

BULL CITY DART LEAGUE

Durham, North Carolina

(Founded, 1993)



Bull City Dart League

By-Laws

and

Rules for Match Play

Revised 7/1/2008

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PART I: BY-LAWS

ARTICLE I: NAME OF ORGANIZATION

- A. The name of this organization is: The Bull City Dart League.

ARTICLE II: LEAGUE OBJECTIVES

- A. The Bull City Dart League is a nonprofit, nonpolitical, and nonsectarian organization.
- B. The Bull City Dart League is established as a steel-tip dart league in Durham, NC for the following purposes:
 - 1. To sanction League play according to Rules for Match Play;
 - 2. To promote competitive darts and good sportsmanship for social and recreational purposes;
 - 3. To improve and establish conditions of play in local establishments;
 - 4. To establish and maintain friendly, competitive relationships with similar organizations.

ARTICLE III: THE EXECUTIVE BOARD

The Executive Board is composed of seven elected officers. Each elected member serves a one-year term, must be in good standing in the BCDL, and must be an active player in the current and/or previous season.

The Executive Board traditionally meets twice per season with the times and places chosen to accommodate the greatest number of Board members. Meeting dates will be published in advance (at least two weeks, whenever possible). Meetings are open to any member of the League. Each season's Scheduling Meeting is the Executive Board meeting for that month. This is considered the first meeting. The second meeting is the Executive Board Meeting generally scheduled to occur just before the halfway mark of the current season. Other meetings may be scheduled as necessary.

Any elected member of the Executive Board who is replaced because s/he did not serve at least six months of the one-year term is not eligible to run for office for the next 2 years. No joint offices may be held by any member of the Executive Board. The only exception being to fulfill the duties of a vacant position until such time as the vacancy can be filled. A vacancy is deemed a non-voting position.

- A. Duties of the Executive Board shall include, but are not limited to:

- 1. By-Laws;

By-law changes will be effected by a two-thirds majority vote of board members. Whenever possible, proposed changes should be published at least two matches prior to the Board meeting at which the proposal will be decided. Barring "emergency" or "extraordinary" circumstances, all by-law changes will be instituted beginning with the following season.

- 2. Rules for Match Play;

Rules for Match Play for each season will be determined by majority vote of Executive Board members present at each season's Scheduling Meeting. Tie votes, should they occur, will be ruled in favor of the President. Any Rules for Match Play not specifically determined at a given Scheduling Meeting will utilize the rule from the previous season. In addition, due to the time-consuming nature of the scheduling portion of the Scheduling Meeting for each season, the Executive Board may enact changes in the Rules for Match Play for the following season at any time during a given season (these changes should be published in the newsletter as soon as they have been decided).

Rules for Match Play may not be changed for the current season except under extraordinary circumstances (as determined by the President and Rules & Grievances Director) once a season has begun.

- 3. Determination of how league funds are to be spent;
- 4. Setting up special committees as necessary.

- B. Members of the Executive Board, and each member's primary areas of responsibility, are:

(Note: Board members may utilize individuals or committees to assist in the successful completion of their duties, but the proper and timely execution of each duty remains the ultimate responsibility of that Board member.)

1. President - Duties include, but are not limited to:
 - a. Overseeing all League operations;
 - b. Acting as an ex-officio member of all committees;
 - c. Presiding over and setting agendas for Executive Board meetings and Captains' meetings;
 - d. Nomination of candidates to fill vacancies on the Executive Board;
 - e. Being a co-signer of the League bank account;
 - f. Presentation of awards at the End-of-the-Season Dart Party;
 - g. Coordination of activities with other leagues and organizations;
 - h. Attendance at meetings of larger scale organizations, such as the NCDO (North Carolina Dart Organization), TDC (Triangle Dart Council), etc.;
 - i. Update of League By-Laws and Rules for Match Play each season.
 - j. Responsible for getting the cup to the final match.
2. Vice-President - Duties include, but are not limited to:
 - a. Assuring compliance with League standards by host establishments;
 - b. Service as chief liaison between the BCDL and host establishments;
 - c. Acting as President, in the case of that officer's absence, disability, or removal.
In the case of the absence, disability, or removal of both the President and Vice-President, the following list has been adopted as a hierarchical ladder for succession of these offices:
 - i) President
 - ii) Vice-President
 - iii) Rules & Grievances Director
 - iv) Treasurer
 - v) Secretary
 - vi) Public Relations Director
 - vii) Social Director
3. Secretary - Duties include, but are not limited to:
 - a. Keeping minutes of all Executive Board Meetings (including proper records of how Executive Board members voted on all issues) and Captains' Meetings;
 - b. Providing a copy of the Executive Board and Captains' Meeting minutes and voting results (of all votes on proposals and rules changes) for publication in the newsletter the week following the meeting;
 - c. Providing a seasonal calendar for publication in the first newsletter each season of all scheduled Executive Board and Captains' Meetings.
4. Treasurer - Duties include, but are not limited to:
 - a. Handling all League financial matters;
 - b. Making available a Treasurer's Report twice per season;
 - c. Making funds available for disbursement as approved by the Executive Board;
 - d. Being bondable;
 - e. Maintenance of current records of all BCDL members, including names, addresses, and phone numbers;
 - f. Receipt of all League rosters, player information, and player dues at the registration meeting, as well as prior to the in-season addition or replacement of any League member;
 - g. Informing the Rules & Grievance Director of any player who has not paid dues before playing in a League match;

- h. Contacting all other Executive Board members for their votes on additions and replacements to rosters after the close of the season's registration period, and then returning the decision of the Executive Board to the requesting team. These vote results on additions and replacements are also to be supplied to the Newsletter Editor for publication in the newsletter.
5. Rules & Grievances Director - Duties include, but are not limited to:
 - a. Settling all in-season matters involving Rules for Match Play;
 - b. Serving as the first person consulted regarding interpretations of the Rules for Match Play;
 - c. Receipt of all official League protests, grievances and complaints;
 - d. Initiate grievance based on multiple complaints regarding a league member on behalf of the Executive Council.
 - e. Calling and presiding over all Grievance/Protest meetings.
 - f. Levying penalties against League members or teams for Rules violations.
6. Social Director - Duties include, but are not limited to:
 - a. Organization of the end-of-the-season dart party.
 - b. Assist with presentation of awards at the End-of-the-Season Dart Party.
 - c. Runs the End-of-Season Dart Party luck of the draw or delegates the authority to do so.
7. Public Relations Director - Duties include, but are not limited to:
 - a. Coordination of publicity, advertising, etc.

ARTICLE IV: INFRASTRUCTURE STAFF

The Infrastructure Staff consists of the Statistician, the Newsletter Editor, the Webmaster and the Software Engineer. These positions are appointed by, and serve at the discretion of, the Executive Board. They may be replaced at any time by a two-thirds majority of the Executive Board. The Statistician and Newsletter Editor are expected to attend all Executive Board meetings.

Provided that the League Statistician and Newsletter Editor perform their duties to the satisfaction of the Executive Board, each office will be paid a set portion of each League member's seasonal dues. This amount will be \$3 per member for each of these two paid positions. Payments to the software engineer and/or Webmaster are not standardized.

- A. The duties of the League Statistician shall include, but are not limited to:
 1. Maintenance of weekly and seasonal statistics for the League;
 2. Providing said statistics to the Newsletter Editor for publication in a timely manner;
 3. Maintenance of archival, machine-readable records of League statistics during tenure; and transfer of said records to succeeding League Statistician;
 4. Designation of central location(s) for the distribution of weekly Match packets, and location for return of scoresheets;
 5. Collection of empty packets at dropoff point, and collection of scoresheets at designated location and/or time;
 6. Making all reasonable effort (in conjunction with the Newsletter Editor) to ensure that Matches rescheduled for play prior to normal Match night are provided with current player statistics and a scoresheet for said Match (if not the entire current newsletter);
 7. Prompt verification of any changes in team rosters with League Treasurer and Newsletter Editor;
 8. Notifying Rules & Grievance Director and Newsletter Editor of any late/incomplete return packets;
 9. Contacting each of the teams in the affected match if a late arriving scoresheet changes any handicaps;
 10. Generation of League Season schedules based on the Rules for Match Play and submission of said schedule to the Executive Council for approval;
 11. Procurement of Seasonal awards and trophies;
 12. Officiation (in conjunction with the Newsletter Editor) of League elections, or appointment of an Election Committee in the event that either of these appointed members chooses to run for office;

13. Completion of any other duties (within reason) that may, from time to time, be designated by the Executive Board.
- B. The duties of the League Newsletter Editor shall include, but are not limited to:
1. Publication of weekly official League newsletter of record;
 2. Production of newsletter, scoresheets and weekly packets;
 3. Selection and oversight of Newsletter staff, if a staff is utilized;
 4. Delivery of said newsletters, scoresheets and packets to the designated distribution site(s) no later than 6:30 p.m. on the evenings of Match play. Packets are to contain two scoresheets, four or more newsletters, a pre-addressed envelope, and any other special items to be distributed, such as election ballots or surveys;
 5. Making all reasonable effort (in conjunction with the League Statistician) to ensure that Matches rescheduled for play prior to normal Match night are provided with current player statistics and a scoresheet for said Match (if not the entire current newsletter);
 6. Reporting all decisions of the Executive Board and/or Captains' Meetings regarding League operation or Match Play;
 7. Publication of all official news from the Executive Board;
 8. Actively solicit articles for the newsletter from the League membership;
 9. Editing and confirmation of veracity of any material submitted for publication;
 10. Officiation (in conjunction with the League Statistician) of League elections, or appointment of an Election Committee in the event that either of these appointed members choose to run for office;
 11. Publication, in a timely fashion, of the results of said elections;
 12. Publication of all other League documents including, but not limited to, League By-Laws, Rules for Match Play, fliers, election ballots, statistics for publication in other media, etc.;
 13. Maintenance of archival, machine-readable records of League publications and statistics during tenure and transfer of said records to succeeding League Newsletter Editor;
 14. Completion of any other duties (within reason) that may, from time to time, be designated by the Executive Board.
- C. The duties of the Webmaster shall include, but are not limited to:
1. Posting of – at a minimum – schedules, league officer contact information, team contact information, rosters, newsletters and scoresheets;
 2. Administration of league mailing lists;
 3. General maintenance of the league website.
 4. Completion of any other duties (within reason) that are designated by the Executive Board.
- D. The duties of the Software Engineer shall include, but are not limited to:
1. Creation, installation, maintenance, continued development of league software;
 2. Completion of any other duties (within reason) that are designated by the Executive Board.

ARTICLE V: CAPTAINS' MEETINGS AND POWERS

Each captain (or team representative) has one equal vote. No votes by proxy are allowed.

Captains' Meetings are limited to 2 hours.

There will be one mandatory Captains' Meeting per season. Failure to have a team member in attendance will result in a 3 point penalty assessed against that team's season point total. Teams whose representative is absent for more than 15 minutes of the Meeting will be deemed to have missed the Meeting and will be assessed the penalty. All meeting dates will be published in advance (preferably two or more weeks in advance) and meetings are open to any member of the League.

The Captains' Meeting will serve three purposes:

1. Inform captains of decisions made by the Executive Board during the current season;

2. Allow captains to veto any By-Law changes enacted for the upcoming season by the Executive Board since the beginning of the current season (two-thirds of captains present, with not less than one half of all captains will be sufficient for veto);
3. Allow captains to implement any By-Law or Rules for Match Play changes of their own (2/3 of present captains, no less than 1/2 of all captains).

Whenever possible, a list of the changes enacted by the Executive Board will be published for two or more weeks prior to the Captains' Meeting. In addition, any League member who would like to propose a By-Law change may submit a written copy of their proposal for publication for two weeks prior to the Captains' Meeting.

ARTICLE VI: REGISTRATION, FEES, AND MEMBERSHIP

A. Registration

1. Registration begins at the End of Season Party for the prior season (provided that the party takes place before the start of its following season) and closes at the start of the Scheduling Meeting. A Registration Meeting, with the sole purpose of team registration, will be held before the Scheduling Meeting. The Executive Board will announce the dates and places of these meetings prior to the end of the previous season along with the projected starting date of the next season. No team rosters will be accepted after the deadline.
2. No team will be allowed to register with less than four players, and no team will be allowed to register without full player fees for all those on the roster.
3. At the Scheduling Meeting, the Executive Council will determine the length of the season, the number of divisions, the tournament format, and schedule for Match Play based upon the number of registered teams and the Rules for Match Play.
 - a. A schedule for Match Play will be distributed to each home establishment at least 48 hours before Match Play begins. In addition, every effort will be made to contact each team captain with the first match locations at least 48 hours before Match Play begins.

B. Fees

1. Membership dues are determined by the Executive Board and are subject to change at the discretion of the Executive Board. Player dues will be \$25 per season.
2. Fees will not be refunded for any reason to a player that has participated in Match Play. Dues may be refunded to a League member who has not yet participated in Match Play until the halfway point of the regular season. [The team may also choose to have the dues from someone who did not play transferred to a Board-approved new team member (see Article VIII), if it is done before the halfway point of the regular season.]
3. Any player who participates in Match Play before having registered and paid his/her dues to the League Treasurer is considered to be an "ineligible player".
4. The BCDL will not dictate who is required to pay any of these dues. Any sponsor, team, or player may pay them in any combination they see fit. This decision is left up to the team and its sponsor.
 - a. All players are responsible for ensuring that payment of all their fees are up-to-date and complete.
 - b. Any player who leaves the BCDL with unpaid dues will not be allowed to register in subsequent seasons until all past dues have been paid.
5. The collection of all dues to be turned in to the League Treasurer is the responsibility of both the captain and his/her players. Any team that has not paid its dues by the end of the registration period will be excluded from play for that season.
6. Captains are responsible for collecting and delivering dues to the League Treasurer for any player added to rosters (with Executive Board approval, see Article VIII) after the official registration period has ended. These dues must be paid before that player participates in Match Play.
7. All team dues checks will be deposited within two days of the Scheduling Meeting.
8. Teams/members who submit a check that bounces will be charged a \$15 fee in addition to all fees charged to the League by our bank. The team is responsible for paying the amount of the check plus penalties within one week of notification by the League Treasurer. Payment must be made by

cashiers' check, certified money order or in cash. Failure to do so will result in the expulsion of the team from the League.

C. Membership

1. The Bull City Dart League does not discriminate on the basis of race, religion, sex, age, or personal handicap.
 - a. Participation in the League by under-aged (under 21) players is subject to the permission of the host establishments.
2. Membership in the League is open to any person expressing an interest in darting as a sport, provided that that person is not currently under suspension or expulsion from the League.
3. Membership is subject to approval by the Executive Board.

ARTICLE VII: PLAYER PROFILE

- A. A player in good standing in the BCDL is a player whose dues are paid on time and who has not been suspended for violation of any of the By-Laws or Rules governing the BCDL.
- B. All players must throw in at least one match.
- C. All players should consider themselves representatives of the Bull City Dart League when participating in any darting function. (Players should not however consider themselves representatives of the League to the extent that they begin infringing on the jobs and duties of the Executive Board members.)
- D. Any person who plays in a League match shall be subject to all Rules set forth by the By-Laws and the Rules for Match Play.
- E. A player can be suspended from the BCDL by the Executive Board, or by decision of the captains at a Grievance/Protest meeting, for noncompliance with League Rules.
- F. All players are expected to play darts in a sportsmanlike manner.
- G. A player must be in good standing with the League to participate in any BCDL or BCDL-sponsored event.
- H. A player must be in good standing with a host establishment to participate in any League event held in that establishment.
- I. An active player is any player who has competed in Match Play during the current season and has not been replaced or disqualified.
- J. An inactive player is any player in good standing who has competed in Match Play during the current season, but has left the League.

ARTICLE VIII: TEAM PROFILE

- A. Minimum number of players for an eligible team is four (4); maximum number of active players allowed is eight (8).
- B. Addition, replacement, and removal of players on a team roster:
 1. There are no limitations as to who the players that make up a team may be, provided that none of them has been suspended or expelled from the League.
 2. Players may be added to a team roster after the close of the registration period only with approval by the Executive Board (two-thirds approval vote of those Board members whose team is not involved in the player addition).
 - a. To request an addition to a roster, the team must contact the League Treasurer, who will then contact the rest of the Executive Board for their votes (all Executive Board members must be called regardless of the vote count). The League Treasurer will then notify the team of the Board's decision.
 - b. Requests for roster additions must be received by the League Treasurer at least 72 hours prior to that week's matches. Even at this time frame, however, no guarantees can be given as to the quickness of the reply. (The Executive Board recommends that teams request as early as possible, and they will do everything in their power to ensure a prompt response to the team.)
 - c. In the event that a team can not reach the League Treasurer over a span of two or more days, requests for roster additions may be made to the Rules & Grievances Director, and then the

League President, Vice President, Secretary, Public Relations Director, and Social Director, in order. Teams are NOT to call all of these officers right from the beginning of their efforts to add a player, but only to use this list when the previous officer on the list was not reachable with a legitimate effort over the span of 1-2 days.

3. Teams may play up to 8 players per season. In general this means a team that has listed 8 active players cannot replace lost players; a team that has listed 7 active players can replace 1 lost player; etc.
 - a. Roster replacements for players who have not been active follow the same procedural guidelines as for roster additions (Article VIII. B. 2. a-c).
 - b. A team may petition the Executive Board to return a previously removed player to its active roster if they feel that the player had left due to extraordinary circumstances.
 - c. A team may petition the Executive Board to replace active player(s) beyond the 8 player limit if they feel that the player(s) left due to extraordinary circumstances.
 4. Approval of a team's request for the addition of a player (or replacement of a player in the second half of the regular season) is only valid until the match immediately following the granting of approval. If the team fails to pay that player's dues (thereby adding that player to the active roster) prior to that match, the player is no longer eligible for addition to the roster until the team requests and receives approval again.
 5. Teams that request the addition or replacement of a player and receive a disapproval decision from the Executive Board, may request an appeal to the captains of that team's division. Upon request for such an appeal, the League Treasurer will contact all other captains in that team's division and present the information of the request. The disapproval of the addition or replacement can be overturned by a two-thirds vote of the remaining captains in that division.
 6. If some of a team's registered players have not yet participated in Match Play, they may be removed from the roster (with a refund of player dues) until the midway point of the season, provided that the team still has four active team members.
 7. A player who is dropped from his/her original team before having participated in any game sets is eligible for registration with another team during the current season.
 8. The membership fee for a new member must be submitted to the League Treasurer by the team captain or team representative before the new player participates in Match Play. If the fee has not been received by that time, the team will be assessed "ineligible player" penalties in accordance with the Rules for Match Play.
- C. All active team members must be in good standing with the BCDL.
 - D. Any player who leaves a team's roster, for any reason, after playing in any of the season's matches will be ineligible to re-register with another team until a new season begins.
 - E. Any person who plays in a League match is subject to all Rules set forth by the league. This includes registration and payment of dues as specified. Any team who uses a player who has not met these specifications is subject to any and all forthcoming penalties. It is the team captain's responsibility to assure compliance is met.
 - F. Teams are free to choose their own team names within acceptable moral and publishable limits.
 - G. Each team is responsible for selecting a team captain.
 - H. Each team is responsible for finding a suitable home board/host establishment.
 - I. Each team is responsible for making sure that the League Statistician has a reliable method of contacting them (phone/email). If a late arriving scoresheet changes any handicaps, the League Statistician will contact each of the teams in the affected match.

ARTICLE IX: CAPTAINS' RESPONSIBILITIES

- A. This is a general list of the Captain's responsibilities. Although some duties may be delegated to some other team member, the Captain is ultimately responsible to their team and to the League to carry out these duties or to designate someone to carry them out in their absence.
 1. Be aware of and adhere to Rules for Match Play.
 2. Register the team and deliver all dues to the Bull City Dart League.

3. Home team captains are responsible for picking up Match Play packets from designated location.
4. Collect and report names, addresses, and phone numbers of each team member.
5. Represent the team at Captains' Meetings and Grievance/Protest Meetings.
6. List participating team members on the score sheets for each match.
 - a. Verify handicap differentials during the match.
 - b. Record match results accurately and legibly.
 - c. Sign scoresheet.
7. Help new players on his/her team by familiarizing them with the Rules for Match Play and the By-Laws of the BCDL.
8. Handle protests properly, if filed by or against their team.
9. Ensure that his/her team consists of eligible players only.
10. Winning captains are responsible for turning in scoresheets on time (as defined in the Rules for Match Play and in the first week's newsletter of each season). Losing captains must also maintain their scoresheet in case the scoresheet of the winning team is lost.
11. Keep team abreast of any League Rule changes.
12. Notify League Statistician of rookie players (a rookie is any player who has never played darts in an organized league).
13. When necessary, petition primary Executive Council members for additions and replacements to team roster subject to Rules for Match Play.

ARTICLE X: PERSONAL CONDUCT AND SPORTSMANSHIP

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

- A. The BCDL is empowered to levy penalties for infractions. Repeated evidence of unsportsmanlike conduct by any individual shall be considered just cause for suspension or expulsion from the league.
- B. Heckling or harassment, including foul or insulting language by team members, is strictly forbidden. For the best interest of our handicapped dart league, "sandbagging" (intentionally playing poorly for the purpose of lowering one's handicap) is also strictly forbidden. It is each team's responsibility to maintain the best of conduct during league play. In the event of improper conduct, follow the procedures for filing a grievance or protest in Article XI of these By-Laws.
- C. Physical violence will result in immediate expulsion from all League-sponsored activities for a period of one year, whether provoked or not, except in the case of self-defense.
- D. Throwing darts at anything other than the board will result in penalties with a possibility of being suspended from League play for the remainder of the season.
- E. Violation of civil or criminal law will result in immediate expulsion from the BCDL (e.g., taking alcohol into bars, procuring alcohol for minors, etc.).

ARTICLE XI: PROTESTS, GRIEVANCES AND COMPLAINTS

- A. Protests, Grievances and Complaints must be filed within 7 days from which they occur.
- B. PROTESTS
 1. A Protest consists of any irregularity that could affect the outcome of a match and as such can be filed only for the match being played; this includes but is not limited to cheating, incorrect scorekeeping, etc.
 2. The captain of any team may file a protest for any irregularity of a match.
 3. A player protest must be filed by a captain or their designated representative (even if the captain does not agree), if two thirds of team members in attendance agree with the player filing the protest.
 4. The opposing team must be notified at the time of the protest that the match, from that point on, is being played under protest. The match shall then be played to its conclusion.
 5. Any protest must also be indicated on the match scoresheet as a match that was played under protest. The scoresheet must be handled the same as an unprotested scoresheet as far as scoring is concerned until a decision of what penalties, if any, will be imposed by the Ruling Council.

C. GRIEVANCES

1. A Grievance consists of general issues that would not affect the outcome of a match and can be filed by any member of the league; this includes but is not limited to unsportsmanlike conduct, harassment, offensive behavior, etc.
2. A Grievance can be filed by any member of the league, spectator or host establishment staff.
3. Grievances may only be filed on behalf of oneself.

D. FILING A PROTEST OR GRIEVANCE

1. A description of any irregularity or improper conduct must be reported to the Rules & Grievances Director, and only the Rules & Grievances Director, in writing within 7 days by team members, spectators, or the host establishment staff in the case of a grievance, or team captain or the person fulfilling the duties of captain in the event of the captain's absence in the case of a protest.
 - a. Sending the protest or grievance, or any other communication regarding the protest or grievance, to anyone other than the Rules & Grievances Director or Executive Board, in the event the grievance involves the Rules & Grievances Director, will be grounds for immediate dismissal and possible disciplinary action levied against the offending parties.
 - b. Grievances/Protests will be considered on an individual basis and will not be considered if combined or dependent upon other grievances or protests.
 2. In addition to the summary report of the reasons for filing the grievance/protest, those filing the protest/grievance must also include what actions or results they would like to gain from their protest/grievance.
 3. If the grievance relates to a Rule with a definitive penalty specified within the By-Laws or Rules for Match Play, the Rules & Grievances Director will gather all pertinent information from the parties involved, and levy penalties accordingly.
 - a. Decisions by members of the Executive Board and penalties levied by the Rules & Grievances Director may be appealed to the League captains by filing a written appeal with the Rules & Grievances Director within seven days of the decision or penalty being levied.
 4. If the grievance relates to a Rule or problem without specified penalties, the Rules & Grievances Director will call a Grievance/Protest Meeting within 7 days of receiving the protest. The captains present at the Grievance/Protest meeting will then decide the outcome of the protest, and may assign a penalty to the player or team for misconduct at its discretion (majority vote of captains present, no votes by proxy are allowed). [Note: Any League member may represent his/her team's one vote, with the exception of the Rules & Grievances Director, who will act as moderator at the Grievance/Protest Meeting.]
 - a. Decisions by members of the Executive Board and penalties levied by the Rules & Grievances Director may be appealed to the League captains by filing a written appeal with the Rules & Grievances Director within seven days of the decision or penalty being levied.
 5. During the final week of the regular season and during any playoffs/tournament, protests must be filed within 24 hours. If necessary, the Rules & Grievances Director will hold a Grievance/Protest Meeting within twenty-four 24 hours of receiving the protest.
 6. All grievances relating to jobs or items specifically designated to another Executive Board member (e.g., the Vice President and board standards) will be brought to that member's attention by the Rules & Grievances Director upon receipt of the grievance.
 - a. In the event that the grievance is directed toward the Rules & Grievances Director, the President or Vice President will bring the grievance to the attention of the Rules & Grievances Director. The Rules & Grievances Director will be recused until the grievance is resolved. The duties of Rules & Grievances will be performed by the President, or Vice President if the President is unavailable.
- E. In the event that a grievance is filed against a team, any other violations discovered as a result of an investigation shall also be subject to penalty as if they had been protested as well, with no regard to the above time requirements. It is intended that the captains at the Grievance Meeting preserve the integrity of the Rules for Match Play and violations of such shall not be taken lightly.

F. Captains whose teams are involved in a protest or grievance will not be allowed to participate in the investigation, though they are certainly expected to attend and present their sides of the event at any Grievance Meeting. These teams do not have any vote in determining what penalties shall be imposed.

G. All decisions of captains' Grievance meetings are final.

H. COMPLAINTS

1. A Complaint consists of a general disgruntlement that the league member, spectator or host establishment staff feels needs to be addressed but is not serious enough to address as a Grievance.
2. The complaint must be submitted in writing, or orally with a following written submission.
3. After receiving a complaint, the Rules & Grievances Director will notify the party to whom the complaint is directed and their captain.
4. The individual(s) to whom the complaint is directed will have up to 7 days to acknowledge the complaint.
5. Multiple complaints can result in a Grievance that will be initiated by the Rules & Grievances Director on behalf of the Executive Council.
6. Complaints will be kept on file for one calendar year.

ARTICLE XII: ELECTION PROCEDURES

A. General

1. Any member in good standing with the BCDL is eligible to run for office, provided they have not disqualified themselves from a given election due to their performance or attendance records, as described in Article III.
2. Officers are to be elected by popular vote of the general membership of the Bull City Dart League.
3. Approval for their name to be put into nomination must be obtained before a candidate's name will appear on the ballot.
4. No one will be allowed to run for more than one office per election.
5. All nominations for office must be presented to the Election Committee (League Statistician and Newsletter Editor).
 - a. Elections will be held during the first full season played each calendar year.
6. Newly elected officials will take office at the start of the Registration Meeting for the next season.
7. Outgoing officers shall (hopefully) offer assistance to the officers-elect upon request.

B. Voting

1. Notification of pending elections and the names of those running for office shall appear in the newsletter for two weeks prior to election night. The newsletter shall also contain instructions on how to vote and the deadline for returning ballots. Teams have two weeks to return ballots.
2. Ballots will be distributed in the match packets in separate envelopes.
 - a. Each player will receive an individual ballot.
 - b. Each ballot needs to be returned even if you choose not to vote.
 - c. Any player who does not receive a ballot should contact the League President or the head of the Election Committee within 72 hours.
 - d. If a player is absent from Match Play on the election nights, the ballot should be returned in the packet unmarked.
3. Any League member in good standing whether active or inactive has one vote for each office.
4. Sealed ballots shall be turned over to the Election Committee for tallying.
5. Winners will be announced in the next newsletter.

ARTICLE XIII: RECALL OF ELECTED OFFICERS

Elected officers serve at the discretion of the League in general and the League captains in particular. Elected officers may be recalled at any time during their term.

- A. A petition signed by more than half of all team captains must be submitted to the election committee (Statistician and Newsletter Editor) to recall an elected officer.
- B. Verification of team captain signatures will occur within one week. If the petition is judged valid, recall ballots will be prepared and distributed with the next week's scoresheet packets. One ballot will be prepared for each League member in good standing.
- C. An emergency meeting for the purpose of hearing the reasons for recall and the officer's defense will be scheduled immediately following verification of signatures if desired by either the officer in question or the originator of the petition. This meeting is open to all members in good standing of the BCDL.
- D. Recall ballots must be returned in the packets with which they were distributed.
- E. A recall is successful if two-thirds of returned ballots with votes, but not less than one-half of all ballots, are in favor of recall.
- F. Vote of no confidence. Any Board Member may be recalled from office by a unanimous vote of the remaining Board Members in a Board meeting called specifically for this purpose.
 - 1. Board members who are: 1) absent from two meetings (without due cause, as approved by the remainder of the Board) within their one-year appointment, or 2) fail to perform their duties to the satisfaction of the rest of the Board, will be relieved of their position. Replacements will be selected by the President, with a majority approval of the remainder of the Board. If an Executive Board member is not notified 72 hours in advance of an unscheduled, emergency meeting, their absence is excused.
 - 2. Recall voting shall be accomplished by secret ballot.
 - 3. Any Board Member recalled has the right to appeal such recall action. Such appeals must be in writing and received by the Secretary no later than 10 days after the recall ruling. If, after consideration of the appeal by the Board in a timely manner the appeal is rejected, there can be no further appeal.
- G. If the recall is successful, the officer will be considered removed from office, and the position will be filled in accordance with the League By-Laws.
- H. Any Board Member who is recalled, or resigns, will not be eligible for office for the period of two (2) years from the date of recall or resignation.
 - 1. Any member who resigns due to hardship may be eligible to have this restriction waived.

ARTICLE XIV: LEAGUE MANAGED EVENTS

- A. League Managed Events consist of events managed by league; this includes any Luck of the Draw.
 - 1. The interpretation of the Event Rules, in relation to a specific darts event, will rest solely with the local Event Director(s), whose decisions shall be final and binding. Protests after the fact will not be considered.
 - 2. Any protests, grievances or complaints must be taken immediately to the Event Director for arbitration.
 - 3. Any player/team who, during the course of any event, fails to comply with any of the Event Rules, will be subject to disqualification from that event.

PART II: RULES FOR MATCH PLAY

The “Rules for Match Play” for any given season may be changed at the Scheduling Meeting by the Executive Board (prior to the start of that season’s matches). This flexibility is granted to the Executive Board due to the ever-fluctuating state of the League, in terms of number of teams, ability of its members, host establishments currently in use, etc. Any changes in the Rules for Match Play will be published in a prominent position in the first newsletter of each season, so that all teams may become familiar with the new Rules before beginning Match Play.

ARTICLE I: EQUIPMENT

- A. Each playing establishment must provide two dartboards, associated equipment and supplies for each set of teams playing in that establishment as their home location. A set of teams may consist of one or two teams.
 1. All League competition will be conducted on a standard 18” English bristle 20-point clock-faced dartboard.
 2. Dartboards are hung 5’8” from the floor to the center of the bull’s eye with the 20 bed at the top center. The 20 bed shall be of the darker of the two colors of colors of singles on the board.
 - a. There must be at least 4’ from bull to bull between adjacent boards.
 - b. There must be at least 3’ from the bull to any adjacent side wall or other obstacle.
 3. The toe line will be 7’9 ¼” from the surface of the board along the floor to the front of the toe line. The toe line will be 36” long, 18” each side of the board’s center. A player wishing to throw a dart or darts from a point either side of the toe line must keep their feet behind an imaginary straight line extending from either side of the toe line, making sure not to cause any distraction to throwers on adjacent boards.
 4. There must be a 3’ clearance behind the toe line.
 5. All league play dartboards must be firmly anchored.
 6. Lighting should brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.
 7. Scoring surfaces must be provided and located in (or be movable to) a position that makes the score easily readable by players and spectators. Supplies for marking and erasing scoreboards are required.
- B. The dart teams playing out of an establishment are ultimately responsible for assuring that all of the requirements of Section A are met. Host establishments are responsible for providing for all dart lane setup supplies for their teams, though the establishment’s teams obviously can provide the lane setup supplies and maintenance themselves, if they so desire.
- C. An establishment’s equipment and setup must be inspected and approved by representatives of the BCDL for compliance to Section A before the beginning of each season. If compliance is not met, 7 days will be given for the corrections to be made. If not corrected within that time, the home teams for that establishment will not be scheduled for play that season.
 1. If, during the season, an establishment’s equipment and setup are judged by the Standards Committee to be out of compliance with Section A, matches scheduled for that establishment will be rescheduled to other establishments until corrections are made.
- D. Darts will not be allowed that exceed a maximum length of 30.5 cm (12”) or weight of more than 50 grams per dart. Each dart must have a recognizable point, barrel, and flight.
- E. Alleged violations of Rules relating to equipment or setup should be reported to the Rules & Grievances Director, who will forward the pertinent information to the Vice-President.

ARTICLE II: MATCHES (DATE AND TIME)

- A. All League competition is scheduled for Tuesday nights.
- B. Starting time for matches is 8:00 p.m. A five-minute grace period is allowed.

1. Teams must have the minimum number of players (2) present, listed on the scoresheet, and ready to play no later than 8:05 p.m. Otherwise, the match shall be considered forfeited.
- C. Team captains may reschedule a match provided the League Statistician is notified by 5:00 p.m. on the Wednesday following the scheduled date of the match. It is the responsibility of both teams to ensure that the League Statistician is notified. If unable to contact the League Statistician, captains may call the Newsletter Editor (as a last resort, they may call the Rules & Grievances Director). Failure to notify the League Statistician (or other proper official) in the given time frame will result in the match being scored as a double forfeit. Winning captains are responsible for turning in the scoresheet.
 1. Rescheduled matches must be played prior to the following Tuesday. Exceptions to this may only occur prior to the final two weeks of the season, and only with approval from two-thirds of the Executive Board.
 2. Matches should be played where originally scheduled, whenever possible.
 3. Up-to-date handicaps must be used.
 4. Matches that are rescheduled during the last 2 weeks of a season must be played by the following Friday.
- D. If all regular League play is cancelled, opposing captains should contact each other to arrange a make-up match within 2 weeks. A majority vote of the Executive Board is necessary both to cancel matches due to bad weather or other extraordinary circumstances and to set the time frame required for the make-up of those matches. Matches must be made up, as there will be no pro-rating of points for missed matches. Once a date for the make-up match has been chosen, the teams must also inform the League Statistician so that they may be supplied with up-to-date handicaps.

ARTICLE III: MATCH FORMAT

- A. Match format is based on 4-person teams. A minimum of 2 players is needed to play a match.
- B. Each match consists of five sections:
 1. 4 games of Singles 301 - free-in, double-out;
 2. 4 games of Singles Cricket;
 3. 2 games of Doubles 601 - free-in, double-out;
 4. 2 games of Doubles Cricket;
 5. 1 game of 4-Person 801 - free-in, double-out.
- C. A maximum of 19 points will be awarded in a match as follows:

EVENT	# OF GAMES	POINTS/GAME	POINTS/EVENT
301	4	1	4
Cricket	4	1	4
601	2	2	4
Cricket	2	2	4
801	1	3	3
- D. During regular season play, it is required that play continue until all events have been completed.
- E. No less than 15 minutes prior to the time competition is scheduled to begin, match boards and adjacent areas shall be vacated for safe play. The boards will then be declared open and will be available for players to warm-up.
 1. After a game has been called, each participating player will be allowed nine practice darts immediately prior to start of the game.
 2. No practice shall be allowed on any match board that is deemed distracting to players actively involved in a game.
- F. After a player has been called to start a game they have five minutes to complete their nine warm-up darts before a game forfeit is called.
- G. During a match it is the responsibility of both captains to verify all roster and handicap listings. Both captains are responsible for verifying all handicap calculations.
- H. The match shall be listed as follows:

1. At the top of the scoresheet each captain must record the first and last names of all players plus their handicaps.
 2. A player MUST be listed and present for a singles game to be eligible to play in doubles and 801. If a player is not able to shoot singles due to an opponent forfeit, they are still eligible to play doubles and 801.
 3. Player listing and handicap calculations are to be done as described in Article VI of the Rules for Match Play.
- I. Matches involving one or two teams without a full complement of 4 players for each section use the following exceptions:
1. A team without 4 players present can play shorthanded (with 2 or 3 players). Player slots in each section must be left blank if a team does not have 4 players. Any games left completely blank are forfeits.
 2. Under no circumstances shall a player participate in more than one game per section. Nor shall any player take more than one turn in any one round of the team games.
 3. In doubles, if a team is able to list only one player, the listed player shoots every other time. The team playing short will throw three darts to their opponents' six darts. The player throwing shorthanded will be viewed as having a "phantom partner" (ghost). In doubles, the "phantom partner" shall be assigned a PPD average of 6, and will be considered to have thrown three darts totaling zero points each round of the doubles games.
 4. The "phantom partner" rule also applies to any open slots in 4-person 801. In 801, the "phantom partner" shall be assigned a PPD average 3 points below that division's provisional handicap based on the median HPPD average of the players in that division returning from previous seasons, and will be considered to have thrown three darts totaling zero points each round of the 801 game.
 - a. During the tournament, if a team is playing shorthanded the ghost handicap for the 801 game will be the value assigned to the division where the complete team played in the regular season. Hence, if the team competing with all its players came from the A division, the ghost handicap for the shorthanded team is the A division 801 handicap. If the full team comes from B division the 801 ghost handicap is the B division handicap, etc.
- J. Match Play takes place on two boards for all games. Only if both captains agree, may any round be played on more than (for singles rounds) or fewer than (for singles or doubles rounds) two boards, with the exception of 4-person 801.
- K. As Match Play progresses the default pacing for the 3rd match within a singles set is to use the next available board.
- L. Protests for alleged violations of Rules pertaining to the match and scoring must be filed via procedures outlined in the Protests portion of the League By-Laws (Part I, Article XI).

ARTICLE IV: THE DIDDLE

- A. All games are begun by throwing a diddle for the bull.
- B. Only players scheduled to play in that game may diddle.
- C. The player(s) of the home team will choose the order for the diddle in all games.
- D. The scorekeeper for the game, or the players involved, will decide the result of the diddle using the following criteria:
 1. Double bull beats a single bull.
 2. Second double bull is equal to first double bull. Opponents reverse order and throw again.
 3. Second single bull is equal to first single bull. Opponents reverse order and throw again.
 4. Double bull or single bull beats non-bull.
 5. Dart closest to the bull is the winner of the diddle if both darts are outside the bull.
- E. The second diddler may request that a bull be pulled from the board before throwing.
- F. Whenever a re-diddle is called, the order of throw reverses and continues to alternate as long as additional re-diddles are required. A re-diddle should be called if it cannot easily be determined which dart is closer to the bull.

- G. Darts must remain in the board and be inside the scoring area to count. If a player's dart does not remain in the board or is outside the scoring area, the player continues to throw (this applies only to the diddle).
- H. If the second thrower dislodges the dart of the first thrower, they reverse order and re-diddle.
- I. The first dart remains in the board until the second player diddles, unless it is a bull and the second diddler requests it be pulled. "Unpulled" darts should not be touched by anyone, until it is determined who wins the diddle. If a player removes his/her dart (unless requested to do so) before a winner has been determined, the player whose dart remains wins the diddle. Darts may not be straightened in the board to determine the winner of the diddle - the distance a dart is from the bull shall be measured from the point of penetration of the board surface.
- J. The winner of the diddle throws first to start the game.

ARTICLE V: THE GAME

A. General

- 1. A dart is considered thrown if it leaves the player's hand during the act of throwing and lands forward of the toe line. Any dart bouncing off, or falling out of the dartboard, shall not be rethrown (even if caught).
- 2. A player must have both feet behind the toe line for each throw. A player in violation should be warned immediately about his/her foot fault by the opposing player or the opposing team's captain. The first warning is without penalty; however, if the same player should commit another foot fault during a subsequent turn or at any other time during the match, the score for that turn shall be invalid and a zero will be marked for that turn.
- 3. If a player throws out of turn, the score for that throw is invalid and shall be marked as zero. The offending player will not be penalized further, but the correct order of play shall be restored immediately thereafter.
- 4. A player's turn ends after having thrown three darts (toward the board), having 'busted' in -01, having won the game, or after someone on the player's own team touches a dart in the board. Any player touching an opponent's dart in the board will forfeit their next turn.
- 5. A player has a maximum of two minutes per turn to throw all three darts.

B. Specific Games (presented in an order different from that used in Match Play in order to simplify explanations):

1. Singles 301 - Free-In, Double-Out

- a. A player's PPD average determines each player's starting score. Multiply the difference between the two players' handicap values by 15 and the resultant point total will be added to the starting score of the HIGHER-handicap player.
- b. All points scored are subtracted from the current total.
- c. Any double resulting in a remainder of zero wins the game.
- d. The "bust rule" shall apply. (If a player scores one less, equal, or more points than needed to reach zero, they have "busted". The score then reverts back to the score prior to the bust.)
- e. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of that player's next throw. The score for any turn may not be changed once the darts have been removed from the board.
- f. Players alternate turns.

2. Doubles 601 - Free-In, Double-Out

- a. Doubles is a two-person team game.
- b. PPD averages determine the starting scores for each team. Player handicaps are added together to determine team handicaps. The difference between the two teams' summed handicap values will be multiplied by 15 points, and that point total will be added to the starting score of the HIGHER-handicap team.
- c. No player may throw again until his/her teammate has completed their own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeit.

- d. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of the team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
 - e. All other rules are the same as for Singles 301.
3. 4-Person 801 - Free-In, Double-Out
- a. 801 is a four (4) person team game.
 - b. Players shoot in the order in which they are listed on the scoresheet.
 - c. PPD averages determine the starting scores for each team. Player handicaps are added together to determine team handicaps. The difference between the two teams' summed handicap values will be multiplied by 10 points, and that point total will be added to the starting score of the HIGHER-handicap team.
 - d. All other rules are the same as for Doubles 601 above.
4. Singles Cricket
- a. A player's PPD average determines each player's starting score. The difference between the two players' handicap values will be multiplied by 20 points, and that point total will be added to the starting score of the LOWER-handicap player.
 - b. The objective is to "own"/"close" certain numbers on the board, and to achieve the highest point score. Each player takes turns in throwing. If a player throws out of turn, then that turn is forfeited and a score of zero is recorded.
 - c. Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and the bull.
 - d. To close a number, a player must score three of that number. This can be accomplished with three singles, a single and a double, or a triple. Numbers can be "owned" or "closed" in any order. Calling your shot is not required.
 - e. Once a player scores three of a number, it is "owned" by that player. After both players have scored three of a number, it is "closed". For the purpose of scoring on any number except the bull, the double and triple ring shall count as 2 or 3, respectively. The outer bull counts as a single, and the inner bull counts as a double.
 - f. Once a player "owns" a number they may score points on that number until the opposing player "closes" that number. All numerical scores are added to the throwing player's previous point total. Once a number is "closed," no further scoring can be accomplished on that number by either player.
 - i) After a number is "owned" by a team, the double and triple ring count as 2 or 3 times the numerical value of the number hit, respectively.
 - g. Winning the game:
 - i) The player that closes all numbers first and has the most points is the winner.
 - ii) If both sides are tied on points, or have no points, the player to close all numbers first is the winner.
 - iii) If a player closes all numbers first and is behind in points, s/he must continue to score on any numbers not closed until either the point deficit is made up, or the opposing player has closed all numbers.
 - h. Errors in calculating the new total score must stand as written, unless corrected prior to the beginning of the next player's throw. The score for any turn may not be changed once the darts have been removed from the board. It is the responsibility of the player to verify the score before removing their darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent strategy involved in Cricket, no alterations in score shall be allowed after any player of either team has thrown another dart.
5. Doubles Cricket
- a. Doubles is a two-person team game.
 - b. PPD averages determine the starting scores for each team. Player handicaps are added together to determine team handicaps. The difference between the two teams' summed handicap values

will be multiplied by 10 points, and that point total will be added to the starting score of the LOWER-handicap team.

- c. No player may throw again until his/her teammate has completed their own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeit.
- d. All other rules are the same as for Singles Cricket.

ARTICLE VI: THE SCORESHEET - RECORDING AND REPORTING MATCH RESULTS

- A. Each team is required to maintain its own copy of the match scoresheet. Upon completion of the match, teams are to compare their scoresheets to ensure that both teams are in agreement as to the data being reported. (This may also be done after each individual section of the match.) Teams must resolve any differences between their scoresheet data before returning the winning team's scoresheet.
- B. Each participating player's first and last name and HPPD average (defined in Article VIII) is to be filled in at the top of the scoresheet. Team names need to be listed on the lines provided at the top of the scoresheet.
- C. General rules for listing a section:
 1. No team captain may take more than 5 minutes to complete the listing for any given section. Failure to observe this rule will result in a two-point team penalty.
 2. Each section is to be listed BLIND. The scoresheet is folded in half and listing is done without looking at the opposing team's list. Only after each team has completed listing is the scoresheet unfolded and the games called. If a team opens the scoresheet to look at the opposing team's list before fully listing their own team for the section, any spaces left blank when the sheet was opened will remain blank, either resulting in game forfeits or playing short-handed. Each section is listed separately; do not list the whole scoresheet at once.
 3. Once the lists for a given section are completed by both teams, there will be no changes or substitutions allowed.
 4. Include sufficient indication of a player's identity so that the statistician is able to distinguish between players (i.e., if two players on the same team or in the same singles cricket game have the same first name, include the players' last names).
 5. In order to be eligible for play in the doubles or four-person sections, a player must have been listed and present in one or both singles rounds. (Note: a player who is listed and present but receives a forfeit in singles, IS eligible to play in doubles and four-person.)
- D. Guidelines for reporting singles games for handicap purposes:
 1. For all singles games, the following must be recorded in the proper locations on the scoresheet:
 - a. Player name;
 - b. Each player's starting score;
 - c. Each player's final score;
 - d. Number of darts thrown by each player;
 - i) A "bust" in an '01 game is ruled to be a full turn of three darts regardless of which dart of the three it is that makes the turn a "bust".
 - ii) In the winning turn of the game, count only the number of darts actually thrown in that turn (i.e., a final turn in which only one or two darts is thrown is not counted as a full three dart turn).
 - e. The marks scored by each player (for singles cricket). [There are cricket scoreboards on the back of each scoresheet, where teams are required to mark how many 20s, 19s, 18s, 17s, 16, 15s, and bulls each player scored.]
 2. Teams that chronically do not record or improperly record handicap games will be assessed a penalty and have points removed from their team totals. After two warnings (either by person-to-person communication, or by indication of such problems on the front page of the newsletter), teams involved in improperly recorded games will be penalized the value of the game points for further omissions or errors.

- a. If you forget to keep track of the darts thrown or final point total (or marks scored in cricket), indicate that game as unrecorded. Do not guess or fabricate scores.
 - b. An unrecorded game will not be included in a player's handicap calculation.
 - 3. DO NOT record singles cricket games as they progress. Wait until the game is complete, and then copy the entire scoreboard at once. (Scoring as a game progresses is one of the major sources for error on any scoresheet. Invariably, something is missed as the scoresheet keeper's attention shifts for even a single turn.)
- E. Individual sections.

In each section, each team lists 4 players unless they are playing shorthanded. Teams playing short will list only 2 or 3 names.

 - 1. Singles games;

For purposes of calculating point-per-dart averages, all data as described above in Article VI, D, must be recorded for all singles games.

 - a. 301, free-in, double-out.
 - b. Cricket.
 - 2. Doubles games;

For doubles games, teams should indicate any games that are thrown in a relatively low number of darts, as they may be eligible for a post-season "fast game" award.

 - a. 601, free-in, double-out.
 - b. Cricket.
 - 3. Four-player game;

For four-player games, teams should indicate any games that are thrown in a relatively low number of darts, as they may be eligible for a post-season "fast game" award.

 - a. 801, free-in, double-out.
- F. Record any all-star points, high outs, or other notable turns scored beside the player's name on the scoresheet in the game in which the turn was thrown. Record any high outs on the scoresheet in '01 games only.
- G. Any match being played under protest should be noted on the scoresheet.
- H. Any handicap information or special information (including fast games, all-star points, etc.) not included on a scoresheet is considered to never have occurred. In general, "if it's not on the scoresheet, it didn't happen".
- I. Each scoresheet is to be signed by each captain (or team representative).
- J. Scoresheet and packet pick-up and return:
 - 1. The home team is responsible for picking up the scoresheet packet from the designated location. Scoresheet packets will be ready and available no later than 6:30pm on Tuesday. Failure to pick up the scoresheet packet will result in a forfeit by the home team.
 - 2. The winning team is responsible for mailing the scoresheet to the designated location (set by the League Statistician at the beginning of each season) with a postmark no later than the day following Match Play night. Scoresheets should be returned in the envelopes included in the match packet. Return of scoresheets by any means other than mailing are solely at the discretion of the League Statistician. Failure to return the scoresheet on time will result in a penalty being assessed the team(s) responsible for its return. The value of the penalty is dependent on the amount of time by which the scoresheet return is late, and is defined in Article XII of these Rules for Match Play.
 - 3. The losing team is also responsible for maintaining and keeping an accurate copy of the scoresheet. In the event that the winning team loses or fails to return its copy of the scoresheet, the losing team will be required to produce its copy of the scoresheet for the League Statistician within five days of notification, or they also will lose all of the points that they earned in the match. The winning team will still be penalized for a late/lost scoresheet.
 - 4. The winning team is also responsible for returning the empty packet to one of the pickup points the next time they are to pick one up as the home team. Teams failing to do so will receive two warnings, and then a 2 point penalty for each subsequent packet not returned. (Note: many teams simply leave

the packet at the pickup point and take the contents of the packet to the match, thereby ensuring that the packet is already “returned”.)

ARTICLE VII: KEEPING SCORE

- A. No player may be forced to have a scorekeeper for his/her game. Upon agreement of all players involved in a game however, a scorekeeper may be requested from among the players in the match who are not currently participating in a game. A spectator or other person familiar with the Rules of the game may be used as a scorekeeper if all players involved in the game so desire.
- B. Should a scorekeeper be requested, the team captains are responsible for providing a scorekeeper for each game, space permitting. Home and visiting teams will alternate providing the scorers. The players will call out scores with the scorekeeper verifying darts prior to their removal from the board. The scorekeeper shall be an experienced dart player, familiar with League Rules. The scorekeeper must be mutually acceptable to both sides. If no scorekeeper is available, the loser of the previous game shall keep score.
- C. Scorekeeper guidelines:
 - 1. When keeping score, don't eat, smoke, drink, dance, sing, or talk. It is distracting to the throwers, if the scorekeeper is constantly in motion. STAND STILL AND DON'T TALK. Keep your hands to your sides or behind your back. Don't lean out to see where each dart lands. Wait until all three darts have been thrown to check the total of the throw before recording it on the scoreboard.
 - 2. Stand about arm's length from the scoreboard, facing it at about a 45-degree angle (don't stare at the throwers). Try to stay out of the player's peripheral vision.
 - 3. The scorekeeper may not give advice or “coach”. While keeping score, a player is acting as an impartial judge and therefore must not influence the throw of a player from either team. Coaching during any turn will automatically forfeit (“bust” in '01, or “blank” in cricket) the current turn if the scorekeeper is a member of the current thrower's team, or will forfeit the next turn for the scorekeeper's team if the current thrower is on the opposing team. The only exception to this is when the opposing team would prefer that the new remaining total score stand as is.
 - 4. The scorekeeper may inform the player of how many points or marks have been thrown and also the points remaining in an '01 game, but only when asked. The scorekeeper should record the score made on each turn of '01 as well as the cumulative score, marking through the previous score. The total of the darts thrown should be written on the outside of the scoreboard with the cumulative total on the inside. The scorekeeper is not allowed to tell a player what double to throw at or whether to shoot points in a cricket game. The score should be written legibly so it can be easily read by players and spectators.
 - 5. If, in the course of the game, the scorekeeper becomes abusive or distracting, cheats, or acts in an unsportsmanlike manner, either team captain or any player in the game may request an immediate replacement.
 - 6. While the scorekeeper is the sole authority in charge of the game they score, their scoring may be challenged by either team captain or any player in the game. If the score is disputed, stop the game, check the score, and make whatever corrections are proper. It is the responsibility of the player/team to call any errors to the scorekeeper's attention before his opponent shoots. If a player pulls their darts out of the board before the scorekeeper has recorded the score, a zero shall be recorded for that round.
 - 7. The scorekeeper is responsible for keeping track of all pertinent information. This includes, but is not necessarily limited to, the number of darts each player has thrown. At the conclusion of the game, the scorekeeper is responsible for ensuring all required game information is properly recorded on the scoresheet.
- D. It is the responsibility of the player to verify his score before removing their darts from the board. The score remains as written if one or more darts has been removed from the board.
 - 1. In '01 games, errors in calculating the remaining score must stand as written unless corrected prior to the beginning of that team's next throw. The score for any turn may not be changed once the darts have been removed from the board.

2. In cricket games, errors in calculating the new total score must stand as written, unless corrected prior to the beginning of the next player's throw. The score for any turn may not be changed once the darts have been removed from the board. In accordance with the inherent strategy involved in cricket, no alterations in score are allowed after any other dart has been thrown by a member of either team.
- E. Only the darts remaining in the board at the end of a player's turn may be counted during that round. For a dart to score it must remain in the board at least 5 seconds after the third or final dart in that turn has been thrown. The winning dart must be scored for its full value.
 1. Once the winning dart has been thrown, the turn is over. Any additional darts thrown do not count.
 2. In cricket games, a winning turn that involves points scored above that which is necessary to win shall still be scored for its full value.
 - F. No dart may be touched by anyone, including the scorekeeper, prior to the decision of the scorekeeper.
 1. Touching a teammate's dart while it is in the board ends the thrower's turn. Darts already thrown count for score.
 2. Any player touching an opponent's dart in the board will forfeit that team's next turn.
 - G. The point of a dart must be in contact with the bristle of the board for it to be counted as a scoring dart (e.g., a dart that is imbedded in another dart on the board, or a "robin hood", is not a scoring dart). A dart is scored on the side of the wire the point originally entered the board. If a dart enters the board at a point where the wire separating the scoring regions is discontinuous, the dart shall be scored as the higher of the two scoring regions.

ARTICLE VIII: POINTS-PER-DART CALCULATION

- A. A player's handicap is the whole number component of his/her handicap points-per-dart (HPPD) average, rounded to two decimal places (i.e., A player with a listed HPPD average of 11.995 to 12.994 will be considered to have a handicap of 12).
- B. PPD averages will be electronically generated every week, using the following system. The League Statistician maintains a database of the ten most recent regular season Singles 301 and the ten most recent regular season Singles cricket games that each player has played during the current and six most recent BCDL seasons. A player's handicap PPD average is the average of the player's individual game averages in the database; the PPD average is calculated for each game, then those PPD scores are averaged.
 1. Games in any player's database which are more than six seasons old at the beginning of a season will be retired from the player's handicap PPD database. The handicap PPD will then be calculated using only those games from the current and six most recent seasons.
- C. All returning players retain their handicaps from the last season in which they played.
 1. Every player who has thrown less than two properly recorded singles games is given a provisional handicap based on the median HPPD average of the players in that division returning from previous seasons.
 - a. Any new player added in the first half of the regular season will be given a provisional handicap equal to the median HPPD average of players in that division returning from previous seasons.
 - b. Any player added after the halfway point of the regular season will be given a provisional handicap equal to the median HPPD average of players in that division returning from previous seasons plus four points-per-dart.
 - c. Any player who has played one properly recorded singles game is given a handicap that is the average of the game they have thrown and the provisional handicap.
 2. Players returning after six seasons of absence from the League (meaning that all of the player's games will have been retired from their database) will use for their first two games the higher of: 1) the average of his/her ten most recent properly recorded retired 301 and ten most recent properly recorded singles cricket games, or 2) the new player provisional handicap for that division. Any player returning after six seasons of absence who then plays one properly recorded singles game is given a handicap that is the average of the game s/he have thrown and his/her provided handicap.
- D. To determine the starting score for each player, the lower handicap is subtracted from the higher handicap. The difference is then multiplied by the handicap penalty, which is 15 for the x01 sets and

doubles cricket, and 20 for the singles cricket. In multi-player games, the handicaps for each team are added together, and then the total handicap values for each team are used to determine the starting score. In '01 games, this value is added to the starting score of the player/team with the higher handicap. In cricket games, this value is listed as the starting point total for the player/team with the lower handicap.

Example: Player A has a HPPD of 12.8, which is recorded as a 12 handicap. Player B has a HPPD of 17.2, making the handicap a 17. The difference between these two handicaps is 5. Multiplying the difference (5) by the handicap penalty (15) yields the value of 75. If the game listed is 301, player A would play 301 and player B would start with 376. If the listed game was cricket, Player A would start the game with 100 points scored (since the handicap penalty for singles cricket is 20).

E. Individual game PPD calculations:

1. The winner of a 301 game will have his/her starting score divided by the number of darts thrown. The loser of a 301 game will have his/her remaining points subtracted from their starting score with the resulting number of points scored then divided by the number of darts thrown.
2. To calculate the PPD for a cricket game, score all marks hit at face value, add total points scored, and subtract any starting handicap score; then divide that total by the number of darts thrown.

If a player has closed all numbers, the first value is 390. This equals $3*20 + 3*19 + 3*18 + 3*17 + 3*16 + 3*15 + 3*25$.

a. Cricket Example:

Player A has a handicap of 11. Player B has a handicap of 8. The difference between 8 and 11 is 3, therefore Player B receives 45 starting points. At the end of the game, Player A scored 114 points to Player B's 102. Player A threw 35 darts and player B threw 33.

pts	A	B	pts
0	0	20	0
	0	19	0
	0	18	X
	0	17	0
	0	16	/
	0	15	-
114	0	B	-
			102

i) Player A

390 closed all numbers
 114 points scored

 504 total points
 $504/35$ (darts thrown) = 14.4 Points Per Dart

ii) Player B

220 marks hit ($3*20 + 3*19 + 2*18 + 3*17 + 16$)
 102 points scored
 -45 starting handicap

 277 total points
 $277/33$ (darts thrown) = 8.4 Points Per Dart

ARTICLE IX: SCHEDULING & SEASON STANDINGS

- A. The length of the season, schedules for Match Play, and the number of divisions (as well as the tournament format, see Article X) will be dependent upon the number of teams that sign up for League play each season, and will be decided by the BCDL Executive Board each season in accordance with

League Rules. The divisional format will be decided at the Scheduling Meeting and will be published in the first newsletter.

- B. Division champions will be determined by the team having the highest number of points scored in a season. Ties will be broken using the following criteria:
 - 1. Head to head points;
 - 2. Match won/lost record;
 - 3. Head to head match won/lost record;
 - 4. Team season point-per-dart average;
 - 5. Coin flip.

ARTICLE X: TOURNAMENT PLAY

- A. Tournament format will be decided by the Executive Board in accordance with League Rules and may vary from season to season. The tournament format will be decided at the Scheduling Meeting and will be published in the first newsletter.
- B. In seasons in which there is both a championship tournament and consolation tournament(s), the home board assignments in any given week will be determined by the Executive Board according to criteria established at the Scheduling Meeting. For those seasons where tournament sites are “see-based”, home boards will be attributed in the following order:
 - 1. Championship tournament home teams, starting at the highest seeded team, will have their matches slotted for their home boards, unless the other team on the same pair of boards is already slotted for a home match there;
 - 2. Consolation tournament home teams, starting at the highest seeded team, will then have their matches slotted for their home boards, unless the other team on the same pair of boards is already slotted for a home match there;
 - 3. Championship tournament home teams that were unable to play on their home boards because a higher seeded team was already playing there will then choose from the remaining available home board pairs (after as many championship AND consolation tournament teams have been placed on their home boards as possible), starting with the highest seeded team getting first choice;
 - 4. Consolation tournament teams that were unable to play on their home boards because a higher seeded team was already playing there will then choose from the remaining available home board pairs, starting with the highest seeded team getting first choice.
- C. To be eligible to play in any tournament round matches, a player must be listed and present in at least half of the team’s regular matches and/or a third of the team’s sets (there are five sets per match). Players on teams that are playing in the consolation tournament are not subject to the tournament eligibility restriction. Teams that receive a match forfeit will receive credit for one match and for five sets for all active members of the team.

ARTICLE XI: MATCH AND GAME FORFEITS

- A. A forfeit will be declared against a team having less than two players in attendance at 8:05 p.m. on Match Night.
 - 1. Forfeits are scored as matches with a final score of 13-0.
 - 2. Teams are allowed two match forfeits. Three match forfeits will cause a team to be suspended for the remainder of the season.
 - a. The scoring of matches already completed by a team that is later suspended will be dropped from match statistical information except when the 3rd forfeit occurs the last night of the season in which case the matches played will remain and the forfeits scored as 13-0 losses.
- B. Game forfeits will be assessed for use of any ineligible player.
 - 1. An ineligible player is anyone who:
 - a. Has not paid his/her dues, and/or has not registered properly with the League Treasurer. This includes any player needing approval of the Executive Board to play, but has not yet received it.
 - b. Has played during the season as a member of another BCDL team.

- c. Has been expelled or suspended from the League.
 - d. Is impersonating another player.
 - e. Plays in the doubles or four-player events without having been listed and present for one or both singles rounds.
2. The penalty for use of an ineligible player will involve the following:
- a. Forfeiture of all games involving the ineligible player to the opposing team;
 - i) Games involving an ineligible player for both teams will be ruled a double forfeit.
 - b. The loss of team points equivalent to the value of points of all games involving the ineligible player.

ARTICLE XII: PENALTIES

The penalties listed here may or may not be found elsewhere in this document. This is not a complete list of penalties. This is just a brief list for quick reference.

- A. A team playing “short” (less than 4 players) will be penalized by having to forfeit games in singles (a team playing short automatically forfeits the games of singles where they are unable to fill in a player’s name). They will be penalized in doubles by only being allowed to throw every other turn. Teams playing short are penalized in 801 by not being allowed to throw as many darts per round as a team with 4 players.
- B. A two point penalty will be assessed for failure to complete a listing of a section within 5 minutes.
- C. Any player not at the line and ready to play within five minutes of their game being called shall forfeit that game.
 - 1. Players taking more than two minutes for a turn shall receive no score for that turn.
- D. Footfaults (after one warning), throwing out of turn, pulling darts from the board before the scorekeeper has recorded and verified them will result in a zero turn.
 - 1. Touching a teammate’s dart while it is in the board ends the thrower’s turn.
 - 2. Any player touching an opponent’s dart in the board will forfeit their next turn.
- E. There will be a penalty assessed against a team for turning in a late scoresheet unless previous arrangements have been made with the League Statistician:
 - 1. A five point penalty will be assessed against the team responsible for returning the scoresheet (the winning team) for scoresheets postmarked two days after the day of Match Play (Thursday postmark for a Tuesday match).
 - a. Each team will be allowed one scoresheet postmark two days after the day of Match Play (one day late) per season without penalty. Teams that have used this “one day slide” will be included in a list in the weekly newsletter. This “one day slide” cannot be used to lower a two-day late penalty to a one-day late penalty, and is not used up if a team’s first postmark offense is of a two-day late or greater variety.
 - 2. An eight point penalty will be assessed against the team responsible for returning the scoresheet for scoresheets postmarked three days after the day of Match Play (Friday postmark for a Tuesday match).
 - 3. A penalty of all team points scored in the match will be assessed against the team responsible for returning the scoresheet for scoresheets lost or postmarked four or more days following Match Play (Saturday postmark or later for a Tuesday match).
 - 4. Return of scoresheets by any means other than mailing are solely at the discretion of the League Statistician, but still must follow the same time guidelines as the standard mailing of the scoresheets.
 - 5. Additional penalties may be imposed (by a majority vote of the Executive Board members who are not involved) depending upon the continued failure to contact the League Statistician by the team(s) responsible for the scoresheet return.
- F. Teams failing to have a team member attend the mandatory captains’ meeting will be assessed a 3 point penalty. Teams whose representative is absent for more than 15 minutes of the Meeting will be deemed to have missed the Meeting and will be assessed the penalty.

- G. Teams failing to pay dues will be not be scheduled for League play, or will be removed from League play.
- H. Forfeiture of 3 matches will cause a team to be suspended for the remainder of the season.
- I. Penalties for use of an ineligible player are outlined in detail in Article XI of these Rules for Match Play.
- J. Throwing darts at anything other than the board may result in penalties and/or expulsion from the League.
- K. Physical damage to a host establishment will cause a player to be either suspended or expelled from the BCDL for the remainder of that season. Depending upon the severity of the offense, expulsion from the League for longer than a season is a possibility.
- L. Physical violence will result in immediate expulsion from the League, except in cases of self defense.
- M. Violation of civil or criminal law will result in immediate expulsion from the BCDL (i.e. taking alcohol into bars, procuring alcohol for minors, etc.).

ARTICLE XIII: OFFICIAL STATISTICS

Base sets of statistics are maintained by the League Statistician. They are published in the newsletter at the Newsletter Editor's discretion. Existence of a category does NOT imply that an award will be given. All awards are listed in Article XIV of these Rules for Match Play.

A. Handicap Points-Per-Dart

1. A player's Handicap Points-Per-Dart (HPPD) Average is calculated from the 10 most recent Singles 301 and the 10 most recent Singles cricket games a player has played, provided that all games in each list of 10 most recent games are from the current and six previous League seasons. (Games from more than six seasons prior will be "retired" from the player's database of games.) The HPPD average is the average of the individual game PPD averages.
 - a. Games must be properly recorded to count.
 - b. Games included in the calculation may be from previous seasons.
 - c. All games must be regular season games.
 - d. If a player has not played ten or more of one or both singles categories, then the portion thereof will be used.

B. Season Points-Per-Dart Average

1. A player's Season Points-Per-Dart (SPPD) Average is calculated using all properly recorded regular season singles games from the given season. The SPPD average is the average of the individual game PPD averages.
2. A team's SPPD Average is calculated using all properly recorded regular season singles games from the given season.

C. All Star Point Average

1. Players are awarded All Stars Points (ASPs) for high-scoring individual turns. The current scale for awarding ASPs is as follows:
 - 1.0 ASP = Ton to Ton20, 5 marks, 3 bulls
 - 1.5 ASP = Ton21 to Ton40, 6 or 7 marks, 4 bulls
 - 2.0 ASP = Ton41 to Ton80, 8 or 9 marks, 5 or 6 bulls

The only exception is that all perfect throws, including the cricket turn of triple, double bull, double bull (7m), are awarded 2.0 ASPs.

 - a. Tons only count when thrown during '01 games.
 - b. Marks and bulls only count when thrown during cricket games.
 - c. Only points or marks that are actually scored may count.
2. A player's ASP Average is equal to the number of ASPs accumulated divided by the number of games the player has thrown.
3. A team's ASP Average is equal to the number of ASPs accumulated divided by the number of player-games thrown for the team.

D. Singles Win Percentage

A player's Singles Win Percentage is calculated by taking the number of singles games a player has won and dividing it by the number of singles games a player has thrown. Only regular season games will be used in this calculation. (Forfeit wins and losses are not included in this calculation.)

E. Doubles Win Percentage

A player's Doubles Win Percentage is calculated by taking the number of doubles games a player has won and dividing it by the number of doubles games a player has thrown. Only regular season games will be used in this calculation. (Forfeit wins and losses are not included in this calculation.)

F. Overall Win Percentage

A player's Overall Win Percentage is calculated by taking the total number of games a player has won and dividing it by the total number of games a player has thrown. Only regular season games will be used in this calculation. (Forfeit wins and losses are not included in this calculation.)

G. Rookie of the Season

This category is based on Season PPD Average. To be eligible, a player must be eligible in the Season Points-Per-Dart Average category and may not have thrown previously in this or any other organized dart league. The proper determination of leaders in this category is based upon the assumption of honesty among new players in the League.

ARTICLE XIV: AWARDS

The Bull City Dart League currently presents the following awards at the conclusion of each season. To be eligible for statistical category based awards, a player must meet the requirements for that category. The number, type, categories, and eligibility requirements of awards are subject to change at the seasonal Scheduling Meeting at the discretion of the Executive Board.

A list of all individual and team awards earned during the regular season will be included in the newsletter in each of the first two weeks of the post-season tournament. In an effort to avoid spending League funds on unwanted awards, all individuals who wish to receive the award(s) that they have earned are required to make some indication to this effect. This can be done by phone call, email, or comment on the scoresheet, and must be done no later than the Thursday after the second tournament Match day. Any regular season award that is not indicated as wanted will not be made/ordered.

A. League Champions.

Each member of the League Championship team will receive an award (engraved Mug) or trophy. (Paid members who did not meet eligibility requirements to play for their team during the tournament will not receive an award.) The host establishment of the League Champions will have the option to keep and display the League Champions Cup during the following season.

B. Divisional Champions.

Each member of each regular season divisional champion team will receive an award or trophy. (Paid members who did not play for their team during the season will not receive an award.) An additional award will be presented to the host establishment.

C. Perfect Throws.

All players who make perfect throws in the regular season, playoffs, or league-sponsored blind draws (e.g., at registration, dart party, etc.) will receive an award or trophy.

1. Any T70-T80 thrown during '01 is considered a perfect throw.
2. Any 9 mark throw during cricket is considered a perfect throw.
3. Any 6 bull throw during cricket is considered a perfect throw.
4. Any triple, double bull, double bull throw; or triple, triple, double bull throw during cricket is considered a perfect throw.

D. Top Season Points Per Dart Average.

1. The top three men and women (league-wide), as determined by Regular Season PPD, will receive awards or trophies.
2. To be eligible to win a season points-per-dart award or trophy, a player must play in at least 60% of the regular season singles sets for his/her team (2*the number of matches the team plays; match forfeits received are not included in the team's match total, match forfeits given to another team ARE

included). No credit is given for singles games listed against a short-handed opposing team's blank slot.

E. Singles Win Percentage.

1. Each top divisional player, and top woman (league-wide), as determined by Regular Season Singles win percentage, will receive awards or trophies.
2. To be eligible to win a singles win percentage award or trophy, a player must play in at least 60% of the regular season singles sets for his/her team (2*the number of matches the team plays; match forfeits received are not included in the team's match total, match forfeits given to another team ARE included). No credit is given for singles games listed against a short-handed opposing team's blank slot.

F. Overall Win Percentage ("President's Award").

1. The top individual, as determined by overall season win percentage from all five sections in a match, will receive the President's Award.
2. To be eligible to win the President's Award for overall win percentage, a player must play in at least 60% of the regular season sets for his/her team (5*the number of matches the team plays; match forfeits received are not included in the team's match total, match forfeits given to another team ARE included). No credit is given for singles or doubles games listed against only blank slots for the short-handed opposing team.

G. Fast games.

The players throwing the "Fastest" of each category of singles, doubles, and four-person games during the regular season will receive awards or trophies. "Fast" is defined as "Fewest Darts Thrown." If two games have the same dart total, but differing handicaps, the player (or players) overcoming the larger handicap will be judged as throwing the "Faster" game.

1. Trophies or awards will be given for the fast Singles 301, Singles Cricket, Doubles 601, Doubles Cricket, and 4-Person 801 games. In the case of the doubles and team games, each player will be receive an individual award or trophy.
2. For purposes of the calculation of dart totals in team games involving "phantom" partners for shorthanded teams, the phantom is considered to have thrown three darts for a total score of zero points for each time the ghost player's turn comes. This total of three darts for each phantom turn is included to more accurately indicate how fast a doubles or four-person TEAM actually is able to complete a game.
3. All players throwing "fast games" that break league records or are completed in the minimum possible number of darts, regardless of whether they are thrown in the regular season or tournament, will receive an individual award or trophy.

H. High Out.

The player throwing the highest recorded '01 "out" during the regular season will receive an award or trophy.

1. All players throwing "high outs" that break the league record, regardless of whether they are thrown in the regular season or tournament, will receive an individual award or trophy.

I. Rookie of the Season.

The League rookie with the highest Season Points-Per-Dart average at the end of the regular season will receive an award or trophy. A player is eligible for this award if they have never previously participated in any dart league.