



DART ASSOCIATION

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RULES AND REGULATIONS

ARTICLE 1 - TEAM PROFILE

SECTION 1: To encourage expansion of the league and the opportunity to become a member of the Maine Dart Association, teams will be open to anyone 21 years of age and over. All teams must have a minimum of four [4] *rostered players*; all teams are encouraged to have at least five [5] players but may roster up to a maximum of seven [7] players.

SECTION 2: Individuals may only play on one dart team per season. Any player that plays one match for a team cannot play for any other team during that season.

SECTION 3: All league rosters must be completely filled out, membership and sponsorship fees must be included with the roster. No teams will be seeded without full payment except in accordance with the Maine Dart Association By-Laws, Article 5, Section 5. Roster changes will **ONLY** be permitted for the first two [2] weeks of play. Any player added to your team after the Seeding **MEETING** must have the Boards approval and not go over the **HIGHEST** division average, which will be stated at the Seeding Meeting. The player may not be used in a match until approved. The only additions that will be considered by the Board after the first two [2] weeks of play, is in the event of an emergency, leaving a team with less than **four [4]** rostered players, and that the player added does not put the team over the highest division average. If your team has less than four [4] players you will be allowed to drop players in question and add new players for a maximum of four [4] players on the team.

SECTION 4: The Board reserves the right to deny the addition of any player if the addition would result in that team being seeded in a higher division at the Seeding Meeting.

SECTION 5: **Any teams who have scored over:**

- ❖ **85 points or more for a 12 week season**
- ❖ **100 points or more for a 14 week season**
- ❖ **105 points or more for a 15 week season**

and submit a roster with three [3] or four [4] returning core players will be moved up to the next highest division. [Definition of core: three [3] or four [4] highest averages at the end of the prior season].

ARTICLE 2 - LEAGUE CAP

SECTION 1: Cap Worksheet Instructions: Every team must complete a Cap Worksheet **and** Application for League Play. The Cap Worksheet Instructions are located on the back of the actual worksheet. The instructions on the Cap Worksheet are updated before each season begins. Use those instructions for the current procedures to fill out the worksheet.

- a. Use the Maine Dart Association averages located on the website or in the bars, look up each team member's name, player number and average and list this information in the proper columns.
- b. If you cannot find an average for a team member on the League Average Sheet, leave that space blank.

- c. You will need to adjust the average listed to the division you plan on playing in this season.
- d. If you are playing in the "C" division the player's average will stay the same. If you are moving up from the "C" division you will need to subtract 10 percentage points for every division you are moving up to the average listed and place that adjusted average in the space provided.:
 - a. Playing in A subtract 20.00 from the average. Playing in B subtract 10.00 from the average
- e. If you are moving down from the "C" division you will need to add 10 percentage points for every division you are moving down to the average listed and place that adjusted average in the space provided.
 - a. If you are playing in the "D" or "E" Division add 10.00 for each division moving down from the average listed in Column 1. i.e. Playing in D add 10.00 to the average. Playing in E add 20.00 to the average.
- f. Move the four [4] highest averages of your team from the adjusted column, to column 3 on the worksheet. Add those top four [4] averages together, and place that number in the total of the four [4] highest averages divide total by four [4]
- g. Place that number in the Total Team Average Box at the bottom of the page. If your team average is 62.50 or lower, you will be allowed to apply for that division.

SECTION 2: If your team average is over 62.50, you have two [2] options if you are not applying for the Unlimited Division, **if there is no Unlimited Division the top seeded division of the league will not be subject to the cap.**

1. **Option 1:** You may keep your team together, but you have to move up to a higher division. Every division you move up will drop your team by 10 percentage points. You must move up the appropriate number of division[s] until your team average is equal to, or lower than 62.50.
2. **Option 2:** In order for your team to play in the division you have applied for, you must drop players and/or add players so your best four [4] player averages are below or equal to 62.50.

SECTION 3: The Maine Dart Association may still require all teams to move up or down a division, depending on the percentage and/or the number of teams in the division you are applying for. The night of play that you have requested has nothing to do with the actual seeding of your team in any division. All teams are seeded by their playing percentage first. In the event of a tie, the night of play will be looked at as a possible way of deciding how to seed the teams. Once seeded, all decisions of the Maine Dart Association Board are final.

SECTION 4: Once seeded, you may add players to your roster during the first two [2] weeks of play. If the add or drops are not completed at the Mandatory Seeding or Mandatory Captains Meeting before league plays starts, you must do the following:

- a. To add or drop players write all of the correct information on the Maine Dart Association ADD/DROP Forms provided in the captain's packet.

DO NOT UNDER ANY CIRCUMSTANCES, MAKE ROSTER CHANGES OVER THE PHONE OR VIA E-MAIL.

1. PLAYERS NAME
2. PLAYERS MEMBERSHIP NUMBER
3. PLAYERS AVERAGE

- b. Enclose the player's dues. [If the player is not approved the dues will be returned]

No players will be added over the phone or by E-mail during the first two [2] weeks of play. The Board must approve the player added after the Captain's Meeting **PRIOR** to their use in a match. The player[s] you want to add to your team can not shoot for your team until your team has received Board Approval. The information will be posted on the website. If it is necessary to add players, you can only do so as long as their

average does not put the team above the highest seeded team average in your division.

SECTION 5: If you have a person that has never played darts before or a person that does not have an average in the Maine Dart Association, you are to assign them an average using the following formula.

1. If you have a team with four [4] players and they all have averages for the season you are currently in, you must assign that player the same average as the player with the fourth [4th] highest average on your team. [This will not change your team average]. If you have less than four [4] players with no average they will start with 50.00 [50%] for seeding purposes only.
2. If the player has played for another league, the Board may obtain, from any source, your players previous average from that league. The average obtained will be the dart player's average for that season. No exceptions.

SECTION 6: Any person must play at least nine [9] games to establish an average.

SECTION 7: No player with an adjusted average of 70.00 [70%] or over may play in the D or E Division.

SECTION 8: The Data Base Administrator will double check all team members averages with a copy of the Maine Dart Association League Average Sheets, and the Board will be notified of any discrepancies.

SECTION 9: Adjusted Players Average

- a. Players averages are calculated on their past five [5] season played.
- b. If a player misses more than 3 years of consecutive play [6 seasons], their average will be adjusted to ZERO [0].
- c. No player's average will drop by any percentage [%] if the player misses a season. The average for the player will remain the same as the previous season.
- d. If a player misses more than 3 years [6 seasons], he/she will be dropped from the publications on the Maine Dart Association Roster; however, the player will be kept on the records.

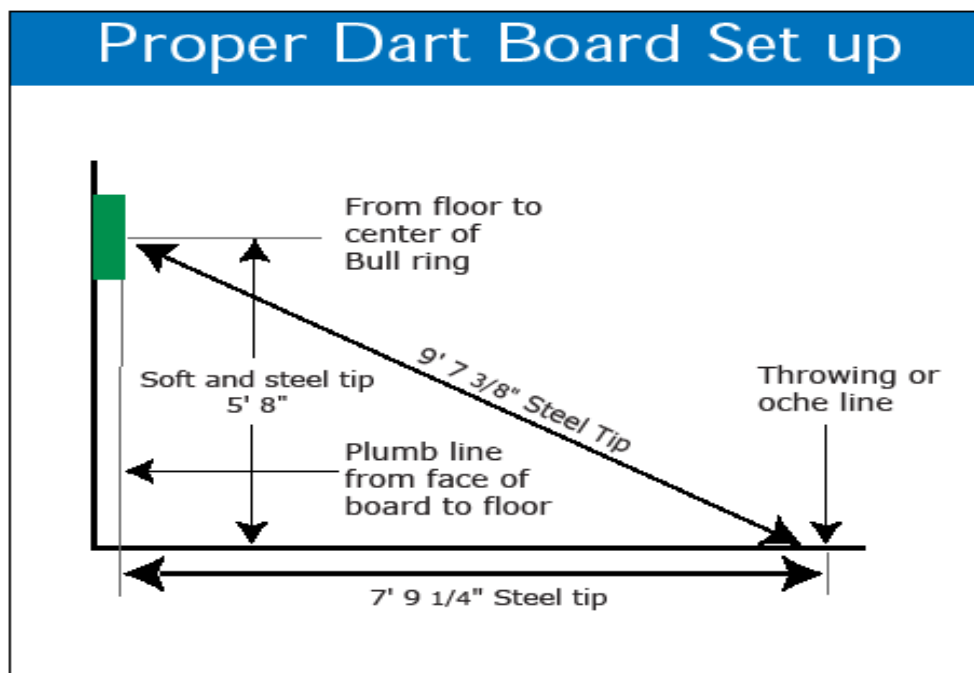
ARTICLE 3 – UNLIMITED DIVISION

Section 1: Unlimited Division:

1. No teams under cap restraints in the Maine Dart Association highest Division will be forced to move up to the Unlimited Division. Teams that are over the cap in the highest division within Maine Dart Association with cap restraints can be forced to move to the Unlimited Division if they refuse to adjust their roster to get below the 62.50 cap.
2. All players in the Unlimited Division will have their current league averages frozen when they enter the Unlimited Division. When each player returns to league play under cap restraints, the averages that were frozen will be the averages that will be used when returning to league play under cap restraints.
3. The Unlimited Division will have no cap restraints. All teams need to have at least 4 players or up to A MAXIMUM OF SEVEN [7] PLAYERS regardless of the player's average or the team's overall average. It is recommended that all teams have 5 players in case of a player that can't be at every match.
4. At least four [4] teams will be needed to establish the Unlimited Division. If less than four [4] teams apply for the Unlimited Division there will not be an Unlimited Division and those teams may return to league play under cap restraints. The Maine Dart Association may still try to establish some kind of league play for those players that applied for the Unlimited Division that was cancelled.
5. If there is no Unlimited Division the top seeded division of the league will not be subject to the cap.
6. All teams must still fill out a cap worksheet.
7. All Maine Dart Association rules apply in the Unlimited Division.

ARTICLE 4 – EQUIPMENT

SECTION 1: All league competition, including tournaments and play-offs, shall be played on a standard English bristle board with a 20 point clock face, of the hard wired or blade (NOT EMBEDDED) variety, with wires or blades on the outside of the board separating the single, double and triple sections.



SECTION 2: Dartboards shall be placed 5'8" from the floor to the center of the bull's-eye with the 20 bed at the top of the center **or 9'7 1/2" diagonally from the throwing line to the center of the bull** [this is used to avoid variations from an uneven floors]. The front edge of the toe line [edge closest to the board] will be 7' 9 1/4" from the surface of the board and the line will be A MINIMUM OF 24" [12" to either side of the center]. Dart set-ups must be sanctioned by the Maine Dart Association to be considered legal for play during league nights.

SECTION 3: The sponsor and home team will be responsible for supplying and maintaining the dart boards which must be acceptable to both home and visiting teams to use during league play.

SECTION 4: The dartboard will be firmly anchored and lighted by a florescent tube, [minimum 20 watts], 18" in length and boxed in on three [3] sides. The light should be placed above the board so it does not cast shadows.

SECTION 5: The dartboards will be located in a place that is readily available to players without distraction to the shooter.

SECTION 6: A scoring surface must be provided and located next to [on either side] the dartboard so that both players and spectators can see it.

SECTION 7: Any noncompliance of the above should be reported to your Area Director. The home team may lose up to five [5] points if improper conditions exist.

ARTICLE 5 – DATES AND TIMES OF MATCHES

SECTION 1: Matches will start at 7:30 P.M. [real time not bar time], with a 15-minute grace period, unless otherwise agreed upon by both Captains involved. All dartboards must be open for practice to the teams one-half [1/2] hour prior to the scheduled starting time.

SECTION 2: If any team needs to reschedule a match, their Captain must notify the opposing Captain and the Area Director at least 24 hours prior to the scheduled match. When the need to reschedule is caused by extreme inclement weather conditions, shorter notice will be allowed at the request of either Captain. Both Captains will do rescheduling and agree to have the match played within six [6] days of the original schedule. If, for a valid reason, this rule cannot be fulfilled, the Captains must contact the Board of Directors, and they will set a final date for the match to be played. If a match is rescheduled, the home Captain should call and leave a message letting the **AREA DIRECTOR** know when the match will be played.

SECTION 3: If, because of a club rescheduling conflict, the home team cannot host a match, the match will be played at the visitors club, or it can be played at a neutral location. In either case, the match must be played on the scheduled date. The home team is determined by the scheduled date, no matter where the match is played.

SECTION 4: If less than four [4] but at least two [2] members of a team are present for a regular season match, the match must be played. If no members of a team are present for a regular season match it will be considered a refusal to play, unless the Area Director, Article 5, Section 2 has received prior notification. If a team refuses to play any match, the members of that team will be suspended from the Maine Dart Association league play for the remainder of that season and the next regular season. Any points earned by other teams against the suspended team will be subtracted from the standings and future scheduled matches against the suspended team will be treated as byes.

SECTION 5: Playoffs:

If there are 6 or more teams in your division and there are two conferences, the playoffs will be played as follows:

Quarterfinals: 1st vs. 4th @ 1st place bar
2nd vs. 3rd @ 2nd place bar

Semifinals: will be the winners of the quarterfinals playing at the higher ranked teams bar

Finals: will be the winners of the semifinals from each conference

If there are 5 or less teams in your division and there are two conferences, the playoffs will be played as follows:

Quarterfinals: 1st place team has a bye week
2nd vs. 3rd @ 2nd place bar

Semifinals: will be 1st place vs. the winner of the quarterfinals

Finals: will be the winners of the semifinals from each Conference.

If there are 6 or more teams and only one [1] conference in your division, the playoffs will be played as follows:

Semifinals: 1st vs. 4th @ 1st place bar
2nd vs. 3rd @ 2nd place bar

Finals: will be the winners of the semifinals.

If there are 5 or fewer teams in your division, the playoffs will be played as follows:

Semifinals: 1st place team has a bye week
2nd vs. 3rd @ 2nd place bar

Finals: will be 1st place vs. the winner of the semifinals

Quarterfinals, semifinals, and final matches may not be rescheduled under any circumstances. Any team who refused or is unable to play a quarterfinal, semifinal or final match will be suspended from the Maine Dart Association league for one season and will forfeit their trophies.

ARTICLE 6 – MATCH PROFILE

SECTION 1: Match report sheets are to be completed by 7:30 P.M. [real time not bar time] except when there is a shortage of players and subject to the provisions in Article 5, Section 1. Only rostered players may shoot in a match. Any team using unrostered players will be subject to one [1] point deduction for each unrostered player used, as well as one [1] point for each time they used them in a leg of a match.

SECTION 2: Warm up shots must be kept to a maximum of nine [9] per shooter.

SECTION 3: The home team has the choice to cork on the first game of each match, alternating to the visiting team for the second and so on. Closest to the cork goes first. The point of entry on the playing field determines a cork shot. Do not touch or move the dart[s] to determine the point of entry. The second shooter may acknowledge the first dart as a single or double bull, and then ask for the dart to be removed prior to his/her throw. The thrower's dart must remain in the board in order to count. Additional throws may be made when throwing the cork, until such time the players dart remains in the board. A re-throw shall be called if the scorekeeper cannot determine which dart is closer to the cork, or if both darts are single cork, or if both darts are in the double cork. IF A RETHROW IS CALLED THE BY SCOREKEEPER, ALL DARTS SHALL BE PULLED BEFORE THE CORK IS RETHROWN. Decision of the scorekeeper is final. Should a re-throw be needed, the second shooter will now shoot first. On shooting the cork, if a second dart knocks out the first dart, the shooters shall re-throw in the opposite order. Any person shooting in a game may shoot the cork, but the line-up on the match sheet must be followed.

SECTION 4: PROFILE FOR 4 PLAYER FORMAT

EACH MATCH CONSISTS OF:

1. CRICKET – 2 PERSON TEAM
2. CRICKET – 2 PERSON TEAM
3. SINGLES GAME – BEST OF 3 – 301 DS/DF
4. CRICKET – 2 PERSON TEAM
5. SINGLES GAME – BEST OF 3 – 301 DS/DF
6. CRICKET – 2 PERSON TEAM
7. SINGLES GAME – BEST OF 3 – 301 DS/DF
8. CRICKET – 2 PERSON TEAM
9. SINGLES GAME – BEST OF 3 – 301 DS/DF
10. CRICKET – 2 PERSON TEAM
11. 801 – 4 PERSON TEAM DS/DF

NO PLAYER SHALL PLAY IN MORE THAN:

[a]. One [1] singles match

[b]. Three [3] cricket games and never team up with the same partner in more than one [1] cricket game

SECTION 5: If a player is not present at the beginning of their games, they cannot play or be replaced. They can play if they show up for a subsequent game, which they are scheduled to play in. A player in the match does not have to be present for the cork shot, but the player must be present before his/her turn in the match in order to play, and at the end of warm-ups for singles.

SECTION 6: All 01 games will start and end on a double.

SECTION 7: 301 games shall be played on a best two [2] out of three [3] basis. In the first game, the normal order will be used to shoot the cork first. The loser of the first game has the option to shoot first or second at the cork to determine who will start the second game. If a third game is required, the cork shot will be determined by a coin toss. Home team calls the toss with the winner having the option of shooting first or second. The winner of the cork will start the third game.

SECTION 8: The Captains are responsible for running a smooth match. Any disputes during a match must be settled in a private conference between the Captains.

SECTION 9: In the event that a match is played under protest or dispute, complete all matches, state the reason for the dispute on the back of the match report sheet and send it in. No protests will be accepted if made verbally. To be valid, protest must be written, and signed by the protesting Captain.

SECTION 10: Complaints can be made in writing to the Board no later than one week after the match was played. Any complaints submitted to the Board may be referred to the Protest Committee.

ARTICLE 7 – INSTRUCTIONS FOR FILLING OUT MATCH REPORT SHEET

SECTION 1: Fill in the names and division of the teams on the proper side.

SECTION 2: Fill in the date of the match to be played, if the match is a make-up game put the date that the original match should have been played along with the date the match was played and state make-up game on the match report.

SECTION 3: Fill in the complete:

- e. Name or nickname [if the Board is aware of the nickname]; if unsure then list the nickname on the back of the match report sheet.
- f. Membership number of each player in the appropriate line-up spots.
- g. Line-ups are to be filled out completely in the blind before the first [1st] game. Home teams fill out the report sheet in advance; visiting teams should have line-ups on a separate sheet of paper to be transferred to the match report sheet by the Home Team Captain. PLEASE PRINT ALL INFORMATION CLEARLY!

SECTION 4: All match report sheets are to be filled out in triplicate.

SECTION 5: Both Captains must initial all mistakes or changes made on the match report sheet.

SECTION 6: Complete the all-star and specialty shots section of the match report sheet on an ongoing basis throughout the match. All-star points are scores of a hundred [100] or more per turn in any 01 game, with the exception of the third [3rd] singles game. If a high in or high out is scored for the match, be sure to mark the letter "I" [FOR HIGH IN] or the letter "O" [FOR HIGH OUT] next to the player's name when recording the information in the all-star section of the match report sheet.

Record the players' name, in the appropriate box at the bottom of the match report sheet. If you have more than one high in/out write the highest in/out at the bottom of the match report sheet. If there are the multiple scores that are the same write all of the appropriate information at the bottom of the match report sheet.

SPECIALTY SHOTS:

- a. 180's
- b. Round of Nine
- c. Six Corks
- d. High In
- e. High Out
- f. Tons Shot
- g. 6 Dart Game

When writing the ton points in the appropriate box be sure to write it out in numerals

The only scores that should be "circled" on a match report sheet are specialty shots earned during the third [3rd] game of a 301 match.

SECTION 7: Total the points for each team and record the scores in the appropriate boxes. The team with the highest number of points is the winner. Total points for both teams should equal eleven [11].

SECTION 8: For cap purposes, it is now mandatory to do a rating for individual players, [I.E.: points attempted and points earned for each game a player shot in]. Home Captains are responsible for recording these points on the match report sheet. A one-[1] point deduction will be assessed each week for missing scores.

SECTION 9: Both Captains must sign the completed match report sheet. The Home Team Captain should carefully review the match report sheet before mailing. It is his/her team that will be penalized for inaccurate information.

- a. Mail the white copy to the Maine Dart Association
- b. Give one [1] copy to the visiting Captain, and
- c. Keep the remaining copy for your records

SECTION 10: NO SHOWS, if a player is not present to play their games, the Captain will write NO SHOW IN THE BLOCKS PROVIDED FOR TONS HIT DURING PLAY.

SECTION 11: A ONE [1]-POINT PENALTY will be assessed against the Home Team for all match reports not properly completed [refer to Article 8 – Point Deductions].

ARTICLE 8 – POINT DEDUCTIONS

SECTION 1: INCOMPLETE MATCH REPORT SHEETS: -1 POINT DEDUCTION

- a. A deduction is taken if all the required information is not filled in on the match report sheet as follows:
 - 1. All data at the top of the sheet
 - a. Date
 - b. Division
 - c. Complete team names
 - d. Week of play
 - 2. First and Last names of all players used
 - a. Unless the player goes by a nickname and the Board is aware of the nickname
 - 3. Total number of points earned by each team
 - 4. Individual stats
 - a. Membership number
 - b. Players complete name, unless the player goes by a nickname and last name
 - c. Games played
 - d. Points attempted [A]: columns for both teams combined should equal a total of 40 points
 - e. Points earned [E]: columns for both teams combined should equal a total of 40 points, unless you state a NO SHOW on your match report
 - f. Games Played [GP]: each teams columns should equal a total of 20 points
 - g. If a high in or high out is scored for the match, be sure to mark the letter "I" [FOR HIGH IN] or the letter "O" [FOR HIGH OUT]

next to the player's name when recording information in the all-star section of the match report sheet.

h. All ton points are to be written in numeral form [i.e.: 100]

5. Point Deductions – Team Names

a. **No points will be deducted from teams for the Team Name as long as no additional look up is needed to determine the names on the Match Report.**

SECTION 2: Late Match Report Sheet: One [1]-point deduction

- a. A one [1]-point deduction will be assessed to the Home Team if the Maine Dart Association does not receive the match report by Saturday's mail
- b. The point will be returned if the match report is postmarked or meter marked by:
 1. Wednesday for Monday night's matches
 2. Thursday for Tuesday night's matches
 3. Friday for Wednesday night's matches
- c. Points will be deducted each week for late match reports until the missing match report is received.

SECTION 3: **UNROSTERED PLAYER:** – UP TO SIX [6] POINTS DEDUCTION FOR EACH UNROSTERED PLAYER USED

1. One [1] point for each unrostered player used
2. One [1] point for each game the unrostered player has participated in

SECTION 4: **PLAYER ELIGIBILITY FOR GAMES**

1. No player shall play in more than 5 games
 2. No player shall attempt more than 10 points per match
 3. No player may play in more than 1 301 game
 4. No player may play in more than 3 cricket games
 5. No player may play in more than 1 cricket game with the same teammate
- a. If you use 5 shooters that does NOT mean you can play 4 crickets 1 with each player you still can only play in 3 crickets MAXIMUM.
 - b. It is up to BOTH captains to check the lineups PRIOR to starting the match to make sure that the rosters are BOTH LEGAL. If upon reviewing the match report PRIOR TO THE FIRST DART OF GAME 1 BEING THROWN, it is discovered that one team has submitted an illegal roster, then the team captains must agree to allow a correction to be made to replace the illegal player with a legal player, OR if they cannot agree on the substitution, then both captains may elect to rewrite their lineups on separate sheets of paper. The home team captain will need to copy both lineups to the match report sheet that will be submitted to the league. Home Team captains, this is your only chance to avoid losing a point for an incomplete match report if the visiting team has submitted an illegal lineup.
 - c. It is our expectation that both teams check and make any corrections to the match report prior to the start of the match (and this is the start of the overall match not the start of the illegal game). Once the first dart of game 1 of the match has been thrown, both captains agree that the information is correct as written. When at home, please check your work and the work of the visiting captain prior to game play beginning.
 - d. If you are unsure of any of these rules, please contact your area director or any Board Member if your area director cannot be reached.
If an illegal game has already been played, it CANNOT be replayed so you will continue onto the next game in the match.
If after playing a match it is discovered that one team has played a player illegally in any game, the following deductions will be assessed.
It is too late to change anything at this point.
 - e. The team that uses any player illegally will lose 1 point just for using that ineligible player and will lose 1 additional point for EACH GAME that

was played by the ineligible player.

Examples of ineligible player games would be a player shooting more than 1 cricket game with the same partner, or shooting 4 or more cricket games.

- f. The home team will also lose 1 point for an incorrect match report.
- g. These deductions will be the only deductions assessed. The result of the game that was played already with the ineligible player WILL STAND as is and the point for that game WILL NOT be awarded to the opposing team. MAKE SURE THE LINEUPS FOR BOTH TEAMS ARE LEGAL BEFORE STARTING THE MATCH.
- h. A new newsletter CODE for deductions involving use of ineligible players in games has been created and will be the letter O.

SECTION 5: UNPAID DUES: -3 POINTS

1. Three [3] points deducted for each player used in a match

SECTION 6: MANDATORY MEETINGS [POINT DEDUCTIONS]

1. **MANDATORY SEEDING MEETING:** [total deduction of two [2] points may be assessed]

1. First Roll Call: One [1] point penalty will be assessed to all teams that do not have a Captain or team representative present at the meeting for 1st roll call.
2. Second Roll Call: One [1] point penalty will be assessed to all teams that do not have a Captain or team representative present at the meeting for the 2nd roll call.

2. **MANDATORY CAPTAINS MEETING:** [total deduction of 4 points may be assessed]

- a. First Roll Call: Two- [2] point penalty will be assessed to all teams that do not have a Captain or team representative present at the meeting for the 1st roll call.
- b. Second Roll Call: Two- [2] point penalty will be assessed to all teams that do not have a Captain or team representative present at the meeting for the 2nd roll call.

3. **MANDATORY GENERAL MEMBERSHIP MEETING:** [total deduction of 6 points may be assessed]

- a. First Roll Call: Three [3] point penalty will be assessed to all teams that do not have a Captain or team representative present at the meeting for the 1st roll call.
- b. Second Roll Call: Three [3] point penalty will be assessed to all teams that do not have a Captain or team representative present at the meeting for the 2nd roll call.

SECTION 7: CAPTAINS/CO-CAPTAINS MAINTAINING CURRENT VALID ADDRESSES AND PHONE NUMBERS

- a. At the Board's discretion non-compliance could result in a two- [2] point penalty for each week this information is not updated.
 1. Record any changes of address or phone number on the back of the match report sheet
 2. Notify your Area Director of any changes of address or phone numbers.

SECTION 8: STANDARD POINT DEDUCTIONS:

Please read all the information provided, so that you are aware of all the possible point deductions. The Maine Dart Association Board of Directors or the Protest Committee decides on any other point deductions.

<u>Deduction</u>	<u>Description</u>	<u>Points</u>
A	UNPAID PLAYER	-1
B	LATE MATCH REPORT	-1
C	INCOMPLETE OR ERROR ON MATCH REPORT	-1
D	UNROSTERED PLAYER	-1
E	MISSED MANDATORY MEETING	-1
F	MISSED 1 st ROLL CALL-MANDATORY SEEDING MEETING	-1
G	MISSED 2 nd ROLL CALL- MANDATORY SEEDING MEETING	-1
H	POINTS RETURNED - POST MARK	1
I	BOARD DECISION	1
J	PENDING REVIEW BY THE BOARD	1
K	MISSED 1st ROLL - MANDATORY CAPTAINS MEETING	-2
L	MISSED 2nd ROLL - MANDATORY CAPTAINS MEETING	-2
M	MISSED 1st ROLL - MANDATORY MEETING	-3
N	MISSED 2nd ROLL –MANDATORY MEETING	-3
O	USE OF INELIGIBLE PLAYERS	-1
P	MAINTAINING CAPT & CO-CAPT CURRENT VALID ADDRESSES	-2

ARTICLE 9 – SCORING

SECTION 1: Both feet must remain behind the toe line until the shooter has released their darts. If the shooter has one or both feet over the line, regardless of being on the floor or not, the shooter will be given a warning for the first [1st] violation. After any other violation, the score for that throw will become invalid. The Captain of the player[s] in violation should be notified immediately by the opposing Team Captain. His/her Captain should warn the player in violation immediately. All players are allowed one warning per match before any throw may be declared invalid.

SECTION 2: The scorekeeper shall not touch the darts in the board at any time unless requested to pull the cork.

SECTION 3: Do not remove your darts from the board until they have been verified and marked. The shooter has the final verification.

SECTION 4: Players are responsible for all darts thrown; all darts that are in the board will be counted.

SECTION 5: When the shooter pulls his/her darts, he/she is accepting the score as marked. Any changes in scoring during a 01 game must be made before the shooter or the next player on the same team shoots their next dart. During Cricket games, changes must be made before the next player shoots their first [1st] dart, regardless of whether or not the mistake is in his/her favor. Common errors of subtraction in the hundred [100] column may be corrected anytime during a match.

SECTION 6: In team events, a player may consult with teammates playing in that particular event and/or the Team Captain or coach, concerning strategy at any time during the players turn. In single events, the player may consult with one [1] teammate of his/her choice and/or the Team Captain during the game. The Team Captain during their game may consult with two [2] teammates of his/her choice. No coaching of the coach will be permitted. The Team Captain may not act as a player's coach if acting as the scorekeeper. The scorekeeper may not act as the player's coach.

SECTION 7: All scoring in the 01 game must show the score for each turn as well as the score remaining. The previous score and the score for the last turn must be crossed out so that only the current score is showing.

SECTION 8: If a player shoots out of turn, the team forfeits that turn and receives no points, provided it is brought to the attention of the team before the next shooter's score is posted. Proper shooting order is then resumed.

SECTION 9: At the shooter's request, the scorekeeper may announce the amount scored by the shooter and/or the shooters remaining score. The shooter is responsible for verifying the information the scorekeeper provides is correct. If the scorekeeper gives the shooter the incorrect remaining score and that shooter shoots that incorrect remaining score, the darts stand and the shooter either busts or has the difference left as the new remaining score.

SECTION 10: The scorekeeper shall face the scoreboard; stand still so not to disturb the shooter in any way, until all three [3] darts are thrown.

ARTICLE 10 – TIE BREAKING RULES

SECTION 1: To break a tie between any teams to determine play-off matches, a four [4] part system will be used:

- a. First tiebreak: the tied teams; win/loss record:
- b. Second tiebreak: one [1] point will be given to the team that won more matches against other tied teams.
- c. Third tiebreak: one [1] point will be given to the team that took the most points against the other tied teams.
- d. Fourth tiebreak: A play-off match between the two [2] teams to break the tie. The Board will set up such play-off matches as needed **@ a neutral location. If the teams cannot agree on a location then such location will be determined by the Maine Dart Association Board.**

ARTICLE 11 – PERSONAL CONDUCT

SECTION 1: The repeated use of foul/insulting language, heckling, and/or physical violence, shall be just cause for penalizing the offender[s], pending the decision of the Protest Committee.

SECTION 2: Talking by the members of the opposing team, within earshot of the shooter, about the current game or match for the express purpose of distracting the shooter is not only impolite but poor sportsmanship and will result in a penalty. If, after being given a warning by the opposing Team Captain to stop and a team still violates this rule, the Protest Committee may impose a two [2] or three [3] point penalty. See Article 4, Section 5 of the Maine Dart Association By-Laws.

ARTICLE 12- OTHER PENALTIES

SECTION 1: If a team is found to have an under age player on their team, [Article 1, Section 1] the Team Captain, Co-Captain and the underage player of the team in violation, will be suspended from the league for the remainder of that season and the next regular season. The underage player may reapply for membership upon reaching the age of 21 and must be able to show proof of their age.

SECTION 2: Any formal complaint received from a sponsor regarding the use of controlled substances on their premises will result in the immediate suspension of the individual[s] involved for one [1] calendar year.

SECTION 3: Any team that withdraws from the league after the final seeding meeting will be penalized from playing in the Maine Dart Association for a period of one [1] year from the date of withdrawal.

Updated: Fall 2011