

Metro East Dart Association

Official Rules

Metro East Dart Association (MEDA) will not be responsible for any personal injury or damage/loss of property incurred by members or guests during MEDA-sponsored events.

MEMBERSHIP

1. All members of MEDA must be at least 18 years of age. Members under the age of 21 will be expelled from MEDA if caught drinking or attempting to purchase an alcoholic drink during MEDA events.
2. Any team that plays a non-registered player will forfeit any games in which that person played.

FEES

1. Individual membership cost is \$75 per MEDA year (August 1st to July 31st). This fee is split between the two seasons played per MEDA year: \$50 for the Fall Season (August 1st to December 31st) and \$25 for the Spring Season (January 1st to July 31st) for players who also played in the Fall Season. Any players that join for the Spring Season only will owe a fee of \$50. This fee is due 1 week before the season starts, and is non-refundable and non-transferable once the member plays at least 1 game.
2. Executive Board members have their membership fee waived (assuming they attend 60% of all scheduled board meetings during the year).
3. Each Venue shall pay \$100 per team per season (\$200 total per MEDA year), due at registration. A discount will be applied for a Venue representing multiple teams in the same season, \$100 for the first team, \$80 for the second, and \$60 for any subsequent teams. Exceptions can be made with MEDA Treasurer approval.
4. Returned checks from venues or members will require future fees to be paid in cash or by certified check, and a \$20 fee will be assessed.
5. If member/Venue fees cannot be collected, the unpaid team or member can be dropped from MEDA and action may be taken by the Executive Board.
6. The statistician will receive \$15 per registered team per season, to be paid in two equal installments. The first payment is due on the 3rd night of scheduled play, and the remainder is due on the receipt of the season's final statistics.

PARTICIPATION (INDIVIDUAL & VENUE)

1. Venues wishing to join MEDA will be subject to the Executive Board's approval, using discretion on location, parking availability, and other factors.
2. A maximum of 2 teams per sanctioned dartboard are allowed to register in a venue. The MEDA Executive Board reserves the right to limit venues to fewer teams for seating, setup, or other reasons.
3. Teams are composed of 4 to 6 players.
4. A player may shoot a maximum of 7 games per match, consisting of no more than 2 games of 701, 1 doubles 501, 1 singles 501/401, 1 triples cricket, 1 doubles cricket, and 1 singles cricket.
5. Each player competing in a match has the guaranteed right/opportunity to shoot a minimum of 3 games, one of which must be a doubles or singles game. Any players that feel they aren't getting their guaranteed games must

notify a board member and the Team Captain will be issued a warning on first violation. Subsequent violations will be reviewed by the board and the team/Captain may be subject to disciplinary action.

DIVISIONING & SCHEDULING

1. The League Coordinator, assisted by the board as a whole, shall have the responsibility of assigning teams to various divisions, drawing up the league schedule, and delivering copies of the schedule to all MEDA team captains in time for the start of the season.
2. The top 4 '01 averages of registered team members will be used as a guideline for team placement but may not necessarily be the only criteria used. MEDA may use player averages established in other dart leagues.
3. To establish an average to be used for divisioning, the last season played by that player in which they had at least 50 trips will be used. All new members without established averages will be assessed a minimum of a 40.00 average for divisioning purposes (the average used may increase due to player experience or other factors).
4. Every team plays at least twice against every other team in its division. Home and Away matches will be distributed as evenly as possible.
5. All matches should be played at the scheduled venue. Changes may be made only with Executive Board approval.

EQUIPMENT & BOARD SETUP

1. The dart board shall be a standard bristle board in GOOD condition.
2. Tablets or other electronic devices used for scorekeeping should be set up to be readable for shooters at the throw line, and ideally placed for maximum visibility for all spectators.
3. Lighting should be installed in such a manner as to reduce shadows and not physically interfere with a dart in flight.
4. Darts may not exceed 50 grams in weight (excluding flights) and may not exceed 8 inches in length (including flights).
5. Distance from the center of the bull to the floor shall be 5'8", plus or minus 1/4".
6. The front of the toe-line should be clearly marked at 7'9 1/4" from the face of the board (a diagonal line from the center of the bull to the toe-line should be 9'7 7/16").
7. There should be a minimum of 5 feet between the centers of adjacent boards in use during league play.
8. There should be a minimum "lane" of 5 feet wide and 10 feet long to use as space for league play. This leaves a minimum of over 2 feet behind the line to protect the shooter and observers. Overhead clearance in the shooting area must be at least 7'6".
9. Venues are to be inspected and approved by the League Coordinator or other Executive Board members. Any corrections required are to be made before the venue can be sanctioned for league play.

ADDING PLAYERS

1. To add a new player to a team, that team must contact the League Coordinator a minimum of 24 hours before any match that player is to play in. The new player's fee should be paid before their first match unless other arrangements are made.
2. If the newly added player's average increases their team's division average to a level above the team with the lowest division average in the next highest division, that player may not be added to that team. Exceptions may be made only with the approval of all captains in the division.

3. No player, after shooting with one team, may shoot for another team in the same season without Executive Board approval.
4. The Executive Board reserves the right to approve the addition of any new MEDA member.

SUBSTITUTE PLAYERS

1. Any players that are interested in joining/playing in the League may be added to a substitute ("sub") list that will be made available to all Board Members and Captains during each season.
2. Those players interested in being a sub must reach out to the League Coordinator or Statistician, and must be approved by the Board.
3. A substitute player does not need to pay registration fees for the season, but if they are to be added to a team as a full-time member they must follow the rules in "Adding Players".
4. Captains may only use a maximum of one substitute player per match, and may only use a sub if they are not able to field a full team of 4 players from their roster to shoot at a match.
5. If a sub player has played for only one team for 5 weeks of a single season, then they must register with that team following the rules of "Adding Players" prior to playing a sixth week with that same team.
6. There is no limit on the number of weeks a substitute player can be used for the season if the criteria above is met.

FORMAT

1. The match format is as follows; games should be played in the order listed:
 - a. 2 games of four person 701
 - b. 2 games of doubles 501
 - c. 4 games of singles 501
 - d. 1 game of triples cricket (long cricket to 12, called "Tactics 12" in DartConnect)
 - e. 2 games of doubles cricket
 - f. 4 games of singles cricket
2. All '01 games are as follows:
 - a. Straight-in / Double-out for all divisions.
 - b. A dart in the outer-bull scores as 25 points. A dart in the inner-bull scores as 50 points and also counts as a double when required for the out.
3. Cricket rules are as follows:
 - a. Triples cricket is played using the 20, 19, 18, 17, 16, 15, 14, 13, 12, and bullseye. Singles and doubles cricket are played using the 20, 19, 18, 17, 16, 15 and bullseye.
 - b. The object of cricket is to "own" certain numbers on the board and to have either the same number of points or more points than your opponent.
 - c. To "own" a number, you must shoot 3 of that number in any combination. When 3 of that same number have been shot by the opposition, that number is "closed."
 - d. Numbers can be owned or closed in any order.
 - e. To own or close the bullseye, the outer ring counts as 1 bull and the inner ring counts as 2 bulls. A player who owns the bullseye may score 25 points per bull.
 - f. The purpose of owning a number is to score points against the opponent if desired or needed. The purpose of closing a number is to prevent the opponent from scoring points.

STARTING TIME & POSTPONEMENTS

1. Match starting time is 7:00 PM. If after 7:00 PM both teams have a minimum of three players present the match should begin. If one or both teams fail to have three players present by 7:15 PM the match may be postponed. Refer to rule 5d.
2. Teams with only 3 players present may shoot with a "dummy." In team and doubles 01 games, the dummy scores 25 points per turn in '01 games down to 140. When the score remaining is 139 or less the dummy no longer scores any points. In doubles cricket, the dummy does not score, so the game is played with one player playing against two.
3. A team using a "dummy" must forfeit 1 game of singles '01 and 1 game singles cricket. A player from the team not using the dummy gets an out or finish for these forfeited games, but does not shoot.
4. Should both teams have only 3 players present, they must play the match as a 13-point match. Only 3 games each of singles '01 and singles cricket are played ("dummy" is matched against "dummy" in the 4th game, which does not figure into the score). No player may be matched against a dummy in these singles games.
5. Rules for postponements and rescheduling follow:
 - a. The League Coordinator and the Statistician must be notified if a match is to be postponed (it is preferred that when a team knows in advance they cannot play on a certain date that the match is played before that date).
 - b. Postponed matches should be played prior to the final date of the current season. If the team captains cannot set a date for the match within that time frame, the Executive Board reserves the right to reschedule the match. The team captains must field a team with any of their available players. If no agreement can be made then the match may be deemed a forfeit.
 - c. In the case if a match is declared a forfeit, the team that originally postponed will receive 0 wins, and the attending team will receive nine 9 wins or the average of the other team's losses in the three previous weeks of play, whichever is greater. Additional points may be awarded at the board's discretion.
 - d. The captain of a team that has to postpone a match should give 24 hours notice to the opposing team's captain. Failure to do so will result in a 2-point penalty to the team violating this rule. One game of singles 501 and one game of singles cricket will be forfeited. This will be the last game of each set of singles games.
 - e. If a team violates rule 5d above on a rescheduled date (for the second time with the same team), the match will be deemed a forfeit. (refer to rule 5c)
 - f. If the match is not played, the violating team may be removed from the league. If the team is removed from league standings, the results of any matches against other teams in its division are also removed (as if the team never played). Any players on the team in violation are not eligible for individual awards, and they may be refused entry in special events.
6. Matches may be postponed due to inclement weather and/or road conditions; the League Coordinator will decide whether league play should be postponed using the National Weather Service and local reports as a guide. The rescheduling of these matches will be determined by the League Coordinator, which may result in a longer season. If the decision is made to postpone matches, team captains will be notified via text, call, and/or email.
7. If a match is postponed for any reason *during* play (such as a venue power failure), the current game state should be preserved (make sure the score sheet is up to date and saved, plus other precautions, etc) and the match should be resumed from this point at a later time/date.

CORKING

1. Corking is the throw to determine which team shoots first for the current game, done immediately before the game.
2. The home team (or team acting as the home team) has the choice of "seeing" (throwing second) or "showing" (throwing first) a cork throw for each game of the match.
3. The second thrower can acknowledge a single or double-bull cork by the first thrower and have the dart removed from the board by the official scorer for the game (a.k.a. the "chalker").
4. Both players shooting single bulls constitutes a tie. A double-bull beats a single-bull.
5. A dart must remain in the board in order to count. Additional darts shall be shot until a valid cork is issued. Should the second corker dislodge the first dart, a re-cork will take place, with the second shooter of the first cork going first in the second cork.
6. If neither player hits a bull, the player closest to the bull wins, judged from the spot where the player's dart enters the board's surface.
7. The scorer should not move either dart. If the scorer moves either dart during corking, the scorer's team loses the cork.
8. Re-corks will be called for if the scorer cannot decide which dart is closest to the bull or if tying bulls are shot. The shooting order is reversed and all darts are to be pulled from the board.
9. The corker for any multiplayer game does not necessarily have to be the person shooting first in the game, but they must be playing in that game.

GENERAL SCORING

1. Once the player completes a throwing motion with a dart, a throw shall be registered. A player dropping a dart while transferring a dart from their non-throwing hand will not have that dart counted as a dart shot, regardless of where it falls.
2. All darts thrown shall be counted. Darts not stuck in the board may not be re-shot.
3. The tip of the dart point must be touching the bristle portion of the board to count for score. The score for that dart shall be determined from the segment of the board at which the tip of the dart point is touching or has entered.
4. Darts falling out of the board after the scorer has called out and/or scored the shot will count for score.
5. Toe-line faults must be caught at the time, with the shooter still on the line. Points shot by any player with a foot over the toe-line do not count (the player's foot may be up to the front of the toe-line).
6. The order of players listed on the score sheet is official. A player shooting out of proper rotation receives a score of zero for their turn. The proper player must shoot for score before the next player shoots. Captains should make sure that their teammates know the proper shooting order in each game.
7. Shooters may be coached by their captain and teammates except while that teammate is scoring.

KEEPING SCORE

1. The home team is responsible for providing a tablet or other electronic device to keep match score/stats on via DartConnect.
2. The visiting team's captain shall decide and enter their lineup for each game first, followed by the home team. No changes may be made once the home captain has entered their lineup.
3. No person shall be in front of the throw line while players are throwing except the scorer.

4. Scorers should exercise all due concern and regard for the shooter by refraining from undue movement (including drinking) and by facing the dart board until the shot is completed.
5. Captains may ask for and receive a new scorer if the scorer does not exercise concern and regard for the shooters in a game.
6. The scorer should call out all scores in a clear and concise manner before scoring.
7. Players are cautioned not to remove darts until the score has been called and confirmed. The score shall not be challenged once the darts are removed from the board.
8. The DartConnect tablet is official as far as current play is concerned (score remaining in '01, points and marks in cricket, etc. are considered correct as they appear on the tablet).
9. If the scorer makes an error, it can and should be corrected before the same player shoots again, with any explanation to be provided to the teams. Please remember that good sportsmanship applies at all times.
10. If requested by the shooter, the scorer must tell them what score is shot and/or how many points are remaining. Scorers should not calculate scores on the scoring device during a player's shot unless requested by the shooter.
11. The scorer may not give out any information on doubles, finishing combinations, or strategy. This rule applies to captains as well if they are scoring.
12. The scorer must remain at the dart board until the game is over, and should call "game" when the winning dart is thrown.
13. "All-Star Points" (ASP or AS on the statistics) are as follows:
 - a. '01 All-Star Points:
 - i. any score of 95 or above is worth 1 ASP
 - ii. any score of 170 or above is worth 2 ASP cricket all-star points
 - b. Cricket All-Star Points:
 - i. 2 usable triples (i.e. all 3 parts of each triple must either score or close) is worth 1 ASP
 - ii. a 9-mark (3 usable triples) is worth 2 ASP
 - iii. 4-Bull shots are worth 1 ASP
 - iv. a 5-Bull or 6-Bull shot is worth 2 ASP

REPORTING RESULTS

1. At the completion of a scheduled match, the DartConnect match link should be sent by the reporting (home) team to the Statistician and the opposing team captain at a minimum (ideally all players in the match should receive the link).
2. Any protests or questions (about the venue, rules violations, etc.) should be sent to the league email address along with the match link. These will be brought to the MEDA Executive Board's attention by the Statistician. Alternatively, emails/texts regarding any issues may be sent to MEDA Board Members.

TROPHIES & OTHER AWARDS

1. The players on the first-place team in each division will receive trophies (maximum of 6 per team), second and third place will receive (1) trophy for the team, based on a minimum of 6 teams in each division. If less than 7 teams are in any division, trophies will be given at the Board's discretion.
2. Any teams tying for 1st, 2nd, or 3rd place must have a playoff using the full match format. The date, place, and time of the match will be determined by the League Coordinator and communicated to the team captains.
 - a. In the event of three teams being tied, the tiebreaker procedure is as follows:

- i. Calculate combined head-to-head records of the three teams involved. The team with the best combined head-to-head record will be considered the highest seed in the tiebreaker process.
 - ii. In the event two teams tie for highest seed; head to head record between the tied teams is the first tie-breaker, followed by head to head record against the third place team, head to head record against the fourth place team, head to head record against the fifth place team, head to head record against the sixth place team, head to head record against the seventh place team (if applicable), head to head record against the eighth place team (if applicable). Should the teams still be tied then the team with more outs will be deemed the highest seed. If the teams are still tied then the highest seed will be determined by a coin flip.
 - iii. The two lower seeded teams will play a tiebreaker match. Winner of that tie-breaker match will play the highest seeded team. This match will take place the following week.
3. Trophies will be awarded to the individual(s) that have the highest average, most outs, most finishes, most all-star points, and highest out in each division.
 - a. To be eligible for the highest average trophy a player must play a minimum average of two '01 games per week based on the teams' schedule (for a 15-week season, 30 games would be the minimum, 14 weeks = 28 games, 12 weeks = 24 games). A team that doesn't play one or more scheduled matches does not have the minimum games requirement reduced.
4. Any percentage-based awards or leader boards will require a member to play a minimum of 50% of the available games for the specific award to qualify (e.g. if the award is for overall winning percentage, a person must play a minimum average of 3.5 games per week to qualify, since 7 games are available to a player every night; if the award is for cricket winning percentage, a person must play a minimum average of 1.5 cricket games per week, since 3 games are available for the player every night).
5. Awards for 180s and 171s will be given for league play (including special events). One award is given to each player, regardless of the number of 180's or 171's shot. To receive an award, a 171 shot must consist of 3 triple 19s only.
6. Awards for shooting 4 or more bulls in cricket (called a "Bullshooter") will be given out.
7. Awards for shooting 3 usable triples in cricket (called a "9-Mark") will be given out.
8. Awards will be given to winners of special events (doubles and singles night).
9. Should a player in a division win more than one of these awards, a larger, combined trophy will be awarded.
10. Venues will receive an award for the top 3 teams in each division (also based on a minimum of 6 teams in the division).
11. All awards will be given out at the MEDA banquet. Each paid member of the MEDA will be allotted a minimum of 1 admittance to the banquet. Each venue will receive 1 admittance per registered team per year. Any additional tickets may be purchased through MEDA.
12. Players may opt out of receiving trophies for the seasons in which they earned them; their accomplishments will be announced without the trophy instead. They must notify the Board prior to the end of the current season.
13. No person under the age of 18 will be allowed at the banquet.

SPECIAL LEAGUE EVENTS

1. MEDA will hold a "High-Low Doubles Night" Tournament during the Fall season and a "Singles Night" Tournament in the Spring season. All current MEDA members and subs are eligible to play in each event. The most recent statistics available will be used when necessary.
2. Venues will be chosen by the Executive Board for these events, and should have space for at least 3 dart boards and provide adequate seating.

3. Sign-up will typically end at 7:30pm for special events, and the games should start by 7:45pm when possible, unless determined otherwise by the Special Event Coordinator or Statistician.
4. The format for both events will be the best 2 out of 3 ('01-cricket-choice). Other details will be set by the MEDA official(s) running the event.

ETIQUETTE & SPORTSMANSHIP

Good sportsmanship and proper etiquette should be the prevailing attitude during all competition. If any of the rules listed below are violated, action can and will be taken by the Executive Board. Penalties for violation of these rules are as follows:

- 1) Oral warning by opposing team captain.
 - 2) Loss of point(s).
 - 3) Suspension of one or more weeks, at the MEDA Executive Board's discretion.
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1. Practicing on any board (including electronic) by any player during a game is not permitted.
 2. Players from both teams may practice between games before lineups are written down for the next game. Once the lineups are written down, there is a 9-dart warm-up for any player(s) shooting in the next match.
 3. Please maintain at least a 2-foot radius of space around the player shooting.
 4. All players shall exercise due concern and decorum during the match, particularly while players are on the line, regarding excessive noise, any movement around the shooter, etc. Players willfully disregarding this rule should be reported to the Executive Board.
 5. The captain of the home team should keep order in the venue where possible, and reach out to the venue's management when necessary. Both teams should keep any guests of theirs under control so that there is no room for poor sportsmanship.
 6. The home captain should decide which dartboard will be used for the match by 6:30pm and inform any players as to their decision. After 6:30pm, this dartboard may not be monopolized by any one team/players. This period is for all players in the match to warm up.
 7. It is the venue's and the home captain's responsibility to provide seating for all teams in the proximity of the assigned board. Persistent complaints of overcrowding may result in the Executive Board limiting the number of teams playing out of that venue during the next season.
 8. If a venue bans a player from their establishment, that player's team must play there when scheduled without that player. If this causes a team to have less than 4 players on the night of the match, the Board must be notified for possible rescheduling.
 9. Problems in public or private venues are the province of the persons involved, the owner, and/or venue employees who may seek redress under local and state law by ejection and/or police intervention.
 10. NO DART SHOULD EVER BE THROWN AT ANYTHING OTHER THAN THE DART BOARD! To do so will be considered unsportsmanlike conduct and action will be taken by the Executive Board.
 11. After the winning dart or a bust is shot, no additional darts are to be thrown, either in jubilation or in disgust.
- There are team penalties that differ from the above listed penalties:
- a. If this is done, the opposing captain should issue an oral warning for the entire team.
 - b. If an extra dart is shot again, even if by a different shooter, after an oral warning has been given, it will result in the loss of that game.
 - c. Loss of game will result for each infraction after the oral warning.
 - d. Any player who continually breaks this rule may have action taken against them by the Board.
 - e. Oral warnings apply only on the night of the match. They do not carry over throughout the season.
- Teams start each match with a clean slate.

f. Captains are urged to remind teammates of this rule and the penalties that apply.

12. Fighting and verbal abuse **WILL NOT BE TOLERATED.**

- a. Should a member be the cause of a disturbance that cannot be handled by the teams involved, a written complaint must be sent to the Board. The complaint must be signed and dated by the complainant(s) and list all witnesses. A subpoena will be issued to all concerned parties so that all sides may be heard.
- b. A person found to be the cause of a disturbance may be expelled from MEDA and is not entitled to a refund of membership fees.
- c. This decision can be appealed. The Executive Board will call the person to appear and render a ruling on the charges.

13. Categorically and without restriction, the Board reserves the right to censure, suspend, or expel any member who willfully creates disharmony, behaves in a manner prejudicial to order and discipline, and/or tarnishes the image of the sport of Darts.

14. No player need tolerate harassment, belligerency, defamation, or poor sportsmanship from any other member.

CAPTAINS AND MEMBERS MAY NOT AGREE TO ANY CHANGES OF THESE RULES.