

Morris County Dart Association

ARTICLE I. NAME

The name of the organization shall be the Morris County Dart Association.

ARTICLE II. DEFINITIONS

Section 1. Whenever the initials "MCDA" is used in these bylaws, they shall mean "Morris County Dart Association".

Section 2. Whenever the word "Board" is used in these bylaws, it shall mean the body described in Article VII, Section 1. The Board of Governors shall be comprised of all members of the Executive Committee and one representative from each team.

Section 3. Whenever the term "Executive Committee" is used in these bylaws, it shall mean the body described in Article VI, Section 1. The Executive Committee shall be comprised of the President, Vice President, Vice President of Player Relations, Treasurer, and Statistician.

Section 4. Whenever the word "Member" is used in these bylaws, it shall mean an individual who is a member of the MCDA.

Section 5. Whenever the word "Team" is used in these bylaws, it shall mean a group of members playing darts as such.

Section 6. Whenever the term "At-large Representatives" is used in these bylaws, it shall mean one member of from each sponsoring establishment who is an active member of the MCDA.

Section 7. Whenever the term "Senior Board Member" is used in these bylaws, it shall mean the most Senior Board Member present in terms of continuous service.

ARTICLE III. OBJECTIVE

Section 1. The objectives of the MCDA are:

- A. Promote the sport of darts throughout the Morris County area.
- B. Coordinate the activities, tournaments, and functions of affiliated teams and leagues.
- C. Establish friendly relations with similar organizations in neighboring areas.
- D. Establish MCDA rules of play and regulations used during league play, in-house tournaments and MCDA sponsored tournaments.

Section 2. The MCDA shall be non-profit, non-political, non-sectarian and non-sexist organization.

ARTICLE IV. MEMBERSHIP

Section 1. Membership is open to any person who shows interest in darts, as a sport.

Section 2. Membership may be terminated or restricted with cause.

Section 3. Membership fees shall be applicable for the period of one year from the start of play. The Executive Committee will set membership fees.

- A. Membership fees must be paid prior to playing in a match. If a member of a team plays without having their fee paid, those games will result in a forfeit.
- B. Failure of a player to make the required payment will result in their removal from the roster and inability to play on a team in the MCDA until the payment is made in full.

Section 4. Sponsor fees shall be applicable for the period of one year from the start of the regular season. The Executive Committee shall set the sponsor fee. The sponsor fee will be assessed per team.

Section 5. There shall be no refund of membership or sponsor fees for any reason.

ARTICLE V. CENSURE, PROBATION, SUSPENSION & EXPULSION

Section 1. Perspective: categorically and without restriction, the MCDA Executive Committee reserves the right to censure, suspend or expel any member or officer who willfully creates disharmony, behaves in a manner prejudicial to order and discipline, or tarnishes the image of the sport of darts. No player, official, sponsor, or spectator needs to tolerate embarrassment, belligerency, and defamation or poor sportsmanship from any MCDA member.

- A. Non-MCDA sponsored tournaments and matches: Problems in public or private bars, lounges and taverns are the province of the injured party, the owner/s or bartender who may seek redress under local and state laws by ejection, police intervention or arrest.
- B. MCDA sponsored events: league play and in-house tournaments and matches: With the exception of expulsion from a given tournament by the tournament director to restore order, the MCDA Executive Committee reserves the right to any disciplinary action.

Section 2. Procedure: All protests and complaints of inappropriate actions must be filed within 48 hours of the incident and must be filed in one of two ways: Hand carried letter to a member of the Executive Committee or an E-mail letter to a member of the Executive Committee including a phone number and time frame of availability for contact.

- A. Within two days of hearing of an alleged incident, the President will notify the Vice President to investigate said incident. Unless the Vice President is either the party starting the complaint or an involved party in the complaint then the President or his appointee will perform this duty.

- B. The Vice President will determine if there is enough evidence to warrant an “official” investigation. The Vice President will inform all involved parties that an “official” investigation is underway and make arrangements to meet with the people involved. The Vice President will try to resolve the reported disputes. He/she will make a written report within three days of his/her findings, citing all specifications and charges, if any, to the President.
- C. If the reported disputes cannot be resolved by the Vice President, the President will call a meeting of the Executive Committee within seven days to serve as a Trial Committee. The parties involved in the incident will be notified of the place and time of the trial hearing and their attendance will be requested. All involved parties will be given an opportunity to address the Trial Committee.
- D. When the Trial Committee reaches a decision of what action to take, the accused will be informed of the decision and given an option of accepting the decision or appealing it to the Board of Governors. If the accused accepts the decision of the Trial Committee, the matter is closed and the decision of the trial committee goes into effect.
- E. If the accused chooses to appeal to the Board of Governors, the appeal will be heard at the next regularly scheduled meeting of the Board of Governors. The decision of the Executive Committee remains in effect until there is a decision made by the Board of Governors. The Executive Committee will make their report to the Board of Governors, and the involved parties will be given an opportunity to speak. After discussion, the Board of Governors will reach a decision in the matter. The decision of the Board of Governors will be final and binding.
- F. If the accuser does not appear at the trial hearing the matter will be dismissed as ungrounded accusations. If the defendant in the situation does not attend the meeting the allegations will be taken as established.

ARTICLE VI. THE EXECUTIVE COMMITTEE

Section 1. The Executive Committee shall be comprised of the President, Vice President, Vice President of Player relations, Treasurer, and Statistician.

Section 2. The Executive Committee shall administer the MCDA within the confines set forth in the Bylaws and Standing Rules.

Section 3. The governing body of the MCDA shall be the Executive Committee consisting of the following officers: President, Vice President, Vice President of Player relations, Treasurer, and Statistician. The governing body shall have and exercise a general supervision of the affairs of the MCDA and shall manage its properties and effects. They shall assist in administration of the MCDA's policies by enforcing penalties for infractions committed by teams and individual members. They will establish communication with team members and expand the membership of the MCDA. The legitimate organizational expenses will be discussed and approved by simple majority of the Executive Committee and will be paid by the MCDA. All MCDA financial activity shall be presented, in its entirety, in the Treasurer's report at General Membership, Board of Governors and Executive Committee meetings.

Section 4. Should an Executive Committee Member resign from office during the interim between regularly scheduled Board of Governors Meetings, the Executive Committee shall be empowered to appoint an interim Executive Committee Member, to the vacancy, until the next regularly scheduled Board of Governors Meeting, provided that the vacancy was not a result of a recall proceeding. The Board of Governors must approve such appointments at the next regularly scheduled meeting.

Section 5. An Executive Committee Member automatically resigns when, without sufficient cause, he/she fails to fulfill his/her job duties as described in Article 8-Duties of the Officers.

ARTICLE VII. BOARD OF GOVERNORS

Section 1. The Board of Governors shall be comprised of all members of the Executive Committee and one representative from each team.

Section 2. The Board of Governors must meet at least three times every season, once before, once during, and once at the end of the season. The Executive Committee will meet as deemed by the President. The Statistician in the MCDA weekly Team/Player Statistics Sheets will announce the meeting dates, days, times and locations.

- A. The meeting dates will be determined at the first meeting of the season and a list distributed to the Team Captains on the dates of the meetings.

Section 3. A simple majority of Board of Governors Members, in attendance, shall constitute a quorum. And in the absence of the President and Vice President, then the Statistician/Secretary shall assume the chair.

Section 4. Proposed Bylaw revisions may be submitted in writing at any time throughout the year. All the proposed revisions received by the Statistician/Secretary will be distributed a minimum of one week prior to the last Board of Governors meeting. All proposed revisions would be voted on by ballot at the last Board of Governors Meeting of the year.

ARTICLE VIII. DUTIES OF THE OFFICERS

Section 1. President: The President shall preside at all Board of Governors and Executive Committee Meetings. Unless excused by the No-Vote Proviso, he/she may vote to make or break a tie. The President shall decide all questions of order, appoint all committees, unless otherwise ordered and is an ex-officio member of all committees.

Section 2. Vice President: The Vice President shall assist the President and maintaining the efficiency of the operation, and in the absence of the President, shall assume the duties normally performed by the President. The President will assign the Vice President, to preside over the operations of one of the divisions. The Vice President shall be responsible for verifying that all the playing boards, within his/her Division, are certified legal, according to ADO specifications. This shall be done a minimum of once per year and/or as needed according to MCDA standards.

Section 3. Should the President and Vice President take leave of office, the Vice President or Player Relations shall assume the duties of the President that with the provision that he/she will call for an election within 30 days of their leaving office.

Section 4. Vice President of Player Relations: The Vice President of player Relations shall handle all grievances put forth by league members. He/She shall bring said grievances to the Executive Committee for review.

Section 5. Statistician: The Statistician will coordinate league scheduling in accordance to Article 15. The Statistician will maintain all team and individual statistics. For maintaining statistics, the Statistician will be compensated annually for an amount approved by the Board of Governors. The Statistician will receive two payments once at the mid-point and once at the completion of the season.

Section 6. Treasurer: The Treasurer shall receive and maintain custody of MCDA funds and shall promptly deposit all monies received. He/she shall be responsible for collection of dues and fees. He/she shall be required to submit a Treasurer's report at a regularly scheduled Board of Governors Meeting. At the expiration of his/her term of office, he/she shall turn over all books and pertinent papers to his/her successor. He/she will be responsible for setting up a multi-signature checking account that shall require two signatures for any withdrawals. . The Treasurer's signature must be on all checks, along with either the President or the Vice-President's signature.

Section 7. At-Large Representatives: At-large Representatives for each individual sponsor may be elected, appointed or chosen in any manner agreeable to the sponsor and the teams.

Section 8 Vote Proviso: During an appeal, no Board of Governors Member may vote on a protest and/or complaint of inappropriate actions taking place on a team that plays for the same sponsor that they do.

Section 9. Internet Access: Members of the Executive Committee must have access to the Internet. Each team must have someone with Internet access, in order, to receive statistics, minutes and other necessary information.

ARTICLE IX. MEETINGS

Section 1. The order of business and/or procedure of any Board Meeting or any subject not covered by these Bylaws, where noted in the Board Minutes, shall be subject to "Robert's Rules of Order", newly revised. However, should there be a conflict with these bylaws and/or "Robert's Rules of Order", newly revised, the latter shall prevail.

Section 2. Board of Governors Meetings: Participation in such meetings shall be all MCDA members, with voting limited to Board of Governors Members only. The President or Presiding Officer reserves the right to expel any observer at his/her sole discretion.

Section 3. Called Meetings: Called meetings should be announced when business of an urgent nature precludes waiting until the regularly scheduled meeting. Called Meetings for the President or any two members of the committee may call the Executive Committee at any time. Called Meetings for the President or any two members of the board may call the Board of Governors at any time. These called meetings should allow for 72 hours' notice, if possible.

ARTICLE X. ELECTIONS

Section 1. The Officers of the MCDA listed in Article VI - Section 1, of these bylaws, will be elected within one month of the beginning of the regular season.

Section 2. The Board of Governors will accept nominations, at least two weeks prior to the elections. Any MCDA member who has been part of the league for at least one season and not on suspension or probation is eligible to run for an elective office. Members nominated must accept the nomination.

Section 3. Each candidate must receive at least a simple majority of the total votes cast for that office, to be elected.

Section 4. All captains of MCDA Teams are eligible to vote, except those on suspension or probation. In the event a captain is unable to attend, he/she may send a representative in their place.

Section 5. The Statistician/Secretary shall serve as the Vote Supervisor.

Section 6. Procedures to be followed by the Vote Supervisor:

- A. Ballots are to be distributed, by the Vote Supervisor, to each captain of MCDA Teams, who is eligible to vote.
- B. Captains will vote by making a mark in the space provided for one (1) named for each office that they are voting. Voting for more than 1 person, for the same office, nullifies both votes. Marks will be ink only. Voting in pencil nullifies the entire ballot.
- C. Having completed voting, the ballot will be placed in a ballot box.
- D. The Vote Supervisor, along with the President, will count all the ballots out loud. The results will be given upon completion of the count.
- E. Absentee ballots will only be accepted if the Executive Committee had previously approved their use and only in the approved fashion.

Section 7. The President will have the Secretary notify all team captains of the election results by the first week of play.

Section 8. No MCDA member may hold more than one office on the Board of Governors or have more than one vote.

Section 9. Executive Committee members will serve a term of two years.

ARTICLE XI. RECALL OF EXECUTIVE COMMITTEE MEMBERS

Section 1. Any Executive Committee Member may be re-called from office by a majority of those Board Members, in attendance, at any Board of Governors Meeting.

Section 2. Any Executive Committee Member recalled by the Board of Governors has the right to appeal such recall action. Such appeal must be in writing and received by the President no later than ten days after the Board of Governors recall ruling. If, after consideration of the appeal by the Board of Governors, the appeal is rejected, there can be no further appeal.

Section 3. Recall voting shall be accomplished by secret ballot.

Section 4. If the President is recalled, the Vice President shall assume the office, after which a new Vice President will be elected.

Section 5. Should the President be recalled and appeal his/her case, his/her duties shall be assumed by the Vice President from the date of the petition until a final determination is made by the Board of Governors. In the absence of the Vice President the Senior Executive Committee Member will assume his/her duties, in his/her absence.

ARTICLE XII. TEAM ENTRANCE TO LEAGUE PLAY

Section 1. The MCDA reserves the right to approve new teams and new sponsors prior to affiliation with this association. The Executive Committee has the authority to approve or reject a new team or new sponsor.

Section 2. The MCDA reserves the right to expel any teams or sponsor by a two-thirds majority of the Board of Governors.

ARTICLE XIII. PLAYING RULES

Section 1. General

- A. All dart events played under the exclusive supervision on and/or sanction via the league shall be played in accordance with the following rules. All players/teams should play by league rules and where it is necessary, any supplemental rules stipulated by the league Board of Governors
- B. Any player/team, who, during any event, fails to comply with any of these league rules, shall be subject to disqualification from the event.
- C. The interpretation of the league rules, in relation to a specific Dart event, shall rest with the league Executive Committee whose decision shall be final and binding.
- D. Good sportsmanship shall be the prevailing attitude during the league play.
- E. Gambling is neither permitted nor sanctioned by the league.
- F. The league assumes no responsibility for accident or injury on the premises.

Order of Match Play

Leg 1. Four (4) single games of 401, single in double out.

Leg 2. Three (3) doubles games of killer cricket, with points.

Leg 3. Four (4) single games of 301, double in double out.

Leg 4. Four (4) single games of killer cricket with points.

Leg 5. Three (3) doubles games, 501 single in double out.

One point will be awarded for each game of singles. Two points will be awarded for each doubles game except the last game of 501, which will receive 3 points only during the regular season. A total of twenty-five (25) points will be awarded for each match and twenty-four (24) for playoffs.

Section 2. Score Sheets

- A. The official MCDA score sheet will be used by all teams and as a worksheet for both teams. Winners of each game will be marked with a "W." Both team captains must indicate their lineup, one leg at a time, and no substitutions will be allowed after the lineup is made. Both team captains are responsible for recording high scores, high ins, and high outs and will sign the scorecard. The team captain must deliver the score sheets by the designated time.
 - a. If score sheets are not turned in, on time, the team will be sanctioned.
 - b. No All-Star points will be credited to any individual, regardless if the sheet is turned in at a later date.
 - c. Teams will be given only one grace period
- B. All score sheets are to be filled out completely and signed in pen.
- C. Captains will only enter high "ins" or "outs" that total 95 points or higher.
- D. Captains will only enter tonnage points that total 95 or higher.
- E. Captains will only enter cricket points that total 5 or higher.
 - a. Cricket points will only count if the dart thrown is needed. (Example: Your opponent has all his numbers closed and you are up on points and need only three corks. Your first two darts are single corks and your last dart is a double cork. It shall be scored as only two single corks and a double cork {C7} because three darts were needed to end the game.) If your opponent already has corks closed, then it would be scored as three single corks {C6}
 - b. Any points scored after the match winning dart is thrown will not count.
- F. 500 club is when a player has a total of 500 tonnage points or higher in one match.
- G. Low game of 301 will be awarded to a player who finishes a leg of 301 in 10 or less darts thrown.
 - a. All darts thrown count towards the total, not just from when the opening double is hit.
 - b. Example: If a player throws 6 darts and does not get in, then proceeds to finish the game in 10 darts, the total thrown is 16 darts and does not count as a special.
- H. Failure to turn in the score sheet on time, result in the following penalties;
 - a. First offence- warning issued to Captain.
 - b. Additional offences- individual all-star points will not be counted regardless if sheet is turned in at a later date.

Section 3. Forfeits

- A. League play will commence promptly at 7:30 p.m. on Tuesday. It is permissible to start early provided, that both teams are present and both captains concur. If a team is not present at 7:45 p.m. all games and points will be forfeited, unless an agreement is made by the team captains. A match may be postponed by agreement by both captains for reasonable situations of convenience. The hosting location may also be changed by agreement of both captains. However, the match must be completed prior to the last scheduled league play date. A forfeit will be declared for failure of a team to attend a scheduled match. Captains, claiming forfeit, must list all the players present and have one member of the opposing team, if any are available, sign the score sheet. Any games played, before a forfeit is declared, will count (win or lose), as will the statistics. The team, claiming forfeit, will be awarded points for all the games not played, but no player will be credited with playing a game. Any team with at least four (4) players in attendance at the scheduled starting time must play that match if the opponent is present. A team with less than four (4) players in attendance by 07:45 p.m., will forfeit the match, unless both captains agree to extend the timetables.
- B. A forfeit will be declared for use of a non-roster or a suspended MCDA player. The use of unauthorized player/s will result in the entire match being forfeited. It is the responsibility of the team to accept the penalty of playing shorthanded if they cannot fill a team with only MCDA members in good standing. A match can start with only three (3) players in attendance. When it becomes time to start a game and there is no one to play the game, that particular game will be forfeited to the opposition, unless the captains agree otherwise. It is suggested that, in good sportsmanship, a compromise be worked out.
- C. Any team that forfeits 50 (individual) games by midseason, will be disbanded.
- D. Any team that forfeits 75 (individual) games at any point will be disbanded.
- E. The Executive Committee, on an individual basis, will hear extenuating circumstances.

Section 4. A nine dart warm up is the maximum allowance per player.

Section 5. Players and scorekeeper only, are allowed, inside the playing area.

Section 6. Opposing players must stand at least two feet behind the player at the oche (line).

Section 7. The Throw

- A. All darts must be thrown from the hand.
- B. A throw shall consist of three darts unless a game is finished in a lesser amount.
- C. Any dart bouncing off or falling out of the dartboard shall not be re-thrown, except when throwing for the cork, at the start of the game.

- D. If the thrower removes any dart that is in the board before the completion of the throw only the darts in the board will be counted for score and any remaining darts will be forfeited for that throw.

Section 8. Starting and Finishing

- A. The home team will have the option of throwing first for the cork in each game of each leg.
- B. The second thrower may acknowledge the first as an inner Bull (cork) and ask for the dart to be removed prior to his/her throw.
- C. The dart must remain in the board, in order, to count. Additional throws may be made 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, a re-throw will be made with the second thrower now throwing first.
- D. Re-throws will be called if the scorekeeper cannot decide which dart is closer to the cork, or both darts are in the inner bull or both darts are in the outer bull. The decision is final. The person who shot second will now shoot first.
- E. In 01 games, once the winning double out is hit, the game is over, regardless of whether further darts were thrown after the winning dart. The winning dart must remain in the board for verification.
 - a. Example: A player has 40 remaining. On his/her first dart, he/she hits the double 20 but does not believe it is in. The shooter throws the remaining two darts and hits additional points, like a single 20, double 5, single 5, another double 20...anything. After the round of three darts is complete and the shooter retrieves the darts, he/she realizes the first dart was in the double 20. In this case, the game is over, and this shooter has won, provided that the first dart is still in double 20 (and has not fallen out). The additional two darts thrown simply do not count.

Section 9. The Game

- A. Any player listed in a doubles leg can shoot for the cork regardless of position on the scoresheet.
- B. It is permissible for a doubles team to participate with one player, provided that team forfeits a turn in rotation equal to the missing player. The missing player may not join a game in progress.
- C. No player may participate in more than one game per leg, either singles or doubles.
- D. No player may participate in more than four legs in any one match.

Section 10. Additional Rules

- A. Any rules listed in these bylaws supersede all other rules.

ARTICLE XIV. TEAM ROSTER

Section 1. Rosters must be submitted, prior to the beginning of the season, with at least six players, to a member of the board.

Section 2. Rosters will be final before the start of the first week of the second half of the season.

Section 3. New players may be added to a team's roster up to January 14th, 2020 of the 2019-2020 season, provided they meet the specifications of the division they are joining. Roster additions must be reported to the Executive Committee and the new player shall not be allowed to play until all league dues are paid in full.

Section 4. If a player is on a team roster but never throws a game for that team, he/she may switch to any team with Executive Committee approval, prior to the halfway point of the season. These roster changes must be reported to the Executive Committee and the player shall not be allowed to play until league dues are paid in full.

Section 5. Players in good standing may be allowed to switch teams once prior to the half way point of the season with the approval of the Executive Committee. The Executive Committee will review each case to confirm that such a change does not provide any unfair advantage for either team involved. If the Executive Committee approves the change, the player shall lose all personal statistics accrued prior to the change of team. The prior team will retain all statistics under the forfeit column.

Section 6. Players in good standing from a disbanded team may join another team's roster prior to the half way point of the season with Executive Committee approval.

Section 7. Teams wishing to change sponsors in midseason must have the approval of the Executive Committee before starting play in the new venue.

Section 8 - A substitute player can be used up to 3 times with a fee of \$10 per match during the regular season schedule. Multiple substitutes can be used during the course of the season. Substitute players **MUST BE APPROVED BY A BOARD MEMBER** in advance. Please contact a board member before 5 PM on day of match to request approval of a substitute. The \$10 substitute fee must be paid within 2 weeks of using the substitute player. Failure to pay on time will result in all games played by the substitute player being changed to forfeit losses. This includes any double games that the substitute played. Unpaid substitutes will no longer be in good standing with the league. And teams that have not paid for substitute players will not be allowed further substitute players in future matches. Any substitute player fees paid for a person shall be applied to full season dues for that person in the event that he/she is added to a team roster as a full time member. The standard roster addition cutoff date will apply (half way point of the season). Any substitute wishing to become a full time member must do so before the halfway point of the regular season.

ARTICLE XV. SCHEDULING

Section 1. The Statistician shall be responsible for formulating the season schedule.

Section 2. The President may appoint a committee to assist in scheduling.

Section 3. The Board of Governors will decide when, if and how to implement the, B and/or C divisions.

ARTICLE XVI. TEAM CAPTAIN DUTIES AND RESPONSIBILITY

Section 1. Captains for each individual team may be elected, appointed or chosen in any manner agreeable to the team, provided the member is in good standing. If desired, a co-captain may also be chosen to share the duties and responsibilities, but the team still has only one vote.

Section 2. The team captain or designate shall represent the team at all Board of Governors Meetings.

Section 3. The captain or his/her designee must attend 50% of the scheduled meetings.

Section 4. The team captain will maintain the roster for his/her team and will promptly deliver any and all changes to the Secretary. He/she will maintain all team records and perform all duties necessary to the team.

Section 5. The captain/co-captain will make the lineup, and with the opposing team captain, ensure that the score sheet is neatly and properly completed. The captain will deliver the score sheets to the Statistician or the drop site at the designated time.

Section 6. The team captain will designate scorekeepers for games when playing at home. The scorekeeper does not have to be a league player. The captain will ensure that each scorekeeper is familiar with and abides by the rules and courtesies of correct score keeping. The rules and courtesies of correct score keeping shall be attached to these bylaws.

Section 7. The team captain is responsible for the conduct of the team during the league play. Excessive drinking, unruliness, profanity, verbal harassment in any form, or any other actions which disrupts the match or places the MCDA in a bad light are NOT acceptable. The team captain shall take action to stop and prevent any such conduct, up to and including expelling the offending party from the playing site.

Section 8. The captain shall be responsible for posting or notifying his team and/or sponsor of all correspondence relevant to his/her team.

Section 9. The team captain should have in his/her possession a copy of the MCDA Bylaws and should familiarize himself within these and other rules of darts in general.

Section 10. The team captain shall perform any and all other duties assigned him/her or as are necessary to fulfill his/her duties and responsibilities.

Section 11. Team members or the Executive Committee may remove the team captain from his/her position. The Executive Committee can remove a captain for failure of duty or for disciplinary reasons.

Section 12. Any captain removed from duty by the Executive Committee cannot return to that position for one full season unless reinstated by the Executive Committee or Board of Governors.

ARTICLE XVII. PLAYOFFS AND TROPHIES

Section 1. All teams will qualify for the playoffs.

Section 2. The Executive Committee will choose a playoff format no later than four weeks prior to the conclusion of the season.

Section 3. Individual players will have to play a minimum number of games equal to 1.5 game per scheduled night to qualify for the playoffs.

Section 4. Individual players will have to play a minimum number of games equal to 2 games per scheduled night to be eligible to win for the best overall winning percentage or All-Star Rating.

Section 5. Playoff seeding will be determined first by Match Wins. If a tie occurs, the first tie breaker will be head to head match wins, the second tie breaker will be head to head game wins and the third tie breaker will be overall game wins. If a tie still exists, a coin toss will determine the higher seeding.

Section 6. No minimum number of games shall be necessary to receive any other award.

Section 7. The third leg of doubles 501 will only count as two points so there will be a total of 24 match points.

Section 8. Playoff ties shall be broken with a game of six on six 1001 single in double off.

Appendix A. Equipment

- A. Two standard English-style bristle boards of good quality and in good condition must be secured to the wall so that the distance from the center of the board to the floor is five feet, eight inches, plus or minus one-quarter inch. (Champion Choice boards are not considered to be standard.)
- B. The "20" scoring wedge shall be the darker of the two wedge colors and positioned as the top center wedge.
- C. Lights must be mounted in such a way as to light the board brightly, reduce shadows to a minimum, and not impede the flight of the darts. Sufficient contrast lighting of the throwing areas shall be provided so that dart throwing is not hampered by the lack of visibility or distracting lighting.
- D. The toe line shall be a fixed toe block or tapeline, in place and visible at all times. The distance from the toe line to the face of the board will be seven feet, nine and one-quarter inches, plus or minus one-quarter inch. This distance will be measured from the back side (shooter's side) of the toe block or the front side (Board side) of the tapeline. Players may shoot from any reasonable distance behind the toe line. (If a player shoots from a distance less than the minimum, the captain of the opposing team should inform the shooter's captain, so that he/she may inform the shooter of the problem. Any further violations by that player will result in forfeiture of the shooter's score for the offending dart(s) thrown, with the thrown dart(s) remaining where it has landed until completion of the turn.)

- E. Dartboards should be placed so that the edge of the board is a minimum of 18 inches from any ceiling and 24 inches from an abutting wall or elevated area. Multiple boards must be placed a minimum of 24 inches from each other. Scoreboards should be placed to the outside of either board (i.e. to the left of the left board and to the right of the right board). If the scoreboards are placed between the dartboards, the distance from the outer edge of each scoreboard must be a minimum of three inches from the other scoreboard or either dartboard.
- F. MCDA suggests that each sponsoring establishment provide a designated area for the prominent display of result sheets or standings and other darts information.
- G. If, in the opinion of one of the participating teams, an equipment problem exists, a protest shall be made to the home team captain prior to the start of the match. If the problem cannot be resolved, the match shall be played, and a protest should be filed in accordance with MCDA protest procedures.
- H. For noncompliance with Rules A through E, all "home" matches shall be played "away" or at a neutral site until the deficiencies are corrected.
- I. An establishment will be accepted as a sponsor for MCDA league competition only if it is in compliance with the above equipment standards.
- J. Electronic Scoreboards may be used as long as each captain agrees to use the device. If it is not agreed upon then the score must be kept on the standard dry erase/chalk type board.

Appendix B. Scoring and Marking

- A. The home team will be responsible for supplying a scorekeeper for every game.
- B. In 01 games, a player "busts" when scoring more points or one point less than the number of points remaining in the game, or when scoring the exact number of points remaining when the last dart thrown is not a double. After a "bust", the score remains as it was prior to the turn. Darts thrown after a finishing do not count. (See Article XIII, Section 8, Point E)
- C. For a dart to score, it must remain in the board for five seconds after the last dart is thrown. The tip of the dart must touch the bristle-scoring surface to count.
- D. A dart's score shall be determined from the side of the wire in which the point of the dart enters the board.
- E. A dart is "thrown" when it leaves a player's hand as the hand and arm move toward the board, after the player has taken a position at the line. A dart that is dropped while a player is taking position at the line, or resetting for a second or third throw, does not count as a thrown dart. A dart scores as thrown, even if deflected, whether or not it strikes the board.

- F. When a player throws "out of turn" and it is discovered before the next team throws, the score will not be counted, and the proper player will throw. When a player throws "out of turn" and it is discovered later in the same game, the scores and the new order will stand, and that player will lose his/her next turn in the new order.
- G. The scorekeeper shall mark all specials (i.e. c-points and tons) on the scoreboard and will make sure that the captains confirm the specials before being erased.

Appendix C. Score Keeper Rules (Extended)

1. If two teams can resolve issues in a different manner, then that's OK too, but these rules will be referred to when there is a disagreement. Best to follow the rules to make sure there is never a disagreement. These are for scorekeepers and players! We want to eliminate disagreements on scoring, make sure the scorekeeper knows his/her role (don't distract), and prevent disagreements on coaching and so forth.
2. The scorekeeper must not eat, drink, or have conversations during the game that he/she is scoring when a player is throwing their darts.
3. The scorekeeper must generally be facing the scoreboard/dartboard while the player is throwing.
4. The scorekeeper must not move or talk while the player is throwing, unless the player asks the scorekeeper to check the score of the dart just thrown. NO LEANING IN to check the position of a dart, unless requested by the player.
5. The scorekeeper must announce the score of the round of the three-darts thrown, after all three darts are thrown.
6. The player must not remove the darts from the board until the scorekeeper announces the score of the round, marks it on the scoreboard, AND the player confirms he/she agrees with the announced score. Any disagreement over a round's score should be resolved BEFORE the darts are removed from the board. If the darts are removed from the board before the disagreement is resolved, the scorekeeper's announced score will be used. In other words, once the darts are pulled from the board, the score for the round cannot be changed.
7. No corrections to the round score or total game score can be made after the next player throws a dart.
8. While scoring a game, if the scorekeeper is the team captain, he/she can coach his/her teammate in regard to strategy, 01 out combinations, etc. Any other teammates cannot coach the player while scorekeeping, unless previously agreed upon between both team captains.
9. It is the responsibility of the player, or his teammates, to calculate the remaining score when approaching the end of an 01 game. Do not rely on the scorekeeper to accurately tell you "what's left" after you have thrown one or two of your three darts.