

**VENTURA COUNTY DART ASSOCIATION  
RULES AND REGULATIONS FOR LEAGUE PLAY**

**SECTION I APPLICABILITY**

- These rules and regulations shall apply to all individuals who participate in, or administer to, league play sanctioned by the Ventura County Dart Association.
- The following terms/meanings shall apply when used in the body of these rules and regulations:

ADO: American Darts Organization

VCDA: Ventura County Dart Association

BOARD: Indicates standard 18” English dartboard

MATCH: The total number of games for which two teams are competing

GAME: The total number of legs for which two players/teams are competing

LEG: One contest between two players/teams

SCORER: Scorekeeper, marker or chalker CORK: Bullseye or Bull

ENTRY REQUEST: Team Roster

MASCULINE: Masculine gender nouns or pronouns shall include the feminine

SINGULAR: Singular terms shall, where necessary, include the plural

SCORE SHEET/MATCH RESULTS SHEET: Both denote the multi-part league score sheet.

**SECTION II LEAGUE**

- The VCDA shall conduct league play throughout the year, subject to the discretion of the Board of Directors.
- STRUCTURE: Each league may consist of one or more divisions of teams. Teams shall be placed in divisions according to their caliber, with the highest caliber teams being placed in “A” division, the next highest in “B” division, and so on in descending order of caliber.

- The Board of Directors shall place each team with due consideration given to the following factors: past performance, caliber of players, availability of flights, and team request.
- Under normal circumstances, the first-place team in each division may be moved to the next higher division, when applicable.
- The last team of each division may be moved to the next lower division when applicable.
- A review of team composition by the Board of Directors may result in a team placement at variance with the team's request.
- Player Handicapp:
  - New players – New players in the league shall will be given a starting handicapp of 11 (men) and 9 (women). Handicapps will be updated every week for the first 4 weeks.
  - Existing players will maintain handicapp from previous season, all handicapps will be updated monthly
  - Former/Inactive Player – Players who have sat out the entire previous season may return to play, subject to the approval of the Board of Directors, with the same handicapp as when they left within the last 2 years.
  - Appeal – All appeals of placement shall be made to the Board of Directors as soon as possible, but no later than the first match of the season.
  - Substitutes – A substitute may play any number of matches for any team in one season.
    - Substitutes can only be used to prevent a team from needing to play a blind. Either to fulfill the requirement of a woman player or to bring the number of players up to but not more than four.
    - Substitutes must provide full name and contact information on the score sheet for the night they play, or all the matches they play that night will be forfeit.
    - No team may use a substitute during the last three weeks of regular season league play if they have not played two times during the season for that team, including any make-up games played during or after the last three weeks of regular season play, or playoff games.

- A substitute may not finish a match for a regular player forced to leave before completion of that match.
- Team Captains' Duties and Responsibilities – The Team Captain (or alternate) shall represent their team in all matters pertaining to league play. Specifically, they shall individually, or through an appointed team member:
  - Attend all meetings called by the VCDA officials for the purpose of league play (e.g. captains meetings). A one match loss will be assessed if Captain or alternate is not present.
  - Submit his team’s Entry Request and league fees to the VCDA in accordance with Section III.
  - Ensure that his team’s matches are played in accordance with the rules and regulations herein.
  - Review match reports and sign for their correctness.
  - When the “Home” team, ensure match results are submitted to the Statistician via email or text within 24 hours of completion of the match.
  - Notify the Statistician or other board member of changes in the schedule or failure of a team to adhere to postponement procedures in accordance with section IV, E1-6.
  - Lodge complaints with the Board of Directors if noncompliance with the rules contained herein by a Team Captain is suspected.
  - Make certain substitute information is included with the match results.

### **SECTION III ELIGIBILITY**

- VCDA league play is open to all teams composed of VCDA members who meet the entry requirements as specified in The VCDA by-laws and as specified in these rules and regulations sections II 2a & II 2b.
- Entry Request – Teams desiring to participate in league play shall submit a written request to the Board of Directors via email or otherwise delivered to the board of directors. This request shall be submitted by the announced deadline, with all fees, and contain the following:
  - Team sponsor’s name and the home pub.
  - Desired division placement.

- Full name, current phone numbers, mailing address, e-mail address of each member.
- League Fees – Cash, checks or money orders will be accepted for all fees. Checks or money orders should be made payable to the VCDA. Checks returned for non-sufficient funds may result in automatic team/player removal in addition to a monetary service charge to be determined by the Board of Directors. Each individual/team participating in league play shall be assessed the following fees:
  - Competition Fees– The current fee is to be determined by the Board of Directors and shall be assessed for each team. Competition fees must be submitted prior to Captains meeting. No team will be accepted after Captains meeting, schedule will be set.
  - Sponsor’s Fee– Sponsors’ fees are set at \$60.00 per team. Fees are due no later than 4 weeks after 1st week of league play.
- Roster Changes – Teams may make changes to their rosters subject to the following conditions:
  - Add Player(s) – Players may be added to a team roster subject to the following provisions:
    - The player must provide full name, mailing address, phone number, e-mail address, and their **preferred method of notification** on the match report. This information also needs to be emailed to the statistician.
    - The player may not have played for another VCDA team during the current season.
    - No player may be added the last two matches of the season. Substitutes may not be utilized the last three weeks of the season, including make-up games played during or after the last three weeks or in playoff games, unless they have played for that team at least twice during the regular season.
  - Roster Limits – The total of active and inactive players may not exceed six (6) players plus one alternate. All teams must have at least one active woman.
  - Active Players – An active player is one who is carried on a team’s roster and is available to play in scheduled matches.
    - If an active player has not played in a scheduled match and wishes to change teams during the current season, he may play with a new team without Board of Directors approval. If the player has played any scheduled matches, changing to a new team requires the approval of the Board of Directors.

- If an active player's team is dropped, the player may join another team without securing approval from the Board of Directors, so long as the new team is in his own division or higher.
- Inactive Player– An inactive player is one who is carried on a team's roster but is unable to play in scheduled matches for a predetermined period of time. For example: a player on active military duty (TDY/TAD), a hospitalized player, or one vacationing out of town.
- Request for exemption will be submitted to the President.
- Alternates may only be used in a match where at least one of the regular team members has not played in that match. Captains may only list six (6) players on their score sheet for any scheduled match. An alternate may not finish a match for a regular player forced to leave before completion of that match.
- Team/Player Withdrawal –
  - Voluntary – Team/Players desiring to withdraw will notify a member of the board as soon as possible.
  - Involuntary – Teams/Players can be involuntarily withdrawn from the league for failure to comply with the rules and regulations of the VCDA, its By-Laws, and:
    - Fighting, throwing darts in anger, throwing of any objects, obscene language, or any other acts of unsportsmanlike conduct or any other conduct reflecting negatively upon the league may be considered by the Board of Directors as cause. In addition, any abuse of these rules can result in involuntary withdrawal.
    - Initial notification of withdrawal possibility shall be made in writing to the Team Captain and player, citing the specific reason.
    - Further abuses of rules: The Team Captain shall be notified in writing of the proceedings against his team or player. The player or team will be afforded the opportunity to be heard in his/its defense before the Board of Directors. After this appeal, the Board of Directors shall meet in closed session to consider the withdrawal. Notification of the decision will be forwarded in writing to the Team Captain and the Team Sponsor.
    - Forfeits: A team can forfeit no more than 20% of the scheduled matches during a season. Any team forfeiting 20% of its matches will not receive team awards. Forfeits amounting to a total of 30% of its matches or greater will result in those team matches being removed from the statistics as though they had not been played.

- All matches played against a withdrawn team in any uncompleted round of the schedule shall be null and void. The following individual accomplishments shall be allowed to stand, for award/trophy purposes, for VCDA members whose team has withdrawn: Ton-80, round of nine, dead-eye (3-bulls), low dart game, high on/off.

#### SECTION IV COMPETITION

- FORMAT– The number and type of games is specified on the score sheet for each season issued with the Captain’s Kit; however, the sequence by which the types of games are played is at the sole discretion of the HOME TEAM CAPTAIN, with the exception of the “Team Game”, which must be played last. The “Team Game” shall be 1001, unless BOTH Captains agree to play 701 instead.
- PRE-MATCH PREPARATION– The Home Team Captain shall designate those boards on which the match will be played. Said boards shall be for warm-up during the half-hour preceding the match. The visiting team has the choice of which of these boards he wishes to use for each individual game. Practice on adjacent boards while playing a game is not allowed.
- STARTING THE MATCH
  - Starting time for all league matches is 7:00 P.M. unless otherwise specified.
  - An additional 15 minutes “grace period” is allotted to preclude postponement/forfeiture of the match.
  - Start: The match shall be considered started when both Team Captains have completed listing the contestants for the first game of the match.
    - The match must be started by the end of the grace period.
    - A minimum of four (4) players including at least one woman must be present for the match to be played, unless the short team elects to shoot using a “blind” player or players. See Section F and G below.
  - Pre-playing of Matches – Matches may be played before the scheduled date with the concurrence of both Team Captains without notifying the Board of Directors. Results must be turned in within 24 hours. There will be no penalty assessment.
  - Match Postponement – The VCDA allows for the postponement of league matches, provided the following:
    - Any intent to postpone a league match must be conveyed to the opposing Team Captain no later than 36 hours prior to the scheduled start of the

match. In any situation where it is not possible to give the required amount of notice, the postponement can only proceed with the approval of the Board of Directors.

- Both Team Captains must agree to the postponement. Provided they agree, a member of the Board of Directors Must be notified before the time that the match was originally scheduled to take place.
  - Any postponed matches from the first half of the season must be played by the end of the mid-season break. Any postponed matches from the second half of the season must be played by the end of the end-season break. Any attempt to further postpone a match requires the approval of the Board of Directors.
  - Teams are allowed a maximum of two (2) active postponements per season. Any team having cause for additional postponements must receive approval from the Board of Directors.
  - Once the date and time are set and agreed upon, the postponed match is then treated as a “league match” with all rules applicable.
  - The VCDA realizes that extreme circumstances may exist that, for one reason or another, are not fully covered in the Rules as stated above. In these situations, the Board of Directors reserves the right to exercise its authority to resolve such matters as amicably as possible.
- Minimum Players – A team must have a minimum of two (2) players present to begin match play. Having less than two players present, at the end of the grace period, will constitute a forfeit.
- G “Blinds” - A "Blind" may be played at the election of a Team Captain who has less than four (4) players present in lieu of a postponement or forfeit. “Blind” is entered on the score sheet wherever the missing player’s name would have been written and is treated in the following manner:
- Each singles game marked with “Blind” is treated as a forfeit.
  - For a Doubles game, the game is played with one player against two players, with the one-player team skipping a turn. (This represents the team member named “Blind” scoring zero.)
  - For the team games, the total number of players, including “Blinds”, are marked for shooting order to total four players, or to account for missing players (see #4 below). Each player named “Blind” scores zero (0) for each turn. The number of players on the opposing team is of no consequence. Once the short team’s shots and

“zero” scores have been played, the player that shot first for the short team is up again.

- In the team game, all members that were entered on the score sheet for that match must play in the team game. In the event that a player is unable to play in the team game, their turn in the team game will be played as a “Blind”.
- SCORE SHEETS – The Home Team Captain shall record the results of each match on the score sheet.
  - Preparation – Prior to the start of each game, the opposing Team Captains shall enter the names of the players participating in the game. The entry of names shall be “in the blind” with the Home Team entry first. Once both teams have filled out the names, NO CHANGES in the lineup will be allowed. NOTE: The entire sheet does not have to be completed at one time. It may be completed by “type” of game, e.g. Cricket Doubles, 501 Doubles, and Singles.
  - Each team is required to play a woman in a minimum of two games (one singles game and one doubles game).
  - Completion – At the end of the final game of the match, the team captains shall sign the original score sheet. The Home Team Captain is responsible for submitting the score sheet to the Statistician. It must be submitted no later than 24 hours after the match.

## **SECTION V PROTEST PROCEDURE**

A match may be played under protest or, in extreme circumstances, halted if, in the opinion of either Team Captain, an error was made in a rule interpretation. No consideration, however, will be given any protest unless the protesting Captain adheres to the following:

- Immediately notify the opposing Team Captain when the protested conditions arise. If possible, the situation should be resolved by negotiation.
- If the protest condition is corrected to the satisfaction of both Team Captains, proceed no further with the protest.
- If not corrected, complete the match and annotate the score sheet as follows:
  - Indicate the protested condition and the point from which the match is played under protest.
  - Both Team Captains shall initial the protest annotations.
  - If either Team Captain refuses to follow this procedure, cease the match and immediately contact the Statistician. If the Statistician is unavailable, the Team Captain should contact another Board Member.

- Within 24 hours after the completion of the match, the team lodging the protest shall notify a Board Member. The Board of Directors shall render a decision before the next scheduled match in that division.
- Final appeal on the protest must be in writing to the Board of Directors. The decision of the Board is final.
- If match play is halted because of intolerable conditions or other circumstances at the playing site, the remainder of the match shall be played at a neutral site under the supervision of a Board Member who is not a member of either team.
- A protest by an individual, not concurred with by the Team Captain, will be processed in accordance with Article XIII Section 3 of the By-Laws and will not result in replay.

## SECTION VI GAME RULES

- PRE-GAME WARM-UP – Once the board has been declared open and the names of the players have been announced, each player of the game shall limit his warm-up darts to 9 darts. This does not apply to adjoining boards prior to the start of the match. After a game is started and score keeping begins, practice darts shall not be thrown on the game board or any other board. A player throwing practice darts during an active game shall forfeit his next turn. Darts thrown after a bust would be considered practice darts.
- STARTING THE GAME – The game shall be considered started commencing with the first throw for Cork. The throw for Cork shall determine which team will throw first in the next leg of a game. The rules for Corking are as follows:
  - Each team shall have one player (who is listed in the game) throw one dart for the Cork. The player to throw first for the Cork shall be determined by one of two methods: 1. The flip of a coin, with the winner of the flip having the option of throwing first for the Cork; or 2. Home/Loser/Away, with the home team having the choice of throwing first for the Cork in the first leg. The Captains shall decide the method by which the throw for Cork will be determined for the entire match at the beginning of match play. If the Captains cannot agree, the coin toss will prevail.
  - The dart must remain in the board (except when removed per Section VI.2.C.). Additional throws shall be made when throwing the Cork until the dart remains in the board.
  - If the first thrower's dart is in either the inner or outer Bull, the second thrower may acknowledge the first dart and ask for the dart to be removed prior to his throw. Otherwise, the dart is to be left in the board.

- Should the second thrower dislodge the dart of the first, a re-throw will be made with the players throwing in reverse order.
- Re-throws shall be called if the scorer/players cannot decide which dart is closest to the Cork, or if the darts are both anywhere in the inner bull or both anywhere in the outer bull. Neither the scorekeeper nor either of the players may touch the darts while measuring distance. Should a rethrow be necessary, the players will throw in reverse order.
- The player throwing closest to the Cork wins the Cork and that player's team throws first in the first leg of the game.
- The team that loses the first leg shall have the option of throwing the first dart for the Cork in the second leg.
- If a third leg is necessary, the team which, by either method stated in A, above, did not have the choice in the first leg will have the option to throw first.
- Skill Level Ranking/Handicap Rules
  - These rules only apply when skill level rankings are unequal between individual, doubles or the team game players. The handicap will apply if the difference between the players' respective SLRs is two or greater. For all divisions, when playing a team in a different division, the skill level ranking handicap applies to the lower division player when that player's SLR is lower than that of the higher division player's. A player may elect not to take the handicap on the first night of season play. Once the election is made, it cannot be changed during the season.
  - The handicap will be determined by subtracting the lower ranked player's Skill Level Rating (SLR) from the opposing player's SLR. The difference will determine how many points are subtracted from the lower ranked player's beginning objective in 301 and 501, and how many marks will be given to begin a cricket game. (See the Handicap Revision Sheet)
  - Corking and doubling out will be the same for all players.
  - For doubles matches, the doubles players on each team will add their SLRs together and divide by two in order to establish their combined SLR. If the number is odd, round up to determine the SLR. The handicap for that game will be determined by using the combined SLRs.
  - For the 1001/701 team game, all players' SLRs will be added together and averaged to determine the respective SLR of each team.

- During a leg if players go five consecutive rounds with no change in score the players can choose to cork for the win. This will be optional and all players in the leg must agree. Guidelines for corking for the win will be the same as outlined in Section VI 2 A-F
- While it is encouraged for all players to learn their outs, a player can set up Dart Connect to show their outs. They can also determine their out from a team mate or any means they have available to them.
- TIMELINES OF PLAY – Team Captains shall start each game no later than five minutes after the last dart of the previous game. Excessive time between throws during a game will be reported as poor sportsmanship.
- ADO RULES – For any rules of play not specifically covered herein, ADO rules shall apply.
- CHALKING (SCORING) THE GAME – Whether an independent chalker is used or players mark their own scores, the following shall apply:
  - For a dart to score, the point must be touching the surface of the board. A dart stuck in a gap between a staple and a wire is considered “touching”.
  - The score shall be counted from that point where the dart enters the board. EXAMPLE: If a dart enters a triple 20 area and the point goes under a wire into the single 20, the dart scores 60 points.
  - There is no minimum amount of time that the dart must remain in the board to score. After the last dart is thrown, all darts must remain in the board long enough for the score to be verified. NOTE: delaying the score in hopes that a dart will fall is poor sportsmanship and may be reported. Common sense should prevail.
  - Players shall not remove their darts from the board until the score has been verified by the chalker or he has marked the scoreboard. Errors in score must be corrected prior to removing the darts or the interpretation of the chalker will stand.
  - Errors in math must be corrected prior to that thrower’s or his partner’s next turn or the score shall stand.
  - In “01” games, darts thrown after the winning doubles do not count and do not “bust” the turn.
  - In Cricket games, marks exceeding the amount required to win the game do not count and do not apply for “Deadeye/Round of Nine” awards. EXAMPLE: if a team requires three 18’s, three 19’s and one 15 to win and throws a triple of each, no “Round of Nine” is awarded.

- Chalkers shall adhere to the following rules/good manners:
  - The chalker shall remain motionless during a player's throw.
  - The chalker shall face the board and not turn to look at the player.
  - The chalker shall not speak to the players unless a question is directed to him.
  - The chalker shall make no attempt to verify a score, prior to the player finishing his throw, unless asked to do so by that player.
  - When asked, a chalker shall tell a player what his remaining score is. He shall not give "out" combinations, such as "triple 20 double 8" if 76 remains.
  
- SPORTSMANSHIP While it is recognized that all members may not be 100% socially compatible, good sportsmanship, common sense, and a modicum of decorum and good manners should prevail. Specifically, members shall not:
  - Harass any other member for any reason, whether or not he is shooting.
  - Engage in loud or boisterous behavior that may disturb other players.
  - Engage in any behavior that would degrade or cast aspersion upon the public view of the VCDA.
  - Engage in any behavior that would tend to alienate sponsorship by member pubs or other concerns.
  - Make any demand upon a sponsor that does not fully comply with the rules for courts and equipment. In those cases where equipment or site conditions need remedy, the ADO representative shall be the sole negotiator. If remedy is refused, cease negotiations and contact the Board of Directors.

#### **SECTION VII TEAM STANDINGS**

- For each night's match, the winner of the majority of the sets shall be declared the winner of the match and shall receive one (1) match win, i.e. the score shall be 1-0.
- A record of the total match wins/losses shall be maintained. If at the end of the season two or more teams have equal numbers of match wins in a division, the number of set wins will be the next criteria evaluated. If there is still a tie the number of leg wins will determine the winner. When looking at leg wins, a sweep will be counted as 3 leg wins. If there is still a tie a playoff occurs between or among those teams.

- After one team has won more than half of the night's sets, the team captains may agree to declare the match over and record the score. Both captains must agree to declare the match over with the knowledge that no points will be awarded for unplayed sets and this may create a disadvantage if there is a tie in match points at the end of the season.
- The first-place team in any division other than A may move up to the next higher division. Players may play in only one division per season. Any requests for variance shall be determined by the Board.

**SECTION VIII TROPHY QUALIFICATIONS**

In all cases, team trophies shall be awarded to the first and second place team in each division.

- Depending upon the number of registered teams, every effort shall be made to award second and third place awards. This decision shall be made by the Board of Directors after a review of financial obligations and league solvency.
- The contribution of our sponsors is recognized. It is also recognized that sponsorship brings its own financial and promotional rewards. Individual sponsors will be awarded trophies, whether perpetual or seasonal, based upon the financial obligations of the league.

- Individual awards shall be made for the following:

- Men's High Out – One per division:  
 "A" 120 or higher, "B" 110 or higher, "C" 95 or higher.
- Women's High Out - One per division:  
 "A" 95 or higher  
 "B" and "C" 80 or higher.
- Men's High On – One per division:  
 "A" 120 or higher, "B" 110 or higher, "C" 95 or higher.
- Women's High On - One per division:  
 "A" 95 or higher  
 "B" and "C" 80 or higher.
- High Score -171 or more One major per player per season, with add-ons

for additional occurrences

- Round of Nine One major per player per season, with add-ons for additional occurrences (Three triples in one throw CRICKET only)
- Deadeye (three double bulls) One major per player per season, with add-ons for additional occurrences (CRICKET only)
- Low Dart Game – 301 One per division:  
“A” 10 darts or less, “B” 13 darts or less, “C” 16 darts or less.
- Low Dart Game – 501 One per division:  
“A” 15 darts or less, “B” 18 darts or less, “C” 21 darts or less.
- Highest 3DA, 3 per division. Individuals must play a minimum of one third of the season’s matches to qualify for this award.

#### **SECTION IX GAMBLING**

Gambling is neither sanctioned by the VCDA nor authorized at VCDA-sponsored events.

#### **SECTION X TEAM DRINKS**

- Sponsors or establishments are neither obligated, nor allowed under California law, to buy the visiting team a drink during a match. No team/player shall solicit a team drink nor make comment on its absence.
- Any sponsor or other league member witnessing behavior in violation of this Section should IMMEDIATELY report the occurrence to a member of the Board of Directors.

**ANY QUESTIONS OR DISPUTES WITH THESE RULES AND REGULATIONS SHOULD BE FORWARDED IN WRITING, TO THE VCDA BOARD OF DIRECTORS AT THE FOLLOWING ADDRESS:**

**VCDA  
P.O. BOX 6782**

**Ventura, CA**  
**93006 OR**  
**By email to [vcda@vcda.org](mailto:vcda@vcda.org)**

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