

Captains:

Please read and keep a copy of the Bylaws and General Rules in your folder. Most questions asked by members can be answered here.

It is the captain's responsibilities to inform teammates of date, time, and place of each match and Association event.

If a match needs to be rescheduled please contact the opposing team captain as soon as possible. See Bylaws Section 5. Rescheduling is to be done at the convenience of the opposing team's captain as well as within the guidelines set forth in the Bylaws. The Rules Chairman is to be contacted in the event of a reschedule.

If there are questions, concerns or suggestions concerning league play, venues, or the HVDA please contact a board member.

Score sheets must be submitted to HvdaStats@gmail.com no later than the following day of the match. See Section 8 of the Bylaws for late penalties.

The HVDA address is: HVDA PO BOX 971796 Ypsilanti, MI 48197

Website address is: www.hvda.org

Email address is: huronvalleydarts@gmail.com

Follow us on Facebook: www.facebook.com/hvdarts

SCOREKEEPING GUIDELINES

Scorekeeping or chalking is an important part of each match. The chalker is the official scorekeeper; the score that is chalked is what counts. Please see the Bylaws Section 6.9 and 8.7.

Chalking is the responsibility of the opposing team. All team members must take turns chalking.

The home team score always goes on the left.

Focus your attention on the dartboard not on the players. Do not cause any distractions to the player shooting. There is NO SMOKING AND NO DRINKING WHILE YOU CHALK.

As a chalker you may not move about or talk. Do not lean in to add the score until all three darts have been thrown.

After the darts are thrown add the score and announce the total BEFORE the player removes their darts from the board.

Any discrepancies must be settled while the darts are in the board. If the darts have been pulled then it is up to the captains of both teams to settle the dispute.

The only exception to the above rule is if the player shooting asks the chalker for the total scored or the score remaining. Only then may the chalker move in to add the score.

There is no coaching from the chalker. If the person chalking needs to help their teammate they need to replace themselves as chalker for the rest of the game being played.

Only change mathematical errors between players. You should announce the change so it is clear to the person keeping score on paper what you are doing.

When the game is over announce "game shot" or give a hand signal by extending your arm and index finger into the dart lane.

A chalker may withdraw at any time for any reason. Just as a player may request a new chalker at any time for any reason However, if you are requesting a new chalker have your team captain make the request.

VENUE RESPONSIBILITIES

The management of all venues hosting regular season teams and tournaments shall be responsible for supplying and maintaining a dart playing area in accordance to the specifications of the H.V.D.A Bylaws. The playing area MUST be well illuminated and free from distraction. In addition a scoring surface and supply of marking implements shall be readily available.

The management shall clear all boards of non-league play no later than 30 minutes prior to the start of any scheduled match.

Huron Valley Dart Association Constitution

ARTICLE I

Let it be known henceforth that this organization will be called "Huron Valley Dart Association".

ARTICLE II

The purpose of the H.V.D.A. is to foster a spirit of friendship and cooperation among its members, through the use of individual and team participation in all forms of dart competition, and to propagate the sport of darts.

ARTICLE III

A voting member of the H.V.D.A. is any individual who has paid the required membership fees and who has reached the legal age necessary to enter a licensed venue. Membership must be renewed annually.

ARTICLE IV

An Executive Board (consisting of the offices of President, Vice-President, Rules Chairman, Treasurer, Statistician and Secretary) shall be elected annually by plurality vote of the membership. Members of the Board are exempt from membership fees. The Board shall be empowered to make all decisions on behalf of the Association and shall be entitled to appoint Members at Large. Any action to the Board may be overruled by a simple Majority of the membership.

ARTICLE V

Meetings of the Association membership will be called at the discretion of the Board. There must be at least one such meeting every season.

ARTICLE VI

The H.V.D.A. Constitution may only be amended by proper Parliamentary procedure as described in Robert's Rules of Order.

BYLAWS

1. TEAM PROFILE

- 1.1. Teams shall consist of four to six players. A complete roster sheet, including the names, addresses, phone numbers and level of experience of each player must be submitted to the Executive Board prior to the start of each season.

Teams for the Triples league shall consist of three to five players.

- 1.2. Teams and/or individual players will be placed in divisions in accordance with their last available average(s) and known abilities. Teams will be evaluated by the four highest averages. Divisional placement of teams and/or individuals will be done at the discretion of the Board.
- 1.3. Teams wishing to add players after the schedule has been made must petition for approval prior to allowing the players to compete. Any added player must be approved by the Rules Chairman. No new players may be added after the third week of league play.
- 1.4. Players may voluntarily withdraw from their teams at any time. Any player who withdraws prior to the third week of the season is eligible to join another team only if they have not played in any matches up to that point.
- 1.5. All fees will be assessed by the Executive Board and must be paid by the captains meeting. All subsequently added players must pay their membership fees before participating in any event.
- 1.6. Teams and players whose sponsor fees are delinquent shall be eliminated from the league. Fees shall be considered delinquent if they are unpaid after the third week of league play. If sponsor fees are not paid by the sponsor the team is responsible for the sponsor fee. The player fee is \$25.00 per player per flight and the sponsor fee is \$25.00 per team per flight. All team wins in which delinquent players have participated shall count as losses. All such players shall be ineligible to compete on any other team.
- 1.7. Team captains are responsible for turning in their sponsor fees. If you need help in contacting your sponsor please see a Board member.

2. VENUE PROFILE

- 2.1. All venues hosting regular season teams, tournaments, and/or other league related activities shall be located within fifteen (15) miles of the downtown districts of either Ann Arbor or Ypsilanti.
- 2.2. The management of all venues shall be responsible for supplying a permanent dart area which is:
 - 2.2.1. Well illuminated
 - 2.2.2. Free from distraction

- 2.2.3. Secure from interruptions and/or obstructions from any other venue activities
- 2.2.4. Supplied with a scoring surface and a readily available supply of marking implements
- 2.2.5. Provided with a dart board(s) which is in good condition and mounted according to HVDA specifications
- 2.2.6. An area for posting HVDA information statistics, announcements etc...
- 2.3. Prior to each season, the Executive Board shall determine whether the facilities at each venue are acceptable for league play.

3. EQUIPMENT

- 3.1. All league competitions shall be played on a Standard English bristle 20 point clock faced dartboard.
- 3.2. Dart boards shall be mounted so that the center of the bullseye is 5'8" above the level of the floor at the toe line. Measured on a diagonal, the distance from the toe line to the center of the bullseye shall be 9' 7 3/8".
- 3.3. The top wedge of the board shall be dark in color.
- 3.4. All boards must be mounted a minimum of 36 inches from the center of the bullseye to any wall or obstruction.
- 3.5. If more than one board is mounted on the same wall, the bullseye shall be no closer than five (5) feet.
- 3.6. Darts shall be a maximum of 7 1/4 in length (point, barrel and shaft) and 35 grams in weight.

4. DATE AND TIME OF MATCHES

- 4.1. All matches are scheduled for Wednesday nights. The board reserved the right to postpone scheduled matches which fall on or near holidays. Matches which may be affected by adverse weather conditions and other reasons deemed necessary. Board postponed matches will be rescheduled by the Board.
- 4.2. All matches shall start at 7:30 PM sharp.
- 4.3. At least three (3) team members must be present to play a match. Teams have until 7:45pm to assemble three players. If a team is unable to field enough players there will be no match forfeit. The match will be rescheduled in accordance with Section 5.

5. MATCH RESCHEDULING

- 5.1. Matches may be rescheduled only with mutual consent of both captains of the teams involved and the Executive Board. If a rescheduling is requested, the captain of the team being asked to reschedule MUST BE NOTIFIED 24 HOURS IN ADVANCE.
- 5.2. If a team desires a match postponement due to weather conditions or any other "sudden emergencies" they must notify the captain of the team they are scheduled to play and the Rule Chairman no less than three (3) hours before the scheduled match time (7:30 PM).

5.3. Rescheduled matches must be played before the final week of the current flight unless prior consent of the Board is obtained.

5.4. If agreement on rescheduling cannot be reached by the teams involved the Executive Board will schedule the rematch with consideration given to the team, which was asked to reschedule.

5.5. Failure of either team to show ready to play at the time, place, and date of the rematch will result in the offending team having sanctions imposed as the Board deems appropriate; including and up to loss of all possible wins for that night of play.

5.6. Rescheduled Position Night matches must be played sometime within that week.

6. MATCH FORMAT

6.1. The management of the host venue shall clear ALL boards necessary for warm-ups 30 minutes before the start of any match. Once the match has begun players may take 9 practice darts between games only. Under no circumstances are player allowed to practice during games, even if they are not participating in the current game.

6.2. If more than one (1) board is available at a venue the home team shall decide which board is to be used. If more than one match is being held in the same venue the home captains shall decide by a mutually agreed method which matches will be played on which board. There will be no preference given to division rank. (A over B or B over C etc...).

6.3. Matches shall consist of the following games played in the order given

Division "A" (15 game format)

- 3 games of 4 person 801. Straight in, double out
- 2 games of 2 person 501. Double in, double out
- 4 games of singles 301. Double in, double out
- 2 games of 2 person cricket with points
- 4 games of singles cricket with points

Division "B" (15 game format)

- 3 games of 4 person 701. Straight in, double out
- 2 games of 2 person 501. Double in, double out
- 4 games of singles 301. Double in, double out
- 2 games of 2 person cricket with points
- 4 games of singles cricket with points

Division "C" (15 game format)

- 3 games of 4 person 701. Straight in, double out
- 2 games of 2 person 501. Straight in, double out
- 4 games of singles 301. Straight in, double out
- 2 games of 2 person cricket with points
- 4 games of singles cricket with points

Division "D" (13 game format)

- 1 game1 of 4 person 701. Straight in, double out
- 2 games of 2 person 501. Straight in, double out
- 3 games of singles 301. Straight in, double out
- 2 games of 2 person cricket with points
- 3 games of singles cricket with points

Triples (13 game format)

- 1 game1 of 3 person 701. Straight in, double out
- 3 games of 2 person 501. Straight in, double out
- 3 games of singles 301. Straight in, double out
- 3 games of 2 person cricket with points
- 3 games of singles cricket with points

TRIPLES NOTE: A player may play 2 out of the 3 doubles 501 games, but cannot play with the same partner. Same is true for the doubles cricket games.

6.4. Every able player who is present at the start of a match must be allowed to play in at least 2 games if they so desire. A team in violation of this rule will forfeit 2 match points. For teams playing 15 or 13 game format each player present must play at least one (1) singles event, if they so desire.

6.5. No player may play more than 1 doubles 01, 1 doubles cricket, 1 singles 01 or 1 singles cricket except as listed under the shorthand rules (see Section 9 of the Bylaws) Note the previous stated exception for the doubles games in "Triples" division.

6.6. All games shall start with a cork to determine first throw. (See Section 7 of the Bylaws).

6.7. The visiting team shall promptly announce its line-up and playing order first for each game.

6.8. In the event a person shoots out of turn, the person scheduled must shoot for score. The person who shot out of turn, at the option of the opposing team captain, will receive either the score they shot out of turn or will re-shoot their turn at the proper time. If a player shoots out of turn more than once a match that player (for further violations) will receive zero (0) for score.

6.9. The chalker is the official scorekeeper. They are responsible for decisions concerning darts thrown, points scored, outs, game arithmetic and corking. It is the responsibility of the shooter to verify and/or correct the chalker of the score before their darts are pulled from the board. Any discrepancies are to be settled by the team captains.

7. CORKING

7.1. All games shall start with a cork to determine first throw. Prior to the start of the match the captains shall toss a coin to determine the option of showing or seeing a cork in the first game. The winner of the coin toss will have the corking option in all the odd numbered games and the loser in the even numbered games.

7.2. In throwing cork, the dart must remain in the scoring area of the board. Additional darts will be thrown until such time as the dart remains in that area.

7.3. Should the second player's dart dislodge the first player's dart a re-throw will be made with the second player throwing first.

7.4. Darts may be removed if they are in the single or double bull. The second thrower may acknowledge a single or double bull and ask for that dart to be removed. If the second player throws the same single or double bull, a tie will be determined and a re-throw will be required with the second player throwing first. In case of a tie, (not in the bull) the darts are to be removed by the chalker before the re-throw with the second player throwing first.

7.5. Double bull beats a single bull in any corking situation.

7.6. It is permissible for one player to cork and have another player shoot first for score provided the player shooting for cork is participating in the game.

8. CHALKING/SCOREKEEPING

8.1. The home team shall be responsible for accurately filling out the match score sheet. This shall include the following:

8.1.1. Recording the points scored by each player during each handful in all 01 games. Points scored on turns which begin with 139 or fewer points shall not be recorded. NO abbreviations may be used (such as T for 100).

8.1.2. Teams in All Divisions are required to note high double in turns on the score sheet.

8.1.3. Recording of "outs". The number of points remaining at the beginning of the turn in which the out was taken shall be recorded in the space provided for the individual player who took the out. Circle the out on the score sheet.

8.1.4. Record cricket wins by circling the player(s) name on the score sheet.

8.1.5. Mailing in the score sheets is the responsibility of the home team captain. The post mark on the envelope must be no later than the following day of the match.

8.1.5.1. Penalty for lateness:

8.1.5.1.1. 1st occurrence will result in a warning.

8.1.5.1.2. 2nd occurrence will result in adding five (5) losses your total.

8.1.5.1.3. 3rd and subsequent occurrences will result in ten (10) losses added your total and sanctions deemed fit by the Executive Board.

8.2. The visiting team shall be responsible for supplying a chalker. The chalker shall be persons acceptable to both teams.

8.2.1. Chalker must remain motionless facing the board during each player's turns.

8.2.2. The chalker shall refrain from smoking and drinking.

8.2.3. The chalker shall not cause any distractions to the player shooting (the "shooter") including, but not limited to; talking unless asked something by the shooter, moving or leaning in to check the score before all three darts have been thrown unless asked by the shooter, or turning to face the shooter before all three darts have been thrown.

8.2.4. The home team score shall always be marked on the left side of the board.

8.2.5. The chalker will call out each player's score for player and score sheet verification.

8.2.6. If asked the chalker may inform the thrower what has scored and/or what is remaining. The chalker may not inform the thrower what is left in terms of specific number combinations, doubles needed for the out or any other shooting advice.

8.2.7. The opposing team's captain may request a new chalker at any time for any reason.

8.2.8. The chalker may withdraw at any time for any reason, excepting that the chalker must wait until the current shooter has finished their turn.

8.2.9. Should the chalker give an incorrect total or remainder the darts thrown after such advice must be immediately re-thrown.

8.2.10. The chalker shall only correct mathematical errors on the scoreboard between shooters.

8.3. It is permissible for any other person (except the chalker) to advise the thrower of possible combinations and/or give advice. Provided the assistance does not interfere with another player's turn.

8.4. For a dart to score it must remain in the board for at least three (3) seconds after the third or final dart is thrown. The point of the dart must be in contact with the bristle portion of the board in order to count as score.

8.5. A darts score shall be determined by the side at which the point enters the bristle of the board.

8.6. It shall be the responsibility of the player to verify the score before removing their darts from the board.

8.7. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that players and/or teams next turn.

9. SHORT-HANDED MATCHES

9.1. Teams may play matches with only three players in attendance. The following rules apply to short-handed matches:

9.1.1. In all 01 games a dummy score of 25 points shall be awarded for each turn which starts at or above 100. In turns which start at or below 99 the dummy will be a loss of a turn and shall be awarded no points.

9.1.2. One of the doubles games must utilize the dummy. The team employing the dummy may decide in which game to use the dummy.

9.1.3. In doubles cricket, the Opposing team must designate one player from the first game to be the remaining player's partner in the second game.

9.1.4. Teams in divisions that play 4 singles 01 games shall forfeit the last game of singles 01.

9.1.5. Teams in division that play 4 singles cricket games shall forfeit the last game of singles

cricket.

9.1.6. If both teams employ a dummy, they both forfeit the final singles games with no points awarded to either team.

10. CAPTAIN/TEAM RESPONSIBILITIES

10.1. It is the responsibility of the captains to control their teams. Disruptive, unruly and/or unsportsmanlike teams and their captains are subject to disciplinary action at the discretion of the Executive Board.

10.2. Captains must ensure that the match runs smoothly. All disputes which arise during play should be settled in private conference of the captains only.

10.3. In the event of a dispute which cannot be resolved by the captains, the Rules Chairman shall be contacted and their decision shall prevail.

10.4. It is the prerogative of a captain to file a protest. The opposing team must immediately be notified that the match is being played under protest. The match shall then be played to its conclusion. The protest and the point of the protest must be indicated on the match score sheet. The Rules Chairman must be notified at the declaration of Protest. Both captains will be notified of how to handle that situation. The protesting team must file the protest in writing to the Board by hand delivering the written complaint to a Board member within 24 hours. The Executive Board will rule to uphold or deny the protest within one week of the protest being filed. If a protest is upheld, the match will be replayed from the point of the protest, as duly noted on the score sheet.

10.5. All communications between teams and the Executive Board the League Statistician and the other teams in the association is the specific responsibility of the captains.

11. PERSONAL CONDUCT

11.1. Good sportsmanship is expected and shall prevail at all association functions.

11.2. Heckling, harassment or any other form of poor sportsmanship is strictly forbidden. Such behavior is a basis for protest and shall result in disciplinary action at the discretion of the Executive Board.

11.3. Any aggressively instigated physical contact involving any players shall result in immediate suspension of all involved. The Executive Board shall determine the extent of the suspension within one week of the occurrence.

12. AWARDS

12.1. Awards shall be given at the end of a flight or season as determined by the Board.

12.2. An award may take the form of a trophy, plaque, certificate, patch or any other form of acknowledgment as determined by the Board and dictated the league's budget.

12.3. A player must accumulate a minimum of sixty (60) throws over the course of a flight to be eligible for individual awards as defined below.

12.4. Awards will typically be given for the following categories:

12.4.1. 1st Place for each division in each flight.

12.4.2. 2nd Place for each division in each flight.

12.4.3. Ton-80 - 180 scored in one turn by one shooter in an '01 match during league play, including the singles and doubles tournaments.

12.4.4. Ton-71 - 171 scored in one turn by one shooter in an '01 match during league play, including the singles and doubles tournaments.

12.4.5. 9-Mark – Any three triples scored in one turn by one shooter in a cricket match during league play, including the singles and doubles tournaments. All three triples must count as marks in the match.

12.4.6. 6 Bulls – Three double bullseyes in a cricket match during league play, including the singles and doubles tournaments. All shots must count as marks or points in the match.

12.4.7. Dead Eye – Either two triples and one double bullseye, or one triple and two double bullseyes in a cricket match during league play, including the singles and doubles tournaments. All shots must count as marks or points in the match.

12.4.8. High Out – Awarded for the highest Out scored during league play in each division in each flight. Does not include outs scored during the singles and doubles tournaments.

12.4.9. High In – Awarded for the highest In scored during league play in each division in each flight. Does not include Ins scored during the singles and doubles tournaments.

12.4.10. High Average – Awarded for the highest Average at the end of league play for each division in each flight.

13. MODIFICATION OF THE BYLAWS

3.1. Any and all changes, alterations and/or amendments to the Bylaws may be changed by the Rules Chairman to solve any problems that occur, but must be ratified by the executive Board within 14 days of said change. Failure of Majority vote by the Board nullifies any and all said changes.

EXECUTIVE BOARD POSITIONS AND THEIR RESPONSIBILITIES

PRESIDENT

The President is an elected member of the board and their responsibilities include calling and chairing all league meetings. They will designate and assist in league duties, answer as the official spokesperson of the league in all dart league business. The President only votes in the case of a tie.

VICE-PRESIDENT

The Vice-President is an elected member of the board and shall assume the duties of the President in their absence. The VP will submit bids for the banquet and for trophy purchases to the board for a majority vote. They will also oversee all nomination and election ballots.

TREASURER

The Treasurer is an elected member of the board and shall assume the responsibility for all financial dealings of the league. The responsibilities include forming a league bank account

requiring their name along with the President's name and collection all dues from the members and venues. Their responsibilities also include presenting a financial report at all board meetings.

SECRETARY

The Secretary is an elected member of the board and shall assume responsibility for taking minutes of league meeting and produce league advertisements. They are also responsible for assembling all materials for the folder at the start of each season.

STATISTICIAN

The Statistician is an elected member of the board and shall assume responsibility of retrieving weekly score sheets and producing and distributing statistics sheets to each captain. Stats must be posted to the web site by Monday at noon, and/or mailed to the team captain if they do not have access to the web site. This is a paid position, currently at \$20 per team per flight.

RULES CHAIRMAN/TOURNAMENT DIRECTOR

The Rules Chairman is an elected member of the board and shall assume the responsibility for enforcing the rules of play and of the H.V.D.A. They shall also settle disputes over rules on league nights. They will set up the divisions and make up the schedule. They will also set up and officiate over all H.V.D.A. Tournaments.

Updated: Fall 2016