



South Suburbs Dart League



BY-LAWS AND RULES FOR MATCH PLAY

(Revised August 30, 2017)

The intention is to formally create a simple, yet comprehensive guideline of rules for the membership of this league to follow. Please read it carefully.

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PART I: SSDL BY-LAWS

ARTICLE I: NAME OF ORGANIZATION

A. The name of this organization is: South Suburbs Dart League

ARTICLE II: LEAGUE OBJECTIVES

- A. The South Suburbs Dart League is a nonprofit, nonpolitical, and nonsectarian organization.
- B. The South Suburbs Dart League is established as a steel-tip dart league in the south Cleveland suburban area for the following purposes:
1. To sanction League play according to Rules for Match Play;
 2. To promote competitive darts and good sportsmanship for social and recreational purposes;
 3. To improve and establish conditions of play in local establishments;
 4. To establish and maintain friendly, competitive relationships with similar organizations.

ARTICLE III: THE SSDL BOARD

The Board is composed of nine elected officers. Elected members serve one-year terms from July to June of the following year.

The Board meets monthly throughout the regular season, with the day of the week chosen to accommodate the greatest number of Board members. A single location will be used for all board meetings, whenever possible, meeting dates and locations will be published in advance (at least two weeks, whenever possible). Meetings are open to any member of the League. Each season's Scheduling Meeting will be a special mandatory meeting for all Board Members only.

Board members who are: absent from two meetings (without due cause, as approved by the remainder of the Board) within their one-year appointment, fail to perform their duties to the satisfaction of the rest of the Board, or fail to attend 6 meetings during the course of the one year term for any reason, excused or not, will be relieved of their position. Replacements will be selected by the President, with a majority approval of the remainder of the Board. If a Board member is not notified 72 hours in advance of an unscheduled, emergency meeting, their absence is excused. Any elected member of the Board, who is replaced because she/he did not serve at least six months of the one-year term, and/or was deemed by the remainder of the Board to have failed to perform the duties of the office, is not eligible to run for office in the next election.

A. Duties of the Board shall include, but are not limited to:

1. By-laws;
By-law changes will be effected by a two-thirds majority vote of board members. Proposed changes should be published at least two matches prior to the Board meeting at which the proposal will be decided.
2. Rules for Match Play;
Rules for Match Play for each season will be determined by majority vote of Board Members present at each season's Scheduling Meeting. Tie votes, should they occur, will be ruled in favor of the President. Any Rules for Match Play not specifically determined at a given Scheduling Meeting will utilize the rule from the previous season. The Board may enact changes in the Rules for Match Play for the following season at any time during a given season (these changes should be published in the newsletter as soon as they have been decided). Rules for Match Play may not be changed for the current season except under extraordinary circumstances (as determined by the Present and Rules & Grievances Director) once a season has begun.

3. Determination of how league funds are to be spent.
 4. Setting up special committees as necessary.
- B. Members of the Board, and each member's primary areas of responsibility, are: (Note: Board members may utilize individuals or committees to assist in the successful completion of their duties, but the proper and timely execution of each duty remains the ultimate responsibility of that board member.)
1. President - Duties include, but are not limited to:
 - a. Overseeing all League operations;
 - b. Acting as an ex-officio member of all committees;
 - c. Presiding over and setting agendas for Board meetings and Captains' meetings;
 - d. Nomination of candidates to fill vacancies on the Board;
 - e. Being a co-signer of the League bank account;
 - f. Presentation of awards at the End-of-the-Season Dart Party;
 - g. Coordination of activities with other leagues and organizations;
 - h. Attendance at meetings of larger scale organizations, such as the CDC, etc.
 2. Vice-President/League Director - Duties include, but are not limited to:
 - a. Assuring compliance with League standards by host establishments;
 - b. Service as chief liaison between the SSDL and host establishments;
 - c. Director of all social events;
 - d. Organization of the end-of-the-season dart party;
 - e. Acting as President, in the case of that officer's absence, disability, or removal. In the case of the absence, disability, or removal of both the President and Vice-President, the following list has been adopted as a hierarchical ladder for succession of these offices:
 - i. President;
 - ii. Vice-President/League Director;
 - iii. Rules & Grievances Director;
 - iv. Treasurer;
 - v. Secretary;
 - vi. Engineer;
 - vii. Public Relations Director.
 3. Rules & Grievances Director - Duties include, but are not limited to:
 - a. Settling all in-season matters involving Rules for Match Play;
 - b. Serving as the first person consulted regarding interpretations of the Rules for Match Play;
 - c. Levying penalties against League members of teams for Rules violations;
 - d. Receipt of all official League protests;
 - e. Calling and presiding over all Grievance/Protest meetings.
 4. Treasurer - Duties include, but are not limited to:
 - a. Handling all League financial matters;
 - b. Submission of a Treasurer's Report for publication in the newsletter twice per season;
 - c. Making funds available for disbursement as approved by the Board;
 - d. Being bondable;
 - e. Maintenance of current records of all SSDL members, including names, addresses, and phone numbers;
 - f. Receipt of all League rosters, player information, and player dues at the registration meeting, as well as prior to the in-season addition or replacement of any League member;
 - g. Informing the Rules & Grievances Director of any player who has not paid dues before playing in a League match;
 - h. Contacting all other Board members for their votes on additions and replacements to rosters after the close of the season's registration period, and then returning the decision of the Board to the requesting team. These vote results on additions and replacements are also to be supplied to the Newsletter Editor for publication in the newsletter.

5. Secretary - Duties include, but are not limited to:
 - a. Keeping minutes of all Board Meetings (including proper records of how Board members voted on all issues) and Captains' Meetings;
 - b. Providing a copy of the Board and Captains' Meeting minutes and voting results for publication in the newsletter the week following the meeting;
 - c. Providing a seasonal calendar for publication in the first newsletter each season of all scheduled Board and Captains' Meetings.
6. Engineer - Duties include, but are not limited to:
 - a. In charge of all Tournaments;
 - b. Sanctioning all boards each half;
 - c. Maintenance of all easels and equipment belonging to the SSDL;
 - d. Maintain and keep track of all SSDL property.
7. Public Relations Director - Duties include, but are not limited to:
 - a. Assist in the publication of weekly official League newsletter of record;
 - b. Assist in the production of newsletter, score sheets;
 - c. Selection and oversight of Newsletter staff, if a staff is utilized;
 - d. Making all reasonable effort (in conjunction with the League Director) to ensure that Matches rescheduled for play prior to normal Match nights are provided with current player information and a score sheet for said Match (if not the entire current newsletter);
 - e. Reporting all decisions of the Board and/or Captains' Meetings regarding League operation or Match Play;
 - f. Publication of all official news from the Board;
 - g. Actively solicit articles for the newsletter from the League membership;
 - h. Editing and confirmation of veracity of any material submitted for publication;
 - i. Publication, in a timely fashion, of the results of said elections;
 - j. Publication of all other League documents including, but not limited to, League By-Laws, Rules for Match Play, fliers, election ballots, statistics for publication in other media, etc.;
 - k. Maintenance of archival, machine-readable records of League publications and statistics during tenure and transfer of said records to succeeding League Membership Director/Newsletter Editor;
 - l. Completion of any other duties (within reason) that may, from time to time, be designated by the Board.
 - m. Coordination of publicity, advertising, etc.;
 - n. Public service and personal announcements (deaths, births, health, injury, marriage, etc.)
8. Board Member at Large - Duties include, but are not limited to:
 - a. Assist all other board members in the performance of their duties as needed or requested.
 - b. Assist in the event any board member is unable to perform their responsibilities for an extended period of time due to illness or other personal reasons beyond their control.
 - c. Serve on board committees to plan, organize and run events such as tournaments, league sponsored outings and the league banquet.

ARTICLE IV: LEAGUE SCOREKEEPER (does not have to be a League Member)

- A. The duties of the League Scorekeeper shall include, but are not limited to:
 1. Maintenance of weekly and seasonal statistics for the League;
 2. Providing said statistics to the Newsletter Editor for publication in a timely manner;
 3. Maintenance of archival, machine-readable records of League statistics during tenure; and transfer of said records to succeeding League Treasurer;
 4. Prepare and distribute weekly score results and League newsletter to the appropriate recipients. No later than 6:30 p.m. on the evenings of Match play. Team Captains or Co-Captains and

Board Members will be sent all results electronically. The only physical mailings will be to the establishments sponsoring a team for match play. Any league member may also request to receive electronic publications by submitting their email address to the league.

5. Making all reasonable effort to ensure that Matches rescheduled for play prior to normal Match nights are provided with current player eligibility and a score sheet for said Match (if not the entire current newsletter);
6. Prompt verification of any changes in team rosters with League Treasurer and Newsletter Editor;
7. Notifying Rules & Grievance Director and Newsletter Editor of any late/incomplete return packets;
8. Generation of League Season schedules based on the Rules for Match Play and submission of said schedule to the Board for approval;
9. Procurement of Seasonal awards and trophies;
10. Completion of any other duties (within reason) that may, from time to time.

ARTICLE V: CAPTAINS' MEETINGS AND POWERS

Each captain (or team representative) has one equal vote. Captains' Meetings are limited to 2 1/2 hours.

There will be two Captains' Meetings per season and it is **mandatory** that a representative from each team attend **or a 3-point penalty will be assessed**. All meetings date will be published in advance (preferably two or more weeks in advance) and open to any member of the League.

- A. The first Captains' Meeting (at scheduled folder pick-up) will serve three purposes:
 1. Allow all new (and old) members to ask any questions they may have regarding the League;
 2. Allow captains to voice their opinions on any League matters;
 3. Notify captains to any important issues or changes in the day-to-day operations of the League.
- B. The second Captains' Meeting (near the end of the season) will serve three purposes:
 1. Inform captains of decisions made by the Board during the current season;
 2. Allow captains to veto any By-Law changes enacted for the upcoming season by the Board since the beginning of the current season (two-thirds of captains present, with not less than one half of all captains will be sufficient for veto);
 3. Allow captains to implement any By-Law changes of their own (2/3 of present captains, no less than 1/2 of all captains).

Whenever possible, a list of the changes enacted by the Board will be published for two or more weeks prior to the second Captains' Meeting. In addition, any League member who would like to propose a By-Law change may submit a written copy of their proposal for publication for two weeks prior to the second Captains' Meeting.

ARTICLE VI: REGISTRATION, FEES, AND MEMBERSHIP

- A. Registration
 1. Registration begins at the End of Season Party for the prior season (provided that the party takes place before the start of its following season) and closes at the start of the Scheduling Meeting.
 2. No team will be allowed to register with less than four players. Full player fees for all those on the roster must be paid with or before the third week score sheets.
 3. At the Scheduling Meeting, the Board will determine the length of the season, the number of divisions, and schedule for Match Play based upon the number of registered teams and the Rules for Match Play.
- B. Fees

1. Membership dues, sponsor fees, team and weekly fees are determined by the Board and are subject to change at the discretion of the Board. As of this writing league fees are as follows:
 - a. Active Player dues will be \$20 per person per year;
 - b. In-active membership fee will be \$30 per person per year to cover banquet costs.
 - c. Sponsor fee will be \$20 per team each half season;
 - d. Team fee will be \$20 per team each half season;

The above dues and fees must be paid in full before or with the 3rd week's score sheets, no exceptions.

 - e. Weekly fees are \$20 per team for each week of play (A Team with "Bye" weeks in their schedule is not required to pay fees for that week). **Weekly fees (all 14 weeks) must be paid in full before or with week 7 score sheet submission, no exceptions.**
2. Fees will not be refunded for any reason to a player that has participated in Match Play. Dues may be refunded to a League member who has not yet participated in Match Play up to the third match for that player's team, at the discretion of the Board (two-thirds approval of the Board members who are not members of the team). The team may also choose to have the dues from someone who did not play transferred to a new team member, if it is done before the team's third match and has received approval from two-thirds of the Board.
3. Any player who participates in Match Play before having registered and paid his/her dues to the League Treasurer is considered to be an "ineligible player". (This rule applies to all darters after the third week of match play, **no exceptions.**)
4. The SSDL will not dictate who is required to pay any of these dues & fees. Any sponsor, team, or player may pay them in any combination they see fit. This decision is at the discretion of the team and its sponsor.
 - a. All players are responsible for ensuring that payment of all their fees & dues are up-to-date and complete.
 - b. Any player who leaves the SSDL with unpaid dues will not be allowed to register in subsequent seasons until all past dues have been paid.
5. The collections of all dues are to be mailed to the League ScoreKeeper. It is the responsibility of both the captain and his/her players. Any team that has not paid its dues by the end of the third week of match (8:00 p.m. on the Friday following Match Play) play will be **penalized weekly** until they are paid.
6. Captains are responsible for collecting and mailing all dues & fees to the League ScoreKeeper for any player added to rosters (with Membership Director's approval) after the official registration period has ended. These dues must be paid before that player participates in match play.

C. Membership

1. The South Suburbs Dart League does not discriminate on the basis of race, religion, sex, age, or personal handicap.
 - a. Participation in the League by under-aged (under 21) players is subject to the permission of the host establishments.
2. Membership in the League is open to any person expressing an interest in darting as a sport, provided that person is not currently under suspension or expulsion from the League.
3. All membership is subject to approval by the Board.

ARTICLE VII: PLAYER PROFILE: (Active & Inactive)

- A. A player in good standing in the SSDL is a player whose dues are paid on time and who has not been suspended for violation of any of the By-Laws or Rules governing the SSDL.
- B. All players should consider themselves representatives of the South Suburbs Dart League when participating in any darting function. (Players should not however consider themselves representatives of the League to the extent that they begin infringing on the jobs and duties of the Board members.)
- C. Any person who plays in a League match shall be subject to all Rules set forth by the By-Laws and the Rules for Match Play.
- D. A player can be suspended from the SSDL by the Board, or by decision of the captains at a Grievance/Protest meeting, for noncompliance with League Rules.
- E. All players are expected to play darts in a sportsmanlike manner.
- F. A player must be in good standing with the League to participate in any SSDL or SSDL-sponsored event;
- G. A player must be in good standing with a host establishment to participate in any League event held in that establishment.
- H. An active player is any player who has competed in Match Play during the current season and has not been replaced or disqualified.
- I. An inactive player is any member in good standing, who wishes to be part of the league, but does not currently play on any team. This individual is eligible to participate in any league event, tournament and attend the annual banquet at no additional charge. Any member that has competed in Match Play during the current season, but has left their Team will also be considered an inactive player with the same rights.

ARTICLE VIII: TEAM PROFILE

- A. Minimum number of players for an eligible team is four (4); maximum number of active players allowed is eight (8). Each team member must participate in at least one (1) match during the season.
- B. Addition, replacement, and removal of players on a team roster:
 - 1. There are no limitations as to who the players that make up a team may be, provided that none of them have been suspended or expelled from the League.
 - 2. Players may be added to a team roster after the close of the registration period only with approval by the Board (two-thirds approval vote of those Board members whose team is not involved in the player addition).
 - a. To request an addition to a roster, the team must contact the Membership Director, who will then contact the rest of the Board for their votes (all Board members whose team is not involved in the player addition).
 - b. Requests for roster additions must be received by the Membership Director at least 72 hours prior to that week's match. Even at this time frame, however, no guarantees can be given as to the quickness of the reply. (The Board recommends that teams request as early as possible, and they will do everything in their power to ensure a prompt response to the team.)
 - c. In the event that a team can not reach the Membership Director over a span of two or more days, requests for roster additions may be made to the League Director, and then the League President.
 - 3. A team that had a full roster of eight people but has lost a player may request permission to replace that player. At no time, however, may a team roster consist of more than 8 active players. Any players replaced during the season are ineligible for League play for the remainder of the season.
 - a. The same procedural guidelines as for roster additions (Article VIII, B. 2. a-c) apply to requests for roster replacements.

- b. A team may petition the Board to return a player to its active roster if they feel that the player had left due to extraordinary circumstances.
- 4. If some of a team's registered players have not yet participated in Match Play, they may be removed from the roster (with a refund of player dues) before the team's third match of the season, provided that the team still has four active team members.
- 5. A player who is dropped from his/her original team before having participated in any game sets is eligible for registration with another team during the current season.
- 6. The membership fee for a new member must be submitted to the Membership Director by the team captain or team representative before the new player participates in Match Play. If the fee has not been received by that time, the team will be assessed "Ineligible player" penalties in accordance with the Rules for Match Play.
- C. All active team members must be in good standing with the SSDL.
- D. Any player who leaves a team's roster, for any reason, after playing in any of the season's matches will be ineligible to re-register with another team until a new season begins.
- E. Any person who plays in a League match is subject to all Rules set forth by the league. This includes registration and payment of dues as specified. Any team who uses a player who has not met these specifications is subject to any and all forthcoming penalties. It is the team captain's responsibility to assure compliance is met.
- F. **Teams are free to choose their own team names within acceptable moral and publishable limits.**
- G. Each team is responsible for selecting a team captain.
- H. Each team is responsible for finding a suitable home board/host establishment.

ARTICLE IX: CAPTAINS' RESPONSIBILITIES

This is a general list of the Captain's responsibilities. Although some duties may be delegated to some other team member, the Captain is ultimately responsible to their team and to the League to carry out these duties or to designate someone to carry them out in their absence.

- A. Be aware of and adhere to Rules for Match Play;
- B. Register the team and deliver all dues to the South Suburbs Dart Leagues;
- C. Completing weekly score sheets and signing them;
- D. Collect names, addresses, and phone numbers from each team member;
- E. Represent the team at Captains' Meetings and Grievance/Protest Meetings;
- F. List participating team members on the score sheet for each match and record match results accurately and legibly;
- G. Help new players on his/her team by familiarizing them with the Rules for Match Play and the By-Laws of the SSDL;
- H. Handle protests properly, if filed by or against their team;
- I. Ensure that his/her team consists of eligible players only;
- J. Home team captains are responsible for turning in score sheets on time. Score sheets must be received at designated location by 8:00 p.m. on the Friday following Match Play or postmarked by 11:59 p.m. on Wednesday following Match Play;
- K. Keep team abreast of any League Rule changes;
- L. Notify Membership Director of rookie players (a rookie is any player who has never played darts in an organized league);
- M. When necessary, petition the Membership Director for additions and replacements to team roster subject to Rules for Match Play.

ARTICLE X: PERSONAL CONDUCT AND SPORTSMANSHIP

"To be sportsmanlike is to act in a manner becoming a fair, ethical, and honorable individual."

- A. The SSDL is empowered to levy penalties for infractions. Repeated evidence of un-sportsmanlike conduct by any individual shall be considered just cause for suspension or expulsion from the league.
- B. Heckling or harassment, including foul or insulting language by team members, is strictly forbidden. It is each team's responsibility to maintain the best of conduct during league play. In the event of improper conduct, follow the procedures for filing a grievance or protest in Article XI of these By-Laws.
- C. Physical violence, which must be witnessed by a board member whom must then fill out a grievance form and turn it into the board of directors, will result in immediate suspension from all League-sponsored activities until the next board meeting where the offending members may plead their case to the board of directors.
- D. Throwing darts at anything other than the board will result in penalties with a possibility of being suspended from League play for the remainder of the season.

ARTICLE XI: PROTESTS

- A. The captain of any team may file a protest for any irregularity of a match, or improper conduct by a League member. The opposing team must be notified at the time of the protest that the match, from that point on, is being played under protest. The match shall then be played to its conclusion.
- B. A description of any irregularity or improper conduct may be reported to the Rules & Grievances Director by team members, spectators, or the host establishment staff in writing within 7 days. In addition to the summary report of the reasons for filing the grievance/protest, those filing the protest must also include what actions or results they would like to gain from their protest.
 - 1. If the grievance relates to a Rule with a definitive penalty specified within the By-Laws or Rules for Match Play, the Rule & Grievances Director will gather all pertinent information from the parties involved, and levy penalties accordingly. If the grievance relates to a Rule or problem without specified penalties, the Rules & Grievances Director will call a Grievance/Protest Meeting within 7 days of receiving the protest. The captains present at the Grievance/Protest meeting will then decide the outcome of the protest, and may assign a penalty to the player or team for misconduct at its discretion (majority vote of captains present). [Note: Any League member may represent his/her team's one vote, with the exception of the Rules & Grievances Director, who will act as moderator at the Grievance/Protest Meeting.]
 - a. Decisions by members of the Board and penalties levied by the Rules & Grievances Director may be appealed to the League captains by filing a written grievance with the Rules & Grievances Director within seven days of the decision or penalty being levied.
 - 2. During the final week of the regular season and during any playoffs/tournament, protests must be filed within 24 hours. The Rules & Grievances Director will hold a Grievance/Protest Meeting within twenty-four (24) hours of receiving the protest.
 - 3. All grievances relating to jobs or items specifically designated to another Board member (e.g., the Vice President and board standards) will be brought to that member's attention by the Rules & Grievances Director upon receipt of the grievance.
- C. Any protest must also be indicated on the match score sheet as a match that was played under protest. The score sheet must be handled the same as an un-protested score sheet as far as scoring is concerned until a decision of what penalties, if any, will be imposed by the Ruling Committee.
- D. In the event that a protest is filed against a team, any other violations discovered as a result of an investigation shall also be subject to penalty as if they had been protested as well, with no regard to the above time requirements. It is intended that the captains at the Grievance Meeting preserve the integrity of the Rules for Match Play and violations of such shall not be take lightly.

- E. Captains whose teams are involved in a protest will not be allowed to participate in the investigation, though they are certainly expected to attend and present their sides of the event at any Grievance Meeting. These teams do not have any vote in determining what penalties shall be imposed.
- F. Protests must be filed in the season in which they occur.
- G. A player protest must be filed by a captain or their designated representative (even if the captain does not agree), if two thirds of team members in attendance agree with the player filing the protest.
- H. All decisions of captains' Grievance meetings are final.

ARTICLE XII: ELECTION PROCEDURES

A. General

- 1. Any member in good standing with the SSDL is eligible to run for office, provided they have not disqualified themselves from a given election due to their performance or attendance records, as described in Article III.
- 2. Officers are to be elected by popular vote of the general membership of the South Suburbs Dart League.
- 3. Approval for their name to be put into nomination must be obtained before a candidate's name will appear on the ballot.
- 4. All nominations for office must be presented to the Election Committee (The President and Vice-President/League Director).
- 5. Elections will be held during the Banquet each calendar year.
- 6. The newly elected Board will vote its' members into positions at the Board meeting immediately following the banquet. Board Members will assume their positions at this same board meeting.
- 7. Outgoing officers will be expected to offer assistance to the officers-elect upon request.

B. Voting

- 1. Notification of pending elections and the names of those running for office shall appear in the newsletter for two weeks prior to election night. The newsletter shall also contain instructions on how to vote.
- 2. Ballots will be distributed at the banquet:
 - a. Each player will receive an individual ballot.
 - b. Each ballot needs to be returned even if you choose not to vote.
- 3. Any League member in good standing whether active or inactive has one vote for up to (8) candidates.
- 4. Sealed ballots shall be turned over to the Election Committee for tallying.
- 5. Nominations from the floor will be accepted at the Banquet.
- 6. A special voting will be done, with Captains in attendance, if a tie for a Board position develops.
- 7. Winners will be announced in the next newsletter.

ARTICLE XIII: RECALL OF ELECTED OFFICERS

Elected officers serve at the discretion of the League in general and the League captains in particular. Elected officers may be recalled at any time during their term.

- A. A petition signed by more than half of all team captains must be submitted to the election committee (The President & Vice President/League Director) to recall an elected officer.
- B. Verification of team captain signatures will occur within one week. If the petition is judged valid, recall ballots will be prepared and distributed with the next week's score sheet packets. One ballot will be prepared for each League member in good standing.
- C. An emergency meeting for the purpose of hearing the reasons for recall and the officer's defense will be scheduled immediately following verification of signatures if desired by either the officer in question or the originator of the petition. This meeting is open to all members in good standing of the SSDL.

- D. Recall ballots must be returned in the packets with which they were distributed.
- E. A recall is successful if two-thirds of returned ballots with votes, but not less than one-half of all ballots, are in favor of recall.
- F. If the recall is successful, the officer will be considered removed from office, and the position will be filled in accordance with the League By-Laws.

PART II: RULES FOR MATCH PLAY

The Rules for Match Play for any given season may be changed at the Scheduling Meeting by the Board prior to the start of that season's matches. This flexibility is granted to the Board due to the ever-fluctuating state of the League, in terms of number of teams, ability of its members, host establishments currently in use, etc. Any changes in the Rules for Match Play will be published in a prominent position in the first newsletter of each season, so that all teams may become familiar with the new Rules before beginning Match Play.

ARTICLE I: EQUIPMENT

- A. Each playing establishment must provide a dartboard, associated equipment and supplies for each set of teams playing in that establishment as their home location. Board must be in good to new condition and should be free of lumps, broken wires and worn out areas.
 - 1. All League competition will be conducted on a standard 18" English bristle 20-point clock-faced dartboard.
 - 2. Dartboards are hung 5'8" from the floor to the center of the bull's eye with the 20 bed at the top center. The 20 bed shall be of the darker of the two colors of colors of singles on the board.
 - a. There must be at least 5' from the bull to bull between adjacent boards.
 - b. There must be at least 3' from the bull to any adjacent side wall or other obstacle.
 - 3. The toe line will be 7' 9 1/4" from the surface of the board along the floor to the front of the toe line. The toe line will be 36" long, 18" each side of the board's center. A player wishing to throw a dart or darts from a point either side of the toe line must keep their feet behind an imaginary straight line extending from either side of the toe line, making sure not to cause any distraction to throwers on adjacent boards.
 - 4. There must be a 3' clearance behind the toe line, which begins at the front of the line/tape as marked on the floor.
 - 5. All league play dartboards must be firmly anchored.
 - 6. Lighting should brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.
 - 7. Scoring surfaces must be provided and located in (or be movable to) a position that makes the score easily readable by players and spectators. Supplies for marking and erasing scoreboards are required.
- B. The dart teams playing out of an establishment are ultimately responsible for assuring that all of the requirements of Section A are met. Host establishments are responsible for providing for all dart lane setup supplies and maintenance themselves, if they so desire.
- C. An establishment's equipment and setup must be inspected and approved by representatives of the SSDL for compliance to Section A before the beginning of each season. If compliance is not met, 7 days will be given for the corrections to be made. If not corrected within that time, the home teams for that establishment will not be scheduled for play that season.
 - 1. If, during the season, an establishment's equipment and setup are judged by the Rules & Grievances Director to be out of compliance with Section A, matches scheduled for that establishment will be rescheduled to other establishments until corrections are made.
- D. Darts will not be allowed that exceed a maximum length of 30.5 cm (12") or weight of more than 50 grams per dart. Each dart must have a recognized point, barrel, and flight.

- E. Alleged violations of Rules relating to equipment or setup should be reported to the Rules & Grievances Director, who will forward the pertinent information to the Vice-President.

ARTICLE II: MATCHES (DATE AND TIME)

- A. All League competition is scheduled for Tuesday nights.
- B. Starting time for matches is 8:00 p.m. A fifteen-minute grace period is allowed.
 - 1. Teams must have the minimum number of players (2) present, listed on the score sheet, and ready to play no later than 8:15 p.m., otherwise, the match shall be considered forfeited.
- C. Team captains may reschedule a match provided the League Director is notified at least 24 hours before the match is played. If unable to contact the League Director, captains may call the Newsletter Editor (as a last resort, they may call the Rules & Grievances Director). Home team captains are responsible for turning in the score sheet.
 - 1. Rescheduled matches must be played within 14 days of the end of that session or a forfeit will be declared.
 - 2. Matches should be played where originally scheduled, when possible.
 - 3. Matches that are rescheduled during the last 2 weeks of a season must be played by the following Friday.

ARTICLE III: MATCH FORMAT

- A. Match format is based on 4-person teams. A minimum of 2 players is needed to play a match.
- B. Each match consists of five sections with a total of 13 games:
 - 1. 4 games of Singles 301 - double-in, double-out;
 - 2. 4 games of Singles Cricket;
 - 3. 2 games of Doubles 501 - double-in, double-out;
 - 4. 2 games of Doubles Cricket;
 - 5. 1 game of 4-Person 701 - free-in, double-out.
- C. One point is earned by the winning team of each game with a maximum of 13 match points per night of play.
- D. During regular season play, it is required that play continue until all events have been completed.
- E. No less than 15 minutes prior to the time competition is scheduled to begin, matchboards and adjacent areas shall be vacated for safe play. The boards will then be declared open and will be available for players to warm-up.
 - 1. After a game has been called, each participating player will be allowed nine practice darts immediately prior to start of the game.
 - 2. No practice shall be allowed on any matchboard that is deemed distracting to players actively involved in a game.
- F. After a player has been called to start a game they have five minutes to complete their nine warm-up darts before a game forfeit is called.
- G. During a match it is the responsibility of both captains to verify the team roster listings.
- H. The match shall be listed as follows:
 - 1. At the top of the score sheet each captain must record the first and last names of all players.
 - 2. Player listings are to be done as described in Article VI of the Rules for Match Play.
- I. Matches involving one or two teams without a full complement of 4 players for each section use the following exceptions:
 - 1. A team without 3 players present can play shorthanded (with 2 or 3 players). Player slots in each section must be left blank if a team does not have 4 players. Any games left completely blank are forfeits.
 - 2. Under no circumstances shall a player participate in more than one game per section. Nor shall any player take more than one turn in any one round of the team games. In doubles, if a team is

able to list only one player, the listed player shoots every other time. The team playing short will throw three darts to their opponents' six darts. The player throwing shorthanded will be viewed as having a "phantom partner" (ghost).

- a. The "phantom partner" rule also applies to any open slots in 4-person 701.
- J. Protests for alleged violations of Rules pertaining to the match and scoring must be filed via procedures outlined in the Protests portion of the League By-Laws (Part I, Article XI).
- K. Platinum division, all teams, will play a best out of three format, no exceptions, in both singles matches and doubles matches. The team game is to be a single match.

ARTICLE IV: THE DIDDLE

- A. All games are begun by throwing a diddle for the bull.
- B. Only players scheduled to play in that game may diddle.
- C. The player(s) of the home team will choose the order for the diddle in all games.
- D. The scorekeeper for the game, or the players involved, will decide the result of the diddle using the following criteria:
 1. Double bull beats a single bull.
 2. Second double bull is equal to first double bull. Opponents reverse order and throw again.
 3. Second single bull is equal to first single bull. Opponents reverse order and throw again.
 4. Double bull or single bull beats non-bull.
 5. Dart closest to the bull is the winner of the diddle if both darts are outside the bull.
- E. The second diddler may request that a bull be pulled from the board before throwing.
- F. Whenever a re-diddle is called, the order of throw reverses and continues to alternate as long as additional re-diddle are required. A re-diddle should be called if it cannot easily be determined which dart is closer to the bull (**if measurements have to be taken**).
- G. Darts must remain in the board and be inside the scoring area to count. If a player's dart does not remain in the board or is outside the scoring area, the player continues to throw (this applies only to the diddle).
- H. If the second thrower dislodges the dart of the first thrower, they reverse order and re-diddle.
- I. The first dart remains in the board until the second player diddles, unless it is a bull and the second diddler requests it be pulled. "**Unpulled**" darts should not be touched by anyone including the scorekeeper, until it is determined who winds the diddle. If a player removes his/her dart (unless requested to do so) before a winner has been determined by the scorekeeper, the player whose dart remains wins the diddle. Darts may not be straightened in the board to determine the winner of the diddle -- the distance a dart is from the bull shall be measured from the point of penetration of the board surface.
- J. The winner of the diddle throws first to start the game. In doubles matches and 701 it is the winning teams' choice who begins the match for their team. The losing team of the diddle must have the player that diddled begin for that team in doubles and the 701 matches.

ARTICLE V: THE GAME

- A. General
 1. A dart is considered thrown if it leaves the player's hand during the act of throwing and lands forward of the toe line. Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown (even if caught).
 2. A player must have both feet behind the toe line for each throw. A player in violation should be warned immediately about his/her foot fault by the opposing player or the opposing team's captain. The first warning is without penalty; however, if the same player should commit another foot fault during a subsequent turn or at any other time during the match, the score for that turn shall be invalid and a zero will be marked for that turn.

3. If a player throws out of turn, the score for that throw is invalid and shall be marked as zero. The offending player will not be penalized further, but the correct order of play shall be restored immediately thereafter.
 4. A player's turn ends after having thrown three darts (toward the board), having 'busted' in -01, having won the game, or after someone on the player's own team touches a dart in the board. Any player touching an opponent's dart in the board will forfeit their next turn.
 5. A player has a maximum of two minutes per turn to throw all three darts.
- B. Specific Games (presented in an order different from that used in Match Play in order to simplify explanations):
1. Singles 301 - Double-In, Double-Out
 - a. Darts are not to be removed from the board until the total score has been determined by the scorekeeper.
 - b. All points scored are subtracted from the current total.
 - c. Any double resulting in a remainder or zero wins the game.
 - d. The "bust rule" shall apply. (If a player scores one less, equal, or more points than needed to reach zero, they have "busted." The score then reverts back to the score prior to the bust.)
 - e. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of that player's next throw. The score for any turn may not be changed once the darts have been removed from the board.
 - f. Players alternate turns.
 2. Doubles 501 - Double-In, Double-Out
 - a. Doubles is a two-person game.
 - b. No player may throw again until his/her teammate has completed their own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeit.
 - c. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of the team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
 - d. All other rules are the same as for Singles 301.
 3. 4-Person 701 - Free-In, Double-Out
 - a. 701 is a four (4)-person team game.
 - b. Players shoot in the order in which they are listed on the scoreboard.
 - c. All other rules are the same as for Doubles 501 above.
 4. Singles Cricket
 - a. The objective is to "own"/"close" certain numbers on the board, and to achieve the highest point score. Each player takes turns in throwing. If a player throws out of turn, then that turn is forfeited and a score of zero is recorded.
 - b. Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and the bull.
 - c. To close a number, a player must score three of that number. This can be accomplished with three singles, a single and a double, or a triple. Numbers can be "owned" or "closed" in any order. Calling your shot is not required.
 - d. Once a player scores three of a number, it is "owned" by that player. After both players have scored three of a number, it is "closed." For the purpose of scoring on any number except the bull, the double and triple ring shall count as 2 or 3, respectively. The outer bull counts as a single, and the inner bull counts as a double.
 - e. Once a player "owns" a number they may score points on that number until the opposing player "closes" that number. All numerical scores are added to the throwing players previous point total. Once a number is "closed," no further scoring can be accomplished on that number by either player.
 - f. After a number is "owned" by a team, the double and triple ring counts as 2 or 3 times the numerical value of the number hit, respectively.

- g. Winning the game:
 - i. The player that closes all numbers first and has the most points is the winner.
 - ii. If both sides are tied on points, or have no points, the player to close all numbers first is the winner.
 - iii. If a player closes all numbers first and is behind in points, they must continue to score on any numbers not closed until either the point deficit is made up, or the opposing player has closed all numbers.
 - h. Errors in calculating the new total score must stand as written, unless corrected prior to the beginning of the next player's throw. The score for any turn may not be changed once the darts have been removed from the board. It is the responsibility of the player to verify the score before removing their darts from the board. The score remains as written if one or more darts have been removed from the board. In accordance with the inherent strategy involved in Cricket, no alternations in score shall be allowed after any player of either has thrown another dart.
5. Doubles Cricket
- a. Doubles is a two-person team game.
 - b. No player may throw again until his/her teammate has completed his or her own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeit.
 - c. All other rules are the same as for Singles Cricket.

ARTICLE VI: THE SCORESHEET - RECORDING AND REPORTING MATCH RESULTS

- A. Each team is required to maintain its own copy of the match score sheet. Upon completion of the match, teams are to compare their score sheets to ensure that both teams are in agreement as to the data being reported. (This may also be done after each individual section of the match.) Teams must resolve any differences between their score sheet data before returning the home team's score sheet.
- B. Each participating player's first and last name is to be filled in on the score sheet. Team names need to be listed on the lines provided at the top of the score sheet. All information listed must be clear and legible.
- C. General rules for listing a section:
 - 1. No team captain may take more than 5 minutes to complete the listing for any given section.
 - 2. Each section is to be listed BLIND. The score sheet is folded in half and listing is done without looking at the opposing team's list. Only after each team has completed listing is the score sheet unfolded and the games called. If a team opens the score sheet to look at the opposing team's list before fully listing their own team for the section, any spaces left blank when the sheet was opened will remain blank, either resulting in game forfeits or playing short-handed. Each section is listed separately; do not list the whole score sheet at once.
 - 3. Once the lists for a given section are completed by both teams, there will be no changes or substitutions allowed without the approval of the opposing team.
 - 4. Include sufficient indication of a player's identity so that the League Scorekeeper is able to distinguish between players (i.e., if two players on the same team or in the same singles cricket game have the same first name, include the players' last names).
- D. Individual sections.

In each section, each team lists 4 players unless they are playing shorthanded. Teams playing short will list only 2 or 3 names.

 - 1. Singles games;
 - a. 301, double-in, double-out.
 - b. Cricket.
 - 2. Doubles games;
 - a. 501, double-in, double-out.
 - b. Cricket.

3. Four-player game;
 - a. 701, free-in, double-out.
- E. Record any high in, outs, or other notable turns scored beside the player's name on the backside of score sheet and the game in which the turn was thrown.
- F. Any match being played under protest should be noted on the score sheet along with a grievance form.
- G. Score sheets are to be signed by either captains or team representatives.
- H. Score sheets and return:
 1. The home team is responsible for mailing in the score sheet to the designated location. It must be postmarked no later than 11:59 p.m. on the day following Match Play night. Score sheets should be returned in the envelopes in which are provided. Failure to return the score sheet on time will result in a penalty being assessed to the team responsible for its return.

ARTICLE VII: KEEPING SCORE

- A. No player may be forced to have a scorekeeper for his/her game. Upon agreement of all players involved in a game however, a scorekeeper may be requested from among the players in the match who are not currently participating in a game. A spectator or other person familiar with the Rules of the game may be used as a scorekeeper if all players involved in the game so desire.
- B. Should a scorekeeper be requested, the home team captain is responsible for providing a scorekeeper for each game, space permitting. The players will call out scores with the scorekeeper verifying darts prior to their removal from the board. The scorekeeper shall be an experienced dart player, familiar with League Rules. The scorekeeper must be mutually acceptable to both sides. **If no scorekeeper is available, the loser of the previous game shall keep score.**
- C. Scorekeeper guidelines:
 1. When keeping score, don't eat, smoke, drink, dance, sing, or talk. It is distracting to the throwers, if they scorekeeper is constantly in motion. **STAND STILL AND DON'T TALK.** Keep your hands to your sides or behind your back. Don't lean out to see where each dart lands. Wait until all three darts have been thrown to check the total of the throw before recording it on the scoreboard.
 2. Stand about arm's length from the scoreboard, facing it at about a 45-degree angle (don't stare at the throwers). Try to stay out of the player's peripheral vision.
 3. The scorekeeper may not give advice or "coach." While keeping score, a player is acting as an impartial judge and therefore must not influence the throw of a player from either team. Coaching during any turn will automatically forfeit ("bust" in '01, or "blank" in cricket) the current turn if the scorekeeper is a member of the current thrower's team, or will forfeit the next turn for the scorekeeper's team if the current thrower is on the opposing team. The only exception to this is when the opposing team would prefer that the new remaining total score stand as is.
 4. The scorekeeper may inform the player of how many points or marks have been thrown in a '01 game, **but only when asked and cannot inform the player what is left.** The scorekeeper should record the score made on each turn of '01 as well as the cumulative score, marking through the previous score. The total of the darts thrown should be written on the outside of the scoreboard with the cumulative total on the inside. The scorekeeper is not allowed to tell a player what double to throw at or whether to shoot points in a cricket game. The score should be written legibly so it can be easily read by players and spectators.
 5. If, in the course of the game, the scorekeeper becomes abusive or distracting, cheats, or acts in an un-sportsmanlike manner, either team captain or any player in the game may request an immediate replacement.
 6. While the scorekeeper is the sole authority in charge of the game they score, their scoring may be challenged by either team captain or any player in the game. If the score is disputed, stop the game, check the score, and make whatever corrections are proper. It is the responsibility of the

player/team to call any errors to the scorekeeper's attention before his opponent shoots. If a player pulls their darts out of the board before the scorekeeper has recorded the score, a zero shall be recorded for that round.

7. The scorekeeper is responsible for keeping track of all pertinent information. This includes, but is not necessarily limited to, the number of darts each player has thrown. At the conclusion of the game, the scorekeeper is responsible for ensuring all required game information is properly recorded on the score sheet.
- D. It is the responsibility of the player to verify his score before removing their darts from the board. The score remains as written if one or more darts has been removed from the board.
 1. In '01 games, errors in calculating the remaining score must stand as written unless corrected prior to the beginning of that team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
 2. In cricket games, errors in calculating the new total score must stand as written, unless corrected prior to the beginning of the next player's throw. The score for any turn may not be changed once the darts have been removed from the board. In accordance with the inherent strategy involved in cricket, no alterations in score are allowed after any other dart has been thrown by a member of either team.
- E. Only the darts remaining in the board at the end of a player's turn may be counted during that round. For a dart to score it must remain in the board at least 5 seconds after the third or final dart in that turn has been thrown. The winning dart must be scored for its full value.
 1. Once the winning dart has been thrown, the turn is over. Any additional darts thrown do not count.
 2. In cricket games, a winning turn that involves points scored above that which is necessary to win shall still be scored for its full value.
- F. No dart may be touched by anyone, including the scorekeeper, prior to the decision of the scorekeeper.
 1. Touching a teammate's dart while it is in the board ends the thrower's turn. Dart already thrown count for score.
 2. Any player touching an opponent's dart in the board will forfeit that team's next turn.
- G. The point of a dart must be in contact with the bristle of the board for it to be counted as a scoring dart (e.g., a dart that is imbedded in another dart on the board, or a "robin hood," is not a scoring dart). A dart is scored on the side of the wire the point originally entered the board. If a dart enters the board at a point where the wire separating the scoring regions is discontinuous, the dart shall be scored as the higher of the two scoring regions.

ARTICLE VIII: SCHEDULING & SEASON STANDINGS

- A. The length of the season, schedules for Match Play, and the number of divisions will be dependent upon the number of teams that register for League play each season, and will be decided by the SSDL Board each season in accordance with League Rules. The divisional format will be decided at the Scheduling Meeting.
- B. Divisions will be identified by color and numbers will identify brackets.
- C. To determine placement of teams in divisions and brackets within those divisions, team point totals will include all penalty points assessed in prior season.
 1. The two teams in each division with the highest point total will move up to a higher division.
 2. The two teams in each division with the lowest point total will move down to a lower division.
 3. The remainder of the teams will be placed in their respective divisions according to point total.
 4. Late team registration will result in a \$5.00 late fee and will be placed in a division/bracket as determined by the Board.
 5. Teams with three or more players with Platinum/Gold experience will be placed at the Board's discretion.

- D. Bracket champions will be determined by the team having the highest number of total points scored in a season. Ties will be broken using a playoff at a mutually agreed upon location within two weeks of season's end.
- E. New teams will be placed in white unless team specifies a certain division.
- F. Board has final say in League scheduling.

ARTICLE IX: TOURNAMENT PLAY

- A. Tournament format will be a single or double elimination event decided by the Engineer (or other league official) in accordance with League Rules. Each match will be the best of 3 games starting with 501 free-in followed by doubles cricket. If a 3rd match is required it will be corks choice as to the game played.

ARTICLE X: MATCH AND GAME FORFEITS

- A. A forfeit will be declared against a team having less than two players in attendance at 8:15 p.m. on Match Night.
 - 1. Forfeits are scored as matches with a final score of 9-0. The forfeiting team is also responsible for the weekly fees for both teams.
 - 2. Teams are allowed two match forfeits. Three match forfeits will cause a team to be suspended for the remainder of the season.
 - a. The scoring of matches already completed by a team which is later suspended may be revised at the discretion of the Board.
 - b. Game forfeits will be assessed for use of any ineligible player.
 - 3. An ineligible player is anyone who:
 - a. Has not paid his/her dues, and/or has not registered properly with the League Treasurer. This includes any player needing approval of the Board to play, but has not yet received it.
 - b. Has played during the season as a member of another SSDL team.
 - c. Has been expelled or suspended from the League.
 - d. Is impersonating another player.
 - e. Plays in the doubles or four-player events without having been listed and present for one or both singles rounds.
 - 4. The penalty for use of an ineligible player will involve the following:
 - a. Forfeiture of all games involving the ineligible player to the opposing team.
 - i. Games involving an ineligible player for both teams will be ruled a double forfeit.
 - b. The loss of team points equivalent to the value of points of all games involving the ineligible player.

ARTICLE XI: PLAYER POINTS

The SSDL will use player points per half to see which member will receive an Award or Trophy, per half, for divisional MVP.

- A. 1 player point will be earned for each game a player wins (singles, doubles, or team game).
- B. 1 player point earned for every outstanding game thrown (singles, doubles, or team game).
- C. In case of a forfeit neither team will receive player points.

ARTICLE XII: PENALTIES

- A. Fees:
 - 1. 3 points assessed for each week that a team's memberships, bar and team fees are not paid.
 - 2. 5 points assessed for each week that a team's weekly fees are not paid.
- B. Score sheets:
 - 1. 3 points assessed for each week that a team's weekly score sheet is late.
- C. Captains' Meetings:
 - 1. 3 points assessed for no representation from a team.

ARTICLE XIII: AWARDS

The South Suburbs Dart League currently presents the following awards at the end of the season Banquet.

- A. Divisional Champions.

Each member of each regular season divisional champion team will receive a plaque. (Paid members who did not play for their team during the season will not receive an award.) An additional plaque will be presented to the host establishment.
- B. Divisional MVP.

The player with the most player points in each division will receive a plaque. In case of ties the next determining factor will be write-ups for the year. If a tie is still discovered it will be determined by how many games each player has won.
- C. Outstanding Darts.

Plaques will be given to players for the number of write-ups in per division. All write-ups will be transferred if a player drop or moves up a division. However, a player's write-ups must be in accordance with the last division played.

The Divisions and number of write-ups are as follows:
 PLATINUM: 7 write-ups for year
 RED: 3 write-ups for year
 WHITE: 1 write-ups for year
 BLUE: 1 write-up for year
- D. Trip Crickets.
 - A. Players will receive a pin for every one thrown up to a maximum of 3 per year (currently a 28 week season).
- E. Ton 80's and ton 71's.
 - A. A monetary award of \$20 will be given for a maximum of three (3) T71's and/or T80's per year (currently a 28 week session). Ton 80 pins will be awarded thereafter. SSDL "member's only" tournaments will be the only tournaments for which ton 80's and ton 71's will be paid. Tournament payments will count toward the maximum of three per year. Awards for the Fall half will be sent in the mail within 1 month of the final week of play. Winter half awards will be given at the Banquet.
- F. Prize checks are given to each team based upon final divisional standings. Fall half prizes will be sent in the mail within 1 month of the final week of play. Winter half prizes will be given at the Banquet.
- G. Divisions that did not have a full complement of teams will have their prize money prorated. The formula for prorating will be; fees actually paid for the entire division in proportion to fees paid for a full complement of teams for that entire division.