduct that places a person or Sponsoring Establishment in jeopardy.
 - b. Throwing of darts in anger or in a manner not intended for play shall result in suspension from all RMDA sponsored events for a period of time deemed appropriate for the severity of the infraction. Extreme cases may result in lifetime revocation of the perpetrators RMDA membership. Any suspension will be followed by a 3-year probationary period during which any violation of rule 15.1 may result in lifetime revocation of membership.
 - c. Any conduct that causes destruction of personal property whether of an individual or a Sponsoring Establishment.
 - d. Any actions conducted with the sole purpose of distracting or interrupting a player or team during a match.
 - e. 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.
 - f. Knowingly misrepresenting a player as someone else for a match.
 - g. Any attempt to cheat during a match, i.e. attempting to learn an opponent's lineup before both sides of the score sheet are filled out, altering score sheets without the initialed approval of the opposing captain, reporting results in an erroneous manner, falsely reporting QPs.
 - h. Non-payment of obligations: RMDA membership, entry fees. If a check is rendered for payment and is returned for "insufficient funds" or "account closed", this is to be considered non-payment.
 - i. **A return check fee will be charged on all returned checks.** Funds to cover returned checks and return check fees must be received in the form of a money order or cash within one week of notification from the league of a returned check.
 - i. Theft of RMDA property.
 - j. Any flagrant rule violation of the RMDA By-Laws, Rules and Regulations.
 - k. Betting on the outcome of any RMDA league match is expressly prohibited by participants in league play.
 - l. Any altercation at an RMDA event - prior to, during, or following - that includes fighting (physical contact in an intended harmful manner) between, or instigated by, RMDA Members shall result in the suspension of one or more participants from all RMDA sponsored events for a period of time deemed appropriate for the severity of the infraction. Verbally provoking and/or instigating such an altercation is also a punishable conduct

violation, regardless of the instigator's participation (or lack thereof) in the physical portion of the altercation. Extreme cases may result in lifetime revocation of the perpetrators RMDA membership. Any suspension will be followed by a 3-year probationary period during which any violation of rule 15.1 may result in lifetime revocation of membership. Start of the match is determined by the designated start time of each division. End of the match time is determined when each captain has signed the score sheet.

4. Any action conducted by a Board Member that clearly represents a conflict of interest with the RMDA cannot be condoned.
 - a. A conflict of Interest is defined as any action conducted for the purpose of personal benefit at the expense or detriment of the RMDA or causing a loss of revenue for the RMDA
 - b. 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.
 - c. The R.M.D.A may not compete with a person whose main livelihood is the sale of darts or dart supplies. This does not preclude the RMDA from obtaining the best buy.
5. Any disciplinary notices received from other dart associations that pertain to any RMDA Member will be kept on file and may be used against the individual.
6. Teams are responsible for their spectators and ensuring they are engaging in appropriate conduct and good sportsmanship conduct. As long as it doesn't get out of hand.

15.2. HOW TO FILE A GRIEVANCE

A grievance must be presented to the RMDA in the following manner in order for any action to be taken. An email of the complaint outlining the details of the Incident must be sent to bod@rmda.org within 24 hours of the incident. Every effort will be made to have the issue resolved before the effected team plays their next match.

15.3. PROTEST PROCEDURE

1. Any paid in full RMDA Member may file a protest.
2. Protest must be initiated by telephone notification to the appropriate Commissioner(s) within 24 hours. If the Commissioner(s) cannot be reached, the Board Advisor is the only person who can render an immediate decision if necessary. If neither can be reached, any other board Member may be notified to start the protest procedure, but they generally do not make immediate decisions and will only pass on the protest to the appropriate Commissioner(s) to handle.
3. Details must be submitted by email to bod@rmda.org within 24 hours of the alleged infraction or the protest will be considered invalid. NOTE: Protests should be avoided if at all possible. Failure to contact your Commissioner(s) or a Board Member as outlined above will invalidate the protest. When a protest cannot be avoided, most situations allow for your team to continue the game.
4. League Commissioners can, in most cases, render a decision regarding protests. Should a Commissioner defer to a Board decision on an incident, the Board MUST be consulted on any other decisions pertaining to the original incident. If time is a factor and the Board has been involved, a telephone poll of ALL BOARD MEMBERS is allowable.
5. Final appeals of Board decisions will be decided by a meeting of neutral Captains in accordance with the appeal procedures set forth in paragraph 15.5

15.4. APPEALING A DECISION BY THE BOARD

1. Board decisions, except regarding movement, may be appealed by the Member determined by the board to be affected by the ruling to an Appeals Committee comprised of at least five (5) neutral captains selected by an Executive Board Member. Such appeals must be sent via email to

bod@rmda.org than 24 hours after notification of the Board's ruling. An Executive Board Member shall arrange for a location for such a meeting and notice shall be sent to the neutral captains within three (3) days of receipt of the appeal. The meeting must take place within ten (5) days of receipt of appeal. This meeting will be a closed meeting; only the Division Commissioners, an Executive Board member and the affected parties can attend.

Once an issue has been sent to an Appeal Committee, and the committee has reached a decision, no further appeals of the same issue will be possible. Options available to the Appeals Committee are as follows:

- a. Uphold the decision of the Board.
 - b. Recommend a new decision regarding disciplinary action. If the new decision is not approved by a majority of the Board, the previous decision is overturned and no further action is necessary.
2. All of other Board decisions may be appealed by any RMDA Member impacted by the Board decision. The Appeal Committee will be comprised of five (5) neutral captains selected by an Executive Board Member. Appeals must be sent to bod@rmda.org within 24 of notification of the board's ruling. An Executive Board Member shall arrange for a location for the Appeal Meeting and notice will be send to the member making the appeal and the neutral captains within three (3) days of receipt of the appeal. The meeting must take place within ten (10) days of receipt of the appeal. This meeting will be a closed meeting. Only Board Members, neutral captains and the affected parties may attend.

Options available to the Appeal Committee:

- a. Uphold the decision of the Board.
- b. Overturn the decision of the Board and recommend a new solution. If the new decision is approved by a majority of the Board, it takes effect, and no further appeal is allowed. If the new solution fails a vote of the Board, the original decision is overturned, and not further action is taken.