



# Rule Book

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## Membership

1. All M.V.D.A. player must be of legal age (21 or older) to become an active member of the MVDA and shoot in the adult league. All infractions will be subject to the MVDA Board of Directors decision and could result in the minor and/or captain being suspended. This rule applies to all MVDA functions and events
2. A membership may be terminated by a simple majority vote of the Board if a member creates or behaves in any manner which is prejudicial to order and discipline. The Board's decision in such matters is final
3. Any team or sponsor dropping out or changing playing locations will require an MVDA Board decision regarding location, justification, Board certification and sponsor fee's . This must be done by petitioning prior to any changes
4. Captains kits will not be issued without prior MVDA Board of Directors approval.

## Fee's

1. The MVDA Membership fee for a player is \$7.00 per player per season. This fee is to be paid prior to any person shooting in a match or any league sponsored event. ADD-A-PLAYER fee is \$7.00 with league supplied form.
2. The Sponsorship fee for a Club/Pub is \$135 per team per season. This must be paid at the Captains meeting prior to the start of the season. Any club not paid for will not be listed and/or scheduled to play.

## Add-A-Player

1. Only rostered players can shoot. Rosters are limited to 9 players (6 minimum). To prevent loading rosters after the roster deadline, the ADD-A-PLAYER form has to be post marked by Wednesday at midnight of the third week and must be mailed to the league address. You must send in an ADD-A-PLAYER form with the \$7.00 fee and have confirmation from the MVDA Board before using the new player. This will ensure that the added player will not change your team's status and put your team into a higher rated division.
2. Players added without approval will automatically result in a forfeit of all games that player shot in. The other team will be awarded points (including individual points) in every event that the un-rostered player has played in. All rosters must be finalized before the third week. If someone drops off your team after that time, they cannot be replaced. Only hardship cases may be brought before the MVDA Board for consideration

## Meetings

## Meetings

1. Captain's meetings: a minimum of 1 captains meeting per regular season will be mandatory. This meeting will be announced by direct mail to all captains at least 7 days prior to the meeting.
2. Board meetings: unless otherwise specified all board meetings shall be called at the discretion of the M.V.D.A. Board.
3. Protests/disciplinary meetings: when necessary the M.V.D.A. board shall have a meeting to address any grievances/disciplinary matters that may arise during the course of the season. Both parties concerned will present their case before a quorum board. The decision and disciplinary action will be decided by a majority vote and will be final.
4. It is the responsibility of all M.V.D.A. board members and team captains to maintain a current and valid address to which notices shall be sent whenever required.

## Policy

1. Policy changes and temporary rulings are approved by a majority vote of the M.V.D.A. board. General information will be in the form of announcements issued by the secretary. These policy changes and temporary rulings will be considered in effect immediately. It is the responsibility of each league member to read such announcements.

## Infractions

The M.V.D.A. board promotes good sportsmanship and believes that darts is a great time. Tuesdays should be a good night out. The M.V.D.A. league will not tolerate the following:

- Sponsors who maintain unsafe and crowded facilities.
- Misuse of darts, punching, kicking or throwing objects.
- Vulgar language, verbal or written.
- Unsportsmanlike conduct.
- Captains with a past record of poor sportsmanship, a record of miscalling darts and any other action deemed unacceptable.

(The above infractions apply to all M.V.D.A. league play and any scheduled functions and events).

# Match Reports

1. Please print clearly and neatly on all match reports.
2. Matches start at 7:30 pm, no later than 7:45 pm. If not started by 7:45 pm a forfeit may be called by the opposing captain, unless a mutual agreement can be made between the two captains.
3. Teams will receive a 1 point deduction if any of the following information is left out:
  - 1.) Team names.
  - 2.) Team division and/or team number.
  - 3.) Date and report week number.
  - 4.) Rostered players first and last name.
  - 5.) Wins and losses in the proper column.
  - 6.) Signatures of both Captains, or Co-Captains.
4. The match report must be postmarked by Wednesday at noon. There will be a 1 point deduction for the home team for a late match report. If the match report is not received by the second week, 1 additional point will be deducted from the home team. If the match report is still not received by the third week, the home team will not receive any points for that week. Lost mail is not the responsibility of the M.V.D.A.
5. Any captain that habitually sends in a late match report will be suspended as a captain for the rest of the season.
6. Changes in match report lineup or order of play must be mutually agreed upon by both captains.
7. Lineups are to be filled out completely, in the blind, before the starting of the first game. Home teams fill it out first, and then fold in half lengthwise placing the envelope inside the fold, so the visiting teams printing will not go through.
8. Mark the points of each game in the block provided after each name, win=1 loss=0. Then add up and place the total points at the end of each group of games. The total should not exceed 2 points for 601, 3 points for cricket and 6 points for 301 games. The total for the entire match should not exceed 11 points.
9. After the completion of the match, "both" captains should verify the correctness and clarity of the match report and sign in the appropriate space.

## All-Star Points

1. Whenever a player scores any all star points, write his/her full name in the long vertical block at the bottom of the match report and the points underneath the name. The score does not count if a player “busts” or if it is a third game except for 180 (301/601games). All darts must be scoring darts.
  - Tons: 100 or more points with 3 darts (301/601 games) mark numerically.
  - Rounds: 6 or above with 3 darts (cricket) mark as ro6, ro7... etc. all darts.
  - Corks: 4 or above with 3 darts (cricket) mark as 4b, 5b, 6b.
  - Low dart game: If a player wins a 301 game within 12 darts or less mark as 12dg, 11dg... etc., the dart counts from the first dart thrown.
  - High on: when 100 or more points are scored shooting for double on in a 601 or 301 game.
  - High out: when 100 or more points is scored when doubling out in a 301 or 601 game.
  - High on, high out, ro9, 6 bulls and 180 are the only points allowed in any 3rd game of any match. These points don't count towards regular season all-stars. 3<sup>rd</sup> game must be specified on sheet.

## Who goes First and When

601 (3 ) Person Team		
Game (1)	Away has Honors	No Corking needed, Double On, Double Off
Game (2)	Home has Honors	No Corking needed, Double On, Double Off

Cricket (2 ) Person Team “All Divisions”		
Game (1)	Away has Option to Cork first	Winner of Cork Shoots First
Game (2)	Away has Option to Cork first	Winner of Cork Shoots First
Game (3)	Away has Option to Cork first	Winner of Cork Shoots First

Cricket (2 ) Person Team (Best 2 of 3) “Upper Divisions + Playoffs Only”		
Game (1)	Away has Option to Cork first	Winner of Cork Shoots First
Game (2)	Away has Option to Cork first	Winner of Cork Shoots First
Game (3)	Away has Option to Cork first	Winner of Cork Shoots First

### Shooting for Cork:

- Either member of a team can shoot for cork, if there is a tie or if both players hit a single or double bull, the shooting order is reversed and the cork is shot again. This procedure continues until a player wins the cork. If a single or double bull is thrown by the first player, the second player has the option to remove the dart. The winner of the cork starts the match. The rostered order is still the same, no matter who wins the cork. If cork is knocked out refer to Page 12 Section 2.

301 (1 ) Person Team (Best 2 out of 3)		
Game (1) Away has Honors	Game (2) Home has Honors	Game (3) Away has Honors
Game (4) Home has Honors	Game (5) Away has Honors	Game (6) Home has Honors

- First Leg: Away Doubles On (No need for corking)
- Second Leg: Loser of First Leg Doubles On
- Third Leg: If necessary, “Away Player” has option to cork first. Winner of cork shoots first.

### Coaching

- Coaching in all games will be allowed. Anyone except the scorekeeper can coach. The coach cannot be at the line while the player is in the process of shooting.

# Cricket Rules

1. Best 2 out of 3 games will be played for cricket.
2. Winners will receive 1 game point on the match sheet.
3. The objective is to close the numbers 20, 19, 18, 17, 16, 15, bulls and to achieve the highest point score. The team to do this first is the winner.
4. Each player shall take turns in throwing – 3 darts per player per turn.
5. Once any player scores three of a number, it is closed by that player. If the opposing player has not closed out a number it can be scored upon until closed. All numerical scores shall be added to the previous balance. When both teams have closed a certain number that number is considered closed and cannot be scored upon.
6. Numbers can be closed in any order desired by a player. Calling your shot is not required.
7. Winning the game:
  - The player/team that closes all numbers first and has the most points is the winner.
  - If both sides are tied on points or have no points, the first player/team to close all the numbers is the winner.
  - If a player/team closes all numbers first and is behind on points, they must continue to score on open numbers to make up the deficit before the opponent closes all of their numbers. If extra corks (bulls) are required they will be scored as follows: single cork = 25 points, double cork = 50 points.

# 301/601 Rules

1. Best 2 out of 3 games for 301.
2. Single game only for 601 (all divisions).
3. The objective of the game is to double on with any number including double bull, then starting at 301 or 601 subtract all the points shot in each turn. To win you must leave a double out on any number including the double bull.

# Captains need to know / Duties

1. All captains must know all the rules in order to run a smooth match.
2. If any captain is not available on a match night, it is his/her responsibility to appoint or assign a fellow rostered player to act as captain and assume all the duties of the captain. An acting captain must be present at all times and the opposing captain must be made aware of who the acting captain is.
3. Change of a player but not the playing order can only be made if the scheduled player does not show up before his/ her turn to shoot. Once the match has started and the turn has passed the late player, he/she will not be allowed to jump in and shoot. Cross out the players name that is not playing.
4. If a scheduled player does not show up by the time his/her 301 game (shooting slot) and there is not a rostered team player available for substitution, the game is a forfeit. If a player is scheduled for a cricket or 601 game and there is no available rostered team player for substitution the team must play shorthanded. Cross out the players name that is not playing.
5. No person can shoot in two of the same event.
6. The player and coach in 301 games are allowed inside the playing area.
7. The playing area is within 3 feet on all sides of the shooter.
8. Any player that plays one game for any team can not play for another team during the same season.
9. Any player changing teams prior to the first match, but after the first roster fee's are accepted will be required to pay the add-a-player fee of \$7.00.
10. Any shooting conditions, in any club/pub, that you feel should be improved, should be reported to the league using the board certification form. Send it in with your match report or in a separate envelope to the league. Your match must be completed before the protest/certification request is submitted.
11. If a dispute arises during the match, the captains must settle it by a private conference. If the problem can not be resolved, play out the match, then the protesting captain should fill out a protest form and submit it to the league within 3 days of the match. Verbal protests will not be accepted. the board will then call both captains to meet with the board and hear both sides. The board will discuss the matter and vote on what action will be taken if any. If you have any questions contact your division coordinator or any board member.
12. Only the captain can question the identification of any opposing player.
13. Make sure your team and sponsors receive all league information.
14. Collect all sponsor, player and add-a-player fees where applicable and on time. Make sure you include a completed roster, unless special arrangements are made prior to the captain's meeting.

15. Make sure the matches start on time and promote good darts and sportsmanship.
16. All captains and co - captains must provide the M.V.D.A. with a valid telephone number or a suitable means of contact. Any captain that can not provide the M.V.D.A. with a valid telephone number or suitable means of contact will be suspended as a captain until such time that he/she has a valid telephone number or suitable means of contact. Club telephone numbers are not acceptable.
17. When shooting for cork or "corking up", if the first player hits a single or double bull. The second player has the option to have the dart pulled before he/she shoots for the cork.
18. If a team intentionally forfeits, or forfeits without just cause, the league (at its discretion) can suspend the captain and/or all players on that team for the remainder of the season. Further suspensions can also occur.
19. The match report must be postmarked by Wednesday at noon. There will be a 1 point deduction for the home team for a late match report. If the match is not received by the second week 1 additional point will be deducted from the home team. If the match report is still not received by the third week, the home team will not receive any points for that week. Lost mail is not the responsibility of the M.V.D.A.
20. Cell phone use is prohibited from the playing area which will include the shooter, the coach and the scorekeeper.

# Home Court Requirements

1. The bartender/management that is not participating in a match has jurisdiction of the facility. They retain the right to expel any person from the premises.
2. Board: a standard 20 bristle board (18 inches in diameter) is required, and must be in playable condition. Board condition will be checked by the league.
3. Lighting: lights must be affixed in such a way as to brighten the board and to minimize the shadows cast by the darts and not physically impede the flight of the darts.
4. Floor protection: a mat of some kind is highly recommended to protect the floor and the players darts. The mat should be at least 2 feet wide running from the board a total of 7'-9" long.
5. Scoring area: the scoring area must be visible to the shooter. It may be a chalkboard, Plexiglas board, dry erase board or paper score sheets.
6. Distances: the minimum throwing distance shall be 7'-9 1/4" from the edge of the board. The board height shall be 5'-8" from floor to center of bull and 9'-7 3/8" diagonally from the center of the bull to the back of the hockey line at floor level. The league recommends that the match area should have sufficient room for both teams to view the games in progress. All boards must be certified by the board before use.
7. Dart out - charts are recommended but not required.
8. Any establishment that needs to be re-stripped that has already been done will be charged \$7.00.
9. If a shooting area is not available at starting time (7:30 pm), the captains may agree to shoot at an alternative M.V.D.A. certified area. It is the home teams responsibility to make sure an M.V.D.A. certified area is available by 7:30 pm. If the area is not available by 7:45 pm the forfeit rules apply to the home team.

# Score Keeping

## Score Keepers “Must Remain Neutral at All Times”

1. The scorekeeper may be consulted on the score. The scorekeeper can be corrected by any team member if the written amount seems to be incorrect. After that the written amount scored must remain. The scorekeeper's word is law but can be challenged if incorrect, before the player shoots his/her next round of darts, if not the written score remains as is. If a score or a balance to go out is requested the scorekeeper must write it down until the next dart is thrown, then remove it to compile the score. If the scorekeeper puts an incorrect balance out and subsequently the player goes out, the score must stand.
2. For a dart to score, it must remain in the board for 5 seconds after the last dart has been thrown by that player. The point of the dart must also be touching the bristle portion of the board. If a portion of a number is outside the wire of that section it does not count. The dart must be inside the confines of the wired section.
3. No one may touch a thrown dart prior to the decision of the scorekeeper.
4. Do not touch or remove your darts while they are in the board until your score is called or written. The penalty is the loss of the entire score of that round. No re-throw of these darts is allowed.
5. It is the responsibility of the player to verify his/her score before removing their darts from the dart board. The score remains as written if one or more darts has been removed from the board.
6. The scorekeeper shall mark the board so that the scores are legible and easily understood.
7. When the score in 301/601 has to be moved to the top of the board, the scorekeeper must leave the last two scores until the next round is shot.
8. In all cricket matches scoring is as follows:  
 When scoring a single number mark as “ / “.  
 When scoring two of the same number mark as “ X “.  
 When scoring three of the same number mark as “ O “.  
 When scoring a triple and closing the number mark as “ O “.
9. If a player shoots out of turn, the opposing team has the option of letting the score stand or have it re-thrown in the proper order.
10. Who keeps score ?

601	1 <sup>st</sup> Game	Home Team		301	1 <sup>st</sup> Game	Visiting Team
601	2 <sup>nd</sup> Game	Visiting Team		301	2 <sup>nd</sup> Game	Home Team
				301	3 <sup>rd</sup> Game	Visiting Team
Cricket	1 <sup>st</sup> Game	Home Team		301	4 <sup>th</sup> Game	Home Team
Cricket	2 <sup>nd</sup> Game	Visiting Team		301	5 <sup>th</sup> Game	Visiting Team
Cricket	3 <sup>rd</sup> Game	Home Team		301	6 <sup>th</sup> Game	Home Team

## Shooter / Player

1. Any team member may discuss strategy and scores for all games, providing it is behind the playing area.
2. Any game winning dart must be identified by the shooter prior to his/her throwing any further darts. Any darts thrown without identifying a winning dart shall be considered a "bust".
3. A "bust" is when a player scores one less, equal to, or more points than needed to reach zero. the score then reverts back to the score required prior to the beginning of his/her throw.
4. In keeping with good sportsmanship, do not throw a dart after a "bust" is thrown.
5. Any dart bouncing off or falling out of the board is considered dead for that round. Any dart dropped in the process of throwing shall also be considered a dead dart if it falls in front of the hockey line.
6. Observe the hockey line at all times. The line shall be the front edge of the tape closest to the board. If a player is called that he/she is over the line by the scorekeeper or the opposing captain, it is a dead dart after one warning.
7. No player may practice on another board while his match is being played.

# Forfeits

1. The M.V.D.A. schedules matches to start at 7:30 pm, but no later than 7:45 pm. Please make every effort to start by 7:30 pm.
2. Every effort should be made to accommodate the team that is shorthanded. The forfeit may be called by the captain of the team prepared to play if the roster is not complete.
3. Bad weather or extraordinary conditions should be understood by both teams before a forfeit is called. The M.V.D.A. board will make every effort to inform all teams if dart night is officially called off. If your teams can play you may go ahead with your match, all other teams will have a makeup date.
4. Certain options are available if three or more eligible rostered players are present, and the feeling that additional players will be arriving soon. Start one 601 game and skip the other until later, play cricket first and then go back play 301 first then go back.
5. In the event that no special arrangements can be made between the captains then the following rules apply:
  - (A) If a responsible witness (one with no conflict of interest), also a league member and not of the same establishment is available the team prepared to shoot, may shoot for all star points and cricket rounds. The player may shoot 9 warm up darts before shooting 9 darts for all star points and cricket rounds.
  - (B) The team ready to compete at 7:45 pm may take their warm up shots for the first 601 game. After that a forfeit is called for the first 601 game and then there is a 5 minute interval between each and every game thereafter until 8:00 pm at which time the whole match will be considered a forfeit.
6. Six (6) points will be awarded to the team that shows up to play. A match report must be filled out completely and sent in to the statistician.
7. If a team intentionally forfeits, or forfeits without just cause. The league (at its discretion) can suspend the captain and/or all players on that team for the remainder of the season. Further suspensions can also occur.

# Playoff Rules

1. The top four teams in each division will play to decide the division winner.
2. A special captains meeting will be called by the M.V.D.A. near the end of the season. All captains (or a team representative) of potential playoff teams must attend this meeting to acquire playoff kits with contact information, match reports and special rules concerning playoff games.
3. All season and playoff results must be called in (not prior to 8:00 am Friday morning) and the match reports mailed to the leagues statistician.
4. The top four teams will be advised by the M.V.D.A. statistician.
5. Playoffs will usually be scheduled for the week following the final week of the season. Tuesday and Thursday evening are dart nights, unless other arrangements are made by both captains.
6. To be eligible to play in the playoffs, a player must shoot in a least one game in six separate weekly matches during the regular season for division A and 1, and five separate weekly matches during the regular season for division 2 through 5.
7. The first place team for the regular season is the team with the most points in each division. All players on the first place team will be awarded a 14 / 15 week winner tee shirt and a plaque awarded to the sponsor.
8. In the event of a tie the following rules apply:
  - (A.) The team with the most match wins against each other (head to head) will be awarded the higher position.
  - (B.) If the winning points are still even, the higher position is determined by the total game points against the top four teams.
  - (C.) If the teams winning points are still even, the higher position is determined by the total points against the top 4 teams in that division.
9. Only 180's, ro9, and ro6 bulls awards will be given in the playoffs.
10. First round
  - First team to win twelve game points will advance to the second round.
  - The first place team plays the fourth place team.
  - The first place team decides where to play first.
  - The second place team plays the third place team.
  - The second place team decides where to play first.
  - Any M.V.D.A .qualified rostered player may shoot, captain decides.
11. Second round
  - The two winners of the first round will play each other in the second round.
  - The higher ranked team decides where to play first.
  - Any M.V.D.A. qualified rostered player may shoot, captain decides.

12. In the event of a tie (11 to 11) in any of the rounds. A three game shootout will determine the winner. Best two out of three games wins.

- (A.) 6 different qualified players must shoot – Captain decides .
- (B.) No one player may shoot in more than one match.

First game: 601 - standard 601 rules apply, single game, visitor shoots first.

Second game: cricket - standard cricket rules apply, best two out of three games, away team has option to cork first. Winner of cork shoots first.

Third game (if required): 301 - standard 301 rules apply best two out of three games, away team has option to cork first. Winner of cork shoots first.

13. Winners of round two in each division will play a crossover match against each other in their respective divisions.

14. Crossover winners will receive a division jacket and a sponsor award.

# The Board of Directors

1. The Board of Directors shall be comprised of at least four persons, but not more than sixteen, which will include the following: President, (2) Vice-presidents, Secretary, Media Director, Statistician and Treasurer. These seven positions shall be known as the executive board. The other positions shall be known as the Board of Directors.
2. A board members status is automatically terminated when without sufficient cause he/she fails to appear at three board meetings per calendar year or is twenty minutes late for three consecutive board meetings without prior approval.
3. Board members will be elected by a general election of all league members in good standing with exception of the Statistician, which will be appointed by the Board of Directors with a simple majority vote. All terms of office will be for two years.
4. Board members are subject to recall for cause by a unanimous vote of the team captains and/or players. Sufficient cause must be submitted and approved by the board prior to any action taken.
5. Board of Directors may resign from office at any time during their term of office by submitting written notice to that effect to the remaining members of the board. Such resignation shall be effective immediately upon receipt of the Board of Directors.
6. No more than two individuals with financial interest in a single sponsorship will be permitted to serve on the board, except those board members becoming sponsors after the date of election. They will be permitted to complete their term of office.

# Nominations and Elections

1. Elections shall take place during the fall banquet / tournament usually called at a meeting, prior to such elections.
2. Nominations for each board position will require the submission of nomination papers having signatures of fifteen league members. The board of directors has the right to reject any nomination for any reason.
3. Nomination papers must be submitted to the league offices by week 5 of the fall season to appear on the ballot.
4. All elections shall be effected by a secret ballot. It shall be the responsibility of the secretary to construct such a ballot and distribute it to members in good standing.
5. Persons running for Board of Directors must have been a league member for at least two seasons prior to being eligible for nomination.
6. Persons running for executive board must have served one full term (2 years) and be currently on the Board of Directors prior to being elected.

7. All league members shall have the right to nominate and vote for officers and board members. Each voting league member may vote once for officer and board positions due to be filled at the time of election.
8. Persons receiving the most votes for a position run will be considered elected, unless there is a tie. This will require a tie breaking vote. If for some reason a board member resigns or is recalled, the runner up in the previous election will be appointed to fill the vacant board member seat.

# Trophies and Awards

1. Top three in each division will receive awards for all star and cricket rounds. Cricket rounds will need a minimum of thirteen (13) rounds.
2. High on-first place only, each division.
3. High out-first place only, each division.
4. Low dart game-first place only, each division.
5. Hot hand-first place only, each division.
6. 180's.
7. Round of 6 corks (bulls).
8. Round of nine.
9. Undefeated 301 for 14/15 week season.
10. 1st place team in each division for regular season will be awarded tee shirts.  
If 1st place team wins the division the tee shirt will be upgraded to the golf shirt.
11. Division winners will be awarded golf shirts for each division.
12. Cross-over winners will be awarded jackets.
13. Trophies will be combined for multiple individual awards.
14. Plaques will be combined if your team wins the division, playoff match and the crossover match.

Notes: