

# WINDY CITY DARTERS – RULES OF PLAY

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- Sec. 1.** League: WINDY CITY DARTERS (WCD).
  - (A) Open League: Monday/Tuesday scheduled league competition.
  - (B) Cricket League: Wednesday scheduled league competition.
  - (C) Mixed League: Thursday scheduled league competition.
  - (D) Saturday League: Saturday scheduled league competition.
  - (E) Sunday League: Sunday scheduled league competition.
- Sec. 2.** The Board: The Board of Directors of the Windy City Darters as established pursuant to the Bylaws of the League.
- Sec. 3.** Season: Set term of League competition.
- Sec. 4.** Score sheet: Official form, listing procedures and order of Match play, used for recording players and Game Point outcome.
- Sec. 5.** Match: A scheduled session of competition between two teams as established on the Score sheet.
- Sec. 6.** Game Point: One segment of the Match requiring one or more Legs to be played designated as Singles, Doubles, Triples or other team combination.
- Sec. 7.** Leg: One segment of a Game Point, (i.e. 1 leg, 2 of 3, 3 of 5, etc.).
- Sec. 8.** Scorekeeper, Scorer, Chalker: Person marking the score for the Game Point.
- Sec. 9.** Throwing Line: A clearly visible foul marker on the floor indicating the required distance from the dartboard as shown in Diagram A.
- Sec. 10.** Classification: Specific level of play (i.e. Tungsten, Nickel, Brass etc.) as determined by The Board.
- Sec. 11.** Individual Performance Record (IPR): Documentation of an individual member's wins and losses for a given season.
- Sec. 12.** Individual Rating Number (IRN): Number assigned to a member reflecting their relative skill level.
- Sec. 13.** Master Roster: Form provided to verify an official list of team members.
- Sec. 14.** Member(s) in Good Standing: Registered, fully paid, non-restricted member(s).

## ARTICLE II - LEAGUE MEMBERSHIP AND FEES

- Sec. 1.** Only Members in Good Standing may participate in scheduled league play (subject to the provisions for adding new members found in Article VI)
- Sec. 2.** Membership may commence in any scheduled season.
- Sec. 3.** The Board shall determine annual Dues, Seasonal and Team Fees.
  - (A) A Member's Annual Dues is the responsibility of the individual member and will be due annually from the member's entry date into the league, or in the case of lapsed membership, annually from the time a Member resumes play in the League. (Annual Dues are not transferable.) If a member plays in more than one (1) WCD League the Annual Dues is required only once.
  - (B) Seasonal Fees are the responsibility of the Individual Member and will be due on a per season basis. A seasonal Fee is due for each team a member plays on. (Seasonal Fees are not transferable after a player has played for a given team.)
  - (C) Team Fees are the responsibility of the team and will be due on a per season basis. (Team Fees are not refundable after a season scheduling has begun.)
- Sec. 4.** Members in Good Standing are eligible to play on a team after being recorded on the teams Master Roster, provided all other requirements noted herein are met.

## ARTICLE III – RATINGS

- Sec. 1.** All members will be assigned an IRN by The Board.
- Sec. 2.** IRN's shall range from 1 to 5 with 1 indicating the highest skill level in the sport and 5 indicating a new member to the league.
  - (A) Skill levels 1 to 4 shall be further divided into sub-categories A, B, and C (i.e. 1A, 1B, 1C, 2A, 2B.... etc.). An "A" player within a given level is higher than a "B" or "C" player in the same level.
  - (B) Level 5 shall be divided into sub-categories based on the team level of play at which the member enters the League. At the end of the first season in which a member has played, upon receipt of the team IPR, the member will be reclassified based upon their individual performance record.
- Sec. 3.** The IRN for each member will be published by The Board.
- Sec. 4.** IRN's will be changed based on information collected reflecting individual performance. This information may consist of, but will not be limited to, the IPR, League sponsored events, and/or tournament participation.
- Sec. 5.** The IRN's will be used by The Board to determine the overall competitive balance of a team for scheduling seasonal team play, for designing individual/team events and tournament competition.

- Sec. 6.** Any member may seek a review of their IRN, whether due to request or acting on its own accord such revision will only apply to future uses of the IRN.
- Sec. 7.** The IRN's of all team members may be raised or lowered if the Captain fails to submit the completed IPR sheet to the League.
- Sec. 8.** The captain shall be responsible for submitting the IPR sheet to the league office within seven (7) days of the conclusion of each season. If the IPR form is not received within the seven (7) days, a minimum penalty of five dollars (\$5.00) and maximum penalty of fifty dollars (\$50.00) will be assessed. Subsequent offenses may result in probation and/or suspension.

#### **ARTICLE IV – SCHEDULING**

- Sec. 1.** League competition shall be divided into separate seasons (Fall, Winter, Summer etc).
- Sec. 2.** Competition for each season shall be organized on a team basis.
- Sec. 3.** Only fully paid teams will be scheduled for play each season.
- Sec. 4.** For scheduling purposes the overall competitive balance of teams submitted for play will be determined by the IRN of players listed on the Roster Application.
- Sec. 5.** Requested team classification is subject to approval by The Board.
- Sec. 6.** League competition will be divided into separate classifications of teams based on the combined IRN's of all players listed on the Roster Application.
- Sec. 7.** Each classification shall be further divided into divisions based upon the number of weeks of play per season, geographical location, team performance history, team strength and requested night of play.
- Sec. 8.** Scheduling of competition will be determined by The Board.
- Sec. 9.** Acts of God: Fire, Storm, etc. will be considered legitimate cause for not adhering to the published schedule.
- Sec. 10.** If a team does not have enough players to play a complete match, an incomplete match should be played. Any non-played points may be made up upon mutual agreement of both Captains and notification to the Board.
- Sec. 11.** If schedule changes become necessary, the Captain of the team requesting the schedule change must immediately contact the Board. The Board reserves the right to require rescheduling of matches as necessary. Rescheduled matches must be played prior to the last night of scheduled league play.
- Sec. 12.** Matches may only be rescheduled in cases when the minimum required players to begin the match cannot be present. If a reschedule is necessary, the team must notify both the Board and the other team Captain at least 48 hours in advance of the scheduled match. The Board must be notified of the date for the reschedule within one week of the original request. Rescheduled matches may be played before the originally scheduled date. Reschedules must be played prior to the last night of scheduled league play. Rescheduled matches in the final two weeks of play may only be rescheduled if they are played prior to the last night of scheduled league play. Family emergency, weather, or accidents leaving a team with fewer than the minimum required players to begin the match are exceptions to the above. If a match in the final two weeks cannot be played due to extreme circumstances it may be considered a non-match at the discretion of the Board. All other rescheduled matches not played prior to the last night of scheduled league play will be considered a forfeit by the team requesting the reschedule. There will be a limit of one reschedule permitted per team per season without prior approval of the Board. If schedule changes become necessary, the Captain of the team requesting the schedule change must immediately contact The Board. The Board reserves the right to require rescheduling of matches as necessary. Rescheduled matches must be played prior to the last night of scheduled league play.
- Sec. 13.** At the completion of each season, Play-offs will be scheduled and organized pursuant to Article XII.

#### **ARTICLE V - THE TEAM**

- Sec. 1.** No member may play for more than one (1) Open League (Monday or Tuesday) and/or one (1) Cricket League (Wednesday) and/or one (1) Mixed League (Thursday) and/or one (1) Saturday League (Saturday) and/or one (1) Sunday League (Sunday) team in a given season, regardless of classification and night of play.
- Sec. 2.** No member may change teams during a season, once that member has joined a team pursuant to this Article.
- Sec. 3.** Team Composition
  - (A)** Open League teams shall consist of a minimum of four (4) and a maximum of eight (8) Members in good Standing of the League.
  - (B)** Cricket League teams shall consist of a minimum of three (3) and a maximum of five (5) Members in good Standing of the League.
  - (C)** Mixed League teams shall consist of a minimum of two (2) men and two (2) women and a maximum of four (4) men and four (4) women Members in Good Standing of the League.
  - (D)** Saturday League teams shall consist of a minimum of four (4) and a maximum of (8) Members in Good Standing of the League.
  - (E)** Sunday League teams shall consist of a minimum of four (4) women and a maximum of six (6) women in Good Standing of the League.
- Sec. 4.** Team Registration

- (A) The Board shall establish a deadline for the submission of a list of team members (Roster Application) prior to the start of play for each season. This Roster Application will be accepted only if all required fees are paid at the time it is submitted.
  - (1) Open League Roster Applications must list at least four (4) eligible player's names along with accurate information as requested.
  - (2) Cricket League Roster Applications must list at least three (3) eligible player's names along with accurate information as requested.
  - (3) Mixed League Roster Applications must list at least four (4) eligible player's names, two (2) men and two (2) women, along with accurate information as requested.
  - (4) Saturday League Roster Applications must list at least four (4) eligible player's names along with accurate information as requested.
  - (5) Sunday League Roster Applications must list at least four (4) eligible women's names along with accurate information as requested.
- (B) Changes to the Roster Application may be made after its submission to The Board and prior to the start of the season's scheduling will not be considered changes as described in ARTICLE VI, Sec. 1, Sub Sec. B.

**Sec. 5.** Each team must designate one (1) active player from the team to be its Captain pursuant to Article VII.

**Sec. 6.** The first time, in each season, that Members actually shoot for their team a check mark and the date must be recorded next to their name on the Master Roster for the team. During every night of competition each Captain will sign the opposing team's Master Roster in the appropriate space and will also note the number of checked and dated names which appear on the Master Roster as of that date. Once a player's initial playing date has been recorded on the Master Roster they will be "locked-in" to that team for the remainder of the season and are ineligible to play on any other team in the same League during that season. Any new players added to the team, subsequent to the Master Roster publication, must be appropriately recorded on the Master Roster prior to participating in any competition and the opposing Captain must verify their presence at that time. Subject to formal notification by The Board that membership cards have been issued, any Captain may request, and is entitled to see, the membership card or some other acceptable form of identification of any player on an opposing team during league competition. Failure to produce the membership card or other acceptable identification will be grounds for a protest pursuant to Article XIII of these Rules of Play.

## **ARTICLE VI - ROSTER CHANGES AND ADDITIONS**

**Sec. 1.** Changes to the Master Roster may be made subject to the following restrictions:

- (A) All changes are subject to final approval by The Board and to the protest provisions of Article XIII of these Rules of Play.
- (B) Each team is allowed a maximum of three (3) additions per season pursuant to Article VI Sec. 3.
- (C) No changes may be made following the third week of scheduled play without prior approval of The Board.
- (D) Additions to teams cannot unduly change the competitive balance of the division in which that team plays, as determined by The Board prior to the start of each season.
- (E) At no time may a team placed in a given Classification, add a player with an IRN above that Classification (refer to seasonal Important Information for specific details.)

**Sec. 2.** The team Captain may play a non-member of the League in league competition provided that player becomes registered immediately (and all other requirements of this Article are complied with) by receiving the membership fees from that player and sending it to the League office, so that it is received before the next scheduled match. **DO NOT MAIL CASH**, send checks or money orders only. If the appropriate membership fees are not received and/or a challenge is made by the opposing team, one win point will be deducted from the team's standings for each game that the non-member(s) participated in.

**Sec. 3.** The team Captain must notify The Board in writing of any roster changes. Such notification must be received in the League office no later than seven (7) days after the change is made accompanied by all applicable fees.

## **ARTICLE VII - THE CAPTAIN**

**Sec. 1.** The Captain shall be a team member duly selected by the team.

**Sec. 2.** Said Captain may appoint an Assistant Captain or Representative from the team to carry out their official duties in their absence.

**Sec. 3.** Any member in Good Standing may be the Captain of any Open League Team, Cricket League Team, Mixed League Team, Saturday League Team and Sunday League Team. Active team members only, pursuant to the League Bylaws, may represent teams.

**Sec. 4.** The duties of the Captain are as follows:

- (A) To represent their team at all Captains' Meetings or appoint a Representative from the team to attend the meeting.
- (B) To fulfill all requirements of the Rules of Play on each night of play, including completion of the Score sheet, maintaining the Master Roster and the IPR, calling in the score, filing protests, etc.
- (C) To collect and pay to the League all team fees and membership fees due.
- (D) To keep their team informed of all League matters, including prompt distribution of documents.

- (E) To inform The Board promptly of any rule violations occurring during the course of competition, and to insure that all concerns of team members regarding the League are submitted to The Board.
- (F) To provide The Board with information required to validate memberships and/or eligibility, such as the Master Roster and/or Score sheets on demand.
- (G) To inform The Board of any infraction of these or any printed Rules of Play.

## ARTICLE VIII - EQUIPMENT AND PLAYING AREA

### Sec. 1. Equipment

- (A) An acceptable, clock face, Bristle board, with exposed wires must be secured to the wall/standard so that the distance from the center of the dartboard to the floor measures five feet eight inches (5'8") plus or minus one-quarter inch (1/4"). See Diagram A.
- (B) The dartboard must be stable so the impact of the dart will not cause it to shake, wobble or turn.
- (C) The scoring wedge indicated by the twenty (20) shall be the darker of the two (2) wedge colors and it must be the top center wedge.
- (D) Lights must be affixed in such a way as to brightly illuminate the dartboard reducing to a minimum the shadows cast by the darts, and not physically impeding the flight of the darts.
- (E) One scoreboard/sheet, easily readable from the playing area, must be present.
- (F) Darts shall not exceed an overall maximum length of 30.5 cm (twelve 1/2 inches), nor weigh more than fifty (50) grams per dart. Each dart shall consist of a recognizable metal point, barrel and flight.
- (G) While the availability of practice boards is encouraged and desirable the lack thereof is not grounds for protesting the Match

### Sec. 2. Playing Area

- (A) The diagonal distance from the center of the bull to the throwing line must measure nine feet, seven and three-eighths (9'7-3/8") plus or minus one-quarter inch (1/4"). See Diagram A.
- (B) The throwing line must be indicated by a clearly visible foul marker (Hockey/Oche/Toe Line).
  - (1) Tape: A minimum of one inch (1") wide and twenty-four inches (24") long positioned according to Diagram A. A player can toe the front edge of the strip (edge closest to the dartboard) but cannot go over.
  - (2) Raised Hockey: One inch (1") wide, minimum one-half inch (1/2") high and twenty-four inches (24") long, positioned according to Diagram A. A player can toe the back edge of the hockey (edge closest to the player) but cannot go over.
  - (3) Other: Any clearly visible line such as, but not limited to, a different colored floor board, a different colored carpeting and/or a metal strip between carpeting and flooring. A player can toe the front edge of the line (edge closest to the dartboard) but cannot go over. If this rule (Article VIII; Sec. 2; Subset. B1, B2, B3) is violated the opposing Captain will warn the violating player's Captain. Further violation during the course of the night's play may result in a protest.
- (C) The playing area must have a clear path from the throwing area to the dartboard measuring a minimum of two feet (2') to each side from the center of the dartboard. There should be no overhanging objects in the playing area that would obstruct competitor's vision of the flight of the dart on its way to the dartboard. See Diagram B

**Sec. 3.** Each playing venue is subject to an inspection for the purpose of certification. Records pertaining to venue inspections will be maintained at the League office. The Board when considering protests concerning equipment and/or playing conditions will use these records of inspection as a reference.

**Sec. 4.** All comments or protests concerning the equipment or playing area of a particular venue should be brought to the attention of the home team Captain. If the condition is not or cannot be corrected, the home team Captain must be notified of you intention to play the Match under protest. At this time a Board Member must be notified before the start of the match, followed by a written protest stating the specific nature of the problem. If, upon investigation, The Board determines that the conditions existing at the time of the Match were in violation of these Rules of Play a forfeit may be awarded to the team lodging the protest.

## ARTICLE IX - THE MATCH

### Sec. 1. Time Factors

- (A) Scheduled starting time for:
  - (1) Open League, Cricket League and Mixed League will be 8:00 P.M. on the day scheduled.
  - (2) Saturday League will be 3:30 P.M. on the day scheduled.
  - (3) Sunday League is 2:00 P.M. on the day scheduled.
  - (4) Play-offs as determined and posted by The Board.

If a team does not have a sufficient number of players present, as indicated below, and listed on the Score sheet fifteen (15) minutes after the scheduled starting time, all Game Points of the Match will be forfeited, and all Game Points awarded to the opposing team.
- (B) There shall be a maximum of five (5) minutes between each Game Point. (Any team violating this rule will forfeit the Game Point to their opponents.)

- (C) There shall be a maximum of two (2) minutes between each Leg. (Any team violating this rule will forfeit that Leg to their opponents.)
- (D) There shall be a maximum of two (2) minutes between opposing team member's turns. (Any person violating this rule will forfeit their turn to the opposing team member.)
- (E) There shall be a maximum of one (1) minute between each dart. (Any person violating this rule will forfeit their turn to the opposing team member.)
- (F) Any team forfeiting more than one complete Match in a season will be subject to the penalties shown in Article XV, Sec. 2 and 3.

**Sec. 2. Warm-up/Practice Darts**

- (A) Warm-up is limited to a maximum of nine (9) darts per player prior to the start of each Game Point.
- (B) Once a Game Point has started all players involved in that Game Point may not shoot any additional darts for practice, either on the game board or any other dartboard available.
- (C) Cricket League Choice Team Singles and Mixed League Mixed Singles warm-up allows the player playing the Second Leg of the Game Point to take nine (9) warm-up darts after completion of the first Leg. There shall be no warm-up darts allowed between the second and third Legs.

**Sec. 3. Line-ups**

- (A) Players not present may not be listed on the Score sheet.
- (B) Once lineups have been exchanged substitutions and/or changes may be made only with the consent of the opposing Captain and only if the opposing Captain initials the changes on the Score sheet.
- (C) Open League
  - (1) Three (3) players present at starting time shall constitute a legal team
  - (2) A partial Match may be played with three (3) players present. At least Four (4) different players are required to play a complete match.
  - (3) A team legally starting with fewer than the minimum required players for the complete Match may play late arriving players provided no other Sections of this Article are violated.
  - (4) An incomplete team, less than the minimum required for the complete Match, is subject to forfeiting Game Points as printed on the score sheet.
  - (5) Lineups must be exchanged at starting time. Each captain must schedule three (3) players who are present in the first two (2) Game Points on the Score sheet. Captains may schedule the remaining players at any time, provided that no other Sections of this Article are violated.
- (D) Cricket League
  - (1) Two (2) players present at starting time shall constitute a legal but incomplete team.
  - (2) Three (3) different players are required to play a complete match.
  - (3) A team legally starting with fewer than the minimum required players for the complete Match may play late arriving players provided no other Sections of this Article are violated.
  - (4) An incomplete team, less than the minimum required for the complete Match, is subject to forfeiting Game Points as printed on the score sheet.
  - (5) Lineups must be exchanged at starting time. Each captain must schedule two(2) players who are present in the first two (2) Game Points on the Score sheet. Captains may schedule the remaining players at any time, provided that no other Sections of this Article are violated.
- (E) Mixed League
  - (1) Two (2) players, one (1) man and one (1) woman present at starting time shall constitute a legal team. At least two (2) men and two (2) women are required to play a complete match.
  - (2) A partial Match may be played with one (1) man and one (1) woman present.
  - (3) A team legally starting with fewer than the minimum required players for the complete Match may play late arriving players provided no other Sections of this Article are violated.
  - (4) An incomplete team, less than the minimum required for the complete Match, is subject to forfeiting the Game Points as printed on the Score sheet.
  - (5) Lineups must be exchanged at starting time. Each captain must schedule two (2) players (one (1) man and one (1) woman) who are present in the first Game Point on the Score sheet. Captains may schedule the remaining players at any time, provided that no other Sections of this Article are violated.
- (F) Saturday League
  - (1) Three (3) players present at starting time shall constitute a legal team
  - (2) A partial Match may be played with three (3) players present. At least four (4) different players are required to play a complete match.
  - (3) A team legally starting with fewer than the minimum required players for the complete Match may play late arriving players provided no other Sections of this Article are violated.
  - (4) An incomplete team, less than the minimum required for the complete Match, is subject to forfeiting Game Points as printed on the score sheet.
  - (5) Lineups must be exchanged at starting time. Each captain must schedule three (3) players who are present in the first two (2) Game Points on the Score sheet. Captains may schedule the remaining players at any time,

provided that no other Sections of this Article are violated.

**(G) Sunday League**

- (1) Three (3) women present at starting time shall constitute a legal team.
- (2) A partial match may be played with three (3) women present. At least four (4) different women are required to play a complete match.
- (3) A team legally starting with fewer than the minimum required players for the complete Match may play late arriving players provided no other Sections of this Article are violated.
- (4) An incomplete team, less than the minimum required for the complete Match, is subject to forfeiting Game Points as printed on the score sheet.
- (5) Lineups must be exchanged at starting time. Each captain must schedule three (3) players who are present in the first two (2) Game Points on the Score sheet. Captains may schedule the remaining players at any time, provided that no other Sections of this Article are violated.

**Sec. 4.** The Match format - A Match will be comprised of those Game Points listed on the Score sheet.

**Sec. 5.** Player eligibility for Game Points may be found on the Score sheet.

- (A) Player eligibility verification is the responsibility of both Captains.
- (B) Errors in player lineups must be brought to the attention of the violating Captain immediately.
- (C) Upon detection of line-up error, if detected during the course of the Game Point, the Game Point will be restarted with an eligible player(s).

**Sec. 6.** Multiple Player Games

- (A) The order in which players throw shall be left to their respective Captains, or participating partners, but must remain the same during the entire Leg.
- (B) A game shall be played by an equal number of players (i.e., one (1) player cannot play two (2), two (2) players cannot play three (3) etc.)
- (C) If a player throws out of turn, their score will be removed and the next scheduled player will throw for score. The player who threw out of turn will forfeit their next scheduled turn, and will receive zero for that turn. NOTE: This rule must be invoked before one full round has been thrown or else the score will stand as written.

**Sec. 7.** Reporting Results

- (A) The Captain (or Acting Captain) of the winning team is responsible for calling in the score by the time posted on the Score sheet. A penalty of \$5 or the loss of two (2) win points will be assessed against the winning team if the score is not called in on a timely basis. The fee must be received within seven (7) days of the scheduled match or two (2) penalty points will be assessed.
- (B) Both Captains are responsible for the accuracy of the Score sheet with their signatures attesting to same.
- (C) Score sheets will remain with the Team Captain for their own records, except as required by The Board.
- (D) Teams may report an incomplete match only when both teams do not have a full complement of players. Incomplete matches must be played to completion prior to the last night of scheduled league play.

## ARTICLE X - THE GAME

**Sec. 1.** Game Explanations

- (A) 301 - The purpose of the game is to subtract your turn scores from a starting total of 301 points, by starting on a double and finishing on a double (double bull included). To start a game any double will do. However, to finish the double has to equal the number of points the player has remaining as their score. A player "busts" when their three (3) darts (or less) score more points than remain in the Leg for their team, or if three (3) darts (or less) thrown leave a score of less than two (2). Darts that miss the scoring face (outside the outer double wire) do not count.
- (B) 501 - 501 is played exactly like 301, with the exception of starting with a total of 501 points and of not having to throw a double to start (free start).
- (C) **1001 - 1001 is played exactly like 501, with the exception of starting with a total of 1001 points.**
- (D) Dirty Cricket (DC) - The numbers twenty (20) through fifteen (15) inclusive and bulls are used. Alternate players throw and their scores are posted by the Scorekeeper. The object is to finish by closing all numbers before the opponent and be even or ahead in points. To close a number three (3) hits must be scored in that particular number, one (1) dart in the triple area scores three (3) hits; one (1) dart in the double area scores two (2) hits; one (1) dart in the single area scores one (1) hit. After a number is closed all hits in that number, scored by the team that closed it, count for the numerical value, unless or until the opposing team has closed that number by scoring three (3) hits.
- (E) Straight Cricket - The numbers twenty (20) through fifteen (15) inclusive and bulls are used. Alternate players throw and the Scorekeeper posts their scores. The object is to finish by closing all numbers in order (commencing with the twenty (20) through fifteen (15) then bulls) before the opponent. To close a number three (3) hits must be scored in that particular number, one (1) dart in the triple area scores three (3) hits; one (1) dart in the double area scores two (2) hits; one (1) dart in the single area scores one (1) hit. Players may not proceed to the next number until after the previous number is closed. After a number is closed all hits in that number, scored by the team that closed it, do not count for any numerical value, even if the opposing team has not closed that number by scoring three (3) hits.
- (F) Drop 10 Cricket - The numbers ten (10) through five (5) inclusive and bulls are used. Alternate players throw and

the Scorekeeper posts their scores. The object is to finish by closing all numbers before the opponent and be even or ahead in points. To close a number three (3) hits must be scored in that particular number. One (1) dart in the triple area scores three (3) hits; one (1) dart in the double area scores two (2) hits; one (1) dart in the single area scores one (1) hit. After a number is closed all hits in that number made by the team which closed it will count for the numerical value, unless or until the opposing team has closed that number by scoring three (3) hits. Single bulls count as fifteen (15) points and double bulls count as thirty (30) points.

- (G) Chicago Format (Format) - A set of 501, 301, and Dirty Cricket, best two (2) of three (3) Legs. In all Chicago Format Game Points the winner of the diddle will choose from 501, 301 or Dirty Cricket. The loser of the first Leg chooses one of the two remaining options. If a third Leg is necessary, after a reverse diddle, the remaining game is played.
- (H) Choice Doubles - The team that is behind at this point (either 5-0, 4-1, or 3-2 will choose the game to be played after the names have been exchanged with the opposing team and written on the score sheet. The game choices are Dirty Cricket, 301, 501 or Chicago Format. All legs of the game chosen would be the same except for Chicago Format.
- (I) Chicago Cricket Format - A set of Dirty Cricket, Straight Cricket and Drop 10 Cricket, best two (2) of three (3) Legs. In all Chicago Cricket Format Game Points the winner of the diddle will choose from Dirty Cricket, Straight Cricket or Drop 10 Cricket. The loser of the first Leg chooses one of the two remaining options. If a third Leg is necessary, after a reverse diddle, the remaining game is played.
- (J) Choice Team Singles - The team that is behind at this point (either 3-0, or 2-1) will choose the game to be played after the names have been exchanged with the opposing team and written on the score sheet. The Captain will list two (2) players on the score sheet in desired order of play (i.e. A or B - Player A will shoot against player A and player B will shoot against player B). The winner of the diddle will choose whether A plays A or B plays B first, with the opposite pairing playing the second leg. If a third Leg is necessary, a reverse diddle will be thrown and the remaining game will be played as a doubles team.). The game choices are Dirty Cricket, Straight Cricket, Drop 10 Cricket or Chicago Cricket Format. All legs of the game chosen would be the same except for Chicago Cricket Format.
- (K) Mixed Singles - A set of 501, 301 and Dirty Cricket, best two (2) of three (3) Legs. The winner of the diddle will choose the game (501, 301, or Dirty Cricket) and the gender (man versus man or woman versus woman) for the first singles Leg and will throw first. The team losing the first Leg will choose the singles game for the Second Leg from the remaining games with the remaining gender and will throw first. If a third Leg is necessary, a reverse diddle will be thrown and the remaining game will be played as a Mixed doubles team.
- (L) Choice Triples - Three (3) singles legs played by three (3) different women. There will be a diddle prior to each leg. Since this is a choice game, any leg can consist of 501, 301 or Dirty Cricket regardless if it has been played in an earlier leg. Captain will list three (3) women on the score sheet in desired order of play (i.e. A, B, C). After score sheets are exchanged, player A will shoot against player A; player B vs. player B, and player C vs. player C, if the third leg is necessary. Winner of the diddle between players A will choose the game for the first singles leg and will throw first. The team losing the first leg will choose to give or receive the diddle. Winner of the diddle will choose the Second singles leg and shoot first. If a third leg is necessary, a reverse diddle will be thrown and the winner will choose the game to be thrown by the remaining two women (player C vs. player C).
- (M) **Mixed 4-Person 1001 – This game shall consist of one (1) leg of 1001. The game point shall be awarded to the winner of the leg. The leg will be played by two (2) men and two (2) women from each team. The winner of the diddle will start the leg. In cases where the team scheduled to mark this game only has four players, it is permissible for the players to mark their own scores for this game point only**

## Sec. 2. Beginning the game

- (A) All Game Points are begun by throwing for the bull (diddle). The dart closest to the double bull wins the diddle. A double bull always beats a single bull. If the first thrower's dart is anywhere in the single or double bull, the second thrower may request that dart be removed from the board prior to their throw. Re-throws will be called if both darts are anywhere in the single bull or if both darts are in the double bull. If a re-diddle is called, the second thrower will throw first (reverse diddle).
- (B) Any dart thrown as a diddle will be valid as long as it sticks in the face of the board, regardless of its position. The home team throws first with the acknowledgment of the opponent. The team/player winning the diddle will choose and start the game. The loser of the first Leg automatically starts the Second Leg (mugs away). If a third Leg is necessary, the visitor's team throws for a bull first (reverse diddle) to decide who starts.
- (C) Only players scheduled to play in the Game Point may throw for the bull.
- (D) The dart thrown for the diddle must remain in the board in order to count. Additional darts may be thrown until the player's dart remains in the board. If the dart of the second thrower dislodges the dart of the first thrower, a re-throw will be made with the second thrower going first (reverse diddle).
- (E) Darts may not be touched by anyone prior to the decision of the winner of the diddle. If the players and the scorekeeper cannot determine the winner of the diddle, a re-throw shall be called and the second thrower going first (reverse diddle).
- (F) Only if the players cannot decide on the winner of the diddle will the scorekeeper determine a winner or call for a

re-throw.

(G) It is the responsibility of the winner of the diddle to clearly inform the opposing player and the scorekeeper which game has been chosen prior to throwing the first dart.

**Sec. 3.** A player's turn ends when any of the following occur:

(A) A player has thrown three (3) darts

(B) A player "busts"

(C) A player or anyone on the player's team touches a dart in the dartboard.

After three (3) darts have been thrown, any player other than the scorekeeper who touches the opponent's darts in the board will forfeit that leg of the game for their team.

**Sec. 4.** A Leg of 301, 501 or 1001 finishes when a player hits the double required to leave exactly zero points. Subsequent darts thrown in the same turn do not count.

**Sec. 5.** A dart dropped in other than a throwing motion may be used in that turn.

## ARTICLE XI - SCORING AND MARKING

**Sec. 1.** The darts will speak for themselves.

**Sec. 2.** All darts must be thrown by and from the hand.

**Sec. 3.** The Scorekeeper for each game will be a person acceptable to both Captains. It shall be the responsibility of both Captains to provide Scorekeepers. The home team shall keep score for the first Game Point and alternate thereafter with the visiting team.

**Sec. 4.** The Scorekeeper, if the players cannot agree, determines the winner of the diddle.

**Sec. 5.** No dart may be touched by anyone including the Scorekeeper prior to the decision of the Scorekeeper. If for any reason a dart is touched before the remaining darts are thrown, that dart will remain as thrown, but the remaining darts will not count.

**Sec. 6.** For a dart to score it must remain in the dartboard for five (5) seconds after the third or that player has thrown final dart.

**Sec. 7.** In order for a dart to score, the point of the dart must be touching the bristle portion of the dartboard. A dart's score shall be determined from the side of the wire at the point of entry. A broken wire (connecting wire) favors the shooter.

**Sec. 8.** It is the responsibility of the thrower to call out and verify their score with the Scorekeeper before touching the darts. If the thrower touches the darts the score remains as written by the Scorekeeper. The thrower may accept assistance in tabulating their score from their Captain or other participants, but it remains the responsibility of the player to verify the score with the Scorekeeper prior to touching the darts.

**Sec. 9.** The Scorekeeper may, when asked, inform the throwers what they have remaining and/or what they have scored, but it still remains the responsibility of the thrower to verify the scores. The Scorekeeper may not inform the thrower what combinations the thrower should shoot for. It is permissible for a person to advise or coach a thrower during the course of a game, except when scoring.

**Sec. 10.** The Scorekeeper shall mark the scoreboard so that the score made and the totals remaining are listed in two (2) separate and clearly marked columns. The score made should be posted in the outside column and the score remaining should be posted in the inside column.

**Sec. 11.** Errors in arithmetic must stand as written unless corrected prior to the team's next throw. However, in Cricket (including Dirty Cricket, Straight Cricket and Drop 10 Cricket) the scoring and arithmetic must be verified, and corrected if necessary, prior to the opponents next turn. The aforementioned may be waived, in the interest of sportsmanship, provided both Captains agree.

**Sec. 12.** If, in the course of a game, the Scorekeeper becomes abusive, distracting or acts in an unsportsmanlike manner, either Captain may request an immediate replacement.

**Sec. 13.** Smoking, drinking, eating and/or talking is not acceptable while keeping score.

**Sec. 14.** The Scorekeeper must keep all movements to a minimum. Unless requested by the player, the Scorekeeper should not:

(A) Lean to see where a dart is, until the third dart has been thrown.

(B) Indicate, in any form, a starting double in a 301 game.

**Sec. 15.** There should be no conversation between the players and the Scorekeeper except to verify scores.

**Sec. 16.** All chalking should be done at a scoreboard/score sheet. This scoreboard/score sheet should be clearly visible to the players during the game. Scoreboards/score sheets may be hung behind the throwing line provided the aforementioned criteria are met.

**Sec. 17.** If both manual and electronic scoreboards are available, the manual scoreboard should always be used.

**Sec. 18.** In the event that an electronic scoreboard must be used and the score of the game is lost, the following shall occur:

(A) The scoreboard shall be reset to reflect the score prior to the last darts thrown.

(B) In the event the Captains cannot agree on the correct score, the leg shall be re-started from the beginning with the scorekeeper's team throwing second.

(C) In the event of a neutral chalker (i.e. finals match by a member of WCDBOD) a re-diddle shall be allowed.

## ARTICLE XII - PLAY-OFFS

**Sec. 1.** Play-offs will be determined and posted by The Board.

- Sec. 2.** Separate play-offs will be organized for each classification scheduled for the current season.
- Sec. 3.** Scheduled starting time for Play-offs will be as determined and posted by The Board. If a team does not have a sufficient number of players present, as indicated in Article IX, Sec. 3, and listed on the Score sheet fifteen (15) minutes after the scheduled starting time, all Game Points of the Match will be forfeited, and all Game Points awarded to the opposing team. The Board reserves the right to require rescheduling of matches as necessary.
- Sec. 4.** The number of teams advancing to the play-offs will be determined by The Board.
- (A) Play-off teams in each division are determined by won/loss percentage. Ties will be broken using the following criteria:
- (1) Head to head competition.
  - (2) Number of Matches won.
  - (3) Record against first place team (Second place only).
  - (4) Coin toss.
- (B) Wild Card teams, as needed are selected in the following order:
- (1) Teams losing second place status due to tiebreaker.
  - (2) Third place team(s) with the highest won/loss percentage.
- (C) Play-off teams will be assigned a Play-off Ranking (Seed) Number based on their division standing and Won/Loss percentage. This number will be used to place teams in a pre-determined bracket.
- \*\*\* Exclusion to the playoff bracket seeding listed above: For classifications in which the playoff bracket consists of four teams (one-round followed by a finals match), the bracket will be seeded to avoid first-round competition between teams from the same division. In this case, teams will be seeded as follows, regardless of win-loss record:
- 1st Place, Division A vs. 2nd Place, Division B  
1st Place, Division B vs. 2nd Place, Division A"
- Sec. 5.** The Board may publish rules and regulations for the play-offs prior to the last week of scheduled play.
- Sec. 6.** All Open League and Mixed League teams finishing in the top two positions in their respective levels, will be moved up one classification level for the next season of play provided that a minimum of four (4) players on an Open League teams and two (2) players on a Mixed League team are returning. All other Open League and Mixed League teams finishing in the top four positions in their respective levels, at the discretion of The Board may be moved up one classification level for the next season of play provided that a minimum of four (4) players on an Open League teams and two (2) players on a Mixed League team are returning.
- Sec. 7.** Documentation
- (A) The top copy of each team's Master Roster must be submitted to The Board at the time indicated on the Master Roster. Any team whose top copy of the Master Roster is not received by The Board prior to the end of scheduled play for the season will be considered ineligible to participate in the play-offs.
- (B) All play-off teams are required to turn in their IPR form and all Score sheets for the season at the Play-off Captains meeting. Teams failing to submit this documentation will be considered ineligible to participate in the play-offs.
- Sec. 8.** All play-off teams must be represented at the Play-off Captains' Meeting. Failure to have representation at the meeting will result in the loss of home field advantage, during play-offs, regardless of the team's seed number.
- Sec. 9.** All play-off games will be determined by the best of two (2) of three (3) Legs, Brass included.
- Sec. 10.** Any protest concerning a play-off Match must be brought to the attention of The Board immediately. Any decision by The Board in response to such a protest, or any other violation of these rules brought to the attention of The Board, will be final and not subject to the appeals process noted in Article XIII.
- Sec. 11.** Each team participating in the play-offs must present their copy of the Master Roster to any opposing Captain or Board member requesting to see it. Failure to provide the Master Roster or the playing of an ineligible player or non-team member in the play-offs may subject that team to immediate forfeiture from further play-off competition regardless of when this infraction is discovered. Further, specific individuals found in violation of this rule may be suspended from League activities in future seasons.
- Sec. 12.** Venues hosting any play-off match must provide a suitable playing area as described under Article VIII. In addition other activities (i.e., parties, entertainment, etc.) provided in the venue should in no way interfere with the match-taking place. Venues that fail to comply will forfeit their right to hold future play-offs until, such time as, The Board is assured of compliance.
- Sec. 13.** On an Open League, Cricket League or Saturday League team a minimum of four (4) of the players listed on the Roster Application as submitted prior to the start of the season should appear as active players on the Master Roster for that team.
- Sec. 14.** On a Mixed league team a minimum of two (2) of the players listed on the Roster Application as submitted prior to the start of the season should appear as active players on the Master Roster for that team.
- Sec. 15.** Play-off eligibility. To be eligible for play-offs team players must have competed in at least two (2) Matches during the season. Those players listed on the Roster Application must play at least twice, with at least one of those times being prior to the last two (2) weeks of play. Players added after the start of the season must play at least twice, with both of those times being prior to the last two (2) weeks of play.
- Sec. 16.** Play-off Match completion. The Match is complete when one team has won a majority of the Game Points listed on the

Score sheet.

- Sec. 17.** Play-off Match results. All Match results must be called in immediately following the conclusion of the match. Failure to call in the results of the Match will result in the loss of home field advantage for the remainder of play-offs, regardless of seed number.
- Sec. 18.** Members of a team forfeiting a play-off Match will incur a penalty of twenty five dollars (\$25.00) and may be excluded from WCD play for one (1) season.
- Sec. 19.** Members of a team forfeiting a semi-finals match will incur a penalty of twenty five dollars (\$25.00) and be excluded from WCD play for one season.
- Sec. 20.** Any Windy City Darters tournament or playoff event has the right to take steps to remove any player from the Competition for willful disruption of the event. Penalties may include probation, suspension or expulsion.

### **ARTICLE XIII - PROTESTS/APPEALS**

- Sec. 1.** Only Captains, or Acting Captains, may file protests.
- Sec. 2.** The opposing Captain must be informed of the protest at the time of the incident.
- Sec. 3.** The Board may take action in response to any violation of the Bylaws or Rule of Play regardless of whether or not a protest has been lodged with The Board.
- Sec. 4.** Protests involving time and playing conditions (lighting, dartboards, etc.) must be called in to a Board Member prior to the start of the Match in question.
- Sec. 5.** Protests involving incorrect lineups must be called in to a Board Member prior to the start of the next Game Point.
- Sec. 6.** Details of protests must be submitted in writing to The Board and received no later than seven (7) days after the alleged infraction took place (subject to the other provisions of Article XII and Article XIII). Upon receipt of the written protest, the President of The Board will appoint a committee, comprised of three (3) neutral Board Members, who will meet promptly and rule. The decision of the Protest Committee may be vetoed by The President of The Board, or a majority of the Board members then present. A veto must be sustained by a simple majority of a quorum of The Board; otherwise the decision of the Protest Committee will stand. If the veto is sustained then The Board will rule on the protest.
- Sec. 7.** Protests concerning competition on the final night of scheduled league play for each season must be received in writing by The Board no later than twenty-four (24) hours after the scheduled start of the last night's play.
- Sec. 8.** Protests of decisions of The Board may be appealed provided the following criteria are met:
  - (A) Only Captains directly involved in a given protest or decision of The Board may appeal.
  - (B) Appeals must be submitted in writing to The Board within seven (7) days of notification of the decision of The Board, except that in no circumstance can an appeal request be made later than the Play-off Captains' Meeting for that season.
  - (C) The basis for any appeal must relate directly to the issue in question and must be substantiated by evidence that such decision of The Board may be contrary to published rules, Bylaws or policies established at the time of the alleged infraction.
  - (D) Appeals not providing the requirements listed in Paragraph C of this Article will not be entertained unless accompanied by a petition signed by fifteen (15) Captains requesting a hearing on the matter.
  - (E) Appeals will be heard first by The Board. Players involved will have the opportunity to explain their actions.
  - (F) Second level appeals will be heard by an Appeal Board consisting of five (5) neutral Captains drawn by lot. The Appeal Board meeting will take place at a time and in a location that will insure a prompt and fair hearing.
  - (G) Decision of the Appeal Board will be made solely on the issue stated in the appeal. This decision will be binding, providing it does not violate the Bylaws and/or Rules of Play in effect at the time.
- Sec. 9.** Please read the Rules of Play carefully and consider Article XIV before lodging protests.

### **ARTICLE XIV – SPORTSMANSHIP**

**"To be sportsmanlike is to act in a manner becoming a fair, ethical, honorable individual"**

- Sec. 1.** Good sportsmanship should be the prevailing attitude during all League events.
- Sec. 2.** Attempts to distract a player while they are throwing will not be tolerated. Until the distraction is removed the time allowance between darts may be waived. Complaints may result in The Board taking disciplinary action if a protest is brought forward. If several complaints are made about one (1) individual or team The Board will take severe action.
- Sec. 3.** If so requested by the thrower, all spectators and players must align themselves out of the throwers line of vision and/or behind the position, from which the thrower is throwing, expect for the Scorekeeper. Opposing players must stand at least two feet (2') behind the player at the line.
- Sec. 4.** The home team Captain should see to it that visiting teams are treated courteously and not harassed. Visiting teams are expected to act as good guests. Trying to win through intimidation will not be tolerated. Language and conduct should be acceptable to the owner, or the agent of the owner, of the venue where the match is being played.
- Sec. 5.** In the interest of sportsmanship the home team Captain should make every attempt to provide adequate and equal space for the visiting team to watch and participate in the Match. Specifically, space for the visiting team should not be

appreciable farther away from the game board than the home team. Conversely, the visiting team should be aware of the home team's right to choose their space.

- Sec. 6.** Players who have been ejected by the management of any venue are solely responsible for the consequences of their actions that led to the ejection. Windy City Darters will not intervene on behalf of the player for reinstatement nor will Windy City Darters ask for the event to be relocated to permit such players to participate.
- Sec. 7.** No player shall wear headphones, earbuds or any other device designed to transmit or mute sound while that player is actively involved in a game. For purposes of this article, an "actively involved" player shall be defined as anyone who is engaged in a league match point or tournament match that is currently being played, including the chalker. A player may not wear such devices until all legs of his/her game have been completed, even if their opponent is currently on the line. The only exception to this rule is for devices which are medically necessary (i.e. hearing aids). If a player is in violation of this rule, the opposing captain shall inform the offender's captain of the violation. The offender shall be given the opportunity to rectify the violation by removing the prohibited item. Should the player refuse to do so, his/her team shall forfeit that match point. If a player corrects a violation after being notified per this rule, but subsequently returns to using a prohibited item, that player's team shall forfeit the match point.

## **ARTICLE XV – PENALTIES**

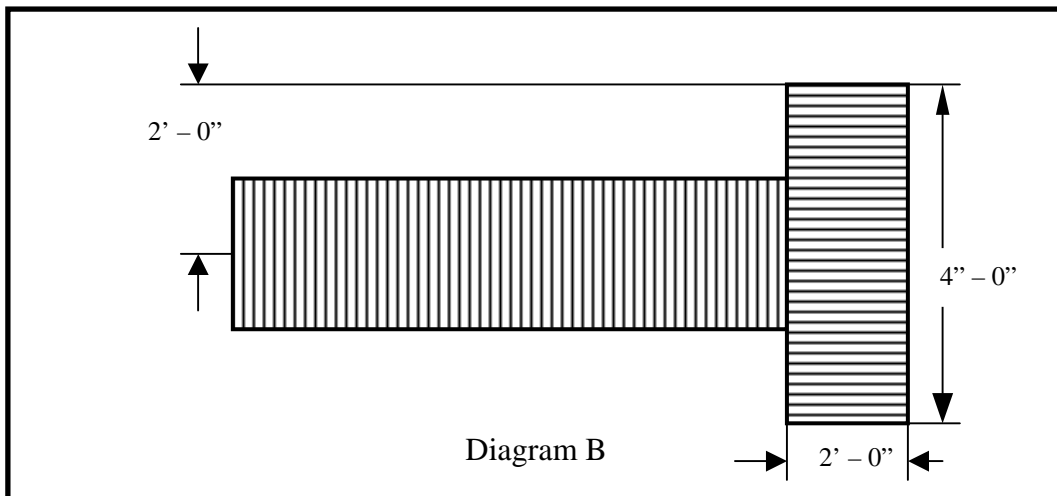
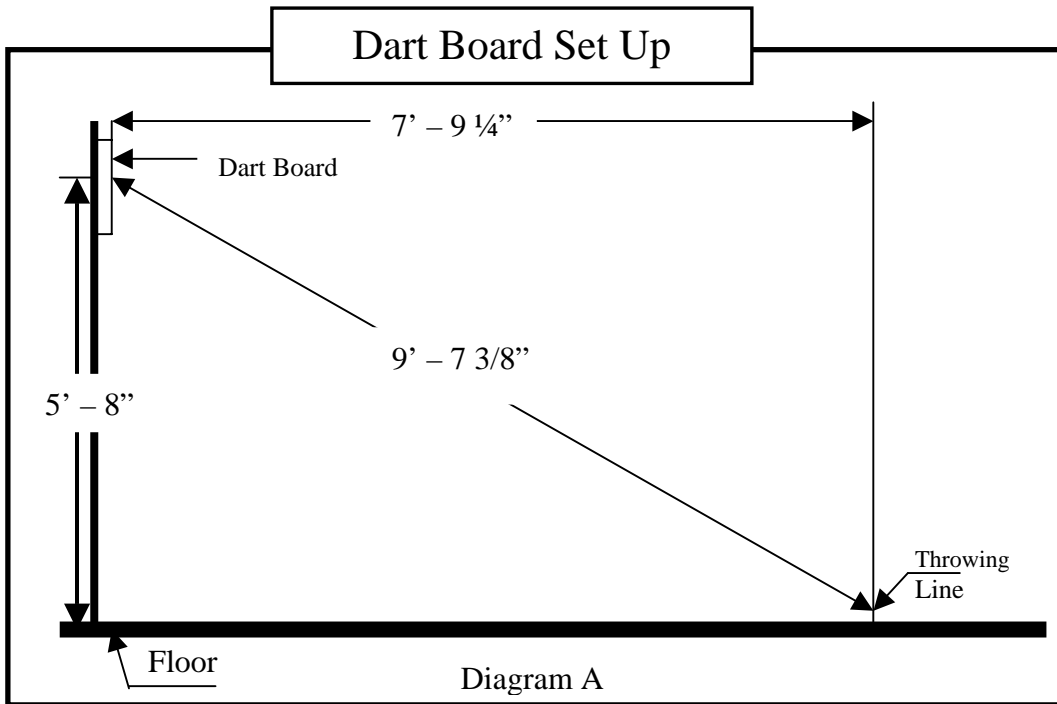
- Sec. 1.** Failure to comply with Article V, Sec. 1, will carry a suspension from all league play for the remainder of the season, or if detected during the last half of the season, for the following season. Second and subsequent violations of this rule will carry an automatic suspension from all League sponsored activities for a period of twelve (12) months for each violation.
- Sec. 2.** A team forfeiting two (2) entire Matches in a season is suspended from play for the remainder of that season. All won/lost points for that team will be removed from the Division Standings.
- Sec. 3.** Members of a team forfeiting a Match during the final two (2) weeks of a season are suspended from play for the following season. Any member not present at a forfeited match during the final two (2) weeks of the season must pay a ten dollar (\$10.00) reinstatement fee to be eligible to play the following season. Any members present at the official forfeit time of the Match must have the opposing Captain sign a Score sheet bearing their names to avoid suspension.
- Sec. 4.** Master Roster penalties will be assessed uniformly at the discretion of the board. When penalty points are assessed, they will be retroactive to the fourth (4th) week of play. A penalty of the loss of two (2) win points will be assessed each week the Master Roster is late.
- Sec. 5.** All unpaid fees are due within seven (7) days after the third (3rd) week of scheduled play. A penalty of the loss of two (2) win points will be assessed each week any unpaid fees remain outstanding.
- Sec. 6.** Cheating in any form, proved to the satisfaction of The Board, can result in an immediate suspension from all League activities for the remainder of the season, or if detected during the last half of the season, for the following season. Second and subsequent violation of this rule will carry an automatic suspension from all League activities for a period of twelve (12) months for each violation. Cheating for the purpose of manipulating Divisional Standings will carry an automatic suspension for a period of twelve (12) months from all League sponsored activities. These penalties apply equally to all persons on a given team who have knowledge of and go along with such acts.
- Sec. 7.** Physical violence, or threat thereof, is subject to immediate suspension from all League sponsored activities for a period of up to twelve (12) months, whether provoked or not, except in the case of self defense. If self-defense cannot be proved to the satisfaction of The Board, all Members involved in acts of physical violence will face the same penalties. Members involved in acts of physical violence will be assigned a hearing date before The Board, should a Member choose not to attend the hearing, penalties will be assessed in their absence.
- Sec. 8.** Provocation, if proved to the satisfaction of The Board, will be subject to suspension from League play for at least one season, whether or not violence ensues. Maximum suspension is twelve (12) months per occurrence.
- Sec. 9.** The Board has the right to act on any and all reports and finding related to the rules herein. Specifically, an official complaint does not have to be entered prior to an investigation and ruling regarding a specific incident.
- Sec. 10.** The Board reserves the right to levy penalties against any member or team found to be in violation of any of the rules listed herein.
- Sec. 11.** Any Captain found in violation of the rules may be put on probation and/or suspended as seen appropriate by The Board.

## **ARTICLE XVI – GAMBLING**

- Sec. 1.** Gambling is neither sanctioned nor authorized at league-sponsored events.

## **ARTICLE XVII – AMENDMENTS**

- Sec. 1.** The Board may publish additional rules or policies on the Score sheet, Roster Application, Master Roster, Weekly Standings or in the Newsletter, and/or other publications. It is the responsibility of all members of the League to abide by rules and policies so published.
- Sec. 2.** The power to interpret, apply and amend these Rules of Play is vested in The Board.



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