

Emerald City Darting Organization



www.seattledarts.com / www.emeraldcitydarts.org

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 regarding 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, 2/6/2022, 1/28/2023

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 competition within 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. If deemed necessary by the Board, qualified current Members of the ECDO may be appointed as A/B Representatives of the League. League Representatives, along with the Competition Secretary, are collectively known as the Competition Committee, which is the primary subcommittee responsible for rule adjudication.

1) MEMBERSHIP

a) PARTICIPATION IN ECDO ACTIVITIES

- i) Only ECDO members in good standing and approved guests/substitutions may participate in ECDO activities. A member in good standing is defined as one not currently under suspension by the ECDO and has paid all outstanding fees.
- ii) League players must be 21 years of age prior to any league participation unless prior authorization from the ECDO Board of Directors has been granted.
- iii) The ECDO Board of Directors has the right to refuse any person for membership or participation.

b) MEMBERSHIP FEES

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

- (1) Season Membership \$35.00, valid for the season that is currently in session.
- (2) A single membership fee entitles that member to play for exactly one team during that season.
- (3) Team membership fees do not apply to other leagues run by the ECDO (Advanced Singles League, Doubles League, Remote League, etc.).

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

c) PAYMENT METHODS

- i) Online at the league website, www.emeraldcitydarts.org, 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 are not considered in good standing (see rule 1ai), and they 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.

d) DIVISIONS

- i) The ECDO divides itself into two main classifications called Divisions ("A" & "B"), with the teams of the highest caliber placed in the "A" Division (advanced/intermediate), and the remaining teams in the "B" Division (novice/intermediate). 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" shall disband.

f) MOVEMENT PROCEDURE

- i) Player responsibilities

- (1) Any player that wishes to drop down to B must submit a request to the ECDO Competition Committee in writing. These requests require a statistics 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 paid.

b) CAPTAIN AND CO-CAPTAIN

- i) Each team shall designate a Captain and a Co-Captain. These players shall have additional responsibilities and be easily reachable by phone or e-mail. The Co-Captain will act as Captain in the Captain's absence. The 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 establishment patrons, 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 a proper dart set-up
- ii) When a captain is not able to attend a Captains' Meeting, special meeting, protest hearing, or other required meeting, they shall provide another current team Member in their place.

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 published, 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 per season and are due during or before week 2 of play.

e) TEAM ELIGIBILITY

- i) Teams must be eligible to compete in the Division they indicate when submitting a roster. Eligibility is defined in Rule (1).

f) TEAM REGISTRATION

- i) Teams must register online at the league website, www.emeraldcitydarts.org. Registration must be received by the Competition Secretary no later than the published deadline.

- 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 published.

(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 Captains' 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 the ECDO Rules and By-Laws, information, and score sheets required for the ensuing season.

h) ADDING/DROPPING PLAYERS

- i) Once submitted, changes to a Team roster are not official unless approved by the Competition Committee. This applies to any part of the season, whether it is before season play has commenced, near the beginning of the season, or in the middle of the season.
- ii) Requests for roster changes (adding or dropping) must be submitted in writing to the Competition Committee.
- iii) Should a team play with an updated roster prior to receiving approval from the Competition Committee, that team risks forfeiture of applicable legs should the request be denied.
- iv) The Competition Committee may approve or deny roster change requests based on, but not limited to, the following factors: season-ending injury or sickness, existing roster size and ability to field weekly teams without the change, the amount an individual has already played, transfer of an individual from one team to another, proximity to season-end/playoffs, and any perceived intention to gain an unfair advantage.
- v) Once approved and rostered, a new player must pay his/her full membership fee.

i) SUBSTITUTE/GUEST PLAYERS

- i) A person that plays in a match while not being on that team's official roster is known as a substitute or guest player. The intent in using subs is to allow a match to be played, without rescheduling or forfeiture of the entire match.
- ii) The substitute/guest player should be of a skill level appropriate to the division of play.
- iii) Substitute/guest players must be approved by the Competition Committee prior to play. Should a sub play without prior approval, that team risks forfeiture of applicable legs if the request is denied.
- iv) Substitute/guest players are ***not*** allowed under the following conditions:
 - (1) The team already has four regular, rostered players available for that match.
 - (2) The team already intends to use another substitute/guest player. In other words, subs are limited to one per team per match.
 - (3) The substitute/guest has already played for the same team that season.
 - (4) The substitute/guest player is currently rostered on another team in the same division.
 - (5) The substitute/guest player is currently rostered on another team in a higher division.
 - (6) The substitute/guest player is not currently on a roster, but is designated as a player of a higher division based on previous play.
 - (7) During the last two weeks of the regular season.
 - (8) During playoffs.

j) GHOST PLAYERS

- i) When a team has only three eligible players for a match, they must account for the fourth as a "Ghost" player. The Ghost player should still be listed on the scoresheet with the proper number of legs, but they score zero each round.
- ii) For singles games, the Ghost player takes an **automatic forfeit** of the leg. Mark it as such on the paper scoresheet, but there is no need to play the leg through DartConnect.
- iii) For doubles games, set up the DartConnect leg by selecting just one player for the side with the Ghost. DartConnect will automatically skip over the unnamed Ghost with a miss score – this is **not an automatic forfeit**.
- iv) For team games, Select **no** players for the side with the Ghost. Manually enter a miss score when the Ghost's turn comes up.

3) SEASON SCHEDULES, RESCHEDULING AND FORFEITS

a) SCHEDULES

- i) The preferred season schedule format is one that allows for each team to play at least one home and one away match against every other team in its division. However, the ECDO reserves the right to deviate from this format based on the number of teams in a division and the number of weeks designated for the season.
- ii) An individual team's regular season schedule shall have an equal number of home and away matches, or as close to it as possible if a team has an odd number of matches. Sponsoring bar blackout dates and/or match rescheduling may throw off this balance, but the ECDO will make a good-faith effort to maintain home/away balances within reason.

b) RESCHEDULING MATCHES

- i) A match may be rescheduled by mutual agreement between captains and the Competition Committee, 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 Competition Committee.
- iii) It will be the responsibility of each captain of the rescheduled match to notify the Competition Committee.
- iv) The requested team shall have the right to set the date and time for the match, provided such are considered reasonable by the Competition Committee.
- v) If both captains so agree, and inform the Competition Committee, 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.
- 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 Competition Committee is 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.

- ii) While playing a leg, no player may throw darts on any dartboard other than the dartboard designated for that leg. While in an active leg of play, a player may not throw any practice darts at any dartboard. Doing so will forfeit their next turn as a miss.

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 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.

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 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) STANDARD MATCH FORMATS

a) A-DIVISION – 25 LEGS

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

b) B-DIVISION – 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
- vi) Forfeits will be scored 16-5

c) B2/C-DIVISION – 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
- vi) Forfeits will be scored 13-4

d) SUMMER DOUBLES – 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
- x) Forfeits will be scored 10-3

e) CUSTOM

- i) The Board and Competition Committee may designate custom match formats for non-standard leagues/divisions as necessary (e.g. online remote play, etc.).

7) MATCH LEG DISTRIBUTION / 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 remaining turns.
- d) The following charts state 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 forfeited and will be awarded to the opposing team.

8) TIME FACTORS

- a) Matches are scheduled to start at 7:00pm.
i) There is a 30-minute grace period for starting a match as late as 7:30pm. Please inform your opponent ahead of time should your team need to utilize this grace period.

9) SCORE SHEETS

- a) The Home Team is responsible for providing the score sheet.
b) Record the date and team names at the top of the score sheet.
c) List all players’ first and last names.
d) Order of designating players for each leg:
i) For a given section (singles ’01, singles cricket, doubles ’01, doubles cricket), the Home Captain begins the game assignments by designating players from his/her team for legs 1 and 2.
ii) The Visiting Captain responds with designations for legs 1 through 4.
iii) The Home Captain then assigns the remaining legs in the section (i.e., 3 through 6 for A-Division, 3 through 5 for B-Division, 3 through 4 for B2/C-Division).

- iv) The Visiting Captain finishes the section by assigning their remaining legs (i.e., 3 through 6 for A-Division, 3 through 5 for B-Division, 3 through 4 for B2/C-Division).
- v) This process begins anew with each section of games (singles '01, singles cricket, doubles '01, doubles cricket).
- e) During the course filling out the lineup, once a captain writes down names and hands the sheet off to the other captain (or there is general acceptance that the captain is done with their step), then those names may not be changed, unless agreed upon by both captains. In the case that both captains agree to changes, the entire section (singles '01, singles cricket, doubles '01, double cricket) must be rewritten from the start, abiding by the same ordering rules. It is recommended that a fresh scoresheet be used to avoid confusion.
- f) Legibly mark the winning side for each leg.

10) 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 has been scored and/or what score is left. The scorekeeper MAY NOT advise the thrower on strategy or what number combinations are needed (for example, "40 remaining" is a valid response, not "Double 20"). It IS permissible for a partner, teammate, or a spectator to advise the thrower during 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. Therefore, it is advisable to not touch the darts until the score is recorded.
 - iv) To avoid distracting the shooter, scorekeepers shall stand still while a player is at the throw line. Scorekeepers shall not move about or drink while keeping score.
 - v) Scorekeepers shall stand facing towards and be focused on the board. They should not look at the thrower during a turn but should stay attentive and keep an open ear to clarifying questions from the thrower.
 - vi) Scorekeepers shall not lean out to see where a dart is or is going or follow the darts with body or head motion during a turn. Scorekeepers may lean out during a turn only if the thrower requests the score.
 - vii) Scorekeepers shall maintain impartial and objective. Scorekeepers shall not show any sign or disgust of excitement while at the scoreboard.
 - viii) 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. In the event no scorekeeper is available from that team, the opposing team shall supply a scorekeeper.
- iii) Every effort must be made to insure a smooth and uninterrupted match with the scorekeeper replacement not interfering with the game or match.

11) CONCLUSION OF THE MATCH AND REPORTING RESULTS

a) WHEN THE MATCH IS OVER

- i) Both captains should sign the scoresheet, acknowledging the results of the match.
- ii) Send a copy to the Competition Secretary (compsec@seattledarts.com) if there are abnormal results (e.g. a substitute or ghost player is used, or the results otherwise do not reflect correctly in DartConnect).
- iii) Retain a copy for your own records. In the case that a discrepancy is discovered, you may be required to furnish this to the Competition Committee.

12) 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.emeraldcitydarts.org.

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.

13) 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 perpetrator's ECDO membership. Any suspension will be followed by a 3-year

probationary period during which any violation of rule 13a 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) 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 13a 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.

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 **48 hours of the incident**. Every effort will be made to have the issue resolved before the affected 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 Competition Committee within 48 hours. If the Competition Committee 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 Competition Committee to handle.
- iii) Details must be submitted by email to board@seattledarts.com within 48 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 13e.

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 Appeals 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 not overturned and no further action is necessary.

14) APPENDICES

a) HOW TO MANUALLY CHALK GAMES, WITH EXAMPLES

- i) Refer to Fig 1 of an example of how to chalk '01.
- ii) Refer to Fig 2 for an example of how to chalk Cricket.

FIGURE 1 : 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 <u>Home</u>				Team <u>Away</u>	
5_01				5_01	
Dart Count	Cricket				Dart Count
Points Scored	REMAINING SCORE HERE				Points Scored
60	501	20	501	45	
T	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 2: Correct Way to Score Cricket Games

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

Team <u>Home</u> _01	(Cricket)	Team <u>Away</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.**