

Merrimack Valley Dart Association

CAPTAIN'S NEED TO KNOW

VISITING TEAM ALWAYS HAS CHOICE FOR CORK

1. Starting time is 7:30 p.m. Fill out as much of the match report as you can with the players there and get started. If the home team's dart board is not available by 7:45 p.m., it is up to the home team to find a certified board the match can be played on. Either use the opposing team's club or a neutral club. If the games do not start by 7:45 p.m., the forfeit rules start against the home team. Every 5 minutes a game is forfeited. Match reports must be filled out completely and must be legible.
2. All match reports must be faxed or scanned and e-mailed in to the statistician Sheryl D'Agata @ fax # 1-603-760-2107. sheryl.dagata@mvda.us. Match reports must be in no later than noon time on Thursday. 1 point will be deducted from the home team for late reports.
3. All divisions will play the best of three in cricket.
4. The tie breaker matches in playoffs must be played by six different players. No player may shoot twice in a tie breaker match
5. New forfeit rule: 3 player minimum to play. If there are 2 or less, the forfeit rule will be called.
6. 3 Foot Rule: Minimum 3 feet around the shooter. No one except the shooter may be in this area.
7. All players must play a minimum of 1 match on 6 different nights to qualify for playoffs.
8. In case of a no show forfeit, a total of 6 points will be awarded to the team for a win. Rostered players will be awarded game points equal to the events they are entered in. Also, they will be allowed to shoot for all-star points as long as they are witnessed by a league member that is not of that team or establishment. 9 darts may be thrown for warm-up and 9 darts will be counted for points.
9. If a team intentionally forfeits a match or forfeits without just cause, the league (at its discretion) may suspend the captain and/or all players on that team for the remainder of the season. Forfeits during weeks 13 and 14 will result in automatic suspensions at the leagues discretion.
10. Sponsor fees are \$135.00 per team per season.
11. Player and Add-A-Player fees are \$7.00 per player per season.
12. Captains are responsible for collecting player fees. All players listed on a roster will be charged player's fees and will not be allowed to shoot until they are paid.
13. Cricket rounds do not count in the third game of a cricket match. A round of 9 and 6 bulls will count.
14. All-star points do not count in the third game a 301 match. A high on/high out, a low dart game and a 180 will count and should be marked as a third game on the match report.
15. Incomplete rosters will not be accepted. Minimum 6 players required.
16. Add-A-Players are no longer accepted online. They must be mailed in with fees or turned in at an Add-A-Player meeting in person.
17. Make sure matches start on time. Promote good darts and sportsmanship.
18. All captains and co-captains must provide the M.V.D.A. with a valid telephone number or another suitable means of contact. Any captain/co-captain that cannot provide suitable contact information will be suspended as captain/co-captain until he/she can provide valid contact information. Club telephone numbers are not acceptable.
19. When shooting for bull or corking, single or double bulls may be pulled if the opposing player wishes before he/she shoots for cork.

20. Cell phone use is prohibited from the playing area which will include the shooter, coach, and scorekeeper.
21. Captains not present or leaving a match must appoint someone to act as captain and to be responsible for the team.
22. Call your division coordinator with any problems or questions.
23. No vulgar correspondence will be tolerated.
24. Add-A-Players CANNOT play without board approval. Any points they win will be deducted along with any other players in the match. It will be considered a loss. Deadline for Add-A-Players is the 3rd week of play. Hardships only will be considered after that.
25. Anyone EXCEPT the scorekeeper can be a coach as long as it does not get out of hand. Coaching MUST NOT occur at the throw line. Players must step of the line. This includes singles matches.
26. If a player's name is written on the match report and is not available to play his/her game and you can no longer wait for him/her, you may substitute him/her with another rostered player. You do not have to play the matches in order. The order of play is up to the agreement of the two captains.
27. Scorekeeping: once the score is written and the next dart is thrown by that player, the score stands. If a score total is requested, write it down so there will be no mistake. Also, it is a good idea to assign a team member each game to pay attention to the scoring. He/she can double check the scorekeeper's figures to eliminate the chance of mistake. It is the responsibility of the shooter to verify if a dart is in the double. You may ask the scorekeeper to check it for you. Make sure the scorekeeper has time to add your dart score before pulling out your darts, or you may lose points.
28. Mark tons as numbers, not letters. (i.e. 100, not T00 or T21)

SHOOT WELL AND GOOD LUCK!!!!

RULE BOOKS ARE POSTED ON OUR WEBSITE AT WWW.MVDA.US

CAPTAIN'S SIGNATURE : _____