



**THE FOLLOWING RULES SUPERSEDE ALL SCDA RULES IN EFFECT
PRIOR TO 29 AUGUST 2005.**

ALL GAMES EXCEPT SINGLES MATCHES

A flip of a coin will decide which team has the option of throwing at the bull's eye first. Closest to the bull determines who will start each game. If when the second thrower shoots at the bull's eye, the first thrower's dart falls from the board, it is a re-throw with the second thrower shooting first.

SINGLES MATCHES

Same as above except the loser of the 301 game will have the option of throwing the bull's eye first in the 401 game.

301 Singles

Double in, double out. Count darts for PPD from the first dart of each player to hit the double in.

401 Singles

Straight in, double out. Count darts for PPD from the first dart thrown by each player.

301 & 401 Singles Game 51 Dart Rule

301: As soon as the last person doubles in start counting darts at that point.

401: The first dart thrown starts the 51 dart limit. The lowest score shoots for the bull first. Closest to the bull wins.

Cricket Doubles

Score Cricket. Each player will play best of three (3) games of cricket with the same partner according to the score sheet. No exceptions.

501 Triples

Each player will play three (3) games of 501 triples according to the score sheet. No exceptions.

ALL MATCHES ARE TO BE PLAYED IN THE FOLLOWING ORDER

Each singles match will consist of one game of 301 DIDO and one game of 401 SIDO played consecutively.

Cricket games are to be played on two boards simultaneously; best two out of three games.
501 Triples will be SIDO.

List all tons scored and circle ton+ ins (301 only), ton+ outs and ton eighties for each player.

IF AT ANY TIME QUESTIONS OR PROBLEMS ARISE

AND THE CAPTAINS CANNOT AGREE

STOP PLAY

Call the Association Director

Don Heitger cell phone (260) 804-3912

Protests or complaints after the fact will not be considered.

DART BOARDS

Whenever captains cannot agree the visiting team captain will decide which dartboard setup to use in 501 Triples. However, once the board has been determined, teams must use the same board for all 501 games that night unless the captains can agree on a change.

DART ETIQUETTE

These are a few dart etiquette rules that must be followed:

1. No heckling of a player while on the on the line.
2. No throwing darts out of anger.
3. No swearing at your opponent.
4. Be ready and available for your next match.
5. If there is a dispute let the captains decide the outcome.
(Call the director as the last resort.)

SCHEDULE

All matches must be played on Mondays according to the SCDA season schedule.
Only the Association Director may cancel league play.

MEMBERS

All members must be at least 21 years of age. Anyone caught playing under the age of 21 will be expelled from the SCDA. To be a member of the SCDA your name must appear on an SCDA roster. Players will adhere to all rules of the ADO. However if there is a conflict of ADO rules with SCDA rules, the SCDA rules will prevail. All new players (players without an established PPD average) or players with an established PPD average more than two (2) years old will be assigned a class of 1 through 6 by the Association Director. After at least three weeks of play such players will be evaluated and may have their class lowered or raised at the Association Director's discretion.

SUBSTITUTES

All substitutes must be approved by the Association Director prior to that night's play. Players with a class 1, 2 or 3 may have a substitute with a class up to class 3. Players with a class 4, 5 or 6 may have a substitute with a class equal to or lower than their own class. Under no circumstance may a substitute bring a team class higher than 16. Without exception all substitutes must have a class equal to or lower than the person for which they wish to substitute for on the last night of league play. Each time a substitute plays (anyone not listed on a team roster) the fee will be \$3.00. Substitutes may become members at any time after they substitute for the same player three (3) times. In this event teams must drop the player that the substitute played for from their roster. In the event of a major illness the substitute fees may be waived at the Association Director's discretion. All substitute fees should be paid on the night they substitute. However all substitute fees are to be paid by the following Monday or all games the substitute played may be forfeited.

TEAMS

Team rosters will consist of four (4) players. PPD average will determine a player's class. Four person roster will determine team class. Team's class may not total higher than 16.

<u>PPD</u>	<u>CLASS</u>
9.99 and under	1
10.00 to 11.99	2
12.00 to 13.99	3
14.00 to 15.99	4
16.00 to 17.99	5
18.00 and over	6

Team fees must be paid in full subject to guidelines set forth by the Association Director.

Team sponsors must be approved by the Association Director.

Team sponsors must have two (2) dartboards available for the SCDA every scheduled Monday night from 7:00PM until completion of league play.

All teams will have a designated captain. The team captain is responsible for the following:

1. A legible score sheet.
2. Conduct of his or her team.
3. Knowledge of all rules.
4. Being the spokesperson for their team.
5. Prompt payment of all team, player and substitute fees.

All teams must have their sponsor's name as part of their team name.

FORFEITS

Player's #1 and #2 are scheduled to play at 7:30PM. If these matches are not under way by 7:45PM the opposing team will forfeit these games. If players #3 and #4 games are not under way by 8:15PM the opposing team will forfeit these games. If the opposing team has not started play by 8:30PM all games will be forfeited that night. In the interest of fair play games may be played out of order and these forfeit rules are optional if both captains agree.

SCORES

Each game will be worth one (1) point with the total being sixteen (16). Teams will be awarded one (1) extra point for winning the match. Ties result in no extra point for either team.

SCORE SHEET

Teams will list player's first & last names in the spaces provided #1 through #4. In all games that night, players will use that number to determine which games and when they will play. The home team will list it's players first and the visiting team will list it's players second matching their highest class player with the home team's highest class player, their second highest class player with the home team's second highest class player, their third highest class player with the home team's third highest class player, and their fourth highest class player with the home team's fourth highest class player. If a visiting team has two (2) or more players with the same class, it is their option where they may be positioned, as long as they are positioned in the guidelines above. Two (2) dartboards must be available so that in singles games players #1 play each other at the same time as players #2 play each other. The same applies with players #3 and #4.

Home team captain or their designee will enter the data from the signed score sheet into the appropriate form on the SCDA League website ((www.lvlhead.com/scda)) prior to mailing the original in the envelope provided. Stamped envelopes will be furnished to all team captains (one envelope for every home game scheduled). It will be the home team's responsibility to mail the score sheet. Score sheets must be put in mailbox on Monday night following league play unless properly posted to the League website.
(Exception: Score sheets may be handed to the Association Director or their designee.)