

Akron Canton Dart Club Inc. / Rule Book

As Amended, Aug 11, 2023

1. MEMBERSHIP:

- A. Only registered players may participate in the Akron Canton Dart Club (ACDC) sponsored activities, except as in 1 (C).
- B. Any person whose age is (21) is eligible for league play in the ACDC.
- C. Substitute players must pay yearly dues the first time they sub during a season, unless previously paid in that calendar year. Substitute players must pay \$5 each time they sub. If a player plays 3 times for the same team, \$10 of the sub fees will be applied to the seasonal dues. No sub fees will be reimbursed for any other team member has played for. Fees need to be paid by 5pm the following Tuesday at the ACDC Office or via the club's website.

2. REGISTRATION:

- A. Each team and team captain must be registered with the ACDC prior to the start of the season.
- B. Team registration must include full names, addresses, phone number and email address of all players. All players must play under their legal name and DOB. Captains will be responsible to verify that the information on the sheet is correct. Penalty will be a three-season suspension for the captain and the player, not counting the current season.
- C. All player and sponsor fees must be paid by the start of each season. If fees are paid with a NSF check, the team will be notified and given (1) week to make the check good. After (1) week the team will be penalized (2) points per week up to (4) weeks (ref. 14B & 14C) with suspension pending board discretion after the 4 weeks. A fee will be assessed for each NSF occurrence. NSF fee is based on current bank rates.
- D. All teams must be willing to travel with-in 30 miles of ACDC Office for league play.

3. FEES, DUES:

- A. To be a member in good standing for all league play, yearly dues of \$20.00 is payable the first time you register or substitute in a calendar year, January 1st to December 31st.
- B. To be a member in good standing for regular league play in the ACDC, a \$25.00 fee per person per season is required with registration in all leagues.

- C. Sponsor fee shall be paid with team registration. The current fees are \$50.00 for 4-Man and Doubles per team per season. Singles fees are \$20 per player.

4. EQUIPMENT:

- A. All league competition, including tournaments and playoffs, shall be conducted on a standard English bristle twenty-point clock faced dartboard.
 - 1) No logo boards such as Harley, Bud Light, or such will be accepted for league play.
- B. An acceptable dartboard must be secured to the wall so that the distance from the center of the bullseye is 5' feet 8" inches, plus or minus a ¼ inch.
- C. The scoring wedge indicated by the twenty shall be the darker of the two colors and must be the top center wedge.
- D. Lights must be affixed in such a manner as to brightly illuminate the dartboard, reduce to a minimum the shadows, and not physically impede the flight of the dart.
- E. The dartboard should be positioned so that it is readily available to the players, without distraction to the thrower, and is relatively free of traffic flow of pub patrons.
- F. There shall be one wide strip approximately (3) feet wide on the floor. From the front, or plane of the dartboard's scoring surface to the front of the strip, or oche line, the distance shall be 7 feet, 9 and ¼ inches, plus or minus a ¼ inch.
- G. The distance from the center of the bullseye to the front of the oche line, on the diagonal, shall be 115 and 3/8 inches, plus or minus a ¼ inch. If there is more than one dartboard, each dartboard must be at least (5 feet between bullseyes).
- H. A scoring surface must be provided and located in such a position that the score may be easily read by the players.
- I. The dartboard wire spiders must not be broken, and the double and triple rings must be within a tolerance of 1/32 inch of the normal space measurement of 3/8 inches.
- J. All comments concerning the equipment of an establishment must be made in writing or via email (club@akroncantondartclubinc.com).
- K. All sponsors will have their dart equipment sanctioned every 2 years. If any changes are made, the equipment must be re-sanctioned. Sponsors are responsible for: Dartboards, lighting, scoreboards (dry-erase or chalk) and toe line. In lieu of scoreboards, sponsors must have DartConnect brackets. Equipment must be in usable/playable condition.
- L. DartConnect scoring is required as part of the Akron Canton Dart Club.

5. THE 4 MAN TEAM:

- A. A tungsten team will consist of a minimum of (4) players, and a maximum of (8) players, including subs.
- B. A nickel team will consist of a minimum of (4) players, and a maximum of (8) players, including subs.
- C. A brass team will consist of a minimum of (4) players, and a maximum of (8) players, including subs.
- D. A minimum of (2) players must be present to play a match in any division. When two or more players are present, the match shall be played. If not played, a forfeit will be called on the team not playing.
- E. (a.) No brass player may compete in more than (2) 501, (1) 301, or (2) cricket games in a match.
 (b.) No nickel player may compete in more than (2) 501, (1) 301, or (2) cricket games in a match.
 (c.) No tungsten player may compete in more than (2) 501, (1) 301-best of three for one point, or (2) cricket games in a match.
- F. Lineups must be exchanged for each series of games before play of those games.
- G. The night's lineup is to be filled out blind by each captain. Captains are not allowed to pre-arrange opponents.
- H. If a team is playing short (one or more players missing), that team may choose to play (1) player against (2) from the opposing team, or two or three against four, forfeiting missing player's turns. The team playing short has the option of what match(es) are forfeited.
- I. If both teams have 2 or more missing players, non-played games will not count.

6. TIME FACTOR:

- A. All matches are scheduled to start at 7:30 P.M., Eastern Standard Time, on the date and location scheduled.
- B. The deadline for starting a match is 7:50 P.M., EST. The late team forfeits first game point. At 8:10 P.M., EST, the late team forfeits second game point.
- C. If a team fails to show for the scheduled match by 8:30 P.M., EST, and no notification is made of the possibility of being late, the match will be considered a forfeit by the absent team. The team that shows will receive all points possible in their division.
- D. Team Captains can agree to both a make-up match or, pre-match prior to scheduled date. Team captain must notify ACDC Office of the reschedule prior to match taking place.

7. THE MATCH:

A. 4 Man League

- a. A match for Tungsten/Division 1 consists of the following games:
 - i. 1 – Four-person 1001, free in, double out.
 - ii. 4 – Doubles 501, free in, double out.
 - iii. 4 – Singles 301, double in, double out. Best two out of three.
 - iv. 4 – Doubles Cricket.
- b. A match for Nickel/Division 2 consists of the following games:
 - i. 1 – Four-person 801, free in, double out.
 - ii. 4 – Doubles 501, free in, double out.
 - iii. 4 – Singles 301, double in, double out.
 - iv. 4 – Doubles Cricket.
- c. A match for Brass/Division 3 consists of the following games:
 - i. 1 – Four-person 801, free in, double out.
 - ii. 4 – Doubles 501, free in, double out.
 - iii. 4 – Singles 301, double in, double out.
 - iv. 4 – Doubles Cricket.

B. Doubles League

- a. All matches are scheduled to start at 7pm EST, on the date and location scheduled.
- b. The deadline for starting a match is 7:20pm EST. The late team forfeits first game point. At 7:40pm EST, the late team forfeits a second game point.
- c. If a team fails to show for the scheduled match by 8pm, EST, and no notification is made of the possibility of being late, the match will be considered a forfeit by the absent team. The team that shows will receive all points possible in their division.
- d. A match for all divisions consists of the following games:
 - i. 1 – Team 601, free in, double out.
 - ii. 3 – Team 501, free in, double out.
 - iii. 4 – Singles 301, double in, double out. Best two out of three.
 - iv. 3 – Team Cricket.

C. Singles League

a. A match for all divisions consists of the following games:

- i. 8 – 501, free in, double out.
- ii. 3 – 301, double in, double out.

8. BEGINNING A GAME:

- a. All games begin by throwing for cork (or diddling). The player throwing closest to cork starts the game. Double bull beats single bull.
- b. Home teams have choice of corking first or second, the first match game. The team's alternate choice the remaining match games.
- c. Home team will be listed on the left side of the chalkboard and visiting team on the right for all match games.
- d. Only players scheduled in a particular game may throw for cork.
- e. Should the scorekeeper call for a re-throw, darts will be removed, and second thrower will now throw first. Scorekeepers do not measure, if it is too close to call, ask for a re-throw.
- f. The dart must stick in the board to count. Additional throws may be made (only when corking), until such time as a dart sticks in the board. Should the second corker dislodge, the dart of the first of the first thrower, both throwers will re-cork.
- g. The second cork may acknowledge the first dart as a single or double bull and ask that the first dart be removed before corking.
- h. Darts must not be touched by scorekeeper or others prior to the scorekeeper's decision.
- i. The thrower for cork need not be the one throwing first in the game.

9. SCORING AND MARKING:

- a. There are no ties in cricket. If there is no score, or the score is tied, the first team to close all numbers wins.
- b. To score, the point of the dart must be touching, or in the bristle portion of the dartboard.
- c. No dart may be touched by anyone other than the thrower, prior to the scorekeeper's decision.
- d. A dart's score will be determined by the side of the wire at which it enters the board.

- e. It is the responsibility of the thrower to verify his score before he/she removes the darts from the dartboard. The score remains as written if one or more darts have been removed from the board.
- f. The scorekeeper may inform the thrower what he/she has left, and/or what has been shot, if asked, however the verification of each is ultimately the responsibility of the thrower. The scorekeeper may not inform the thrower what needs to be hit to win the game.
- g. Any member of a team, except Chalker, may advise the thrower during the game. If the captain is chalking, he/she may not advise the throwers.
- h. **Errors in math must stand as written, unless corrected prior to the start of that team's next throw.** This may be waived in the interest of sportsmanship if both captains agree.
- i. If a spectator intervenes in the game (calling scores, harassment, etc.), it is the responsibility of the home captain to request the spectator to stop. If the spectator does not stop, request the pub owner/manager to assist.
- j.

10. REPORTING SCORES: Tungsten, Nickel, Division 1, Division 2, Flex Singles and all related divisions

- a. Captain of the home team is responsible for submitted scores via DartConnect. If there are issues with DartConnect, you may submit score sheet via email to report scores.
- b. **All team members full names will be loaded in DartConnect. If there are issues with DartConnect you may use the line-up sheet. The word sub must be listed next to all substitute's names.**
- c. DartConnect must be submitted/synchronized by Thursday at 5pm.
- d. The last night of seasonal play, if issues with DartConnect, captains of the team must call in or email scores by 5 P.M. the following day.

11. UNREPORTED SCORES:

- a. If your scores are marked by an (*) asterisk in the standing sheet, **both captains are responsible for calling in scores** and DartConnect must be synchronized before the next standing sheet is published. Failure to do so, will result in a (1) point penalty against the team(s) not calling in the score. The penalty point will be subtracted from the wins and then added to the losses. If neither captain calls in their score, or DartConnect is not synchronized then both teams will have a loss of one point.
- b. Any errors in DartConnect scoring or final scores must be presented to the club office in writing or email within 10 days of match completion.

- c. After each match, DartConnect must be synchronized. Failure to do so, may result in a 1 (one) point penalty.

12. PLAYOFFS: ALL ACDC RULES APPLY

- a. The team with the highest winning percentage at the end of a season is that division's winner. Playoffs for league championship, (when needed), the total number of wins, divided by the total number of scheduled games played in each respective division, will determine the wild card spot per highest average.
- b. First place division ties will be played off. Wild card ties will only be played off if they are the last wildcard spot needed. If there is a three-way tie for the wildcard spot, the board will contact the teams that will playoff for the last wildcard spot. To decide which 2 teams will get to playoff, their scores will be compared to the first-place team in their division. The 2 teams with the highest wins will be the teams to play for the last wildcard spot.
- c. If there is a tie for the seed, then the seed (e.g.: Tungsten A) will be given to the highest ranked team.
- d. The ACDC board will be in touch with tying teams to arrange playoff date.
- e. If a postponement is necessary, the ACDC Board of Directors is to be contacted within 24 hours of the scheduled match.
- f. The first round of playoffs, all division winners will be seeded by winning percentage before the wildcards.
 - i. After the division winners are seeded, the wildcards will be placed in order of winning percentage.
 - ii. The division winners and if needed, the highest percentage wildcard will host the playoffs.
 - iii. The maximum number of teams in a playoff will be eight, except in a single division then there will only be four teams in the playoffs.
 - iv. In the instance of a tie, where both teams are in the same division; the win/loss record between the teams will determine seeding.
 - v. In the second round of playoffs, division winners will host the playoffs.

If no division winners remain in a bracket, then the highest percentage team will host their playoff.
 - vi. The finals will be held at a neutral location.

- g. Any member playing in the playoffs must have played at least 7 legs prior to the playoffs. Player must also be a member of the that team prior to playoffs.
- h. League playoffs will be played on a predetermined date arranged by the board to the first meeting after schedule is published.
- i. Only teams involved in the playoffs will be contacted by the ACDC board as to where they will be playing.
- j. The captain of a playoff match must make sure that DartConnect is synchronized prior to leaving the match.
- k. There will be no officials assigned until Final Playoff matches, unless requested. An official can be requested by either team captain for a playoff match.
- l. Only team members are eligible to play in playoff matches.
- m. If there is any type of conflict between teams or locations, The Board may change venue of any playoff match.

13. FORFEITING AND QUITTING:

- a. Definition of match forfeiture: A team that does not follow the postponement rules, resulting in a match not being played constitutes forfeiture.
- b. If a team quits or is suspended, all teams in their division will be given the maximum points that can be earned in their division.
- c. If a team quits or is suspended during the second half of the season, the first half scores will remain the same, only the second half corrected. In a 15-week season, the season is divided into thirds. Scores will remain the same for the thirds played; only the remaining thirds will be corrected.
- d. A suspended team's members will be suspended for the remainder of that season, and the next two seasons, from any ACDC play. Individual members of a suspended team may apply for re-instatement due to extenuating circumstances, in written form to the ACDC Board. A 2/3 majority vote of board members present is required for re-instatement.
- e. Any letters of suspension must be sent via registered mail.

14. ILLEGAL PLAYER STATUS AND PENALTIES: ILLEGAL PLAYERS ARE:

- a. Any player who has not paid seasonal or yearly dues.
- b. Any player not in good standing with the ACDC.

- c. Any player subbing in a classification lower than his/her rating.
- d. Any team using an illegal player forfeits all points won by or with illegal player.
- e. Any team using an illegal sub will be penalized an additional (2) points that will be taken from the wins and added to the loses. No unearned points are awarded to the opposing team. The team captain is also put on probation for the remainder of the season. After the third offense, the team is suspended for the remainder of the season.

15. SUBS:

- a. Substitutes must pay yearly dues the first time they sub in a calendar year to be a legal sub and pay seasonal fees the third time they sub on the same team during a season. Cash, Check, Money Order, or online payment can be made. Sub form must be completed online by 5 P.M. on Thursday that week. Any game won by or with the sub will be forfeited if not paid.
- b. The team cannot just send in a sub form to add a sub to the team. The sub must play in at least one match to be considered a sub.
- c. A sub must play in at least 7 legs during a regular season and become a team member by the last 2 weeks of a season to be eligible to play in a play-off for that team.
- d. Substitutes must pay yearly dues the first time they sub, in a calendar year, and pay \$5.00 each time they sub; to be a legal sub. Once the player becomes a member of a team, \$20.00 seasonal fee is due; less any sub fees paid for that team. Any game won by or with the sub will be forfeited if not paid. Example: Johnny Barrels subs twice for Team A (pays \$10.00), plays twice for Team B (pays \$10.00) and then becomes a full-time player on Team A. Johnny owes \$10.00 for his seasonal fees and is now a rostered player for Team A.
- e. All sub fees more than \$20.00 will be assigned to a funding stream based on a 2/3rd vote of the board.
- f. A sub can only float in the division he/she is ranked.
- g. If a sub plays for the same team 3 times the floating sub is, then removed from the sub list and added to that team's roster. Said sub will no longer count against any team that he/she has played for.
- h. A new sub may not be added in the last 2 weeks of the regular season.

16. PLAYER, TEAM STATUS:

- a. A player may register for the team he/she chooses. He/she is then committed to that team for the remainder of that season.

- b. Players may change teams between seasons.
- c. No new players may be added to a team during the last (2) weeks of play in that division.
- d. If a player has not played by the 1st third of the season, Captain can request to have that player removed. Any money paid for that player will be forfeited.
- e. If a player has played on a team but can no longer play, Captain can submit a request in writing to have the player removed from their roster. Board 2/3rd vote required

17. GRIEVANCES:

- a. Any member of ACDC may file grievances. Grievances may also be filed by the sponsor if actions took place during league play.
- b. All grievances must be mailed to or received by the Secretary within (5) days of occurrence: Mail to: PO BOX 80185 Canton O 44708.
- c. Each team captain has the proper forms to fill out in their captain's packet.
- d. Both/All parties involved will be contacted as to what action is being taken.
- e. Failure to comply with any of these procedures will invalidate the grievance.
- f. Most grievances can be settled the night of play if both captains sit down and talk rationally.
- g. Grievance procedure is detailed in the ACDC By-Laws.
- h. Final decisions on grievance hearings must be sent via registered mail to the member.

18. WEATHER CONDITIONS:

- a. No penalty will be enforced for postponements due to weather conditions, providing that the postponing team calls the opposing team captain and the Pub in which the match is scheduled.

19. SPORTSMANSHIP:

- a. Good sportsmanship should be the prevailing attitude during all ACDC sponsored events.

- b. Attempts to distract an opponent while they are throwing will not be tolerated. Complaints may result in disciplinary action.
- c. All complaints are to be forwarded to the Secretary on proper grievance forms.
- d. The common courtesy of a handshake after a game is encouraged.
- e. Wild darts and darts thrown in anger will not be tolerated. If a team member is found to have thrown their darts that team member will be suspended for the remainder of the season.
- f. No loud arguments, profanity, or fistfights will be tolerated.
- g. **Chalker's must face the dartboard, not drink, stand still, respond when asked a score, and not distract the thrower in any way.**

20. GENERAL RULES:

- a. A dart must remain in the board (5) seconds after the last dart is thrown, and physically removed by the thrower, to count.
- b. If a player steps over the oche line, a warning must be given. Any further infraction will result in the throw not counting.
- c. The time limit between darts is to follow "ADO Rule #20" as follows: All darts must be thrown by, and from, the hand. The player is allowed a total of 3 minutes to complete their turn as timed by a tournament official. No darts will be allowed to be thrown after 3 minutes.
- d. **If the player throws out of turn, his/her points are removed, and the correct player throws. The out of turn player then forfeits his next turn. This must be caught before the next player throws.**
- e. If one dart sticks in the back of another (robin hooding), only the dart stuck in the board counts.
- f. A player may step over the oche line to verify what he/she has thrown, after each dart. Darts must be stuck in the board before stepping over the line, and player may not touch the darts.
- g. A time limit of (3) minutes is permissible between matches.
- h. No participant in a game may practice on another board while match is in progress.

21. POLICY:

- a. The president has the right to set policies.

- b. Temporary rules or rule changes will be printed in the weekly newsletter (If the change is during a season). It will be the responsibility of the team captain to inform his/her players of these announcements. And the responsibility of each player to read them.
- c. These league rules may be revised or amended for clarity and uniformity at any ACDC board meeting. A majority of board members present is needed for revisions or amendments and are in effect when printed in the newsletter.

22. QUALITY POINTS/HIGH SCORES:

- a. High In's are valid in 301 games only. High Outs are valid in any 01 game.
- b. Falsification of high darts may result in disciplinary action.
- c. A member playing in a division lower than his/her classified division, will have their scores recorded in their rated division.
- d. Quality Points for all divisions and leagues are as follows. A member playing in a division lower than his/her classified division will have their scores recorded in their rated division:
 - i. 95 – 132 = 1 point
 - ii. 133 – 170 = 2 points
 - iii. 171+ = 3 points
 - iv. Outs = 2 points
 - v. Cricket 9ct = 3 points
 - vi. Cricket 6ct Bulls - 3 points
 - vii. 180's = Season End Award
 - viii. 171+ = Season End Award

23. TEAM CAPTAINS:

- a. Captains are responsible to be sure Dart Connect scores are synced after each match.
- b. The team captain is responsible for the conduct of his/her team.
- c. Captain is responsible for his team and sponsor fees.
- d. Captain is responsible for knowing and providing his team with rules, rule changes, and announcements at captain's meetings and/or in the weekly newsletter.

- e. Captain is responsible for providing score sheets and scoring Tablet for all home games.
- f. A member playing in a division lower than his/her classified division will have their scores recorded in their rated division.
- g. Failure of the captain, or acting captain, to comply with above stated responsibilities, may result in disciplinary action, including suspension of the captain, by the ACDC Board.
- h. All team captains must have a valid email address.
- i. All team captains must have a valid phone number.

24. POSTPONEMENTS: SEASONAL AND PLAYOFFS:

- a. No more than (2) postponements are allowed per team per season, excluding weather conditions, or death in the immediate family involving at least (2) team members (subs not included), two-point penalty will not apply.
- b. Make up matches must be played within a (2) week period of the original scheduled date in the pub scheduled. If this cannot be done, the ACDC board must be contacted at club@akroncantondartclubinc.com, or 330-323-9787. Make up matches in the last two weeks of a season must be made up the same week as the postponed match.
- c. Team postponing a match loses (2) points on the night of makeup. There will be no unearned points awarded, the penalty points will be subtracted from the wins and added to the losses of the postponing team.
- d. Postponement means not playing a match on the scheduled night, the exception being weather conditions, death in family and or reference 22a.

25. SANCTIONED ACDC TOURNAMENT:

- a. No tournament will be sanctioned by the ACDC, if not run to ACDC standards.

26. CLASSIFICATIONS:

- a. Types of classifications
 - i. Individual players will be classified in the league in which they are a regular player
 - ii. At the present time there are (3) levels of classification, and go highest to lowest, Tungsten, Nickel, Brass

- b. Classifying a Player
 - i. Classifying a player is done during a calendar year. Data for classifying a player is done from the previous calendar years DartConnect data.
 - ii. An unclassified player shooting as a regular player will be automatically classified in the league in which he/she is playing, and will remain at that level unless changed by Rule 26 d.
 - iii. If a player has no '01 average, the player will receive the average of the division he is playing in.
- c. Divisions a classified player may play in:
 - i. A classified player may register and play in the league in which he/she is classified, or any league higher without restrictions.
 - ii. A classified player may register and play in a league one step lower (except as in 25 iii).
 - iii. Providing there are no more than one (1) player from the higher league on the team. The player's rating does not change except as in rule 26 d. A reclassified Tungsten player may not play in the Brass Divisions.
 - iv. All team rosters must be turned in prior to the start of that season. If a roster change is needed, no player may be added at any time to a team classified lower than that player's personal classification. Any player added to a team roster after scheduling is completed and is classified higher than the league team, he/she is playing in, team will forfeit all games that are won with the higher classified player.
- d. Classification of Teams
 - i. Each member's PPD from Dart Connect will be averaged in the team.
 - ii. If a member does not have a Dart Connect average, then they will receive the average of the respective division they are playing in.
 - iii. If a team has a member that does not have an average, that teams average must be manually computed.

27. SINGLES FLEX LEAGUE:

- a. Players have from Monday – Sunday to complete that week's match.
- b. Membership:
 - i. All membership for Singles Flex League follows Section 1 (A-C)
- c. Registration:

- i. Each member must be registered with the ACDC prior to the start of the season.
 - ii. Each registration must include full names, addresses, phone number and email address of all players. All players must play under their legal name and DOB.
 - iii. All player and sponsor fees must be paid by the beginning of week 2. If fees are paid with a NSF check, the player will be notified and given (1) week to make the check good. After (1) week the member will be penalized (2) points per week up to (4) weeks (ref. 14B & 14C) with suspension pending board discretion after the 4 weeks. A fee of \$35 will be assessed for each NSF occurrence.
 - iv. All players must be willing to travel with-in 30 miles of ACDC Office for league play.
- d. Fees and Dues:
 - i. To be a member in good standing for all league play, yearly dues of \$20.00 is payable the first time you register or substitute in a calendar year, January 1st to December 31st.
 - ii. To be a member in good standing for regular league play in the ACDC, a \$25.00 fee per person per season is required with registration in all leagues.
 - iii. An entry fee shall be paid by the team sponsor with registration. This current fee is \$20.00 per team per season.
- e. Equipment:
 - i. All equipment rules will follow Section 4
- f. Team:
 - i. The team consists of 1 player
- g. Time Factor:
 - i. All matches are scheduled to start at 7:00 P.M on Mondays, Eastern Standard Time, on the date and location scheduled.
 - ii. Members have until Sunday of that week to complete the scheduled match
 - iii. The deadline for starting a match is 7:20 P.M., EST. At this time the late team forfeits first game point. At 7:40 P.M., EST, the late team forfeits second game point.
 - iv. If a player fails to show for the scheduled match by 7:50 P.M., EST, and no notification is made of the possibility of being late, the match will be considered a forfeit by the absent player. The player that shows will receive all points possible in their division.
- h. The Match:
 - i. The match consists of 11 legs
 - ii. The legs are as follows:

1. 501, 501, 301, 501, 501,301,501, 501, 301, 501, 501.
 2. All games are 1 leg.
 - iii. At the beginning of the match, players diddle for the start.
 - iv. Each leg after players will alternate the start.
- i. Scoring and Marking:
- i. To score, the point of the dart must be touching, or in the bristle portion of the dartboard.
 - ii. No dart may be touched by anyone other than the thrower, prior to the scorekeeper's decision.
 - iii. A dart's score will be determined by the side of the wire at which it enters the board.
 - iv. Errors in math must stand as written, unless corrected prior to the start of that players next throw. This may be waived in the interest of sportsmanship if both players agree.
 - v. If a spectator intervenes in the game (calling scores, harassment, etc.), it is the responsibility of the home player to request the spectator to stop. If the spectator does not stop, request the pub owner/manager to assist.
- j. Reporting Scores:
- i. All scores must be received by 7pm on Sunday.
 - ii. After each match, DartConnect must be synchronized. Failure to do so, may result in a 1 (one) point penalty.
 - iii. Any errors in DartConnect scoring or final scores must be presented to the club office in writing or email within 10 days of match completion.
- k. PLAYOFFS: ALL ACDC RULES APPLY
- i. Play-offs are based on participation.
 - ii. For play-offs to commence there must be a minimum of 4 players.
 - iii. There will be a maximum of 8 players for the play-offs
 - iv. The player with the highest winning percentage at the end of a season is that division's winner. Playoffs for league championship, (when needed), the total number of wins, divided by the total number of scheduled games played in each respective division, will determine the wild card spot per highest average.
 - v. First place division ties will be played off. Wild card ties will only be played off if they are the last wildcard spot needed. If there is a three way tie the board will contact the players that will playoff for the last wildcard spot. To decide which 2 players will get to playoff, their scores will be compared to the first-place player

in their division. The 2 players with the highest wins will be the plyers to play for the last wildcard spot

vi. All playoff matches are first to 6.

l. Subs:

i. No subs are permitted.

ii. If a player must op-out of singles due to circumstances, then the following:

1. If a player has completed a cycle, played all members in their division, those points will remain.

2. If a player has opted out during a cycle, the wins and loses are removed from both players.

m. Grievance:

i. All procedures for grievances follow section 17.

n. Sportsmanship:

i. Sportsmanship follows section 18.

o. General Rules:

i. General Rules follow section 19.

28. DOUBLES LEAGUE:

a. Doubles league plays on Wednesday at 7pm.

b. Membership:

i. All membership for Double League follows Section 1 (A-C)

c. Registration:

i. Each member must be registered with the ACDC prior to the start of the season.

ii. Each registration must include full names, addresses, phone number and email address of all players. All players must play under their legal name and DOB.

iii. All player and sponsor fees must be paid by the beginning of week 2. If fees are paid with a NSF check, the player will be notified and given (1) week to make the check good. After (1) week the member will be penalized (2) points per week up to (4) weeks (ref. 14B & 14C) with suspension pending board discretion after the 4 weeks. A fee of \$35 will be assessed for each NSF occurrence.

iv. All players must be willing to travel with-in 30 miles of ACDC Office for league play.

- d. Fees and Dues:
 - i. To be a member in good standing for all league play, yearly dues of \$20.00 is payable the first time you register or substitute in a calendar year, January 1st to December 31st.
 - ii. To be a member in good standing for regular league play in the ACDC, a \$25.00 fee per person per season is required with registration in all leagues.
 - iii. An entry fee shall be paid by the team sponsor with registration. This current fee is \$50.00 per team per season.
- e. Equipment:
 - i. All equipment rules will follow Section 4
- f. Team:
 - i. The team consists of 2 players.
- g. Time Factor:
 - i. All matches are scheduled to start at 7:00 P.M on Wednesday, Eastern Standard Time, on the date and location scheduled.
 - ii. The deadline for starting a match is 7:20 P.M., EST. At this time the late team forfeits the first game point. At 7:40 P.M., EST, the late team forfeits second game point.
 - iii. If a team fails to show for the scheduled match by 7:50 P.M., EST, and no notification is made of the possibility of being late, the match will be considered a forfeit by the absent team. The team that shows will receive all points possible in their division.
- h. The Match:
 - i. The match consists of 9 legs
 - ii. The legs are as follows:
 - 1. 601, 501, 501, 501, 301 (best of 3), 301 (best of 3), 301 (best of 3)
301 (best of 3), Cricket, Cricket, Cricket
 - 2. All games are 1 leg except for 301.
 - 3. In the 301 sets, member must play each opposing team member.
 - iii. At the beginning of the match, players diddle for the start.
 - iv. Each leg after players will alternate the start.
- i. Scoring and Marking:
 - i. There are no ties in cricket. If there is no score, or the score is tied, the first team to close all numbers wins.

- ii. To score, the point of the dart must be touching, or in the bristle portion of the dartboard.
 - iii. No dart may be touched by anyone other than the thrower, prior to the scorekeeper's decision.
 - iv. A dart's score will be determined by the side of the wire at which it enters the board.
 - v. It is the responsibility of the thrower to verify his score before he/she removes the darts from the dartboard. The score remains as written if one or more darts have been removed from the board.
 - vi. The scorekeeper may inform the thrower what he/she has left, and/or what has been shot, if asked, however the verification of each is ultimately the responsibility of the thrower. The scorekeeper may not inform the thrower what needs to be hit to win the game.
 - vii. Any member of a team, except Chalker, may advise the thrower during the game. If the captain is chalking, he/she may not advise the throwers.
 - viii. Errors in math must stand as written, unless corrected prior to the start of that team's next throw. This may be waived in the interest of sportsmanship if both captains agree.
 - ix. If a spectator intervenes in the game (calling scores, harassment, etc.), it is the responsibility of the home captain to request the spectator to stop. If the spectator does not stop, request the pub owner/manager to assist.
- j. Reporting Scores:
- i. Captain of the home team is responsible for submitted scores via DartConnect. If there are issues with DartConnect, you may submit score sheet via email to report scores.
 - ii. **All team members full names will be loaded in DartConnect. If there are issues with DartConnect you may use the line-up sheet. The word sub must be listed next to all substitute's names.**
 - iii. DartConnect must be submitted/synchronized by Saturday at 5pm.
 - iv. The last night of seasonal play, if issues with DartConnect, captains of the team must call in or email scores by 5 P.M. the following day.
- k. PLAYOFFS: ALL ACDC RULES APPLY
- i. Play-offs are based on participation.
 - ii. For play-offs to commence there must be a minimum of 4 teams.
 - iii. There will be a maximum of 8 teams for the play-offs
 - iv. The teams with the highest winning percentage at the end of a season is that division's winner. Playoffs for league championship, (when needed), the total

number of wins, divided by the total number of scheduled games played in each respective division, will determine the wild card spot per highest average.

v. First place division ties will be played off. Wild card ties will only be played off if they are the last wildcard spot needed. If there is a three way tie the board will contact the teas that will playoff for the last wildcard spot. To decide which 2 teams will get to playoff, their scores will be compared to the first-place team in their division. The 2 teams with the highest wins will be the plyers to play for the last wildcard spot

vi. All playoff matches are first to 5.

l. Subs:

i. Rules for all subs follow section 15.

m. Grievance:

i. All procedures for grievances follow section 17.

n. Sportsmanship:

i. Sportsmanship follows section 18.

o. General Rules:

i. General Rules follow section 19.