

G.V.D.A. General Rules

Effective: January 1, 2011

- Section 1 - Membership & Team Rosters
- Section 2 - Adding & Transferring Players
- Section 3 - Division Champions, Playoffs & Special Scheduling
- Section 4 - Postponements, Sponsors & Venues
- Section 5 - Tournament Eligibility

SECTION 1 - Membership and team rosters

- A. Membership Requirements
 - 1) GVDA members must be at least 21 years of age at the time of application and reside within Monroe, Wayne, Orleans, Ontario, Livingston, or Genesee Counties (the Board may make individual exceptions).
 - 2) Members may not be on the roster of more than one team at a time.
 - 3) Only current, paid GVDA members are eligible to participate in GVDA events.
 - 4) It is each member's responsibility to be familiar with the league rules. Failure to comply with league rules will result in disciplinary action as provided or such lesser action as the Board may determine.
 - 5) Captains are responsible for providing access to the league rules to the members of their teams.
- B. Rosters
 - 1) Late rosters may not be accepted.
 - 2) All rosters to include:
 - a. The name, address, and phone number of the sponsoring establishment and/or venue (together with the name of the owner or manager.)
 - b. The full names, address, phone number, and phone number of each team member (and which will serve as captain).
 - c. Full payment of all required dues and sponsor's fees.
 - 3) The GVDA reserves the right to refuse checks. Persons whose dues are not paid due to a returned check are suspended from all GVDA-sanctioned events until their dues are paid (the maker of the check is suspended and must reimburse the GVDA for all fees attached to its collection before they may be reinstated).
 - 4) Once accepted, all persons whose names appear on that roster are members of that team and no substitution of players will be permitted.
 - 5) If the same member's name appears on more than one roster that member must select one team for which to play. If the member plays for one of the teams that will be taken as a selection.
 - 6) The league is not responsible for roster errors (3 & 4 above). No refunds of dues paid in such cases will be made.
 - 7) If the same team name appears on more than one roster the scorekeeper may require that names be changed to avoid confusion. If so, the team with seniority will have the right to retain the name.

SECTION 2 - Adding & Transferring Players

- A. Adding New Players to a Roster (new players may not be added after Week 11)
 - 1) The team captain must mail notice to the GVDA post office box or email box giving the new player's full name, address, phone number and email address together with full payment of dues (if necessary). It is the captain's responsibility to make sure the league receives the notice.
 - a. Only players who dues are current may be added via email.
 - b. If the player being added via email is not current in their dues, the add transaction will be rejected and the add process will have to be restarted via the GVDA post office box.
 - 2) The postmark/timestamp date on this notice determines eligibility.
 - a. Postage meter dates are not acceptable. If no postmark exists, eligibility will be determined from the date the notice was received by the league.
 - b. The timestamp that will be used is the time email is received by the GVDA
 - 3) New players become eligible one week (7 days) after the postmark/time stamp date. No exceptions will be made.
 - 4) No players may be added after Week 11 or transfer after week 9. Summer rosters are frozen after Week 4.
- B. Transferring Players between Teams (no transfers are allowed after Week 9)
 - 1) To transfer a player from one team to another during the season the captain of the team to which the player is moving must mail notice to the GVDA post office box or email box. This notice must include the player's full name, address, phone number, and email address as well as the division and team left and the division and team joined.
 - 2) Players from a disbanded or dropped team are not considered transfers and may be added to a roster as "new" players under Sec. 2, part A.
 - 3) Transferring players are eligible to play with their new team three weeks (21 days) after the date postmarked/time stamped on the transfer notice (see Sec. 2, part A.2 above).
 - 4) Transferring players may not participate in league play during the three-week waiting period but are eligible for tournaments.
 - 5) Transferring players changing divisions and entering a mid-season tournament during the 3-week waiting period must play at the higher divisional level.
 - 6) Any transferring player competing in a GVDA league match during the 3-week waiting period will be suspended for the balance of the current season and playoffs. Teams may be subject to penalty under section E.
- C. Ineligible Players:
 - 1) Any team using an ineligible player will forfeit all points for the match to the opposing team (or such lesser action as the Board may determine.)
 - 2) Any team playing one person under the name of another will forfeit all points for the match to the opposing team (or such lesser action as the Board may determine.)

- 3) The captain, offending player(s) and any other GVDA members responsible will be suspended from the GVDA for one year (or such lesser action as the Board may determine.)

SECTION 3 - Division champions, playoffs & special scheduling

A. Season Champions:

- 1) The team accumulating the most points during the regular season takes 1st place in their division. The team accumulating the second most points takes 2nd place, etc. The top four teams advance to the playoffs, 4th playing at 1st, 3rd playing at 2nd. The winners meet in a final match at the home of the higher-placed team.

B. Ties

- 1) If 2 teams tie for a playoff position the tie is broken as follows: a) the better head-to-head record between the tied teams; b) the better home record of the tied teams; c) winner of a match
- 2) If 3 teams tie for a playoff position the tie is broken as follows: a) the best head-to-head record among the tied teams; b) the best home record among the tied teams; c) match play (team 1 v team 2, team 2 v team 3, & team 3 v team 1) with the team winning the most points taking the position, second most points the next position, etc.
- 3) If 4 teams tie for a playoff position the tie is broken as follows: a) the best head-to-head record among the tied teams; b) the best home record among the tied teams; c) match play (team 1 v team 2 & team 3 v team 4), the winners to play for top 2 spots, losers play for next 2 spots.
- 4) The scheduling of tie-breaking matches will be determined by the GVDA.

C. Playoffs

- 1) Playoff matches are conducted in the same format as a regular match in that division.
- 2) The first team to win five points wins the playoff match. Teams are not required to play the remaining games after the match winner has been determined.
- 3) Divisions 1A and below: A playoff match cannot end in tie. If the match is tied 4 to 4 at the end of the eighth game, the match will be decided by a best of three legs doubles 301 playoff.
- 4) Awards will be presented after the championship rounds have been completed at a time and place to be determined by the GVDA.

SECTION 4 - Postponements, sponsors & venues

A. Schedule

- 1) The season's schedule is sent to all captains, sponsors and venues before the season begins.

B. Postponements

- 1) A scheduled match may be postponed for "acts of God" only (such as blizzard, epidemic, pub closing, fire, flood or governmental action).
- 2) If the scheduled venue is closed, the home captain is to call the GVDA immediately via the hot line and cooperate in finding a site for the match.
 - a. This can be done right up until a half hour before match time (7:00), but the more advanced notice the better.
 - b. Failure by the home captain to contact the GVDA prior to the match can result in loss of all points for the match. This means you must contact the GVDA by 7:00 on match night.
 - c. The home captain, as well as the GVDA, will make contact with visiting captain to inform them of the new site for the match.
 - d. The temporary site is not subject to debate by the visiting team. Refusal to go to the new site of the match can result in loss of all points for the match.
 - e. If a venue closes and will not be re-opening for play during the season, the GVDA will help find a new site for the rest of the season for the home team.
- 3) If a match is being postponed for any other reasons, the GVDA must be contacted via the hot line prior to match time and must be notified by letters from both to the GVDA PO box or email box explaining the circumstances preventing the match from being played as scheduled. This letter or email must be postmarked/time stamped no later than the Friday following the scheduled match date. Captains will be notified of approved postponements. Postponed matches must be made up within two weeks of approval. Disapproved postponements may result in the loss of all points by both teams, a split of the points, or such result as the GVDA may determine.

C. Sponsors

- 1) All GVDA matches are played at venues located within a 13.5-mile radius of the center of Rochester, NY (intersection of Main and State St.)
- 2) The GVDA reserves the right to reject a team's application to play based on the proposed venue (location, equipment, safety concerns, etc.)
- 3) The GVDA is not a mediator between teams and sponsors apart from areas covered within the league rules. All trophies and plaques won by a team are the property of their sponsor.

D. Change of Sponsor or Venue

- 1) Any team changing its home venue after publication of the schedule must notify the scorekeeper at least one week (7 days) prior to the date of change. Upon approval of the new venue, it is the responsibility of the captain of the team making the change to notify opposing captains of the new location until it is published in the league standings. If the change involves a new sponsor, they may be required to pay a pro-rated sponsor's fee to the GVDA prior to the team's next match. The GVDA is not required to refund fees to sponsors losing teams, whatever the cause.

SECTION 5 - Tournament eligibility

- 1) An individual's GVDA membership must be postmarked at least one week (7 days) prior to the date of the tournament in order to be eligible. This does not apply to GVDA tournaments held in conjunction with season registrations or to tournaments designated as "open" events.
- 2) Members will play in the group to which their division is assigned at events in which such groups are designated. The scorekeeper will provide up-to-date lists of eligible members and their divisions. Persons unable to verify their eligibility will be excluded. No exceptions will be made.
- 3) Members not on the roster of a team play in the Metro division unless the Board determines otherwise. Each participant must register in person prior to the close of registration for all blind draw tournaments.

G.V.D.A Rules For League Play

Effective: January 1, 2011

All GVDA events will be conducted in accordance with these rules and any supplementary rules that may be enacted. The GVDA reserves the right to add to and/or amend these rules at any time and for any purpose as deemed necessary by the Board of Directors.

1. Rules of Conduct	Sportsmanship, Physical confrontations, Other
2. Equipment	Darts, Playing area
3. Chalking (scoring)	Who chalks, Chalker's responsibilities, Scoring the throw, Darts between segments
4. Game rules	Basic rules, The hockey, 301, 401, 501, 601, Cricket, Cork's choice
5. The match	Format, Starting time, Required number of players, Procedures, Ineligible players, Forfeits
6. Beginning play	Throwing for the bull, Rethrows, Bulls, Order of play,
7. Reporting results	Calling in the score
8. Protest procedures	General, Equipment, Eligibility, Standings

1. Rules of conduct

A. Sportsmanship

- 1) Good sportsmanship shall prevail at all GVDA activities. The GVDA may expel, suspend, or place on probation any member who creates discord, behaves in a belligerent or defamatory manner or engages in conduct prejudicial to the welfare and image of the GVDA and the sport of darts.
- 2) Attempts to distract a player at the hockey are prohibited.
- 3) Opposing team members must stand at least 2 feet behind a player at the hockey.
- 4) Captains must remove any distractions and remedy any problems of which they are advised as fully as possible. Captains will be held responsible for the conduct of their team members.

B. Physical Confrontations

- 1) Physical violence during a GVDA event will not be tolerated. Such incidents (examples: fighting, property damage) are punishable by permanent expulsion from the GVDA (or such lesser action as the Board may determine).
- 2) Expulsion from a given event by officials of the GVDA does not preclude additional penalties on the person(s) involved.
- 3) The GVDA assumes no liability for accident or injury at GVDA-sanctioned events.

C. Other

- 1) Incidents involving GVDA members at non-GVDA events are the province of the parties and associations involved.
- 2) Gambling is neither sanctioned nor condoned at GVDA events.
- 3) Please be prepared to start each match on time, and conduct the match in a timely fashion (no unnecessary delays during or between games please).

2. Equipment

A. Darts

- 1) May not exceed 12 inches (30.5 cm.) in length. nor 50 grams per dart in weight.
- 2) Must consist of a recognizable point, barrel and flight.

B. Playing Area

- 1) Minimum throwing distance: 7' 9 1/4" (+/- 1/4") from dartboard face to the plane of the hockey.
- 2) Dartboard height: 5' 8" (+/- 1/4") from floor level at the hockey to the center of the bull.
- 3) If the hockey is a tape or flush mark, measurements are made from the front edge (nearest the dartboard) of the tape. If the hockey is a raised block (min. 1 1/2" high and 2' long), measurements are made from the back (side away from the dartboard) of the hockey at floor level.
- 4) Dartboard
 - a) Standard 18" diameter bristle dartboard of good quality (e.g., Sportcraft Nodor), firmly anchored.
 - b) Must have a standard 1 to 20 clock face and alternating single wedges of black and white (or tan). The wedge indicated as 20 to be black and to be the top center wedge.
 - c) Must be in good condition (ex: having no broken or missing wires).
 - d) The inner narrow band scores triple the wedge number and the outer narrow band scores double the wedge number. The outer band of the bull is a single and scores 25. The center circle of the bull is a double and scores 50.
 - e) All GVDA dartboards must conform to the following specifications:

Double and triple band width: 5/16"

Double bull inside diameter: 1/2"

Single bull inside diameter: 1 1/4"

Outside double wire to bull center: 6 3/4"

Outside triple wire to bull center: 4 1/4"

Outside dbl. wire to opp. outside dbl. wire: 13 1/2"

Maximum wire gauge: #16 SWG

5) Lighting

- a) Lights must clearly illuminate the dartboard and scoreboard, minimize shadows, and not interfere with the flight of the darts when thrown.

6) Scoreboard

- a) Must be located within 4 feet laterally from the dartboard and be readily visible to the player at the hockey.

3. Chalking (scoring)

A. Who Chalks

- 1) Metro: home team chalks games 1, 3, 5, 7, and 9; visiting team chalks games 2, 4, 6, and 8
- 2) All others: home team chalks games 1, 3, 5, and 7; visiting team chalks games 2, 4, 6, and 8
- 3) In all cases, one team names its player(s) first, the other chalks.

NOTE: In a short-handed situation, a chalker need not be a member of the team or the GVDA, but all chalkers must be acceptable to both teams and either team may require an unacceptable chalker to be replaced at any time.

B. Chalker's Responsibilities

- 1) The chalker's function is to keep score. Engaging in other activities while chalking is not allowed. Chalkers are to face the dartboard, keep movements to a minimum and be considerate of the thrower.
- 2) A chalker must not distract the player at the hockey. A chalker may not stare at the shooter, lean in to check the score between darts thrown, or speak without being requested to do so.
- 3) A chalker may not in any way advise the thrower on outs, shot choice or strategy. When asked, a chalker may advise the thrower as to points scored and points remaining only. Such information is not official and the player acts upon it at his/her own risk.
- 4) It is permissible for other players or spectators to advise the thrower, upon request, during the match.
- 5) If you must use a calculator, cell phone, automatic dart scorer, or other device to help do math:
 - a. Please do not enter any darts, scores, or values into it until the shooter has thrown all three darts.
 - b. Please use these as quickly as possible not to delay the game.

C. Scoring the Throw

- 1) To score, a dart must remain in the dartboard for 5 seconds after the player's last dart has been thrown.
- 2) The point of the dart must be in contact with the bristle portion of the dartboard in order to score.
- 3) In "-01", scores thrown are listed in the inner columns, scores remaining in the outer columns. In Cricket the number of hits registered are recorded in the inner columns next to the relevant number, points scored in the outer columns.
- 4) The thrower must verify the score with the chalker before removing their darts from the dartboard. If any darts are removed and a disagreement arises as to score, the chalker's decision must stand. Darts may not be touched by anyone (including the chalker) prior to the chalker's decision as to score.
- 5) In "01" games, arithmetical errors in a team's/player's score must stand as written unless corrected before that team's/player's next throw begins. In "cricket", any errors must stand as written unless corrected before the opponent's next throw begins. In the interest of sportsmanship, errors found later in the game may be corrected by agreement of the captains.

D. Darts Between Segments

- 1) A dart's score will be determined by which side of the wire or band the dart point passes as it enters the dartboard. If it is impossible to determine which side, the dart will score the higher value of the adjacent segments.

4. Game rules

A. Basic Rules

- 1) All darts must be thrown by and from the hand.
- 2) Any dart that leaves either of the player's hands and touches any part of the playing area beyond the hockey (i.e., between the hockey and the dartboard) is considered thrown. Darts which touch the floor behind or land straddling the hockey are considered dropped and may be picked up and thrown during that player's turn (a dart bouncing off or falling out of the dartboard cannot be rethrown).
- 3) Any dart that bounces back off the board, backer, wall, chalker, or any anything beyond the hockey cannot be caught and rethrown.
- 4) **A throw (turn) consists of 3 darts unless a leg is completed in less or the player "busts." Darts may be thrown to the board after a "bust", but taking aimed practice shots after busting is considered poor sportsmanship.**

B. The Hockey

- 1) If a player has any part of their feet or shoes over the hockey during a throw, the score made during that throw is void. One warning by the opposing captain will be sufficient notice before invoking this rule against any or all members of the warned team.
- 2) A player wishing to throw from a position to either side of the existing hockey must keep their feet behind an imaginary straight line extending the hockey to either side.

C. 301

- 1) Scoring begins with a double ("double in"). The initial double and all subsequent darts thrown count for score and are subtracted from the player's starting score of 301 points. The leg ends when a player's dart lands in a double ("double out") having a point value equal to that player's remaining score at the time the dart was thrown (ex: double 16 ends a leg in which 32 points remain). The first player to do so is the winner.
- 2) If a player scores more points than remain OR scores 1 less point than remain OR scores exactly the number of points that remain but the last dart was not a double, that player "bust's", the player's score reverts to that written before the turn was taken, and the opposing player is now up.
- 3) The finishing double ends the leg and darts thrown after a finishing double in 301, 401, or 501 do not "bust."

D. 401 (A doubles game only)

- 1) EACH player must begin with a double. All scores made by a team are subtracted from a starting score of 401. One player on a team may double in and continue to shoot for score even though their partner has not doubled in. A leg ends in the same manner as 301 (above.) The "bust" rule applies. The first team to end the leg are the winners.
- 2) A player may double in and out on the same dart. If a player doubles in and "busts" in the same turn that player is not in and must double in again. If a player doubles in and "busts" on the same dart, that ends the player's turn and that player is not in.

E. 501

- 1) Scoring begins with the first dart thrown. The score made by that dart and all subsequent darts are subtracted from the player's starting score of 501. The leg ends in the same manner as 301. The first player to end the leg is the winner. The "bust" rule applies.

F. 701 (a triples game only)

- 1) Scoring begins with the first dart thrown. The score made by that dart and all subsequent darts thrown by the team are subtracted from that team's starting score of 701. The leg ends in the same manner as 301. The first team to end the leg is the winner. The "bust" rule applies.

G. Cricket

- 1) Cricket uses the numbers 20, 19, 18, 17, 16, 15, and the Bull. The player who is first to close all the numbers while having a points total equal to or greater than their opponent is the winner.
- 2) To close a number a player must hit at least 3 of that number (3 singles, a triple, or a single and a double.) In closing BULL, the
- 3) single bull counts as 1, the double bull counts as 2. A player closing a number may continue to hit that number for points until closed by their opponent. Once a number is closed by both players it is no longer in play.
- 4) Points are scored according to the value of the area hit (example: triple 17 scores 51, double bull scores 50, etc.)
- 5) Numbers may be closed in any order; calling of shots is not required.

H. Cork's Choice

- 1) The winner of the throw for the bull ("cork") chooses the game to be played in that leg and throws first. The choice must be clearly announced to the opponent and the chalker BEFORE play begins
- 2) The choice is limited to 301, 401 (doubles only), 501 or Cricket.
- 3) Cork's choice is Rochester Format; the same game **cannot** be called in consecutive legs.

5. The match

A. Format

- 1) Metro: 2 doubles/4 singles/1 triples/2 doubles as follows: double 501; Doubles Cricket; single 501, 301, Cricket, Cork's Choice; Doubles 401, and 2 doubles Cork's Choice..
- 2) All others: 2 doubles/4 singles/2 doubles as follows: double 501; Doubles Cricket; single 501, 301, Cricket, Cork's Choice; double 301 and Cork's Choice.
- 3) No deviation from this order is permitted.
- 4) In Metro 1 point is awarded to the team winning each game and 1 point to the team winning the match.
- 5) Divisions 1A and lower there is no bonus point and the night can end in a tie.

B. Starting time

- 1) League matches must begin at 7:30 p.m. Any change must be agreed to by the team captains involved before 7:30 p.m.
- 2) The playing area must be available to league players at 7:00 p.m.

C. Required number of players

- 1) 4 players are a full team. A team of no less than 2 players may begin the match. The team may play late-arriving team members, but a player cannot be named to play prior to arrival.
- 2) When both teams have a minimum of two players, the match must be started.
- 3) A team playing with only three players will have to forfeit the following games; doubles Cricket, singles Cork's Choice, doubles Cork's Choice (the 2nd in Metro)
- 4) Teams with fewer than 2 players present at the starting time forfeits all points for the match to the opposing team (provided that the opposing team has the required minimum number of players with which to begin.)
 - a. If a team begins a match with only 2 players, they must have a third player present prior to the start of the third singles game. If they do not have a third player present by this time. They will forfeit the remaining points for the evening.
- 5) If neither team has a legal minimum number of players present at the starting time they forfeit the points for the games that they are unable to play as explained in Rule 5.C.5 (below).
- 6) If the match is being played on a three on three situation, each team will forfeit two points, and then the match will be played for the remaining 4 points as follows: Double 501; Singles 501, 301, Cricket; and Doubles 301.
- 7) Note: Any team forfeiting 2 consecutive matches or 3 matches in a season is dropped from the league and replaced with a bye. All matches played by the dropped team are removed from the standings. If a team is dropped or quits the league after midseason only matches played after midseason are removed.

D. Procedures

- 1) The visiting team names its player(s) for the first game and the home team responds with its player(s) before the 7:30 p.m. starting time. After the first game the home team names its player for the second game and the visiting team responds. Teams alternate in this manner through the triple/singles portion of the match.
- 2) Metro: visiting team names players first in games 1, 3, 5, 7 and 9.
- 3) All others: visiting team names players first in games 1, 3, 5 and 7.
- 4) Once the players' names have been exchanged, no substitutions are permitted and no other players may use the matchboard. **Only 9 warm-up darts are allowed to each player.** Practice on other boards before during and after the game is permitted as long as it is not a distraction).
- 5) An individual player may participate in one single and/or two doubles game in any one match.
 - a. In Metro, a player may participate in one single and/or two doubles and/or the 401 game in any one match.
 - b. A player cannot participate in back to back doubles games. Example: A player who plays in doubles 501 cannot play doubles Cricket
- 6) A doubles game may not be played by only one player for a team.

E. Ineligible Players:

- 1) Any team using an ineligible player forfeits all points for the match to the opposing team (or such lesser action as the Board may determine.)
- 2) Any team playing one person under the name of another, forfeits all points for the match to the opposing team (or such lesser action as the Board may determine.)

- 3) The captain, offending player(s) and any other GVDA members responsible will be suspended from the GVDA for one year (or such lesser action as the Board may determine.)

F. Forfeits

- 1) Individual games during a match
 - a. If a team does not have an eligible player for a given game that game is forfeited to the opposing team.
 - b. If neither team has a player available, the team required to name its player first for that game forfeits the point. (Examples: home team must name its player first for the fourth game, the home team forfeits the point. The visitors are required to name their player first for the fifth game, they forfeit that point.) See Rule 5.C.5 for more details.
 - c. Once a forfeit occurs in a singles game, singles play ends and doubles play begins. Players arriving after a singles forfeit are eligible to play in doubles only. If a forfeit occurs in the second set of doubles play, the match is ended.
- 2) The entire evening
 - a. Prior to declaring a match a forfeit, the captain of team that would receive the win by forfeit **must** contact the GVDA Hotline (585-739-3278) on match night to receive approval to declare the match forfeit. If the Hotline is not contacted, no points will be awarded.
 - b. In case of an approved forfeit, the captain is still required to report the score for the evening by calling in "A win by forfeit" to either of the GVDA score lines (585-461-9240 or 585-461-9290).
 - c. If a team has to forfeit the entire match, the team receiving the win by forfeit no longer receives all the points for the evening. They will receive one of the following:
 - i. For Metro
 1. If the team's average points per match to date are greater than 5, they will receive their average as of that point.
 2. Should a team's average points per match to date be equal to or less than 5 they will receive 5 points.
 - ii. For Non-Metro
 1. If the team's average points per match to date are greater than 4, they will receive their average as of that point.
 2. Should a team's average points per match to date be equal to or less than 4 they will receive 4 points.
 - d. This average is calculated weekly and will be displayed on the standings. Averages will be rounded to the nearest point.
 - e. If a team wins by forfeit in the first week of the season, they will receive 8 points for non-Metro or 10 points for Metro.

G. Tied Playoff Matches for Division 1A and lower

- 1) During the regular season a match can end in a tie.
- 2) During the playoffs a match cannot end in tie. If the match is tied 4 to 4 at the end of the eighth game, the match will be decided by a best of three legs doubles 301 playoff.
- 3) Any two players on a team can play in the tie break match regardless of which games they have already played.

6. Beginning play

A. Warm-up

- 1) Once the names of the players assigned to a match are exchanged by the captains, the players are limited to 9 darts practice.

B. Throwing for the Bull

- 1) All legs begin with the opposing players throwing for the bull. The player whose dart lands closer to the bull begins the leg. The chalk is responsible for determining which dart is closer to the bull (see B.2 below). Darts MAY NOT be touched until AFTER a decision has been made. A player touching a dart in the board before that decision loses the throw.
- 2) The home team has the option of throwing for the bull first to begin the first leg of all games. The loser of the first leg has the same option to begin the second leg. If a third leg is needed, the visiting team has the option.
- 3) Only players named to play in the game may throw for the bull. In doubles, only one player from each team throws for the bull.

C. Rethrows

- 1) Darts must remain in the scoring surface of the dartboard long enough for the chalk to determine which is closer to the bull. Additional throws are made until a player's dart remains in the scoring surface. If the second thrower's dart dislodges the dart of the first thrower a rethrow must be made with the second thrower now throwing first.
- 2) If in doubt, the chalk may ask the team captains to give their opinions, the majority ruling. If they are unable to determine which dart is closer to the bull a rethrow is made, the second thrower now throwing first.
- 3) If there is a rethrow, all darts must be removed from the dartboard before a rethrow is made.

D. Bulls

- 1) If both players' darts land within the double bull the throw is a tie and a rethrow is made (second thrower now throwing first.) If both darts land within the single bull the throw is tied and a rethrow is made as above. If one player's dart lands within the single bull and one player's dart lands within the double bull, the double bull wins.
- 2) The second player to throw may acknowledge the first player's dart as a single bull or double bull and, upon confirmation by the chalk, the second player may have that dart removed before throwing for the bull.
- 3) Players may concede the throw if they wish.
- 4) When both players' darts land outside the bull the distance from the bull is measured from the outside bull wire nearest the dart to the point at which the dart enters the dartboard. Darts must not be touched by anyone (including the chalk) prior to a decision.

E. Order of Play

- 1) Singles: the player winning the throw for the bull throws first, the loser throws second. Players alternate until the leg is ended. Doubles: first player of team A (winners of the bull), first player of team B, second player of team A, second player of team B, etc., until the leg is ended. It is permissible for one player to throw for the bull and their partner to throw first in the leg.
- 2) One player on a doubles team may win a leg, throw for the bull in the next leg and start the next leg.

7. Reporting results

A. Calling In the Score

- 1) Captains are responsible for calling in only their own team's score by division, team name and number and points won.
- 2) If a team fails to call in their points, the score keeper will determine their points based on what they opponent has called in.
 - a. If a team fails to call in and the opposing team has called in incorrectly and claimed too many points, the team that did not call will have no recourse or ability to appeal for correction.
 - b. If a team is found to be repeatedly attempting claim extra points in hope their opponent fails to call in will result in disciplinary action (such as: loss of points, suspension or such lesser action as the Board may determine).
- 3) At least one team must report the score within the time period specified by the Board will result in the loss of all points for the week for both teams.
- 4) In the case of a forfeited match, please report the result as "Won by forfeit".

8. Protest procedures

A. General

- 1) Protests must be called in to the score reporting line within 24 hours of the incident. Briefly describe the situation, the infraction(s) and the person(s) involved.
- 2) A letter must follow giving details. The letter, addressed to the GVDA PO box or email box, must be postmarked/time stamped no later than 7 days after the date of the protested incident.

B. Equipment

- 1) The home team captain must be notified of equipment problems **before** the match begins. If the problem is not corrected, the protesting captain must notify the home team captain that the match will be played under protest.
- 2) The match must be played to the best ability of all concerned. The protest must then proceed as stated in section 8.A.
- 3) If the protest is upheld, deficiencies must be corrected before another match is played at the protested venue. That venue's teams will play their home matches "away" (or at a site determined by the GVDA) until corrections are made and the venue is reinspected.

C. Eligibility

- 1) A score sheet must accompany all eligibility protests.
- 2) Players' full names (no nicknames) must be entered for each game played. Both captains must initial any changes.

D. Standings

- 1) Standings protests must be received by letter to the GVDA PO box postmarked within 10 days of the date of the match for which the result is alleged to be incorrect.

Scheduling guidelines:

A question commonly asked, by the captains and general membership alike, is how the league decides where to place teams while scheduling. Unfortunately there is not a simple answer for this. Before we get into this, there has been some confusion about this section. The items in this document to this point are rules. Rules are governing tenants of our league, matches and games. What comes after this point are guidelines. These are concepts and ideals we attempt to adhere to, but are in no way bound to should circumstances deem fit.

The basic premise is teams that finish first move up at least one division, and teams that finish eighth will move down. Occasionally, there will be teams in these positions that do so well or so poorly that a multiple division move is required to maintain the parity of the divisions and keep the teams playing a comfortable and competitive level. Occasionally second place and seventh will move depending on how the divisions break down. When we look at the past season for position, we look at only the regular season (Fall or Winter). All points not awarded to teams due to not phoning are returned to the teams for determination of position (Points lost due to board sanction or disciplinary action are not returned).

Now there are a number other factors that are taken into account:

- Teams dropping out off the league: If teams drop out, some team may have to move up or down to fill these gaps.
- Teams returning to the league: If a team takes a season off, we try to place them back where left off. If this isn't possible we will try to find the best possible fit usually only one division up or down.
- Personnel changes on teams: We maintain a history of GVDA members past and present. If a low division team picks up members who experience in a higher division, they may be moved up. If higher-level team replaces part of their roster with new members they could be moved down.
- Scheduling conflicts: This is rare that this happens, but sometimes teams will have to be moved up to limit our having to build bye weeks into the schedule.

These are by no means all the factors we have to take into account, but hopefully it gives you an idea of what goes into the scheduling process. The board considers all the factors and uses its best judgment to maintain the parity of the divisions. We do take your requests for divisional placement seriously and hope that we can deliver what you ask for within this framework.

We have had some issues with teams signing up late over the last few seasons. So we have devised some guidelines to regulate the process of adding late teams. This is only a guideline; everything stated here is still at the discretion of the board.

We have defined the following periods that need regulation

- Pre scheduling – Post Sign-up to Scheduling Sunday
- Pre First Week – After Schedule is set to the first Tuesday
- Post First Week – Between the first and second Tuesday
- Post Second Week – Anytime after the second Tuesday

1) Pre scheduling:

- a) League must be notified via phone or email by Midnight of the Saturday after signup that they intend to play.
- b) They will be placed in the appropriate division as if they had made sign-up.
- c) Payment of all applicable fees must be postmarked by the first Tuesday of the season, or they will forfeit all points until payment is received.
- d) Points will be reinstated if properly postmarked payment is received – Must be postmarked by the first Tuesday of the season.

2) Pre First Week

- a) League must be notified via phone or email by 5pm of the Saturday before the first Tuesday of the season of their desire to play.
- b) The team will be automatically placed into the first available Bye week slot within two divisions (above or below) of their competitive level.
- c) If there is not a Bye slot more than two divisions from their competitive level, but still Bye slots available, a vote of the captains in the division with the open slot is required for the team to take the slot.
- d) The Board will pursue captain's vote from no more than two divisions to place a team.
- e) Payment of all applicable fees must be postmarked by the first Tuesday of the season, or they will forfeit all points until payment is received.
- f) Points will be reinstated if properly postmarked payment is received – Must be postmarked by the first Tuesday of the season.

3) Post First Week

- a) League must be notified via phone or email by 5pm of the Saturday before the second Tuesday of the season of desire to play.
- b) A team will be offered the first available Bye week slot (preferably within two divisions above or below of their competitive level).
- c) The Board will pursue captain's vote from no more than two divisions to place a team.
- d) Payment of all applicable fees must be postmarked by the Monday of the second week of play.
- e) The team will take the 8-point loss for the first week. No makeup match will be played.
- f) The team will play on the second Tuesday, but no points will be awarded until payment is received. Points will be reinstated if properly postmarked payment is received – Must be postmarked by the Monday of the second week of the season.
- g) If payment is not properly postmarked the team will not receive points until the second half of the season, and no points for the first half will be reinstated.
- h) If team fails to notify the league by the 5pm Saturday dead line, they are encouraged to scrimmage with the team with the bye that week and will be processed after the second Tuesday.

4) Post Second Week

- a) Any team attempting sign up after the second week will not be eligible for points until the second half season. They will be encouraged to scrimmage with rest of the division to which they will be placed during the first half of the season.
- b) A team will be offered the first available Bye week slot (preferably within two divisions above or below of their competitive level). A vote of the captains in the division with the open slot is required for the team to take the slot
- c) The Board will pursue captain's vote from no more than two divisions to place a team.
- d) Payment of all applicable fees must be postmarked no later than one week before the midseason tournament.

Notes:

- All captain's vote will be decided by simple majority.
- A team's competitive level is based on either last division played or a review of players' histories.
- All applicable fees include: tavern fee and membership dues for all players on a team.
- Use of these guidelines is purely at the discretion of the board.

Definitions

BARREL: The body of the dart where it is gripped.

(THE) BOARD: The Board of Directors of the Genesee Valley Darts Assn.

BULL (BULLSEYE): The area composed of the 2 center circles of the dartboard.

BUST: (see rule 4.c.2) In a leg requiring a **DOUBLE OUT**, If a player scores more points than remain OR scores 1 less point than remain OR scores exactly the number of points that remain but the last dart was not a correct double, that player **BUSTS**

CHALKER: A person keeping the official score of a **LEG** or **GAME**.

CORK: See **BULL**.

DOUBLE: The outer scoring band of the dartboard.

DOUBLE BULL: The smaller, center circle of the dartboard.

DOUBLE IN: Hitting the double of a number to begin a leg.

DOUBLE OUT: Hitting the required double of a number to end a leg.

FLIGHT: Vanes or feathers that provide the dart with stability.

GAME: The element of a **MATCH** for which a point is assigned.

GVDA: The Genesee Valley Darts Association, Inc., its Board of Directors, officers, or committees, as applicable.

HOCKEY or Oche: A mark or raised board on the floor of the **PLAYING AREA** designating the throwing distance from the dartboard.

LEG: the element of play making up the **GAME**. The player winning 2 of 3 **LEGS** wins the **GAME**.

LINE: See **HOCKEY**.

MARKER: See **CHALKER**.

MATCH: A series of **GAMES** that constitute the play between teams on a given league night.

PLAYING AREA: The **HOCKEY**, dartboard, scoreboard and a specific space surrounding them.

POINT (DART): The foremost portion of the dart designed to penetrate the dartboard.

SCORER: See **CHALKER**.

SEASON: A scheduled period of GVDA competition for which standings points are awarded. Playoffs are post-season competition.

SHAFT: The portion of the dart holding the flight.

SINGLE BULL: The larger, outer ring of the **BULL**.

THROW: A set of 3 darts thrown by a given player.

TURN: See **THROW**.

WEDGE: A section of the dartboard made up of the single, double and triple of a given number.