

Rocky Mountain Dart Association



rmda.org

Rules

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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

01/01/2003, 07/01/2003, 07/20/04, 01/01/05, 07/01/06, 01/01/07, 07/01/07, 01/01/08, 07/09/08, 07/15/09, 1/15/10, 7/15/10, 01/07/2011, 01/02/12, 12/15/12, 6/9/13, 7/16/14, 01/23/15, 07/17/15, 12/10/16, 6/29/17, 09/22

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. 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 T to T, but not participate in league play. The cost of an Associate membership is \$20.00 and is valid from August through July 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 (“Masters”, “AA”, “A”, & “B”), with the teams of the highest caliber placed in the “Masters” Division (expert), then the “AA” Division (advanced), then the “A” Division (intermediate), with the “B” Division (novice) players. Players on Teams in a Division shall be classified as players of that Division (i.e. an “A” Player plays or last played in the A Division).

4.5. MANDATORY UPWARD MOVEMENT FOR CITY CUP WINNERS (B, A AND AA)

At the end of each subsequent league, the City Cup Winners from “B”, “A” and “AA” 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, they must contact their commissioner to begin the process.

4.6 MASTERS DIVISION

The Masters Division will be limited to a total of 8 teams. In order to maintain 8 teams, the following will be enforced:

1. The team (all players) that finishes in 8th place will automatically move to AA division. If the 8th place team wins the Masters City Cup, the 7th place team will automatically move to AA division.
2. The team that wins the AA City Cup will automatically move up to Masters. All players on the City Cup team will be considered Masters Players. If any of them wish to play in AA, they must request a board vote.
3. The board will invite teams based on the past season MVP average of their top four players, starting with the highest average and moving down until all 8 spots are filled.
4. Each season, any team wishing to apply for Masters should submit their registration, listing Masters as their division of choice.
5. If there are less than 8 teams signed up for Masters at the deadline of registration, the board will invite teams signed up for AA to apply to fill the spot(s) to achieve a total of 8.
6. If there are more than 8 teams signed up for Masters at the deadline of registration the board will retain the highest average teams, based on combined individual stats. This excludes the current Masters and AA City Cup Winners. The remaining teams will be moved to AA.
7. All players moved to AA will automatically be eligible and will not have to petition for downward movement.

4.7 MOVEMENT PROCEDURE

1. Player responsibilities

- a. Any AA player wishing to play in A Division should look up their final season stats at http://rmda.org/stat_archive/ to determine where they finished in AA, they should look at the column marked “% Ranked”. This will give them their percentage within AA.

1. If their percentage is higher than 30% they are not eligible to move.

2. If their percentage is 10% or lower, they are automatically approved to move.

The player should send an email to the Statistician (stats@rmda.org) and the Secretary

(secretary@rmda.org) with their name and RMDA # stating that they intend to move from AA to

3. If their percentage is higher than 10% and lower than 30.1%, they should contact their commission to request a statistics review. Additionally, it is recommended that the player give specific reason(s) for the request.

b. Any player wishing to drop from Masters to AA must inform a AA/Masters Commissioner in writing. These requests will always require a stats review.

c. Any player wishing to drop down to B must inform an A Commissioner in writing. These requests will always require a stats review.

d. 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.

5. THE TEAM

5.1. FOUR TO SEVEN PERSON TEAM LEAGUE

A minimum of four (4) and a maximum of seven (7) 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 3.2).

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.

5.2. 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.

5.3. 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, they shall provide another current team member.

5.4. 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 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.

5.5. 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

5.6. 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.

5.7. 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, another member of the team 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 score sheets required for the ensuing season. Lost Captain's Packets may be replaced after payment of a \$5.00 processing fee is received by the Statistician.

5.8. ADDING PLAYERS

Players may be added to teams to fill vacant roster spots (up to 7) 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.**

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.

5.9. 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.

5.10. 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.

5.11. 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 unless approved by the appropriate Commissioner.

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.

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.

6.3. FORFEITS

Should a team have only one player or no players present at the required 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.

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 is 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, 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 his throw.

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

1. B Division ½ point.
 - a. First ½ point home team
 - b. Second ½ point away team
2. 1001 A/AA/Masters divisions.
 - a. home team.
3. Doubles all divisions.
 - a. First Doubles away team.
 - b. Second Doubles home team.
4. Singles all divisions.
 - a. First Singles away team.
 - b. Second Singles home team.
 - c. Third Singles away team.
 - d. Forth 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

Game played in team, 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 accumulatively 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 “A” Division, mandatory 3rd leg and optional 4th and/or 5th leg in “AA” Division and “Masters” 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 (optional 3rd leg in “A” Division, mandatory 3rd leg and optional 4th and/or 5th leg in “AA” Division and “Masters” Division). 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 team, doubles and singles segments in “B” Division, and team and singles segments only in all other divisions. 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 1st leg and optional 4th and/or 5th leg in “AA” Division and “Masters” Division. Each doubles team starts the game with 701 points, and play proceeds as designated in 501.

1001 Straight In/Double Out

Game played as the tiebreaker in all Divisions’ Playoff Matches. Each Captain designates a four-person team and a playing order. Each team begins at 1001, and play proceeds as designated in 501. Team members must play in the set order – a player who plays out of order shall forfeit that turn and any points scored on it. The team must then on its ensuing turn return to the proper order (i.e. the player who was designated to play when the wrong player took his turn must wait until his turn in the rotation comes back around). The first team to win two 1001 games shall win the playoff match.

9. LEAGUE MATCH FORMAT

9.1. NUMBER OF PLAYERS REQUIRED

A match requires four (4) players for each team to fully play each segment. Five (5) or the maximum six (7) players may participate in a match, though not all in the same segment. Three players and two players 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 players turn each time around. If only one player is present the match becomes a forfeit. In the case of a player missing from each team, the missing players should be lined up together and the point split between teams.

In the event that there are less than 4 players on a team for a match, it must be indicated on the score sheet. In the 'out' box for the team segment, write a 'W' for the opposing player that is lined up against the absent player. In the 'out' box for the singles segment, write a 'W' for the opposing player that is lined up against the absent player.

9.2. MATCH FORMATS AND TOTAL SCORE

A match shall consist of one team segment(1001), one doubles segment (two 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 4.75 to 2.25). **B Division will consist of one doubles segment(two doubles matches), worth .5 points each, one doubles segment(two doubles matches), worth one point each, and one singles segment (four singles matches), worth one point each. The final score of every match shall add up to seven.**

9.3. TEAM SEGMENT – (WORTH ONE POINT TOTAL) 1001

In all Divisions except “B,” the team segment shall consist of **One leg of 1001** played by four different team members each valued at **1** point.

NOTE: The team segment in “B” shall be one doubles leg of “501”, and one doubles leg of ADO cricket valued at ½ point per leg.

9.4. DOUBLES SEGMENT - (TWO DOUBLES MATCHES, WORTH ONE POINT EACH)

The Doubles segment shall consist of two 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 “B” and “A”, and a race to three legs won in “AA” and “Masters.” Each doubles match won earns one point for the team.

The first two legs in doubles for “B” shall be 501 and ADO cricket in that order, and if a third leg is required 501 or ADO cricket may be called by the winner of the cork. 301 is not a permitted selection in B league.

The first two legs in doubles for “A” shall be 701 and ADO cricket in that order. If a third leg is required 701, ADO cricket or **401** may be called by the winner of the cork.

The first three legs in doubles for “AA” and “Masters” shall be 701, ADO cricket and 401 in that order. Any of these games may be called by the winner of the cork in the fourth or fifth legs if necessary.

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.

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

The Singles segment shall consist of four singles matches. No player on a team may play in more than one singles match. The first two legs in singles for “A” and “B” shall be 501 and ADO cricket in that order. If a third leg is needed in “B” division, 501 or ADO cricket may be called by the winner of the cork. 301 is not permitted in B League. If a third leg is needed in “A” division, the winner of the cork

may also call 301 double in/double out. The first three legs in singles for “AA” and “Masters” 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.

9.6. 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 10 (ten) 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. PREPARING THE SCORE SHEET

10.1. HOME TEAM CAPTAIN RESPONSIBILITIES

The home team captain must provide the score sheet (a score book is in the Captain’s Packet issued to every captain at the captains’ meeting) for the match. The score sheet consists of a top original sheet and two carbon copies below. The original must be filled out with a writing utensil that will also mark both carbon copies beneath. The captain must fill out the top line of the sheet completely including date, home team name, away team name, location, circle the appropriate division, and week number on the season schedule. The captain then writes (in no particular order) the **first and last names** of the team members in the upper (home) half of the sheet, and must include the RMDA number for each player.

If electronic scorekeeping is selected then a paper copy of the score sheet is still **required** to be sent to stats@rmda.org. 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, then must write the first and last names (in no particular order) of the team members and must include the RMDA number for each player.

10.3. PROCEDURE FOR WRITING SEGMENT LINE-UPS

When it is time to begin the match, the home captain shall privately, in the indicated boxes for the team segment, indicate which four players shall play the team segment, and in what numerical order using 1,2,3 and 4 (In “B” Division, use just “1” and “2” for the two doubles teams). 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 player #1 against visiting player #1. In “B” Division, the team segment is two sets of doubles, so the match begins with the home team’s first doubles team (both players with a “1”) against the “1’s” from the visiting team. When the team

segment is completed, the procedure is repeated for the doubles segment using two “1’s” and two “2’s” to indicate the first and second doubles teams. After the doubles segment, the procedure is repeated for the singles segment using 1, 2, 3, and 4.


RMDA Home: USGuys Away: ThemGuys Location: The Dart Bar Div. (circle one) B A A M Week #: 1

Date: 2-1-10

Team	RMDA Number	Player Name (First and Last)	Team (Home Chalk 1)		Doubles (Away Chalk 1 - Home Chalk 2)		Singles (Away Chalk 1/2 - Home Chalk 2/4)				Quality Points									
			Line-Up	Out	Line-Up	Out	Line-Up	Out	Line-Up	Out	Line-Up	Out	Line-Up	Out						
H	15085	BettyBubble	1	20	2				2											
	15090	Fred Flintstone	2		1	2			1	33	25									
	15089	Wilma Flintstone	1		1				3	58	43									
	15096	Judy Jetson	2		2	40	11		4	49	45									
M																				
E																				
A	15086	BettyBubble	2						3											
	15123	Envelope Fitzop	1		1	21			1	31	16									
	14099	Elmer Fudd	1		2			4	41	25										
	14025	Vernacular Lodge	2	15	2															
W	15595	Atom Ant						8		2	96	15								
Y																				
Captain's Signature: <u>BettyBubble</u>			Team Win		Doubles Win		Singles Win		TOTAL POINTS WON: <u>3.5</u>											
Exceptional Play: <u>None</u>			Team Win		Doubles Win		Singles Win													

RMDA # 15086 Name BettyBubble Exceptional Play None
 RMDA # 15090 Name Fred Flintstone Exceptional Play None
 RMDA # 15089 Name Wilma Flintstone Exceptional Play None
 RMDA # 15096 Name Judy Jetson Exceptional Play None
 RMDA # 15086 Name BettyBubble Exceptional Play None
 RMDA # 15123 Name Envelope Fitzop Exceptional Play None
 RMDA # 14099 Name Elmer Fudd Exceptional Play None
 RMDA # 14025 Name Vernacular Lodge Exceptional Play None
 RMDA # 15595 Name Atom Ant Exceptional Play None

STAT LINE: **303-703-8248**
 RMDA • P.O. Box 102107 • Denver, CO 80250
 Home Captain must mail or email the score sheet to RMDA within 48 hours.
 White Copy - RMDA • Yellow Copy - Home Team • Pink Copy - Away Team



Rocky Mountain RMDA Dart Association

Both Captains must separately call or email in results after the match.

stats@rmda.org

Forfeits: Please note forfeited segments and/or matches as per rules. Forfeited matches must be called in.

FIGURE – 1a. Score Sheet B division Example

Date: 2-1-10

11. SCORING THE MATCH – SCORE SHEETS AND SCOREKEEPING

11.1. OUT SHOT AND DART COUNT

In team game and singles, the out shot will be placed in the top half of the box and the dart count in the bottom half of the box as noted at the top of each scoring column. All 301 games must be circled.

In doubles record the out shot only, in the space provided.

11.2. DOUBLES ASSISTS

In doubles, after recording the out-shot, fill in the assist box next to the assisting players name.

11.3. WINS AND LOSSES

Make sure that the box is marked for the appropriate win. Ex: First singles win marked in First Box, Second singles will marked in Second Box.

At the end of the match insure that the total wins are entered in the total points won box.

11.4. QUALITY POINTS

All quality plays must be marked in the appropriate location for the appropriate player. Do not use X's or checkerboard pattern, fill in each box completely.

Intentionally misrepresenting the number of quality plays will be subject to disciplinary actions.

11.5. EXCEPTIONAL PLAY

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.

11.6. DEFINITIONS

1. "B" Division:
 - a. 114 shot or higher in '01
 - b. 6hit or higher in Cricket
 - c. 4,5 or 6 hit bull shot or out
 - d. Any '01 out shot that is a 95 or higher
 - e. Any Cricket out shot that is a 5 hit or higher
 - f. 30 or fewer darts in 501 or Cricket
2. "A" Division:
 - a. 133 shot or higher in '01
 - b. 7hit 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
3. "AA" 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. 21 or fewer darts in 501 or Cricket
 - h. 15 or fewer darts in 301
4. "Masters" Division:
- a. 152 shot or higher in '01
 - b. 8hit or higher in Cricket
 - c. 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

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

- 1. Refer to Fig 2 of an example of how to chalk '01.
- 2. Refer to Fig 3 for an example of how to chalk Cricket. When using Dart Connect, mark what they hit. If they hit a triple, tap T or D for Double. If they hit 3 singles, tap the number 3 times.
- 3. Electronic scoring products are an acceptable method of scoring. Will be used at all matches.
- 4. 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.

11.8. 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.

11.9. 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.

Team Home
5_01



Team Away
5_01

Dart Count	Cricket			Dart Count
Points Scored	REMAINING SCORE HERE			Points Scored
	501	20	501	
60	441	19	456	45
T	341	18	276	180
85	256	17	221	55
26	220	16	81	140
140	80	15	24	57
48	(32)	Bull		

Dart Count: Count the "Points Scored" column and multiply times 3.
Always keep the players or team on the same side of the score board that they start on.

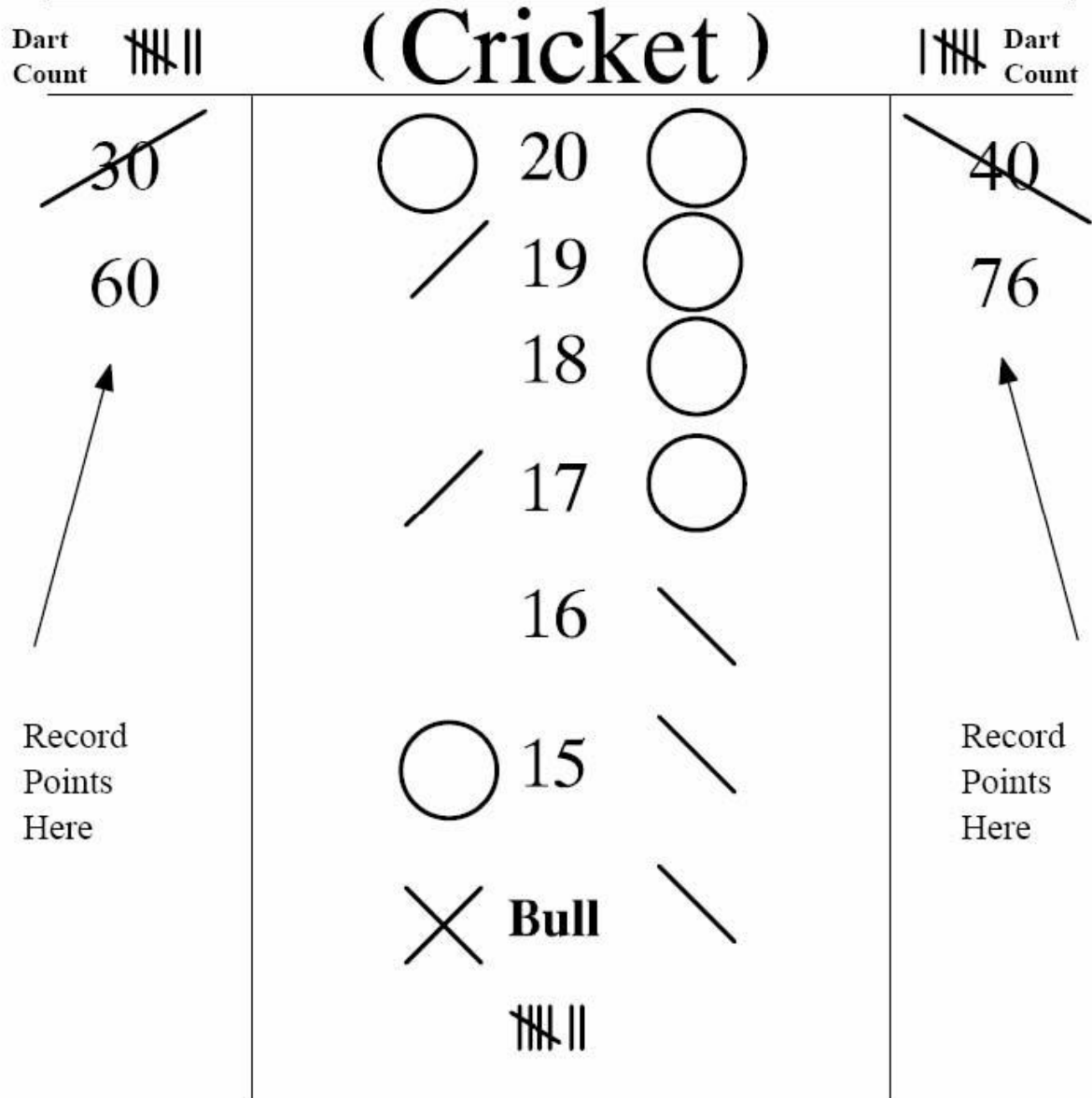
FIGURE - 2. Correct Way To Score 501

For the final turn of the winning player, count only the number of darts thrown to complete the game.

Team Home
_01



Team Away
_01



Dart Count: Multiply number of marks by 3 to calculate number of darts thrown.
Always keep the players or team on the same side of the score board that they start on.

FIGURE - 3. Correct Way To Score Cricket

For the final turn of the winning player, count only the number of darts thrown to complete the game.

11.10. 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, drink, or smoke while keeping score, STAND STILL!
5. Scorekeepers shall not look at the shooter, stand facing the board!
6. Scorekeepers shall not lean out to see where a dart is or is going nor shall he 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. Scorekeepers shall not change the side of the scoreboard a player is on during a match. If you start a player on the left side of the scoreboard, continue to keep his score on the left - regardless of what the bull shots are!
9. When using electronic scoring the chalkers 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.

11.11. 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 calling in a match results. The home team captain is responsible for the completion and prompt delivery of the score sheet.
2. Both captains are responsible for the accuracy of the score sheet 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.
3. Both Captains or Acting Captains must SEPARATELY call in the results to the Stats Line AND email to stats@rmda.org with the results of the match.
 - a. On the last night of league play, stats MUST be called in upon completion on the match.

4. All score sheets must be emailed to stats@rmda.org within twenty- four (24) hours following the night's match. Any score sheets not received within three (3) days prior to the date on which individual statistics are posted will result in no individual statistics being entered for the match on the missing score sheet, with the exception of approved postponements. Once individual statistics have been published, the statistician will NOT enter such statistics retroactively. Missing score sheets will result in no individual statistics and awards for the match for that missing score sheet.

NOTE: Weekly publications will reflect missing score sheets. When there is a missing score sheet either the HOME or AWAY team may send in a copy of the missing sheet.

5. All results as posted by the RMDA Statistician 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.**

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 best of 13 points to be played in the following order:
2. 2 sets of doubles - 4 singles - 2 sets of doubles - 4 singles – Best 2 out of 3 legs 1001 four person team (the four person event will be shot only if the teams are tied after 12 points).
 - a. All doubles and singles Matches are 2 of 3 legs for "B" and "A" Classifications, and 3 of 5 legs for "AA" and "Masters".
 - b. The home team shall chalk the first doubles segment, and keeping score responsibility shall alternate with each full point throughout the match.
 - c. After the first set of doubles and singles are shot, the teams MAY take a 15-minute break before beginning the second portion of the Match.

- d. In the event of a 6 to 6 tie after the second set of singles segment the teams shall play the best 2 out of 3 legs of 1001 four person team tiebreaker (see 8.3).
 - e. Once a team has won a total of seven points, the match is over.
 - f. A player may play in TWO doubles and two singles segments; however, the player may only play once in the first two doubles, once in the first four singles, once in the second doubles and once in the second singles.
3. 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.
 4. 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
 5. Both captains must report match results as soon as the Match is finished.
 6. BOTH teams are responsible for emailing in the score sheet.
 7. 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.

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.
 - b. CALLIHAN CUP: Seasonal trophy to be awarded to the first-season "B" Classification dart player who finishes with the highest MVP points having played at least 75% of all available Doubles and Singles Segments combined for that season. Award donated by Jon Callihan, winner of the first Colorado Open Dart Tournament.
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.

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.
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, T to T fees, 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.

15.2. CELL PHONES

- 1. Cell Phones should not be worn on the belt or answered while at the scoreboard scoring a match.
- 2. Cell Phone ringers shall be turned off or silenced during league play.

15.3. 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.

15.4. 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

15.5. 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 no further action is taken.