

Emerald City Darting Organization



www.seattledarts.com

Rules

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INTRODUCTION

The following Rules are designed to assist the Members, and in particular, the Captains of ECDO Dart Teams. Masculine gender nouns or pronouns shall include female (i.e. 'He', 'His', and 'Him' shall be interpreted as 'He/She', 'His/Hers', and 'Him/Her'). Singular terms shall, where necessary include plural. A working knowledge of the ECDO Rules is essential to avoid unnecessary and/or erroneous protests, petty arguments, and the unwanted strain on sportsmanship. Your A/B Representatives should always be consulted in regard to any questions of rule interpretation or to voice a protest. You will find match nights to be much more enjoyable when you utilize all the aids the ECDO has provided.

The ECDO board will revert to American Darts Organization (ADO) rules when a situation arises that is not addressed in these rules.

REVISIONS: 8/2013, 4/12/2018, 8/28/2018, 12/27/2018, 9/3/2019

PREFACE: ECDO BOARD

A volunteer board consisting of a President, Vice President, Treasurer, Secretary, Competition Secretary, Sponsoring Tavern Representative, Membership Secretary, Publicity Manager, IT Director and A/B Division Representatives governs the Emerald City Dart Organization (ECDO). The ECDO Board operates as per the ECDO By-Laws. The ECDO exists to teach, serve and promote steel-tip darts games along the Pacific Northwest.

LEAGUE REPRESENTATIVES

The entire league shall be provided Representatives during a season's play. These Representatives shall be Board Members.

If possible, A/B Representatives should not supervise the classification in which they play or a team from their home location.

If deemed necessary by the Board, qualified current Members of the ECDO may be appointed as A/B Representatives of the League.

1) MEMBERSHIP

a) PARTICIPATION IN ECDO ACTIVITIES

- i) Only ECDO members in good standing and approved guests/substitutions may participate in ECDO activities.
- ii) League players must be 21 years of age prior to any league participation, unless prior authorization from ECDO Board of Directors has been granted.
- iii) The ECDO Board of Directors has the right to refuse a person for membership.

b) MEMBERSHIP FEES

- i) Individual membership fees for team members are as follows:

(1) Season Membership \$25.00, valid for the season that is currently in session.

Fees must be received by the Treasurer by the deadline date for registration.

c) Payment methods

- i) Online at the league website, www.seattledarts.com, with a credit card.
- ii) Checks, payable to ECDO, can be delivered to an ECDO board member or hand delivered to the Treasurer.
 - (1) Please indicate, on the check, which player(s) fees are being paid.
 - (2) A \$25.00 fee will be applied for any returned checks. If the returned check is for membership fees, the player that the funds were intended for will be considered an ineligible player. That player will be notified and will have one (1) week to provide CERTIFIED FUNDS to cover the amount requested by the ECDO or all points earned by the player will be awarded to the other team(s).
 - (a) Members of teams that are delinquent in fees and fines shall not be permitted to participate in any ECDO event. In addition, they shall not be permitted to participate in succeeding seasons until such fees are paid in full. All members of a team are responsible for UNPAID MEMBERSHIP FEES. If dues are not current, points earned by unpaid players will be deducted from the team's standings and awarded to the opposing team(s) they were earned against.
- iii) Cash can be hand delivered to an ECDO board member or the Treasurer. Documentation of the player(s) being paid for must be included.
- iv) ECDO membership fees are non-refundable and non-transferrable once a paid player has thrown darts in an official ECDO match.

d) DIVISIONS

- i) The ECDO divides itself into two classifications called Divisions ("A" & "B"), with the teams of the highest caliber placed in the "A" Division (advanced/intermediate), with the "B" Division (novice/intermediate) players. Players on Teams in a Division shall be classified as players of that Division (i.e. an "A" Player plays or last played in the A Division).

e) MANDATORY UPWARD MOVEMENT FOR CHAMPION WINNERS

- i) If a "B" team wins the playoffs twice in a row, the Winners from "B" shall move up and take their place among the next higher Classification. All team Members will be required to move up to the next higher classification. If individual players desire to remain in the lower classification, they must contact the ECDO board to begin the process.
- ii) If an "A" team wins the playoffs twice in a row, the Winners from "A" will disband.

f) MOVEMENT PROCEDURE

- i) Player responsibilities
 - (1) Any player wishing to drop down to B must inform the ECDO board in writing. These requests will always require a stats review.
 - (2) If a player does not agree with the decision communicated to them from the ECDO Board, they can appeal the Board decision with a written communication to the A/B

Division representative. It is recommended that the player give specific reasons for the appeal.

ii) A/B Responsibilities

(1) Upon receipt of a written request for downward movement, the representative must contact the Competition Secretary with 48 hours to begin the review process.

(2) The Board reserves the right to move players into a higher division between seasons.

2) THE TEAM

a) FOUR TO SIX PERSON TEAM LEAGUE

i) A minimum of four (4) and a maximum of six (6) VALID players shall constitute a team.

(1) Criteria to be "valid" include:

(a) New member or ECDO member in good standing, eligible to play at the requested level.

(b) Season Membership fees, or Annual Membership fees paid.

ii) A player is not officially a member of a team simply by listing their name on the original roster. That player must compete for a team for the current season in order to belong to that team for the remainder of the season.

b) CAPTAIN AND CO-CAPTAIN

i) Each team shall designate a Captain and a CO-Captain. These players shall have additional responsibilities, and shall be players who are easily reached by phone or e-mail. The Co-Captain will act as Captain in the Captain's absence. Captain and Co-Captain designation may be changed by a team during the season by informing the Competition Secretary and the appropriate A/B Representative.

c) CAPTAIN RESPONSIBILITIES

i) A Captain is responsible for:

(1) The conduct of their team or anyone playing a role for their team in the match (keeping score, coaching, keeping the scoresheet, etc.) and how their team interacts with other people in the establishment whether they are involved in the match or not.

(2) Accuracy of the score sheet

(3) Reporting all necessary results

(4) Attending all required meetings

(5) Properly registering new Members of his/her team

(6) Sharing ECDO information with his/her team

(7) Ensuring that their home location maintains proper dart set-up

ii) When required to attend captain's meetings, general and special meetings, or protest hearings, they shall provide another current team Member when the circumstances prevent their attending. When a captain is not able to attend a Captains' Meeting, special meeting or protest hearing, they shall provide another current team member.

d) SPONSORSHIP

i) A Team must be sponsored to play in the ECDO. Sponsorships will be provided by a team's Sponsoring Establishment, which is the venue that the team has designated as their "Home" venue. It is the CAPTAIN'S responsibility to arrange team sponsorship with the appropriate manager at their selected home Sponsoring Establishment. This shall be determined prior to

submission of a team roster. Teams may not change Sponsoring Establishments after schedules are printed, unless directed by the ECDO Board. Contact your A/B representative if you have questions about sponsoring establishment requirements.

- ii) Sponsoring establishment fees are \$50 per team and are due during or before week 2. Sponsors not paying prior to week 3 will have their ECDO sanctioning removed until all fees are paid in full.

e) TEAM ELIGIBILITY

- i) Teams must be eligible to compete in the Division they indicate when submitting a roster. Eligibility is defined in Rules 1d and 1e.

f) TEAM REGISTRATION

- i) Teams must register online at the league website, www.seattledarts.com. Registration must be received by the Competition Secretary, no later than the published deadline date.
- ii) Complete team registration is defined as:
 - (1) The submission of a completed roster:
 - (a) Team name must be within the maximum number of characters indicated and CANNOT be vulgar, lewd or offensive in content or connotation. Team names may not be changed after the schedules are printed.
 - (b) The Division must be designated
 - (c) The Sponsoring Establishment must be identified
 - (d) Team member (player) information must be filled out completely for each member on the team.
 - (2) The submission of all applicable membership fees for ALL players listed on the roster.

g) MANDATORY CAPTAINS' MEETINGS AND CAPTAINS' PACKETS

- i) Each Team Captain shall attend a mandatory Captain's meeting as designated by the Board. In the event that a Captain cannot attend the meeting, another member of the team must attend. At that meeting, they shall receive a Captain's Packet that shall include all necessary materials including ECDO Rules and By-Laws, information and score sheets required for the ensuing season.

h) ADDING/DROPPING PLAYERS

- i) A player rostered on a team, having played 3 matches or more, may not drop from that team and then be added to another team except by approval of the Competition Secretary.
- ii) To add or drop a player from a team, please submit the Add/Drop Player form posted on the ECDO web site and send it to the Competition Secretary at compsec@seattledarts.com or an alternative address listed on the form.

i) SUBSTITUTE/GUEST PLAYERS

- i) A guest player can only sub for your team once. A player, who subs on the same team a second time, MUST be added to the roster and the league fee for that player paid via PayPal via www.seattledarts.com. The only exception is that there is no limit to the number of times a rostered lower league player may sub for the same higher league team (i.e., "B" league player subbing for "A", or "A" league player subbing for Super "A").
 - (1) If you already have a 6-player team, you may not roster more players.

- (2) Guest players are not allowed if four rostered players are available. Guests are only allowed to comprise the 4-player minimum for a match.
- (3) Rostered upper league players are not allowed to sub on lower league teams, i.e., "A" league players may not sub on "B" league teams, and Super "A" league players may not sub on either "A" league or "B" league teams.
- (4) A "B" league team can contain players who are also rostered on "A" or Super "A" league teams. There is not a specific limit to the number of such players, but the Competition Committee can either deny a "B" league team roster or require the captain to make roster changes. **The intent of this rule is to encourage balanced competition.**
- (5) No rostered player may sub for another team in the same league ("A" league player cannot sub for another "A" league team).
- (6) The Competition Committee must approve all rosters.
- (7) Any games deemed by the Competition Secretary to be out of compliance with these rules will be forfeit and will be awarded to the opposing team.
- (8) If you have any questions or concerns regarding a sub or guest player please contact the Competition Secretary for eligibility of player.
- (9) No roster changes after the midpoint of the season and no guests/subs allowed during the last two weeks of the season or during the playoffs.

3) SEASON SCHEDULES, RESCHEDULING AND FORFEITS

a) SCHEDULES

- i) Schedules shall be arranged so that each team plays at least one home and one away match against every team in its division, as allowed by the number of weeks designated for a season.

b) RESCHEDULING MATCHES

- i) A match may be rescheduled by mutual agreement between captains and the Competition Secretary, no later than 24 hours prior to the match. Exceptions to the aforementioned shall be "Acts of God" (i.e. bad weather).
- ii) No rescheduling is allowed in the last two (2) weeks of the season unless approved by the appropriate A/B representative.
- iii) It will be the responsibility of each captain of the rescheduled match to notify the appropriate A/B Representative, who will in turn notify the Competition Secretary.
- iv) The requested team shall have the right to set the date and time for the match, provided such are considered reasonable by the appropriate A/B Representative.
- v) If both captains so agree, and inform their league A/B Representative, they may play their match prior to the night on which it is scheduled.

c) FORFEITS

- i) Should a team have only one player or no players present at the required time, it has forfeited and shall be scored as 19-6 for A Division, 16-5 for B Divisions, and 13-4 for B2 Divisions for that match. "FORFEIT" shall be written on the filled out score sheet for the missing team by the team present and sent to the Competition Secretary.
- ii) The attending team will be awarded points as mentioned in 3ci. No individual wins will be added to the players.

- iii) A team forfeiting in the last two weeks of a season will be ineligible for the playoffs. If the appropriate A/B Representatives are notified in ADVANCE that a team is at risk of forfeiting in the final two weeks, for acceptable reasons, and pre-playing the match is impossible, the board may choose to allow that team to retain playoff eligibility at its discretion.

4) RULES OF THROWING AND SCORING DARTS

a) THE BOARD SCORING VALUES

- i) The inner narrow band shall score Triple the segment number and the outer narrow band shall score Double the segment number. The outer center ring shall score '25' and be called a Single Bull, and inner center ring shall score '50' and shall be called the Double Bull.

b) TOE LINE AND TOE LINE INFRACTIONS

- i) Any part of the player's body may pass over the toe line so long as it does not touch the floor, walls or ceiling before the dart is released. If a raised toe line is used, no part of the foot or shoe may be on top of the toe line or in any way cross the imaginary line created by, and extending outward from, the thrower's (back) side of the elevated toe line. In the event the toe line is a tape or similar 'flush' marking, the minimum throwing distance shall be measured from the edge (front) of the tape closest to the dart board. The front of the tape shall create the extended imaginary line that may not be crossed by any part of the foot or shoe while throwing.
- ii) Should a player have any portion of his feet or shoes on the top of the raised toe line or over the front edge of a flush tape toe line during a throw, all darts so thrown shall be considered part of his throw, but any score made by said darts shall be invalid and not counted. One warning by the opposing team shall be considered sufficient before invoking this rule.

c) THE TURN

- i) A turn shall be three darts thrown in succession. After the third dart is thrown, the turn shall be scored by the scorekeeper prior to the darts' removal from the board.

d) DARTS THROWN OUT OF TURN

- i) If a player throws any darts on the match board when it is the turn of the opposing team, the darts thrown shall not be scored and the scheduled opposing team member shall take his proper turn. If a player throws any darts at the match board when it is his team's turn to throw, but it is the turn of one of his teammates, not his in particular, the darts thrown shall not be scored AND the turn shall be deemed to have been taken by the team member whose actual turn it was to play (this occurs rarely in doubles, but can occur easily in the team 801/1001).
 - (1) NOTE: The order that doubles partner's play must remain the same during a leg, but may be changed between legs during a doubles match. In the 1001 playoff tiebreaker, the order must be as written for all legs played.
- ii) While playing a match no player may throw darts on any other dartboard than the match dartboard. If a player practices on another dartboard during a match their next turn will be forfeited.

e) REQUIREMENTS FOR A DART TO COUNT

- i) For a dart to score it must remain in the board 3 seconds after the 3rd or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board, in order for that dart to be counted as score.
- ii) No dart may be touched by the thrower, another player, scorer, or spectator, prior to the decision of the scorer. Should this occur, that throw shall be deemed to have been completed, regardless of any darts remaining to be thrown.
- iii) A darts score shall be determined from the side of the wire at which the point of the dart enters the board. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two segments in question. This includes the outside double ring for the game shot.

5) RULES OF THE GAMES PLAYED

a) RULES OF THE CORK (BULL)

- i) All legs are begun by “throwing the cork”. The designated player (who has the option) may choose to have their opponent cork first. The team of the player who throws closest to the bull shall throw first in the first leg. A toe line infraction occurring during the cork will result in the loss of the cork.
- ii) Only player(s) scheduled to play in the leg may throw for the cork.
- iii) Should the scorekeeper call for a re-throw at the cork, the order shall be reversed with additional re-throws being made on an alternating basis. There is no option to request that your opponent cork first on a re-throw. If it is your turn, you must cork.
- iv) The dart must remain in the board in order to count. Additional throws may be made, (only when “throwing the cork”) until such time as the player’s dart remains in the board. Should the second player dislodge the dart of the first player, or a dart fall prior to the decision of the scorekeeper, both players shall cork again with the second thrower now throwing first.
- v) Re-throws shall be called if the scorer cannot decide which dart is closest to the cork or if both darts are anywhere in the center (double) bull or both darts are anywhere in the outer (single) bull. Both darts must be pulled from the board prior to the re-throw.
- vi) The second thrower, if they wish, may acknowledge the first dart as a single or double bull and ask for that dart to be removed from the board completely, prior to his throw.
- vii) **DARTS MUST NOT BE TOUCHED** by any person prior to the decision of the scorer. Should the scorer or a thrower be in doubt, then both captains shall add their opinions with the majority ruling. The scorer should take care not to touch and straighten the darts while taking the measurement for closest to the cork. Closeness to the cork should be measured from the points where the darts enter the board without regard to the angle of entry.
 - (1) NOTE: Prior to the decision of the scorer, IF A DART IS TOUCHED, a re-throw of such dart may be called by the scorer or by request of the offended team’s captain. When darts are intentionally touched to alter their position or to influence the decision of the scorer, the scorekeeper may decide to award the decision to the non-offending team.
- viii) The order in which players throw shall be left to their captain or participating partners. The cork shooter need not be the one who throws first in any one leg.

b) ORDER OF CORK

i) Away team always has the option of the cork.

c) THE GAMES PLAYED

i) ADO (American Dart Organization – The U.S. governing body in steel-tip darts) Cricket

(1) Game played in doubles and singles segments in all divisions. Opponents' alternate turns attempting to "close" certain numbers (20, 19, 18, 17, 16, 15, Bull) and to achieve the highest point score. To close a number, the player/team must score three of that number. Once a player/team scores three of a number, it is 'owned' by that player/team and additional hits on that number count accumulatively as points for that player/team. Once both players/teams have scored three of a number, it is 'closed', and no further scoring can be accomplished on that number by either player/team. The player/team that closes all numbers first and has the same amount or more points than the opponent shall be declared the winner.

ii) 501 Straight In/Double Out

(1) Game played in singles segment only ("A" Division). Each player starts the game with 501 points. Players alternate turns until one player wins the game by reaching exactly zero points by hitting a double ("Double Out" - i.e. if a player requires 47 points, and hits a single-15, then a double-16, the player wins the game.

(a) NOTE: All three darts are not required to be thrown, the game ends when the winning double is hit). If a player busts (scores more than the required number to reach zero), the players point total returns to where it was before the player began that turn.

iii) 401 Straight In/Double Out ("B" Division)

(1) Game played in singles segments in "B" Division. Each player starts the game with 401 points. Opponents' alternate turns until a player reaches exactly zero by hitting a double.

(a) (NOTE: All three darts are not required to be thrown, the game ends when the winning double is hit). If a player busts (scores more than the required number to reach zero), his point total returns to where it was before he began that turn.

(b) If both players have a score of 2 remaining (double 1) and both players have taken 5 attempts to finish the game, then the players must hit two single 1's to finish the game. Prior to the first shot at the two singles, both players must acknowledge the change in the out.

iv) 501 Double In/Double Out- ("A" Division)

(1) Game played doubles segments in "A" Division. Each doubles team starts the game with 501 points. The player must hit a double to begin his scoring ("Double In"). Once a double is hit, the point values of that double and all ensuing darts are subtracted from the player's point total (if the double is hit on the second dart, it and the third dart count only; if the double is hit on the third dart, only the double counts). Players alternate turns until one player wins the game by reaching exactly zero points by hitting a double ("Double Out" - i.e. if a player requires 47 points, and hits a single-15, then a double-16, he wins the game.

v) 501 Straight In/Double Out ("B" Division)

(1) Game played in doubles segments in “B” Division. Each player or doubles team starts the game with 501 points. Opponent’s alternate turns until a player or doubles team member reaches exactly zero by hitting a double.

(a) NOTE: All three darts are not required to be thrown, the game ends when the winning double is hit). If a player busts (scores more than the required number to reach zero), his point total returns to where it was before the player began that turn.

vi) 801 Straight In/Double Out (“B” Division)

(1) Each Captain designates the playing order. Each team begins at 801, and play proceeds as designated in 501. Team members must play in the set order – a player who plays out of order shall forfeit that turn and any points scored on it. The team must then on its ensuing turn return to the proper order (i.e. the player who was designated to play when the wrong player took his turn must wait until his turn in the rotation comes back around).

(a) Note: Team game (801) may be played first or last, at the discretion of the home team captain.

vii) 1001 Straight In/Double Out-A Division

(1) Each Captain designates the playing order. Each team begins at 1001, and play proceeds as designated in 501. Team members must play in the set order – a player who plays out of order shall forfeit that turn and any points scored on it. The team must then on its ensuing turn return to the proper order (i.e. the player who was designated to play when the wrong player took his turn must wait until his turn in the rotation comes back around).

6) LEAGUE MATCH FORMAT-B Division

a) Game Format-21 Legs

- i) 5 Legs-Singles 401 SI/DO (Straight in/Double Out)
 - ii) 5 Legs-Singles Cricket
 - iii) 5 Legs-Doubles 501 SI/DO
 - iv) 5 Legs-Doubles Cricket
 - v) 1 Leg-Team 801 SI/DO
- (1) Forfeits will be scored 16-5

7) LEAGUE MATCH FORMAT-B2 Division

a) Game Format-17 Legs

- i) 4 Legs-Singles 401 SI/DO (Straight in/Double Out)
 - ii) 4 Legs-Singles Cricket
 - iii) 4 Legs-Doubles 501 SI/DO
 - iv) 4 Legs-Doubles Cricket
 - v) 1 Leg-Team 801 SI/DO
- (1) Forfeits will be scored 13-4

8) LEAGUE MATCH FORMAT-A Division

a) Game Format-25 Legs

- i) 6 Legs-Singles 301 DI/DO

- ii) 6 Legs-Singles Cricket
 - iii) 6 Legs-Doubles 501 DI/DO
 - iv) 6 Legs-Doubles Cricket
 - v) 1 Leg-1001 SI/DO
- (1) Forfeits will be scored 19-6

9) PLAYER MINIMUMS

- a) **Each player must play an equal number of games (or as close as mathematically possible) over the course of the entire match. To the extent possible, this must include:**
 - i) 2 singles games (singles '01 or singles Cricket)
 - ii) 2 doubles 501 games
 - iii) 2 doubles Cricket games
- b) **In any event, players must participate in all sets of the match (all singles together, including '01 and Cricket, count as one set; doubles '01 and doubles cricket are each a separate set).**
- c) **If a player leaves prior to the team game or has mandated doubles games left to play, a "dummy score" of zero will be used for each of his/her turns.**
- d) **The following chart states how legs must be distributed among players, depending on the number of players on a team at a given match:**

A Division: 25-Leg Format (36 slots + Team Game)

	Legs per Player (excluding Team Game)	Legs per Player by Set		
		Singles ('01/Cricket)	Doubles '01	Doubles Cricket
4 Players	9	3	3	3
5 Players	4 players w/ 7 legs, 1 player w/ 8 legs	2 or 3	2 or 3	2 or 3
6 Players	6	2	2	2

B1 Division: 21-Leg Format (30 slots + Team Game)

	Legs per Player (excluding Team Game)	Legs per Player by Set		
		Singles ('01/Cricket)	Doubles '01	Doubles Cricket
4 Players	2 players w/ 7 legs, 2 players w/ 8 legs	2 or 3	2 or 3	2 or 3
5 Players	6	2	2	2
6 Players	5	1 or 2	1 or 2	1 or 2

B2 Division: 17-Leg Format (24 slots + Team Game)

	Legs per Player (excluding Team Game)	Legs per Player by Set		
		Singles ('01/Cricket)	Doubles '01	Doubles Cricket
4 Players	6	2	2	2
5 Players	4 players w/ 5 legs, 1 player w/ 4 legs	1 or 2	1 or 2	1 or 2
6 Players	4	1 or 2	1 or 2	1 or 2

- e) All games deemed out of compliance by the Competition Secretary will be forfeit and will be awarded to the opposing team.

10) SUMMER DOUBLES LEAGUE

a) Game Format-13 Legs

- i) 2 Legs-Singles 301 DI/DO
 - ii) 1 Leg-Doubles 501 DI/DO
 - iii) 2 Legs-Singles Cricket
 - iv) 1 Leg-Doubles Cricket
 - v) 2 Legs-Singles 301 DI/DO
 - vi) 1 Leg-Doubles 501 DI/DO
 - vii) 2 Legs-Singles Cricket
 - viii) 1 Leg-Doubles Cricket
 - ix) 1 Leg-701 SI/DO
- (1) Forfeits will be scored 10-3

11) TIME FACTORS

- a) Matches are scheduled to start at 7:00 P.M. for "B" and "A" Divisions.
 - i) Deadline for starting a match is 30 minutes after the scheduled starting time.

12) SCORE SHEETS

- a) The home team is responsible for providing the score sheet.
- b) The home captain begins the game assignments by designating players from his/her team for games 1 and 2
- c) The visiting captain responds with designations for games 1 through 4.
- d) The home captain then assigns games 3 through 5.
- e) And the visiting captain then finishes by assigning game 5.
- f) This process begins anew with each section of games.
- g) Write legible, "W" for wins and "L" for losses.
- h) Record date and teams names on score sheet.
- i) Record first and last names on the score sheet.
- j) Record "All Star" points using first and last names.
- k) Record all scores of 95 or better for '01 games, including "High-Ins," "High-Outs" and 180s.
- l) Record all Cricket throws of 5-Count or higher including and specially noting "Dead Eyes" (6 count bull).
 - i) In addition to team rankings, the league also tracks Most Valuable Player (MVP) and (MOP) rankings. The specific formulas used to calculate these statistics can vary over time but the league will do its best to document the current formula on its web site. In general, the MOP is, statistically, the best thrower in either "A" League or "B" League. The MVP is statistically, the player who makes the biggest competitive contribution to his or her team.
- m) If electronic scorekeeping is selected then a paper copy of the score sheet is still required to be sent to the Competition Secretary.
 - i) EXCEPTIONAL PLAY
 - (1) Exceptional plays must be written at the bottom of the score sheet with full name and the exceptional play obtained.

- (i) DEFINITIONS-B Division:
 - a. 114 shot or higher in '01
 - b. 6hit or higher in Cricket
 - c. 4,5 or 6 hit bull shot or out
 - d. Any '01 out shot that is a 95 or higher
 - e. Any Cricket out shot that is a 5 hit or higher
 - f. 30 or fewer darts in 401 or Cricket
- (ii) DEFINITIONS-A Division:
 - a. 133 shot or higher in '01
 - b. 7hit or higher in Cricket
 - c. 5 or 6 hit bull shot or out
 - d. Any '01 'in' shot that is a 95 or higher
 - e. Any '01 'out' shot that is a 95 or higher
 - f. Any Cricket out shot that is a 5 hit or higher
 - g. 24 or fewer darts in 501 or Cricket
 - h. 18 or fewer darts in 301

13) HOW TO CHALK THE GAMES AND EXAMPLES

- a) Refer to Fig 1 of an example of how to chalk '01.
- b) Refer to Fig 2 for an example of how to chalk Cricket.
- c) DartConnect electronic scoring product is an acceptable method of scoring.

FIGURE - 2. Correct Way To Score any 01 Games

For the final turn of the winning player, count only the number of darts thrown to complete the game.

Team Home
5_01

Team Away
5_01

Dart Count	Cricket			Dart Count
Points Scored	REMAINING SCORE HERE			Points Scored
60	501	20	501	45
7	441	19	456	180
85	341	18	276	55
26	256	17	221	140
140	220	16	81	57
48	80	15	24	
	32	14		
		13		
		12		
		11		
		10		
		9		
		8		
		7		
		6		
		5		
		4		
		3		
		2		
		1		
		Bull		

Dart Count: Count the "Points Scored" column and multiply times 3.
Always keep the players or team on the same side of the score board that they start on.

FIGURE - 3. Correct Way To Score Cricket

For the final turn of the winning player, count only the number of darts thrown to complete the game.

Team <u>Home</u>	(Cricket)	Team <u>Away</u>
<u> </u> _01		<u> </u> _01
Dart Count 		 Dart Count
30	○ 20 ○	40
60	/ 19 ○	76
↑	18 ○	↑
	/ 17 ○	
	16 \	
Record Points Here	○ 15 \	Record Points Here
	× Bull \	
		

Dart Count: Multiply number of marks by 3 to calculate number of darts thrown. Always keep the players or team on the same side of the score board that they start on.

14) KEEPING SCORE GUIDELINES

a) These keeping score guidelines should be used for conduct during a match. These guidelines are based on the published ADO rules.

- i) Good Sportsmanship shall be the prevailing attitude throughout ECDO play.
- ii) The scorekeeper, if asked, may inform the thrower what he has scored and/or what he has left. He MAY NOT inform the thrower what he has left in terms of number combinations. It IS permissible for a partner, teammate, or a spectator to advise the thrower during the course of a Match.
- iii) It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed
- iv) Scorekeepers shall not move about, drink, or smoke while keeping score, STAND STILL!
- v) Scorekeepers shall not look at the shooter, stand facing the board!
- vi) Scorekeepers shall not lean out to see where a dart is or is going nor shall he follow the darts with body or head movement unless only to get an accurate score after the player's turn (i.e. after 3 darts are thrown)!
- vii) Scorekeepers shall not show any sign or disgust of excitement while at the scoreboard!
- viii) Scorekeepers shall not change the side of the scoreboard a player is on during a match. If you start a player on the left side of the scoreboard, continue to keep his score on the left - regardless of what the bull shots are!
- ix) When using electronic scoring the scorekeeper must wait until all three darts are thrown before entering the score unless the thrower requests a tally of what has been scored or what is remaining.

b) REPLACING THE SCOREKEEPER

- i) If a player would like to have a scorekeeper replaced for any reason, a request can be made to that team's captain to have them removed. The scorekeeper will then be removed immediately.
- ii) The scorekeeper will be replaced by a team member or representative of the same team that is chalking.
- iii) In the event the currently keeping score team cannot supply a scorekeeper, the opposing team shall supply a scorekeeper.
- iv) Every effort must be made to insure a smooth and uninterrupted match with the scorekeeper replacement not interfering with the game or match.

15) CONCLUSION OF THE MATCH AND REPORTING RESULTS

a) WHEN THE MATCH IS OVER

- i) Both captains are responsible for the accuracy of the score sheet with their signatures attesting to the opposing team's score. There should be no other markings other than those necessary to the scoring of matches written on the score sheet, with the exception of notification of a protest.
 - (1) Each will keep one of the bottom two copies of the score sheet. Any disputes should be submitted to board@seattledarts.com within 48 hours of the end of the match during which the dispute occurred.
- ii) The home captain is responsible for:

- (1) Holding onto both his/her copy of the score sheet and the top white copy as well as sending a high-quality digital copy of the top score sheet to the Competition Secretary via email at compsec@seattledarts.com, within 24 hours of the completion of the match.
 - (a) The sheet can be sent by another team member or other person, but the home captain remains responsible for getting it done.
 - (b) Failure to email a digital copy will result in a forfeiture of 5 games by that team and both teams' stats being delayed by 1 week. This rule will be enforced, so don't forget.
 - (c) One or more scans or high-quality camera-phone pictures can be sent. (Please check the quality after taking, and re-take with or without flash or in brighter room light/sunlight if needed.) Legibility is more important than ever. If the Competition Secretary can't read detail in the digital copy of the score sheet then the home captain will be contacted so the original score sheet can be referenced and both teams' stats will be delayed by 1 week.

16) DIVISIONAL PLAYOFFS

a) DIVISION PLAYOFFS

- i) Depending on how many teams are playing, the ECDO board will determine how many teams will play in the playoffs and publish on the team schedule at www.seattledarts.com.

b) PLAYOFF FORMAT

- i) B Division
 - (1) Matches will consist of the best of 21 legs. First team to 11 wins.
- ii) B2 Division
 - (1) Matches will consist of the best of 17 legs. First team to 9 wins.
- iii) A Division
 - (1) Matches will consist of the best of 25 legs. First team to 13 wins.

17) ETIQUETTE, CONDUCT, GRIEVANCES AND DISCIPLINE

a) CONDUCT

- i) Any Member who, by their actions, brings discredit upon the ECDO or a Sponsoring establishment may be subject to sanctions against him/her. These sanctions may include reprimand, probation, forfeiture of points in league standings, suspension or revocation of membership.
- ii) Any ECDO Member or Sponsoring Establishment may file a grievance against another Member(s) in accordance with conduct violations.
- iii) The following is a list of infractions that come under the heading of CONDUCT. This list is not all-inclusive and any infraction that falls under conduct may be acted upon by the Board in a manner deemed necessary, including penalties described above.
 - (1) Non-compliance with state and/or federal laws while in a Sponsoring Establishment or any conduct that places a person or Sponsoring Establishment in jeopardy.
 - (2) Throwing of darts in anger or in a manner not intended for play shall result in suspension from all ECDO sponsored events for a period of time deemed appropriate for the severity of the infraction. Extreme cases may result in lifetime revocation of the

perpetrators ECDO membership. Any suspension will be followed by a 3-year probationary period during which any violation of rule 14a may result in lifetime revocation of membership.

- (3) Any conduct that causes destruction of personal property whether of an individual or a Sponsoring Establishment.
 - (4) Any actions conducted with the sole purpose of distracting or interrupting a player or team during a match.
 - (5) Any action, that when continued, causes a player or team to be distracted or interrupted, especially after a player or team requests such action(s) to cease.
 - (6) Knowingly misrepresenting a player as someone else for a match.
 - (7) Any attempt to cheat during a match, i.e. altering score sheets without the initialed approval of the opposing captain, reporting results in an erroneous manner, falsely reporting exceptional plays.
 - (8) Non-payment of obligations: ECDO membership, entry fees. If a check is rendered for payment and is returned for "insufficient funds" or "account closed", this is to be considered non-payment.
 - (9) Theft of ECDO property.
 - (10) Any flagrant rule violation of the ECDO By-Laws, Rules and Regulations.
 - (11) Betting on the outcome of any ECDO league match is expressly prohibited by participants in league play.
 - (12) Any altercation at an ECDO event - prior to, during, or following - that includes fighting (physical contact in an intended harmful manner) between, or instigated by, ECDO Members shall result in the suspension of one or more participants from all ECDO sponsored events for a period of time deemed appropriate for the severity of the infraction. Verbally provoking and/or instigating such an altercation is also a punishable conduct violation, regardless of the instigator's participation (or lack thereof) in the physical portion of the altercation. Extreme cases may result in lifetime revocation of the perpetrators ECDO membership. Any suspension will be followed by a 3-year probationary period during which any violation of rule 14a may result in lifetime revocation of membership. Start of the match is determined by the designated start time of each division. End of the match time is determined when each captain has signed the score sheet.
- iv) Any action conducted by a Board Member that clearly represents a conflict of interest with the ECDO cannot be condoned.
- (1) A conflict of Interest is defined as any action conducted for the purpose of personal benefit at the expense or detriment of the ECDO or causing a loss of revenue for the ECDO.
 - (2) If the conflict continues, the Board of Directors not involved will have the power to act, including the removal of that Member from the Board.
- v) Any disciplinary notices received from other dart associations that pertain to any ECDO Member will be kept on file and may be used against the individual.

b) CELL PHONES

- i) Cell Phones should not be worn on the belt or answered while at the scoreboard scoring a match.
- ii) Cell Phone ringers shall be turned off or silenced during league play.

c) HOW TO FILE A GRIEVANCE

- i) A grievance must be presented to the ECDO in the following manner in order for any action to be taken. An email of the complaint outlining the details of the Incident must be sent to board@seattledarts.com within 24 hours of the incident. Every effort will be made to have the issue resolved before the effected team plays their next match.

d) PROTEST PROCEDURE

- i) Any paid in full ECDO Member may file a protest.
- ii) Protest must be initiated by telephone notification to the appropriate A/B Representative within 24 hours. If the A/B Representative(s) cannot be reached, the Vice President is the only person who can render an immediate decision if necessary. If neither can be reached, any other board Member may be notified to start the protest procedure, but they generally do not make immediate decisions and will only pass on the protest to the appropriate A/B Representative(s) to handle.
- iii) Details must be submitted by email to board@seattledarts.com within 24 hours of the alleged infraction or the protest will be considered invalid.
 - (1) NOTE: Protests should be avoided if at all possible. Failure to contact your A/B Representative(s) or a Board Member as outlined above will invalidate the protest. When a protest cannot be avoided, most situations allow for your team to continue the game.
- iv) A/B Representative(s) can, in most cases, render a decision regarding protests. Should an A/B Representative defer to a Board decision on an incident, the Board MUST be consulted on any other decisions pertaining to the original incident. If time is a factor and the Board has been involved, a telephone poll of ALL BOARD MEMBERS is allowable.
- v) Final appeals of Board decisions will be decided by a meeting of neutral Captains in accordance with the appeal procedures set forth in paragraph 14e.

e) APPEALING A DECISION BY THE BOARD

- i) Board decisions, except regarding movement, may be appealed by the Member determined by the board to be affected by the ruling to an Appeals Committee comprised of at least five (5) neutral captains selected by an Executive Board Member. Such appeals must be sent via email to board@seattledarts.com within 24 hours after notification of the Board's ruling. An Executive Board Member shall arrange for a location for such a meeting and notice shall be sent to the neutral captains within three (3) days of receipt of the appeal. The meeting must take place within ten (10) days of receipt of appeal. This meeting will be a closed meeting; only the A/B Representative(s), an Executive Board member and the affected parties can attend.
- ii) Once an issue has been sent to an Appeal Committee, and the committee has reached a decision, no further appeals of the same issue will be possible. Options available to the Appeals Committee are as follows:
 - (1) Uphold the decision of the Board.

- (2) Recommend a new decision regarding disciplinary action. If the new decision is not approved by a majority of the Board, the previous decision is overturned and no further action is necessary.
- iii) All of other Board decisions may be appealed by any ECDO Member impacted by the Board decision. The Appeal Committee will be comprised of five (5) neutral captains selected by an Executive Board Member. Appeals must be sent to board@seattledarts.com within 24 hours of notification of the board's ruling. An Executive Board Member shall arrange for a location for the Appeal Meeting and notice will be sent to the member making the appeal and the neutral captains within three (3) days of receipt of the appeal. The meeting must take place within ten (10) days of receipt of the appeal. This meeting will be a closed meeting. Only Board Members, neutral captains and the affected parties may attend.
 - iv) Options available to the Appeal Committee:
 - (1) Uphold the decision of the Board.
 - (2) Overturn the decision of the Board and recommend a new solution. If the new decision is approved by a majority of the Board, it takes effect and no further appeal is allowed. If the new solution fails a vote of the Board, the original decision is overturned and no further action is taken.