



Contents

- SECTION 1 – GENERAL RULES 3**
- 1.1 MEMBERSHIP & TEAM ROSTERS 3
 - A. Membership Requirements 3
 - B. Rosters 3
- 1.2 ADDING & TRANSFERRING PLAYERS 3
 - A. Adding New Players to a Roster 3
 - B. Transferring Players Between Teams 3
 - C. Ineligible Players..... 4
- 1.3 DIVISION CHAMPIONS, PLAYOFFS & SPECIAL SCHEDULING 4
 - A. Season Champions 4
 - B. Ties..... 4
 - C. Playoffs..... 4
- 1.4 POSTPONEMENTS, SPONSORS & VENUES 4
 - A. Schedule 4
 - B. Postponements & Venue Changes 4
 - C. Sponsors 5
 - D. Change of Sponsor or Venue 5
- 1.5 TOURNAMENT ELIGIBILITY 5
 - A. Tournament Eligibility 5
- SECTION 2 – LEAGUE PLAY RULES 6**
- 2.1 RULES OF CONDUCT 6
 - A. Sportsmanship 6
 - B. Physical Confrontations 6
 - C. Other 6
- 2.2 EQUIPMENT 6
 - A. Darts..... 6
 - B. Playing Area 6
- 2.3 CHALKING (SCORING)..... 7
 - A. Who Chalks 7
 - B. Chalker’s Responsibilities 7
 - C. Scoring the Throw 7
 - D. Darts Between Segments..... 7

2.4 GAME RULES.....	7
A. Basic Rules	7
B. The Oche.....	7
C. 301 (A singles or doubles Game).....	8
D. 401 (A doubles Game only).....	8
E. 501 (A singles or doubles Game).....	8
F. 701 (A triples Game only).....	8
G. Cricket	8
H. Cork's Choice	8
2.5 THE MATCH	8
A. Format	8
B. Starting Time	9
C. Required Number of Players	9
D. Procedures	9
E. Forfeits	9
F. Tied Playoff Matches for Non-Metro Divisions	10
2.6 BEGINNING PLAY	10
A. Warm-up.....	10
B. Corking.....	10
C. Order of Play	10
2.7 REPORTING RESULTS	10
A. Score Submission	10
2.8 PROTEST PROCEDURES.....	11
A. General.....	11
B. Equipment.....	11
C. Player Eligibility	11
D. Standings	11
APPENDIX A: Scheduling Guidelines	12
APPENDIX B: Commonly Used Terms & Definitions	14

SECTION 1 – GENERAL RULES

1.1 MEMBERSHIP & 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 County. Individual exceptions may be made at the discretion of the Board.
- 2) Members may not be on the roster of more than one team at a time.
- 3) Only current, paid GVDA members who are in good standing 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 within 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 must include:
 - a. Name, address and phone number of the sponsoring establishment or venue, including the full name of the Owner/Manager.
 - b. Full name, address, email and phone number of each team member, including a designation noting who will serve as Captain.
 - c. Full payment of all required dues and sponsor's fees.
- 3) GVDA reserves the right to refuse personal checks as payment for dues. Persons whose dues are not paid due to a returned/bounced check are suspended from all GVDA-sanctioned events until their dues are paid in full. The check writer is suspended and must reimburse the GVDA for all incurred fees related to the returned/bounced check before they may be reinstated.
- 4) Once accepted, all persons whose names appear on that roster are members of that team for the season 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 for the season. If the member plays in a match for one of the teams, that will be considered their team selection by default.
- 6) The league is not responsible for roster errors (Sec. 1.1, part B.4 & B.5 above). No refunds of dues paid will be made.
- 7) If more than one roster lists the same team name, the scorekeeper may require that at least one of the names be changed to avoid confusion. If so, the team with seniority will have the right to retain the name.

1.2 ADDING & TRANSFERRING PLAYERS

A. Adding New Players to a Roster

- 1) No players may be added within 2 weeks of playoffs. Summer rosters are frozen after Week 4.
- 2) Team Captain must send written notice to either the GVDA email or P.O. 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 required written notice.
 - a. Only players whose dues are paid in full may play in a league match.
 - b. If the player being added is not made current in their dues, the new player request will be rejected and the Team Captain will have to restart the process (see Sec. 1.2, part A.2 above).
- 3) The postmark/timestamp date on the Captain's written notice determines eligibility.
 - a. If sent by postal mail: Postage meter dates are not acceptable. If no postmark exists, eligibility will be determined based on the date the notice was received by the Board.
 - b. If sent by email: The electronic timestamp on the received email will be used to determine eligibility.
- 4) New players become eligible one week (7 days) after the postmark/timestamp date. No exceptions will be made.

B. Transferring Players Between Teams

- 1) No players may be transferred within 4 weeks of playoffs. Summer rosters are frozen after Week 4.
- 2) Players from a disbanded or dropped team are not considered transfers and may be added to a roster as a "New" player under Sec. 1.2, part A above.
- 3) To transfer a player from one team to another during the season, the Captain of the team to which the player is moving must send written notice to either the GVDA email or P.O. Box giving the transferring player's full name, address, phone number and email address, including the division/team the player is leaving and the division/team they are joining.
- 4) Transferring players are eligible to play with their new team three weeks (21 days) after the date postmarked/timestamped on the transfer notice (see Sec. 1.2, part A.3 above for postmark/timestamp rules).
- 5) Transferring players may not participate in league play during the 3-week waiting period, but are eligible for tournaments.

- 6) Transferring players changing divisions and entering a mid-season tournament during the 3-week waiting period must play at the higher divisional level, if applicable.
- 7) 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 also be subject to penalty under Sec. 1.2, part C below.

C. Ineligible Players

- 1) Any team using an ineligible player will forfeit all points for the match to the opposing team, or such lesser penalty 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 penalty as the Board may determine.
- 3) The Captain, offending player(s) and any other GVDA member(s) responsible will be suspended from the GVDA for the period of one year, or such lesser penalty as the Board may determine.

1.3 DIVISION CHAMPIONS, PLAYOFFS & SPECIAL SCHEDULING

A. Season Champions

- 1) The team accumulating the most points during the regular season will take 1st place in their division. The team accumulating the second most points will take 2nd place, and so forth. The top four teams will advance to the playoffs, with 4th playing at 1st and 3rd playing at 2nd. The winners will meet in a final match at the home of the higher-placed team. In the event of more/fewer teams reaching playoffs, match-ups will be posted in the schedule.

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 between 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 vs. team 2 | team 2 vs. team 3 | team 3 vs. team 1) with the team winning the most points taking 1st position, second most points taking 2nd position, and so forth.
- 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 vs. team 2 | team 3 vs. team 4) with the winners playing for the top 2 positions and the losers playing for the next 2 positions.
- 4) The scheduling of tie-breaking matches will be determined by the GVDA Board.

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 a tie. If the match is tied 4-4 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 determined by the GVDA Board.

1.4 POSTPONEMENTS, SPONSORS & VENUES

A. Schedule

- 1) The season's schedule will be sent to all Captains, sponsors and venues, or posted to the website before the season begins.

B. Postponements & Venue Changes

- 1) A scheduled match may only be postponed for "acts of God" (e.g., blizzard, epidemic, pub closing, fire, flood or governmental action) or by mutual consent of the two Captains.
- 2) If the scheduled venue is closed, the home Captain must call the GVDA hotline as soon as possible, but no later than 7:00pm (30 minutes before match time) and cooperate in finding an alternative venue for the match.
 - a. Failure by the home Captain to contact the GVDA prior to the match can result in loss of all points for the match.
 - b. The home Captain, as well as a Board member, will make contact with the visiting Captain as soon as possible to inform them of the alternative venue for the match.
 - c. The alternative venue is not subject to debate by the visiting team and refusal to go to the alternative venue for the match can result in loss of all points for the match.
 - d. If a venue closes and will not re-open for play during the season, GVDA will help find an alternative venue for the rest of the season for the home team.

- 2) If a match is being postponed for any other reason, both team Captains must call the GVDA hotline prior to match time and they must both send written notice to either the GVDA email or P.O. Box explaining the circumstances preventing the match from being played as scheduled. This written notification must be postmarked/timestamped no later than the Friday following the scheduled match date. GVDA will notify Captains of approved postponements. Postponed matches must be made up within two weeks of approval. Disallowed postponements may result in 1) the loss of all points by both teams, 2) splitting of the points between teams or 3) such other result as the Board 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 St. and State St.)
- 2) GVDA reserves the right to reject a team's application to play based on the proposed venue (e.g., location, equipment, safety concerns, etc.)
- 3) GVDA is not a mediator between teams and sponsors apart from areas covered within these 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 GVDA at least one week (7 days) prior to the date of change. Upon approval of the new venue, it is the responsibility of the home team Captain to notify opposing Captains of the new location up 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. GVDA is not required to refund fees to sponsors who drop or lose teams, regardless of the cause.

1.5 TOURNAMENT ELIGIBILITY

A. Tournament Eligibility

- 1) To be eligible to play in a tournament, an individual's GVDA membership must be postmarked at least one week (7 days) prior to the date of the tournament. This does not apply to GVDA tournaments held in conjunction with season registrations or to tournaments designated as "open" events.
- 2) At events where groups are designated, members will play in the group to which their division is assigned. The GVDA 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 will 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.

SECTION 2 – LEAGUE PLAY RULES

All GVDA events will be conducted in accordance with these rules and any supplementary rules that may be enacted. 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.

2.1 RULES OF CONDUCT

A. Sportsmanship

- 1) Good sportsmanship shall prevail at all GVDA activities. 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 oche are prohibited.
- 3) Opposing team members must stand at least 2 feet behind a player at the oche.
- 4) Captains must remove any distractions and remedy any problems of which they are advised as fully as possible.
- 5) 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 (e.g., fighting, property damage, etc.) are punishable by permanent expulsion from the GVDA, or such lesser penalty as the Board may determine.
 - a. Expulsion from a given event by GVDA officials does not preclude additional penalties on the person(s) involved.
- 2) 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 jurisdiction of the parties and associations involved.
- 2) Gambling is neither sanctioned nor condoned at GVDA events.
- 3) Players should be prepared to start each match on time and conduct the match in a timely fashion (i.e., no unnecessary delays during or between Games).

2.2 EQUIPMENT

A. Darts

- 1) May not exceed 12 inches (30.5 cm) in length or 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 ¼" (+/- ¼") from dartboard face to the plane of the oche.
- 2) Dartboard Height: 5' 8" (+/- ¼") from floor level at the oche to the center of the bull.
- 3) If the oche is a tape or flush mark, measurements are made from the front edge (nearest to the dartboard) of the tape. If the oche is a raised block (minimum 1 ½" high and 2' long), measurements are made from the back edge (furthest away from the dartboard) of the oche at floor level.
- 4) Dartboard Standards
 - a. Must be a firmly anchored 18" diameter bristle dartboard of good quality (e.g., Winmau Blade).
 - b. Must have a standard 1-to-20 clock face with alternating single wedges of black and white (or tan). The wedge indicated as 20 should be black and must be positioned as the top center wedge.
 - c. Must be in good condition (i.e., no broken or missing wires).
 - d. Must conform to the following specifications:
 - i. Double and triple band width - 5/16"
 - ii. Double bull inside diameter - ½"
 - iii. Single bull inside diameter - 1 ¼"
 - iv. Outside double wire to bull center - 6 ¾"
 - v. Outside triple wire to bull center - 4 ¼"
 - vi. Outside double wire to opposite outside double wire - 13 ½"
 - vii. Maximum wire gauge - #16 SWG
 - e. Scoring basics:
 - i. Inner narrow band scores triple the wedge number
 - ii. Outer narrow band scores double the wedge number
 - iii. Outer band of the bull is a single and scores 25
 - iv. Center circle of the bull is a double and scores 50

- 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 oche.

2.3 CHALKING (SCORING)

A. Who Chalks

- 1) **Metro Division** - home team chalks Games 1, 3, 5, 7 and 9; visiting team chalks Games 2, 4, 6 and 8
- 2) **All Other Divisions** - 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 and the other team chalks.
- 4) 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. Either team may require an unacceptable Chalker to be replaced at any time.

B. Chalker's Responsibilities

- 1) 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) Chalker must not distract the player at the oche. 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) Chalker may not in any way advise the thrower on outs, shot choice or strategy. When asked, Chalker may advise the thrower only as to points scored and/or points remaining. 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 using a calculator, cell phone, automatic dart scorer or other device to help do math:
 - a. Chalker must not enter any darts, scores or values into it until the shooter has thrown all three darts.
 - b. Chalker should use the device(s) as quickly as possible so as 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" Games, scores thrown are listed in the inner columns with scores remaining listed in the outer columns. In Cricket Games, the number of hits registered is recorded in the inner columns next to the relevant number with points scored listed in the outer columns.
- 4) Thrower must verify the score with Chalker before removing their darts from the dartboard. If any darts are removed and a disagreement arises as to score, Chalker's decision must stand. Darts may not be touched by anyone (including Chalker) prior to Chalker's decision as to score.
- 5) In "01" Games, mathematical 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 Games, mathematical 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 both Captains.

D. Darts Between Segments

- 1) A dart's score will be determined based on 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.

2.4 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 oche (i.e., between the oche and the dartboard) is considered thrown. Darts which touch the floor behind, or land straddling, the oche are considered dropped and may be picked up and thrown during that player's turn.
- 3) Any dart that falls out of the board or bounces off the board, backer, wall, Chalker or anything beyond the oche, cannot be rethrown during that turn.
- 4) A throw (turn) consists of 3 darts unless a Leg is completed in less or the player "busts." Darts may be thrown at the board after a "bust", but taking aimed practice shots after busting is considered poor sportsmanship.

B. The Oche

- 1) If a player has any part of their feet or shoes over the oche 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 oche must keep their feet behind an imaginary straight line extending the oche to either side.
- C. 301 (A singles or doubles Game)
- 1) (Singles Game) A player must throw a double (“double in”) before their scoring begins. Their initial double and all subsequent darts count and are subtracted from a starting score of 301.
 - 2) (Doubles Game) One player from a team must throw a double (“double in”) before their team can begin scoring. Their initial double and all subsequent darts count and are subtracted from a starting team score of 301.
 - 3) The Leg ends when a player throws a double (“double out”) having a point value equal to their remaining score (e.g., double 16 ends a Leg in which 32 points remain). The first player/team to double out is the winner.
 - 4) The “bust” rule: If a player scores more points than remain or scores 1 less point than remains or scores exactly the number of points that remain but the last dart was not a double, that player “busts” and they receive 0 points for that turn. The opposing player/team is now up to throw.
 - 5) A double out ends the Leg and any dart thrown after it does not constitute a “bust”.
- D. 401 (A doubles Game only)
- 1) Each of the 4 players must double in before their individual throws count towards the team score. Each player’s initial double and all subsequent darts count and are subtracted from a starting team score of 401. A player on a team who has doubled in may continue to shoot for score even though their partner has not yet doubled in.
 - 2) The Leg ends when a player doubles out and that team is the winner.
 - 3) The “bust” rule applies. (see Sec. 2.4, part C.4 above)
 - 4) A player may double in and double out on the same dart. If a player doubles in and “busts” in the same turn, their double in does not count. If a player doubles in and “busts” on the same dart, that ends the player’s turn (no additional darts are thrown) and their double in does not count.
- E. 501 (A singles or doubles Game)
- 1) Scoring begins with the first dart thrown. The initial dart and all subsequent darts count and are subtracted from a starting player/team score of 501.
 - 2) The Leg ends when a player doubles out and that player/team is the winner.
 - 3) The “bust” rule applies. (see Sec. 2.4, part C.4 above)
- F. 701 (A triples Game only)
- 1) Scoring begins with the first dart thrown. The initial dart and all subsequent darts count and are subtracted from a starting team score of 701.
 - 2) The Leg ends when a player doubles out and that team is the winner.
 - 3) The “bust” rule applies. (see Sec. 2.4, part C.4 above)
- 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 and have 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 “marks” of that number during the Game (e.g., 3 singles, a triple, or a single and a double.) In closing the bull, the single bull counts as 1 mark, the double bull counts as 2 marks.
 - a. A player closing a number may continue to hit that number to earn points, as long as their opponent has not already closed that number.
 - b. Once a number is closed by both players it is no longer in play and neither player can earn points from it.
 - 3) Points are scored according to the value of the area hit on the board (e.g., triple 17 scores 51, double bull scores 50, etc.)
 - 4) 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 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.

2.5 THE MATCH

A. Format

- 1) A match consists of 8 or 9 Games depending on division; each Game is best of 3 Legs.

- a. **Metro Division** - singles 501 | doubles Cricket† | singles 301 | doubles 501† | singles Cricket | doubles 401‡ | 2 doubles Cork's Choice‡ | singles Cork's Choice.
 - i. 1 point is awarded to the team winning each Game and 1 bonus point to the team winning the overall match.
 - b. **All Other Divisions** - singles 501 | doubles Cricket† | singles 301 | doubles 501† | singles Cricket | doubles Cork's Choice‡ | doubles 301‡ | singles Cork's Choice.
 - i. 1 point is awarded to the team winning each Game; there is no bonus point. The match can end in a tie.
- 2) Deviation from the above listed Game order is permitted by consent of both Captains.
 - 3) The first two† and last two‡ doubles matches must be played by four different players from each team, regardless of Game play order.
- B. Starting Time**
- 1) League matches must begin at 7:30 p.m. A starting time change must be agreed to by both Captains before 7:30 p.m.
 - 2) The playing area at the scheduled venue must be available to league players by at least 7:00 p.m.
- C. Required Number of Players**
- 1) Four (4) players are considered a full team. A team of no less than 2 players may begin the match. A team may play late-arriving team members, but a player cannot be named to play prior to their 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 501, singles Cork's Choice, doubles 301 (the 2nd doubles Cork's Choice in Metro)
 - 4) Teams with fewer than 2 players present at the starting time forfeits all match points to the opposing team (provided the opposing team has at least the required 2 players present).
 - 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 7:30 p.m. starting time they forfeit the points for the Games that they are unable to play as explained in Rule 2.5.C.6-7.
 - 6) If the match is being played with only 3 players on each team, both teams will forfeit three points, and the match will be played for the remaining 5 points as follows: double Cricket | singles 501 | singles 301 | singles Cricket | doubles Cork's Choice.
 - 7) "COVID rule" currently allows teams to play with 3 where health and availability demands it. The players can play 4 times each (excluding 401 in metro) with eligible players splashing for the second doubles in each group and the final singles.
- 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(s) for the second Game and the visiting team responds. Teams alternate in this manner through the rest of the match.
 - 2) Once the players' names have been exchanged, no substitutions are permitted and no other players may use the match board. 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).
 - 3) An individual player may participate in up to 3 Games per match, including no more than one singles Game and no more than two doubles Games.
 - a. In Metro, a player may additionally participate in the 401 Game.
 - b. A player cannot participate in back-to-back doubles Games. (e.g., a player who plays in doubles Cricket cannot play doubles 501.)
 - 4) A doubles Game may not be played by only one player for a team.
- E. Forfeits**
- 1) Individual Games during a match
 - a. If a team does not have an eligible player for a given Game, then that individual 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. (e.g., 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 2.5.C.6-7 for more details.
 - 2) The entire match
 - a. Prior to declaring a forfeit to the entire match, 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 submitting "A win by forfeit" to the online scoring system.

- c. The team receiving the win by forfeit will receive either half the maximum match points or their team's average points per match to date – whichever is higher.
 - i.
 - ii. The team's average points per match is calculated weekly and will be displayed on the standings. Averages will be rounded to the nearest point.
 - iii. If a team wins by forfeit in the first week of the season, they will receive the full maximum match points (i.e., 10 points for Metro Division; 8 points for All Other Divisions).
- d. Any team forfeiting 2 consecutive matches or 3 matches in a season may be 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.

F. Tied Playoff Matches for Non-Metro Divisions

- 1) During the regular season a match can end in a tie.
- 2) During 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 played previously that match.

2.6 BEGINNING PLAY

A. Warm-up

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

B. Corking

1) Determining Who Throws For The Bull First

- a. All Legs begin with opposing players throwing for the bull. The player whose dart lands closer to the bull begins the Leg.
- b. For the first Leg of all Games, the home team has the option of throwing for the bull first. For the second Leg, the loser of the first Leg has the same option. If a third Leg is needed, the visiting team has the option.
- c. 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.

2) Determining Whose Dart Is Closer

- a. Chalker is responsible for determining which dart is closer to the bull. Darts may not be touched, even by the Chalker, until after a decision has been made. A player touching a dart in the board before that decision loses the throw.
- b. If both players' darts land within the double bull, or both players' darts land within the single bull, the throw is a tie and a rethrow is made (second thrower now throws first.) If one player's dart lands within the single bull and one player's dart lands within the double bull, the double bull wins.
- c. If the first player's dart lands within the single or double bull, the second player may choose to have that dart removed from the board by the Chalker before throwing.
- d. If both players' darts land outside the bull, the Chalker determines whose dart is closest to the bull based on the point at which each dart enters the dartboard. Players may concede the throw if they wish.
 - i. If in doubt, Chalker may ask the team Captains to give their opinions, with majority ruling. If they are unable to determine which dart is closer to the bull, a rethrow must be made.

3) Rethrows

- a. A player should continue throwing until a dart remains in the scoring surface.
- b. If the second thrower's dart dislodges the dart of the first thrower, then both players must rethrow.
- c. If a rethrow is needed, all darts must first be removed from the dartboard and then throw order is reversed (the second thrower now throws first)..

C. 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.
- 2) Doubles: one player from team A (winners of the bull) throws first, then one player from team B, then the second player from team A, then the second player from team B, until the Leg is ended.
 - a. Regardless of which doubles partner threw for the bull, either partner can throw first in the Leg.
 - b. Regardless of which doubles partner threw last in the previous Leg, either partner can throw first in the next Leg.

2.7 REPORTING RESULTS

A. Score Submission

- 1) Captains are responsible for submitting only their own team's score via the online form on the GVDA website by selecting "Win/Loss by forfeit" or providing the number of points won.
- 2) If a team fails to submit their score, the Scorekeeper will determine their points based on the scoring information the opposing team Captain submitted.
 - a. If a team fails to submit a score and the opposing team has submitted incorrectly and claimed too many points, the team that did not submit their score will have no recourse or ability to appeal for correction.
 - b. If a team is found to be attempting to claim extra points in the hopes that their opponent fails to submit their score, it will result in disciplinary action (e.g., 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 or it will result in the loss of all points for the week for both teams.
- 4) In the case of a forfeited match, Captains should report the result as "Won by forfeit (WF)".

2.8 PROTEST PROCEDURES

A. General

- 1) Protests must be submitted in writing in the Notes section of the online form on the GVDA website and called in to the GVDA hotline within 24 hours of the incident. Briefly describe the situation, the infraction(s) and the person(s) involved.
- 2) A follow-up letter providing more thorough details must be sent to the GVDA PO box or email box and must be postmarked/time stamped no later than 7 days after the date of the protested incident.

B. Equipment

- 3) 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.
- 4) The match must be played to the best ability of all concerned. The protest should then proceed per the rules (Sec. 2.8, part A above).
- 5) 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 re-inspected.

C. Player Eligibility

- 6) A score sheet must accompany all player eligibility protests.
- 7) Players' full names (no nicknames) must be entered for each Game played. Both Captains must initial any changes.

D. Standings

- 8) Standings protests must be submitted in writing to the GVDA PO box or email box and must be postmarked/time stamped no later than 10 days after the date of the match for which the result is alleged to be incorrect.

APPENDIX A: Scheduling Guidelines

The Board makes every effort to adhere to the following Scheduling Guidelines when placing teams into divisions and making team schedules each season, but these guidelines are flexible and subject to change at the discretion of the Board. The Board extensively considers all factors and potential placements and uses its best judgment to maintain the parity of the divisions and keep teams playing at a comfortable and competitive level.

I. Division Assignments

1. Only the most recent regular season (Fall or Winter) is looked at when determining position.
2. All points not awarded to teams—due to forfeiting or failing to submit weekly scores—are returned to the teams for determination of position. Points lost due to Board sanction or disciplinary actions are not returned.
3. Generally, teams that finish in First position will move up one division and teams that finish in Last position will move down one division.
 - Occasionally, it may be necessary to move a team up or down more than one division.
 - Second place and second-to-last place will generally move up/down depending on how the divisions fall out.
4. There are also a number of additional factors that the Board tries to take into account:
 - Teams dropping out of the league - If a team(s) drops out, a team(s) may have to move up or down to fill the gap.
 - Teams returning to the league - If a team takes a season off, we try to place them back where they left off. If this isn't possible we will try to find the best possible fit, usually within one division up or down.
 - Member changes on teams - We maintain a history of GVDA members past and present. If a lower division team picks up a member who has experience in a higher division, the team may be moved up. If a higher division team replaces part of their roster with new/inexperienced members, the team could be moved down.
 - Scheduling conflicts - While rare, sometimes teams will have to be moved up/down to limit the number of Bye weeks added to the schedule.

II. Adding Late Teams

The following time frames have been designated for consistency, but remain at the discretion of the Board:

- **Pre Scheduling** – Post Sign-up to Scheduling Sunday
- **Pre First Week** – After Schedule is set to the first Tuesday of play
- **Post First Week** – Between the first and second Tuesday of play
- **Post Second Week** – Any time after the second Tuesday of play

A. **Pre Scheduling:**

1. GVDA must receive notice of the team's intent to play via phone or email by Midnight on the Saturday after Sign-up.
2. The Board will place the team in the appropriate division as if they had met the Sign-up deadline.
3. Payment of all applicable fees must be postmarked by the first Tuesday of the season or the team will forfeit all points until payment is received. Points will be reinstated if properly postmarked payment is received.

B. **Pre First Week**

1. GVDA must receive notice of the team's desire to play via phone or email by 5pm on the Saturday before the first Tuesday of the season.
2. The team will automatically be placed into the first available Bye week slot within two divisions (above or below) of their competitive level.
3. If there is not an available Bye slot within two divisions from their competitive level, the team can be assigned to a Bye slot in another division, pending majority approval from the Captains of that division.
4. Payment of all applicable fees must be postmarked by the first Tuesday of the season or the team will forfeit all points until payment is received. Points will be reinstated if properly postmarked payment is received.

C. **Post First Week**

1. GVDA must receive notice of the team's desire to play via phone or email by 5pm on the Saturday before the second Tuesday of the season. If the team fails to notify the league by this deadline, their request will be processed as part of the "Post Second

Week" process (see Section 4 below). In this case, the late team is encouraged to scrimmage with the team that has a Bye on the second Tuesday.

2. The team will be offered the first available Bye week slot, preferably within two divisions (above or below) of their competitive level, pending majority approval from the Captains of that division.
3. Payment of all applicable fees must be postmarked by the second Tuesday of the season or the team will forfeit all points until payment is received. Points will be reinstated if properly postmarked payment is received.
4. The team will take an 8-point loss for the first week. No makeup match will be played.
5. The team will play on the second Tuesday, however, if payment has not been properly received by the stated deadline above, the team will not receive points until the second half of the season. No points for the first half will be reinstated.

D. Post Second Week

1. Any team attempting to Sign-up after the second week will not be eligible for points until the second half of the season. During the first half of the season, late teams will be encouraged to scrimmage when possible with the other teams in the division in which they will be placed.
2. The late team will be offered the first available Bye week slot, preferably within two divisions (above or below) of their competitive level, pending majority approval from the Captains of that division.
3. Payment of all applicable fees must be postmarked no later than one week before the mid-season tournament.

E. Captains Vote

1. The Board will pursue a Captains' vote from no more than two divisions to place a team
2. All Captains' votes will be decided by simple majority
3. A team's competitive level is based on either last division played or a review of players' histories
4. Applicable fees include tavern fee and membership dues for all players on a team

APPENDIX B: Commonly Used Terms & Definitions

TERM	DEFINITION
Barrel	The body of the dart where it is gripped
(The) Board	The Board of Directors of the Genesee Valley Darts Association (GVDA)
Bull / Bullseye	The area composed of the 2 center circles of the dartboard
Bust	In a Leg requiring a Double Out, if a player scores more points than remain <u>or</u> scores 1 less point than remains <u>or</u> scores exactly the number of points that remain but the last dart was not a double, that player Busts and loses that entire Throw
Chalker	A person keeping the official score of a Leg or Game
Cork	See definition for <i>Bull / Bullseye</i>
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
Leg	The element of play making up the Game; the player winning 2 of 3 Legs wins the Game
Line	See definition for <i>Oche</i>
Marker	See definition for <i>Chalker</i>
Match	A series of Games that constitute the play between teams on a given league night
Oche	A mark or raised board on the floor of the Playing Area designating the throwing distance from the dartboard
Playing Area	The oche, dartboard, scoreboard and a specific space surrounding them
Point / Dart	The sharp, foremost portion of the dart designed to penetrate the dartboard
Scorer	See definition for <i>Chalker</i>
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 definition for <i>Throw</i>
Wedge	A section of the dartboard made up of the Single, Double and Triple of a given number