

METRO EAST DART ASSOCIATION RULES AND REGULATIONS

Metro East Dart Association 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 21 years of age.
2. Membership cost is \$45 per year, running August 1st to July 31st. This fee is due 1 week before the season starts, and is non-refundable and non-transferable. Executive board members have their membership fee waived (assuming they attend 60% of all scheduled board meetings during the year).
3. Any team that plays a non-registered member will forfeit any games in which that person played, with any decisions to be rendered by the Executive Board.
4. Any captain without a telephone must designate a co-captain to act as a contact person for the team.

FEES

1. Each sponsor shall pay \$85 per team per season. This fee is due at registration. Exceptions can be made with the board's approval for payment arrangement by calling the treasurer.
2. 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.
3. If these fees can not be collected, the unpaid team or member will be dropped from MEDA and action may be taken by the executive board.
4. 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 the Metro East Dart Association will be subject to the Executive Board's approval, pending discretion on location and safeguarding of our league members.
2. Normally 2 teams per sanctioned board are allowed to register in a venue. The Executive Board reserves the right to limit venues to fewer teams for seating, setup, or other reasons.
3. Venues must be made aware of the noise level and asked to monitor it and other forms of outside interference.
4. All new venues, or previous venues increasing their number of teams must have the approval of the Executive Board prior to registration.
5. Teams shall be composed of no fewer than 4 and no more than 6 members.
6. A player may shoot a maximum of 7 games per match, consisting of no more than 2 games of 701/601, 1 doubles 501, 1 singles 501/401/301, 1 triples cricket, 1 doubles cricket, and 1 singles cricket.
7. Any player showing up to play must shoot in a minimum of 3 games; one of them must be a doubles or singles game. In the event a player is delayed, he/she cannot be denied the right to shoot, even if it is only 1 or 2 games. First violation of this rule is a warning; second violation is a two point deduction, third and subsequent violations will be subject to discipline from the Board.

8. A venue owner may remove a player from his/her team for cause. The player has the right to appeal such an action to the Executive Board.
9. All new venues will be subjected to a probationary period of two seasons. Any actions or comments deemed in violation of league rules and/or by-laws will result in action taken by the Executive Board; up to and including removal of venue at season's end.

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 schedules to all the captains in time for the start of the season. Their decision is final.
2. The highest 4 averages of registered team members will be used as a guideline for team placement, but may not necessarily be the only criteria used (teams outs / fins / placements need to be examined). Exceptions can be made with board approval.
3. To establish an average to be used for divisioning, the last season played by that player in which he/she had at least 50 trips will be used.
4. MEDA will honor player averages established in other associations.
5. All new members without established averages will be given a 40 average for divisioning purposes.
6. Every team plays at least twice against every other team in its division (1 home, 1 away).
7. All matches will 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. There should be a chalkboard which is in good condition and easily visible to the shooters.
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 they 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 115 7/16", or 9'7 7/16").
7. There shall be a minimum of 5 feet between the centers of adjoining boards in use during league play.
8. There is to be a lane 5 feet wide and 10 feet long to use as proper 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 (with the assistance of the President and/or any other Board Member designated by the President). Any corrections required are to be made before sanctioning.

ADDING PLAYERS

1. To add a new player onto a team, the team captain must call the League Coordinator by 9:00 PM on the Friday before the scheduled match. League Coordinator Tania Asher (248) 506-7731.

2. The player's fee must be sent to: M.E.D.A., 816 W. Gardenia Ave, Madison Heights, MI 48071, and it must be postmarked by the Monday before the scheduled match.
3. If a player's average increases his/her team's divisioning average to a level above the team with the lowest divisioning 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.
4. No player, after shooting with one team, may drop to shoot for another in the same season.
5. No player additions may be made during the last 3 weeks of play in a season. In case of emergency or other extenuating circumstances, an appeal may be made to the Board.
6. The Executive Board reserves the right to approve the addition of any new member.

FORMAT

1. The match format is as follows:
 - 2 games of four person 701
 - 2 games of doubles 501
 - 4 games of singles 501 (A division), 4 games of singles 401 (B and lower divisions)
 - 1 game of triples cricket (long cricket to 12)
 - 2 games of doubles cricket
 - 4 games of singles cricket
2. All games must be played in the order listed above, with each game worth 1 point for a total of 15 points per match.
3. All '01 games are as follows:
 - A. Straight in / Double out for all divisions.
 - B. Fast finishes such as "3 in a bed", "222", "Shanghai", etc. do not apply.
 - C. A dart in the outer-bull scores as 25 points. A dart in the inner-bull scores as 50 points and is also a double when required for the out.

CRICKET RULES

1. 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.
2. Triples cricket is played using the 20,19,18,17,16,15,14,13,12, and bulls-eye
Singles and doubles cricket is played using the 20,19,18,17,16,15 and bulls-eye.
3. 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."
4. Numbers can be owned or closed in any order.
5. To own or close the bulls-eye, the outer ring counts as 1 bull and the inner ring counts as 2 bulls. A player who owns the bulls-eye may score 25 points per bull.
6. The purpose of owning a number is to score points against the opponent if desired or needed.
7. The purpose of closing a number is to prevent the opponent from scoring points.
8. The game should not be prolonged just to try to earn an award. (Bullshooter, nine mark, etc.)

STARTING TIME & POSTPONEMENTS

1. The match starting time is 8:00 PM. If after 8:00 and 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 8:15 PM the match may be postponed.

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.

B. Postponed matches **must be played within 2 weeks**. If the two 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 his/her available players. If no agreement can be made then the match will be deemed a forfeit.

C. In the case if a match is declared a forfeit, the team that originally postponed will receive "0" points, and the attending team will receive nine "9" points or the average of the other teams loses the three "3" previous weeks, which ever is greater. Additional points may be awarded at the board's discretion.

D. The captain of a team that has to postpone a match must 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 each of singles 401/301 and singles cricket will be forfeited. This will be the last game of each set of singles games.

E. If a team violates rule D above on a rescheduled date (for the second time with the same team), the match will be deemed a forfeit. (refer to rule "C")

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. If any team has a member observing a religious holiday on a scheduled dart night, that team may not be forced to play on that night. The opposing team will be required to reschedule the match at the convenience of both teams or consult the Board to mediate the dispute.

7. Matches may be postponed due to inclement weather and/or road conditions. In this case, all matches will be pushed back one week. The League Coordinator will decide whether league play should be postponed using the National Weather Service as a guide. If he / she decides to postpone, the message will be placed on his/her answering machine by 7:00 PM on the scheduled night. Team captains may call for this information and should contact their teammates if necessary.

8. If a match is postponed for any reason during play (such as a power failure), the game on the chalkboard must be written down by both captains and resumed at this point on the rescheduled night.

CORKING

1. The home team (or team acting as the home team) has the choice of "seeing" or "showing" a cork for the entire match.
2. The second corker can acknowledge a single or double-bull cork and have the dart removed from the board by the chalker.
3. Both players shooting single-bulls constitutes a tie. A double-bull beats a single-bull.
4. 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 going first.
5. 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.
6. The chalker should not move either dart. If the chalker moves either dart during corking, the chalker's team loses the cork.
7. Re-corks will be called for if the chalker can not 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.
8. The corker for any multi-player game does not necessarily have to be the person shooting first in the game, but he/she 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 his/her 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 chalker 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 his/her 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. A person may be assisted by his/her captain and teammates except while that teammate is chalking.
8. Once a game is in progress and scores are marked on the sheet and/or on the chalkboard, it must continue. The game must be played, but can be protested after the match by writing on the back of the scoresheet and must be signed by both captains.

CHALKING & KEEPING SCORE

1. The home team will keep the scoresheets.
2. Chalking is done by the visiting team.
3. The home team has the choice of boards in a venue. The board chosen must be sanctioned by MEDA.
4. The visiting team's captain shall write down his/her lineup first, one game at a time. No changes may be made once the home captain has written down his/her

lineup.

5. No person shall be in front of the toe-line except the chalker.
6. Chalkers should exercise all due concern and regard for the shooter by refraining from undue movement and by facing the dart board until the shot is completed.
7. The shooter may request and receive no smoking and/or drinking by the chalker while he / she is playing.
8. Captains may ask for and receive a new chalker if the chalker does not exercise concern and regard for the shooters in a game.
9. The chalker shall call out all scores in a clear and concise manner to the scoresheet-keeper.
10. The score shot as appearing on the chalkboard shall be deemed official once darts are removed from the dart board. 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.
11. The chalker is the official scorer in all games. The chalkboard 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 chalkboard).
12. If the chalker makes an error in math, it can and should be corrected before the same player shoots again. Please remember, however, that good sportsmanship applies at all times.
13. The chalker shall mark the score shot in '01 in the outer columns and the points remaining in the inner columns on the chalkboard. The chalker should also draw horizontal lines under the last shooter's score and points remaining for each side in team and doubles '01 games.
14. Prior to erasing the chalkboard during an '01 game, both the chalker and scoresheet-keeper should check to make sure their points remaining match.
15. If requested by the shooter, the chalker must tell him/her what score is shot and/or how many points are remaining.
16. The chalker may not, however, give out any information on doubles, finishing combinations, or strategy. This rule applies to captains as well if they are chalking.
17. The chalker must remain at the dart board until the game is over, and should call "game" when the winning dart is thrown.
18. On the scoresheet, scoring for average is stopped when a score of 139 or lower is reached (if 140 remains, the player's shot is still written down).
19. "All-Star Points" (ASP or AS on the statistics) are as follows:
'01 all-star points (circle these scores):
 - any score of 95 or above (including those shot when 139 or less remains) is worth 1 ASP
 - any score of 170 or above is worth 2 ASPcricket all-star points (write these in the open area underneath the match score):
 - 2 usable triples (that is, all 3 parts of each triple must either score or close) is worth 1 ASP
 - a 9-mark (3 usable triples) is worth 2 ASP
 - 4 bulls are worth 1 ASP (note: a player hitting 2 double bulls when only 3 bulls are required to finish the game may receive a 4-bull shot)
 - a 5-bull or 6-bull shot is worth 2 ASP

REPORTING RESULTS

1. At the completion of a scheduled match, both captains are to sign the official scoresheet to attest to its accuracy. The Statistician receives the white originals, the visiting captain keeps the yellow copies, and the home captain keeps the pink copies.

2. Any complaints (about the venue, opposing player(s), etc.) may be written on the back of either of the original scoresheets before it is mailed to the Statistician. These will be brought to the Executive Board by the Statistician.

3. Home captains must call the Statistician with the match results on the night of the match. Failure to do so will result in a loss of 2 points to the home team.

4. The home captain is also responsible for getting the score sheet to the Statistician. A scoresheet will be considered late as follows:

A. If sent by US Postal Service: A scoresheet envelope not postmarked within 2 days of the match (normally Friday) will result in a loss of 2 points to the home team. An envelope not postmarked within 5 days of the match (normally Monday) will result in the loss of all points won during that match by the home team (a minimum 3 points will be taken away).

B. If sent electronically: The scoresheet will be considered late if not received by the Statistician by noon on the third day following the match (normally Saturday). A scoresheet that hasn't been received by noon on the fifth day after the match (normally Monday), will result in the loss of all points won during that match by the home team (a minimum 3 points will be taken away). NOTE: if the scoresheet is sent electronically, the Statistician will reply within 12 hours to confirm that the sheet has been received. If the sender receives no reply within 12 hours, he/she should resend the sheet and/or contact the Statistician to confirm that the sheet has been received. Penalties will still apply if there has been no confirmation by the Statistician.

Any subsequent penalties (after the first penalty) will be determined by the board, with the above penalties being used as a baseline.

5. The Statistician may give offending teams a maximum of one warning for each offense (late score report or scoresheet) but is not required to. Any warnings should be listed in the weekly statistics.

6. Any penalties resulting in loss of point(s) will be listed by the Statistician on the weekly statistics, along with the reason for the penalty. Points will not be awarded to the opposing team (all points must be earned on the dart board).

TROPHIES & OTHER AWARDS

1. The players on the top 3 teams in each division will receive trophies (maximum of 6 per team) based on a minimum of 7 teams in each division. 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 tie breaker procedure is as follows:

1. Calculate combined head to head records of the three teams involved.

Team with best combined head to head record will be considered highest seed in tie breaker process.

2. 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.

3. The two lower seeded teams will play a tie breaker match. Winner of that tie-breaker match will play the highest seeded team. This match will take place the following week.

2. 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. Should a player in a division win more than one of these awards, a larger, combined trophy will be awarded.
 - B. 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 matches does not have the minimum games requirement reduced.
3. Any percentage-based awards or leader boards will require a member to play a minimum of 50% of available games for the specific award to qualify. (ie: 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).
4. Awards for 180's and 171's 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 19's only.
5. Awards for shooting 4 or more bulls in cricket (called a bullshooter) will be given out.
6. Awards for shooting 3 usable triples in cricket (called a 9-mark) will be given out.
7. Awards will be given to winners of special events (doubles and singles night).
8. Sponsors will receive an award for the top 3 teams in each division (also based on a minimum of 7 teams in the division).
9. All awards will be given out at the MEDA banquet. Each paid member of the MEDA will be allotted 1 admittance to the banquet. Each venue will receive 1 admittance per registered team per year. Any additional tickets may be purchased through MEDA.
10. No person under the age of 18 will be allowed at the banquet (anyone under the age of 18 will be asked to leave.)

SPECIAL LEAGUE EVENTS

1. MEDA will hold a "High-Low Doubles Night" Tournament in the fall season and a "Singles Night" Tournament in the spring season. All current MEDA members are eligible to play in both events.
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 end at 8:00 p.m. for special events, and the games should start by 8:15 p.m.
4. Singles night and High-low doubles will be played using the most recent statistics available.
5. The format for both events will be the best 2 out of 3 ('01-cricket-choice), single elimination. 501 or 401 will be played for doubles, and either 401 or 301 will be played for singles.

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 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 Executive Board's discretion.

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. Observing a 2-foot minimum radius of toe-line is the responsibility of the team captains.
4. All players shall exercise due concern and decorum during the match, particularly while players are on the line, with regard to excessive noise, any movement of 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. Both teams should keep any guests of theirs under control so that there is no room for poor sportsmanship.
6. Practicing on a board not in use during the match by a non-MEDA player(s) may be done with the permission of both team captains.
7. The home captain should decide which board will be used for the match by 7:30 p.m., and inform any players as to his/her decision. After 7:30 p.m., this board may not be tied up by any one team. This period of time is for all players to warm up.
8. 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 complains of overcrowding may result in the Executive Board limiting the amount of teams playing out of that venue during the next season.
9. If a venue bans a player from his/her 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.
10. Problems in public or private bars, lounges, and taverns are the province of the persons involved, the owner, and/or bartender who may seek redress under local and state law by ejection and/or police intervention.
11. **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.
12. 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 take against him/her 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.
13. Fighting and verbal abuse **WILL NOT BE TOLERATED.**
 - A. Should a member be the cause of a disturbance that can not 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.

14. 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.

15. 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.