



Northern Colorado Dart Association

Rules

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RULE 1 APPLICATION

These rules apply to all matches, all members, and all events scheduled, sponsored, or sanctioned by the NCDA.

RULE 2 DEFINITIONS

- A. Whenever the initials NCDA, N.C.D.A. or the words “Association” or “League” is/are used, they shall mean the Northern Colorado Dart Association [The NCDA in its entirety]
- B. Whenever the word “division” is used, it shall mean a select portion of the league; i.e., Masters, AA, A, etc.
- C. Whenever the word “Board” is used, it shall mean all officers and league representatives defined in the By-laws; Article VI.
- D. Whenever the word “neutral” is used, it shall mean a person and/or location not involved with the team, location, league, or division under discussion.
- E. Whenever “Articles” are referred to, they shall mean the articles in the current NCDA By-laws.
- F. Whenever “Sponsor” is referred to, it shall mean an individual team’s home venue.
- G. Whenever “written notice/appeal/protest” is referred to, it shall mean correspondence via postal or e-mail.
- H. Whenever the word “day(s)” is used, it shall mean standard calendar business days [Monday - Friday; excluding generally accepted major holidays].
- I. Whenever “year” is referred to, it shall mean the two full seasons of play in a single year; to include one Fall Season and one Spring Season. The League Year begins 01 August and ends 31 July. Any deviations will be noted.

RULE 3 MEMBERSHIP

- A. Membership is governed by the NCDA By-Laws, Article V. Only individual members in good standing, or approved guests, may participate in NCDA League activities, including

NCDA-sponsored open events such as tournaments, fundraising events, and similar activities.

- B.** Sponsors delinquent in fees for one or more teams shall not receive any awards earned by those teams. A delinquent sponsor shall not be permitted to participate in any NCDA event or sponsor teams in future seasons until all fees, including past-due fees, have been paid (By-laws, Article IV).
- C.** Teams delinquent in membership fees shall not be permitted to participate in any NCDA event during the season in which the fee became, and remains, unpaid, notwithstanding payment of the current season's team membership fee (By-laws, Article IV).
- D.** Mitigating circumstances may be appealed to the Board. The Board must meet within ten days after the President or Vice-President receives the written appeal. The Board's decision may be appealed using the process in the By-laws, Article V, Section 4. No further appeals are allowed.
- E.** It is the responsibility of the member to maintain a current and valid e-mail address, at a minimum, and/or phone number with the NCDA.
- F.** Persons other than Sponsors shall not use a sponsoring establishment's contact information (email, phone number, etc.) as their own contact information. Communications ***will not*** be sent to members using such information.
- G.** Board members must stay eligible throughout their term. To do so, they must keep their membership and team dues current, and also either be listed on a current or upcoming team roster or be on hiatus for no more than one season.
- H.** Individuals suspended from the League are not eligible for NCDA membership until their suspension is lifted. During the suspension period, they may not participate in any NCDA-sponsored open events, including tournaments, blind draws, fundraising events, or similar activities.

RULE 4 ORGANIZATION

- A.** The NCDA organizes teams into divisions by skill level, with the highest-caliber teams placed in the Masters Division, the next highest in the AA Division, and remaining teams placed in the A or B Division. Depending on league-wide membership levels, divisions may be further subdivided into groups within a division or combined with other divisions.

- B.** Teams are generally assigned to divisions based primarily on the registered players' average team power score, along with any known or received information the Board has about a player or team.
- C.** New teams [all new members] joining the NCDA will be assigned to a division, by the Board, based on information the Board collects and shall be considered a 'best effort' attempt to maintain competitive balance.
- D.** The Board shall be the final authority in the assignment of teams to divisions [and sub-divisions, if necessary]. Also, the Board shall be the final authority in the approval of any and all individuals on a team (By-laws, Article V; Section 3).
- E.** The Board may bypass or suspend the preceding rules when needed, based on the number of teams and divisions at the end of a season and/or the number of teams registered for the following season, in order to promote fair play and competitive balance within the League and its divisions.

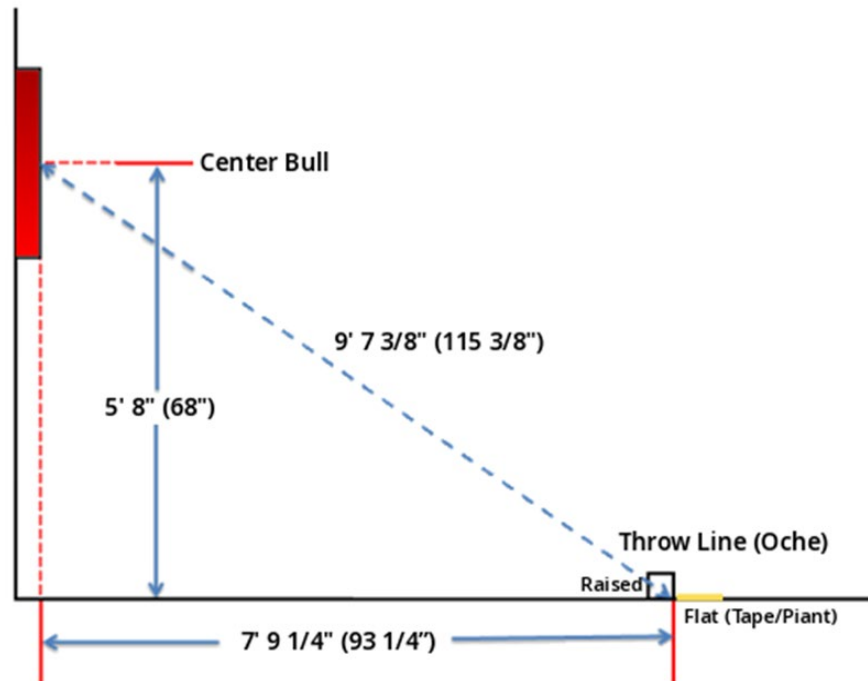
RULE 5 SCHEDULES

- A.** Scheduling shall be arranged so that each team plays approximately half of its matches at its sponsoring [Home] location and approximately one half away. This may be altered to avoid overcrowding; caused by an overabundance of teams at some locations.
- B.** Post-season play [team play-offs and singles play-offs] shall be scheduled to begin within one week following the end of the regular season and to be held on the same night as league play; except in the case of a holiday or special exception designated by the Board.
- C.** Links to all schedules shall be published to the league website as soon as they are available and kept updated. Regular season schedules will also be distributed to each Team Captain, via e-mail (DartConnect link), prior to the start of any given season.

RULE 6 EQUIPMENT

- A.** A bristle dartboard, acceptable to the NCDA, must be secured to the wall so that the distance from the center of the dartboard to the floor measures 5' 8" (68"), plus or minus 1/8". The board must be mounted flush to the wall.

- B.** The throw line (oche) shall be clearly marked on the floor measured at 7' 9 1/4" (93 1/4") from the front surface of the dartboard. When measuring diagonally from the center of the bullseye to the floor, this distance should be 9' 7 3/8" (115 3/8"). Both methods of measure have an allowable variance of plus or minus 1/8". If tape or paint is used to mark the throw line, the edge closest to the board must be positioned at the 7' 9 1/4" mark. For a raised oche, the edge furthest from the board must align with the 7' 9 1/4" mark; the height for a raised oche must be at least 1/2" high. In all cases, the throw line must be at least 2' long and parallel to the face of the dartboard.



- C.** The scoring wedge indicated by the '20' shall be the darker of the two wedge colors and must be the top center wedge. Black and white is the NCDA's required wedge color scheme; while red and green are the preferred colors for triples, doubles, and Bulls.
- D.** No markings, other than the manufacturer's labeling and such markings necessary to the play of the game, shall be permitted on the bristle/front surface of the dartboard.
- E.** Lights must clearly light the dartboard, reduce shadows from thrown darts, and stay out of the path of the darts. Establishments must also make reasonable efforts to keep lighting from distracting players.
- F.** A lateral distance of 2' at the throw line (oche), measured as a perpendicular line from the outer diameter of the dartboard (the numbers 6 and 11), shall be clear of any encumbrances such as walls, shelves, tables, posts, etc.

- G.** A mounting point or stable shelf for electronic scoring (tablet) should be available. This is the League's preferred set-up, to facilitate DartConnect scoring. Alternatively, a scoreboard must be mounted within 4' laterally from the dartboard and at not more than a 45-degree angle to the dartboard. Cleanable scoreboards using grease pencils or dry-erase markers are preferred; chalk boards may be used if absolutely necessary.
- H.** Each sponsoring establishment shall make available a wall area for the posting of association news and information. This area must be large enough to post three 11" x 17" notices without overlapping.
- I.** Any disapproved/unsatisfactory conditions noted during Board inspections or reported to the Board during a season shall be referred to a committee comprised of the President and any other available Board members or Representatives. The decision of this committee shall be final. New establishments entering the Association shall be informed of what is expected of them in terms of dart area setup and when an inspection will be performed for Association entry.
- J.** Substandard equipment and/or layout of the playing area that is not fixed to the satisfaction of the aforementioned committee will result in a 'forced' change in venue.
- K.** Any Sponsor's facility shall be subject to approval of league officers before admission to, and while part of, the Association. Establishments wanting to enter the league (become Sponsors) should contact the association President or Vice-President.
- L.** Darts used in any Association event will conform to ADO Standards. Darts cannot exceed an overall maximum length of 12" (30.5 cm), nor weigh more than 50 grams, per dart. Each dart will consist of a recognizable point, barrel, and flight. In addition, all darts must be thrown manually in all Association events.

RULE 7 THE TEAM

- A.** A team will consist of four to six players all of whom are eligible for membership in the NCDA (RULE 3).
- B.** A team may not have more than two players on their team that are of the next higher class than the division in which the team is shooting (i.e. AA Division team may only have two "Masters Class" players). Singles and/or doubles matches in which ineligible players participate will be deemed a forfeit. The board may waive this limitation in the event

there are fewer division divisions than classes and some of the League's divisions have been combined or suspended.

EXAMPLE: There are too few teams in the League and AA and A are combined into a single division; with no B division. This leaves only Masters and A/AA divisions available. In this scenario, all B, A, and AA Players are eligible to play on A/AA teams.

- C. A team may not have any players two or more classes higher than the division in which the team currently participates (i.e., an A division team may not have an individual from the Masters Class).
- D. Teams are permitted to fill the role of Team Captain with a Non-player Captain. This must be discussed with the Board and approved prior. This person:
 - 1. Must be in good standing with the League
 - 2. Will not take up one of the six available roster spots
 - 3. Can only participate in a match if less than four of the team's players are not present and available for a given match or match segment(s) where used. If used during a match, they will play as a substitute player, and their use will be governed by RULE 24
- E. In the spirit of competitive balance, the Board may by-pass or suspend any of the above rules [individually or as a whole] based on league membership and team registration.

RULE 8 PLAYER RANKINGS

- A. Each individual player will be classified as Masters(+), Masters, AA, A, or B class according to their **Scoring Power**. This level will be determined based on a player's Singles 501 three dart average [3DA] and their Singles Cricket 3DA; as recorded in DartConnect. The formula used will be:

Singles 501 three dart average [3DA] x Singles Cricket 3DA= Scoring Power

Exceptions: If a player has played less than 5 legs of 501, then the 'All '01' average will be used instead of the 501 average. If they haven't played 5 legs of singles Cricket, then the overall cricket average is used.

Player Rank	Scoring Power
Masters(+)	150 and above
Masters	100 - 149.9
AA	60 - 99.9
A	40 - 59.9
B	39.9 and below

- B. Players ranked Masters(+) will not be eligible to throw in any division other than Masters.
- C. New players will start without a ranking and will be evaluated throughout the first half of the season. At the midpoint of the season, they will be assessed rank based on their **Scoring Power**, using the aforementioned formula, then ranked accordingly. These players will then enter the regular rankings system at the end of their initial season.
- D. If a player sits out four or more consecutive seasons, they may request to re-enter the Association one class lower than their previous class. This request must be cleared with the Board before it is granted.
- E. A player may not have a class higher than Masters(+) or lower than B.
- F. In the spirit of competitive balance, the Board may by-pass or suspend any of the above rules [individually or as a whole] based on league membership and team registration.

RULE 9 TIME FACTORS

- A. Matches are scheduled to begin at 7:30 P.M. on the date and location scheduled by the NCDA.
- B. The deadline for starting a match is 15 minutes after the scheduled starting time.
- C. If a team does not have any players at the established or agreed to start time, including the 15-minute deadline, they shall immediately forfeit the match.

D. Both team captains may agree to waive the three previous rules for a marginal amount of time; provided contact and agreement between the captains takes place before the scheduled match time.

E. During the match:

1. No more than 5 minutes may elapse between individual turns during a match or between individual legs, in the same set (best of 3 or 5). If more than 5 minutes does elapse, the non-defaulting player may call for a forfeit.
2. No more than 10 minutes may elapse between games in a set of matches (i.e., games 3 and 4 in the top or the second and third set of games in the bottom). If more than 10 minutes does elapse, the non-defaulting player may call for a forfeit of their game or match; whichever is the case.
3. No more than 15 minutes may elapse between the segments of the match (Team, Doubles, Singles). If more than 15 minutes does elapse, the non-defaulting team captain may call for a forfeit of the first match listed in the upcoming section to be played.
4. If a player needs more than the available time, for an acceptable reason, they must have their captain address the issue with the opposing team's captain. The captains will discuss and come up with an agreed upon solution. Acceptable circumstances include, but are not limited to; emergency calls, work-related, dart repair, etc.

RULE 10 THE MATCH

A. The Match, regardless of division, shall consist of three separate parts: **Team** Games; **Doubles** Games; and **Singles** Games. The point structure, by division, is as follows:

Division	Maximum Points Team Games	Maximum Points Doubles Games	Maximum Points Singles Games	Maximum Match Points Available
Masters, AA	6	6	12	24
A, B	6	4	8	18

B. Only points won in the Team Game and Singles Games of the match shall count towards individual member standings for the season. Individual points gained via Forfeit will still count toward team stats and Individual total points; however, those points **will not** be utilized in the calculations for individual win percentage.

Example: Individual Total Points = Legs Won + Forfeit Points

$$\text{Individual Win Percentage} = \text{Legs Won} \div \text{Legs Actually Played}$$

C. All points won in all events shall count towards team standings for the season.

D. Eligible Games

1. Use the following table to determine eligible games for play, per division

Eligible Team and Singles Games				
Division	301 Double-In / Double-Out	501 Straight Start (Any-In) / Double-Out	ADO Cricket	Call Cricket
Masters	✓	✓	✓	✓
AA, A, B	✓	✓	✓	✗
Eligible Doubles Games				
Division	401 Double-In / Double-Out ^x	701 Straight Start (Any-In) / Double-Out	ADO Cricket	Call Cricket
Masters	✓	✓	✓	✓
AA, A, B	✓	✓	✓	✗

^x401 Double-In / Double-Out:

- Individual players' scores do not count until they have doubled-in
- Each individual player of a team-pair must double-in before that team can win
- A player may double-in and double-out on the same throw
- If a player doubles-in on any dart thrown during their turn, then 'busts' on any subsequent darts thrown that particular turn, that player is considered to have doubled-in; this includes if a player both doubles-in and 'busts' on their first dart.

E. Special Circumstances

Whenever divisions are combined, the match rules will default to the higher division's rules for gameplay. For example, if A and AA are combined, matches will be played using AA division rules.

F. Team Games

The Team Games event is a 'race-to' match set; where individual games are played until one team reaches the maximum team score, as shown in the following table. All players keep their points for individual leg wins. The losing team potentially gets zero through four or five points; depending on their Division.

Division	Number of Games	Max Team Score
All Divisions	Race to 6	6

1. Eligible games for the Team Games section are stipulated in RULE 10; D.
2. No requirement to play any particular game.
3. Starting each game and subsequent games shall be in accordance with RULE 11.

G. Team Games: Setup and Gameplay

1. To play the Team Games, as in all matches, the scoresheet is to be hidden from the opposing team to prevent an opposing team from knowing the other teams' order of play, until both teams have completed entering all of their players. Infractions shall result in the non-offending team having the option of reshuffling their players if desired.
2. Upon request, either team captain must inform the other captain how many team players will be participating. If for any reason the number stated does not match the number of players listed on the scoresheet, the other team's captain may reshuffle the order of their players; if desired.
3. Each team captain fills in their team's column of the scoresheet in the Team Games section with the names of four to six players, listing only members who are present.
4. A team with fewer than four members present will list a "FORFEIT" entry for each missing individual (not an individual's name) so that the total of the present members and "FORFEIT" entries is equal to four.
 - a. Present players' names may be placed on any of the first four lines [i.e. if a team has two players present, they may list: 1. Bob Guy; 2. FORFEIT; 3. John Doe; 4. FORFEIT].
 - b. Each time a player from an opposing team is scheduled to shoot a "FORFEIT" entry, that player shall receive a point.
 - c. If a "FORFEIT" entry of one team is on the same row as a "FORFEIT" entry of the opposing team during any rotation, neither team shall receive a point and move on to the next listed match-up.
5. No late entries of team members are allowed after the scoresheet has been filled out for the Team Games and given to the opposing captain or by the opposing team captain once they have filled out their side and the sheet has been unfolded/uncovered/revealed.

6. When both teams have an equal number of players listed in the Team Games; to include "FORFEIT" entries, *the visiting team will rotate their line-up*; starting with the thrower listed first. When the teams do not have an equal number of players listed, including "FORFEIT" entries, this rotation is not used.
Example: Both teams have four players listed in the Team Games, the order of play is: 1-1, 2-2, 3-3, 4-4, 1-2, 2-3, 3-4, 4-1, 1-3, etc...
7. Each player listed plays a single eligible game against the opposing teams' player they are 'lined up' against. Eligible games are based on Division (RULE 10; D.).
8. The number of games won at the end of the Team Games is determined by the order of play as established by the scoresheet; not by a subsequent match that happens to finish more quickly than the deciding game.

H. Doubles Games

The Doubles Games event is a 'best-of' match set played with two team-pairs. Both team-pairs keep all points for leg wins. The round is worth the maximum points shown in the following table. The losing team-pair, per match, potentially gets zero through one or two points; depending on their Division. The two teams may tie for this round.

Division	Number of Games	Number of Legs	Max team-pair Score	Max Round Score
Masters, AA	2	Best 3-of-5	3	6
A, B	2	Best 2-of-3	2	4

1. The games eligible for play in the Doubles Games are stipulated in RULE 10; D
2. The first two games played *must be* a combination of any eligible x01 Game and an eligible form of Cricket.
3. Starting each game and subsequent games shall be in accordance with RULE 11.

EXAMPLE: If the first game played in a match was Cricket, the second game must be an eligible x01 game. The winner of the Core may choose any eligible game for the third, and if necessary, any subsequent games.

I. Doubles Games: Setup and Gameplay

1. Each team captain fills in their column of the Doubles Games section of the scoresheet with two team-pairs each; listing only members who are present (using "FORFEIT" entries as necessary).
 - a. No player on a team may play in more than one doubles match.

- b. Members of a team who were not present at the time the Team Games event began, but have since arrived, or members who were present but did not play in the Team Games event are eligible to play for the team in the Doubles Games; so long as they arrive prior to the team captains revealing their team-pair entries on the scoresheet.
 - c. If a "FORFEIT" entry appears in the pair for both teams, neither team shall receive Doubles Games points.
2. **Doubles Exception - All Divisions:** In the event that there is a 2 vs. 1 situation in any doubles match, 401 Double-In / Double-Out **cannot** be played; either 701 Straight Start (Any-In) / Double-Out or one of the available cricket options [Divisional limitations apply] must be called by the winner of the cork.

J. Singles Games

The Singles Games event will consist of a 'best-of' match. All players keep their points for leg wins. The round is worth the maximum points shown in the following table. The losing player, per individual match, potentially gets zero through two points; depending on their Division. The two teams may tie for this round.

Division	Number of Games	Number of Legs	Max Individual Score	Max Round Score
Masters, AA	4	Best 3-of-5	3	12
A, B	4	Best 2-of-3	2	8

1. The games eligible for play in the Singles Games are stipulated in RULE 10; D
2. The first two games played **must be** a combination of any eligible x01 Game and an eligible form of Cricket.
3. Starting each game and subsequent games shall be in accordance with RULE 11.

EXAMPLE: If the first game played in a match was 301, the second game must be an eligible form of Cricket. The winner of the Core may choose any eligible game for the third, and if necessary, any subsequent games.

K. Singles Games: Setup and Gameplay

1. Each team captain fills in their column of the scoresheet in the Singles Games column with four players; using "FORFEIT" entries as needed in any of the rows.
 - a. Members of a team who were not present at the time the Doubles Games event began, but have since arrived, or members who were present but did

not play in the Team Games event or Doubles Games event, may be listed as part of the team in the Singles Games; so long as they arrive prior to the team captains revealing their player entries on the scoresheet.

2. A player who matches up with a "FORFEIT" entry shall automatically receive the maximum individual score; as indicated in the Singles Games table above.
3. If a "FORFEIT" entry of one team is on the same row as a "FORFEIT" entry of the opposing team, neither team shall receive points for that occurrence.

RULE 11 BEGINNING A GAME

- A. Only players scheduled to play in that game may throw for the Core (Bull).
- B. The Home team player, scheduled to play in that game, will determine which player shoots at the core (Bull) to begin the game. They may elect to throw for the Core first or have their opponent shoot first ("Show me one").
- C. The winner of the Core will call the game to be played **and** shoot first to start the game. This applies to all games, including doubles. The second thrower at the core, if they wish to acknowledge the first player's throw as an inner or outer Bull, may ask for that dart to be removed prior to their throw.
- D. A dart is considered thrown, and may not be thrown again that turn, when the thrower has a dart leave their throwing hand with some type of throwing motion **and** the darts lands over the throw line.
- E. The dart must remain in the board (the tip is touching the board) to count. Additional throws may be made (only when "throwing for the core"), until such time as both players' darts remain in the dartboard (or have been acknowledged as a Bull). Should the second thrower dislodge the dart of the first thrower, a re-throw will be made; in accordance with RULE 11; H.
- F. Darts must not be touched by anyone (including the scorekeeper) prior to the decision of which dart is closer to the Bull. If a determination cannot be made, without physically touching the darts, a re-throw will be called.
- G. A re-throw will be called by the scorekeeper or, if there is no scorekeeper, the throwing players, if one of the following criteria is met:
 1. A determination cannot be made as to which player's dart is closer to the Bull.
 2. Both darts are anywhere in the outer Bull.

3. Both darts are anywhere in the inner Bull

Note: The inner Bull is considered the “Core”; thus, it is closer than the Bull’s outer ring.

- H.** Should the scorekeeper (in the absence of a scorekeeper, the throwing players) call for a re-throw at the core:

1. All darts will be cleared from the board (this applies to all re-throws needed)
2. The second thrower in the previous throw for the core shall throw first
3. Additional re-throws will be made, on an alternating basis, until one shot is deemed closer

- I.** When a leg consists of a multiple game-set:

1. Singles Games event: 3-game set or 5-game set:
 - a. The Home team player, scheduled to play in that game, decides the initial player to throw for the Core for the first game.
 - b. In all subsequent games in the set, the loser of the previous game will have the choice to throw for the core first, or have their opponent shoot first (“show me one”).
2. Doubles Games event: 3 or 5 game set:
 - a. The Home team’s team-pair will make the initial throw or have their opponent shoot first (“show me one”).
 - b. Each team-pair will choose a player to take the initial throw for the core for the first game.
 - c. The winner of the core will call the game to be played **and** shoot first to start the game. They may consult with their teammate before deciding.
 - d. The losing team-pair of the first game will have the choice to throw for the core first in the second game or have their opponent shoot first; with the alternate player from each team-pair [the one who didn’t throw for the core the first game] taking the shot.
 - e. For all subsequent games, the loser of the game will have the choice to throw for the core first or have their opponent shoot first; with either player on the team-pair making the throw.
 - f. In all cases, the two players taking the core shot will shoot first for their respective team-pair, with the winner of the core shot starting the game

RULE 12 SCORING, MARKING, AND THROWING

- A.** Scoring the darts:

1. For a thrown dart to count as scorable, the point of the dart must be touching the bristle portion of the dartboard; in a valid scoring section of the board.

All darts must remain in the board until they are scored [i.e. scorekeeper or player (in absence of a scorekeeper) writing/recording the score]. Any dart removed from the board before the scorekeeper has made their decision and marked will not be counted.

2. No darts may be touched until all 3 darts have been thrown or a player has given up the right to throw their remaining darts **and** until they are scored. Should a player 'touch' any dart that is in the board during their turn, that turn will be deemed to have been completed; regardless of how many darts were thrown or left to throw.
 3. It is ultimately the responsibility of the player to verify their recorded score before touching and/or removing any darts from the dartboard. The score remains as recorded if one or more darts have been removed from the dartboard unless mutually agreed upon by all participants prior to that player's/team's next turn.
- B.** A dart is considered thrown, and may not be thrown again that turn, when the thrower has a dart leave the throwing hand with some type of throwing motion **and** the darts lands over the throw line.
1. Darts must be thrown one at a time, by and from a player's hand.
 2. A dart bouncing off or falling out of the board will not be rethrown.
 3. Dropped darts are not considered thrown.
- C.** A player may not cross (or lunge past) the front edge of the throw line while throwing a dart. Should a player have any portion of their feet (footwear included) over the line during a turn, all darts thrown will be counted as part of their turn; however, any score made by said darts will be invalid and not counted. One warning by either team's captain shall be considered adequate before invoking this rule.
1. The player's front and back foot must remain behind the throw line until the final dart is thrown.
 2. If a Player has a medical need to utilize any assistive device; such device shall not cross the front edge of the throw line.
 3. A player may 'pause their turn' and cross the line in order to verify a dart's position in the board; without touching any darts in the board. The player must return entirely behind the line, before throwing, to resume their turn
- D. *Bust Rule:*** For double-out '01 games, a bust occurs if a player:
1. Scores more than their remaining points
 2. Reduces their score to 1, or
 3. Reaches 0 without finishing on a double.

When busted, the player's turn immediately ends and the score resets to what it was at the start of the turn; no darts thrown in that turn count.

Note: 401 Double-In / Double-Out:

If a player doubles-in on any dart thrown during their turn, then 'busts' on any subsequent darts thrown that particular turn, that player is considered to have doubled-in; this includes if a player both doubles-in and 'busts' on their first dart.

- E. The scorekeeper for each game, if utilized, will be a person acceptable to both teams' players and Captains. If at any time the scorekeeper causes or becomes the topic of dissension, any player involved in that game may request removal of that scorekeeper. It shall then be the responsibility of the home team to provide a mutually accepted scorekeeper or the individuals competing may elect to score their match themselves.
- F. These general rules are expected to be followed by the scorekeeper:
 - 1. Do not talk while players are throwing
 - 2. Do not move about -- stand still
 - 3. Do not look at the shooter -- stand facing the board
 - 4. Do not call out a score of any dart(s); unless asked or after all 3 darts thrown
 - 5. Do not tell a shooter what to shoot [out combinations, close/point strategy]
 - 6. Do not change a score once a player is shooting at a double-out
 - 7. Do not lean out to see a dart or follow the darts with any movement
 - 8. If manually scoring a match, do not change the sides of the scoreboard of the players, in multi-game sets. If you start a team or an individual on the left, leave them on the left, regardless of who shoots first. For DartConnect, the home team should always appear on the left.
 - 9. As a scorekeeper, you are neutral, attempt to keep your emotions in check; do not show excessive signs of disgust or excitement while scoring. A positive or encouraging word to players is acceptable. As long as it is directed evenly to all players in the game and occurs between turns; not while the players are throwing.
 - 10. Be aware of your surroundings - Do not back up into the way of the board behind you; if one is present and in use.
- G. The scorekeeper may drink while scoring as long as all of the individuals involved in the games permit it. The prior decision may be changed at any time during a game if an individual involved in the game so requests.
- H. The scorekeeper may inform the thrower what they have scored and/or what they have left; only if requested by the player. The scorekeeper **may not** inform the thrower what

they have left, in terms of number combinations or what to throw at next. It is permissible for the captain, fellow team member, partner, or spectator to advise the thrower during the course of a game so long as they are not the scorekeeper.

- I. Errors in arithmetic must stand as written unless corrected prior to the beginning of that team's next throw.

RULE 13 REPORTING RESULTS

- A. Even though the NCDA has transitioned to all electronic scoring via DartConnect, all teams are still required to complete and maintain scoresheets [Manual and/or E-Scoresheets] for all of their matches. They must be completed properly and be readily available to the Board; in case of system errors, forfeits, or other circumstances where game/match scores cannot be obtained through DartConnect.
- B. The home team's scoresheet will be considered the primary record for the match. They are responsible for ensuring that the entire top portion of the scoresheet is filled out; including the names of teams, the date, and division level for the match.
- C. In the event of a forfeit, the team receiving the forfeit, whether home or away, is responsible for submitting the scoresheet; in accordance with RULE 19.
- D. Team Captains are responsible for checking the correct posting of their stats/scores. Any errors discovered need to be reported by the team Captain to the Board immediately.
- E. If, for some reason, a scoresheet is required to verify a match and it is still unaccounted for by the last day before position determination: For the purpose of determining finishing positions in the last week of regular season play, affected teams will be issued points; determined by division. The home team remains primarily responsible for producing the missing scoresheet. In case of a forfeit, it is the team receiving the forfeit responsibility to produce the scoresheet.

Division	Points Awarded
Masters	12
AA	12

A	8
B	8

RULE 14 ERROR REPORTING

- A. All errors must be brought to the immediate attention of the Board. If this is not resolved in a manner satisfactory to the team Captain, then the matter must be protested in writing to the League President or Vice-President within 10 days of the posting of the stats in question. Should the captain fail to do so, then the results as posted will be final.

RULE 15 REGULAR SEASON DIVISION STANDINGS AND TIE-BREAKERS

- A. The team with the highest number of points at the end of a season is that division's champion; with the second highest receiving second place, the third highest receiving third place, and so on and so forth.
- B. In the event of a regular season point tie, the winner will be determined by the following tie-breaker criteria; in the order shown:
1. The win percentage of the teams
 2. Total results of all head-to-head competition(s) between the two teams during the regular season; total points versus each other.
 3. If all previous criteria are equal, there will be a play-off. All play-off matches will be a complete regular season match as detailed in RULE 10; complying with all other league rules
- C. Should a regular season play-off be required, the following will apply:
1. No postponements or extensions of the timeframes established below will be allowed.
 2. The match will be held at a neutral location; used by the respective division of the two teams involved. This will be designated by the League President; who will notify the team Captains and designated establishment. **Exception:** If the two teams are based out of the same establishment; that establishment shall host that division play-off match.
 3. The home team shall be determined by a coin flip.

4. Ties occurring during these play-offs shall be decided by a single game of 1001 Straight Start (Any-In) /Double-Out; to be started within 20 minutes after the end of the play-off match which resulted in the tie.
 - a. Each team chooses four eligible shooters from their team. Eligible players are team members that participated in any part of the preceding match.
 - b. If a team cannot field four players, one or more players may be omitted. Omitted players will not have a turn in the lineup; resulting in the other team shooting more than one player consecutively.
 - c. The winner of the game is declared the winner of the match
 - d. Should one team elect not to engage in the tie-breaker they forfeit; the remaining team shall be declared the winner of the match.
5. The League President is responsible for notifying the team Captains and establishments. This notification will occur within four days of the last scheduled regular season match. The schedule of play, for tie-breaking play-offs, shall be as follows.
 - a. **Two-team tie:** Teams will play within six days of the last regularly scheduled match in their division. The winner of the match shall receive the higher division standing for the season. Should a tie result it will be broken as outlined in Rule 15; C: 4.
 - b. **Three-team tie:** Round robin play. Each team will be randomly assigned a number (1, 2, 3) by the League President. Team 1 will host team 2, 2 will host 3, and 3 will host 1; all within 11 days of the last regularly scheduled match in their division. The total points accumulated by each team during all of these matches combined shall determine the division ranking for the season. Should a tie result, it will be broken as outlined in Rule 15; C: 4.
 - c. **Four-team tie:** Each team will be randomly assigned a number (1, 2, 3, 4) by the League President. Team 1 will host team 2 and 3 will host 4 within seven days of the last regularly scheduled match in their division. The winners and the losers of these matches shall meet within 11 days of the last regularly scheduled match in their division. The smaller number in the matchup will be the host team. The total points accumulated by each team shall determine the division ranking for the season. Should a tie result, it will be broken as outlined in Rule 15; C: 4.

RULE 16 POSTSEASON PLAY-OFFS

- A. Post-season play-offs shall consist of two sets of bracket-style tournaments:
 1. One ranked bracket style, per division standings, for team play [Team play-offs]
 2. One Blind Draw style tournament, per league individual rankings, for individual play [Singles play-offs]

- B.** Post-season play shall start within one week following the end of the regular season and shall be held on the same night as league play, except in the case of a holiday or other special exception as designated by the Board.

C. *Qualification:*

1. ***Team:*** The maximum number of teams from each Division that qualify for team play-offs, in a given season, will be decided upon, by the Board before the start of league play. This information will be passed to Captains at the Pre-Season Meeting.
2. ***Individual:*** Any individual that participated in no less than four league matches, for their team, may play for their team in the Team Play-offs and in the Singles Play-off tournament

D. *Team play-offs:*

1. The team play-offs for each division shall be by bracket, where the qualified team with the highest final regular season standings shall play the qualified team with the fourth final regular season standings. The qualified team with the 2nd highest standing and the qualified team with third lowest regular season standing will play. (i.e. 1 vs. 4, 2 vs. 3).

Exception: When there are only three teams in a given division, the top team will receive a first round bye. The second and third place teams will play in the semi-finals, to determine who plays in the finals; with the loser automatically receiving third place for the play-offs.

2. Any team which qualifies for team play-offs, but is unable to play, must give the Board at least one week's notice of this situation. Failure to do so may, at the Board's discretion; result in loss of all awards, plaques, etc. earned by the team during the regular season.
3. If a team forfeits during team play-offs, without proper notification and/or valid attempt to reschedule, that team is eliminated from team play-offs. The team is no longer eligible for any post-season awards. Mitigating circumstances may be brought to the Board; however, all rescheduled games during team play-offs must be completed in accordance with Rule 18; H.

In the event this happens, the Board may elect to move the next team in line into the offending team's position.

4. In the event of an odd number of teams, the team(s) with highest regular season standing shall be awarded first round bye(s).
5. Post-season team match locations shall be determined by the final regular season standings of the teams scheduled to play each other. The location of the match shall be the home location of the team with the highest standing [i.e. the Higher Seed].
6. In the event of more matches scheduled at a location than the location can support, a neutral site for any matches may be selected at the discretion of the Board.
7. Ties occurring during the team play-offs shall be played immediately. The play-off tie-breaker match shall begin within 20 minutes after the end of the play-off match which resulted in the tie.
 - a. Each team shall choose four eligible shooters from their team. Eligible players are team members that participated in the preceding match.
 - b. If a team cannot field four players, one or more players may be omitted. Omitted players will not have a turn in the lineup; resulting in the other team shooting more than one player consecutively.
 - c. There will be a single game of 1001 Straight Start (Any-In) /Double-Out, with the winner of that game declared the winner of the match.
 - d. Should one team elect not to engage in the tie-breaker they forfeit; the remaining team shall be declared the winner of the match.

E. Singles play-offs:

1. Postseason Singles play-off tournament locations will be decided upon by the Board no later than the midpoint of any given season. This information will be shared by email with the League and posted on the league website.
2. Players are eligible to participate in the Singles play-offs at or one level above their individual ranking, at the end of the prior corresponding regular season.
 - a. For example: If a player is ranked AA; they may play in either the AA or Masters Singles play-off event; regardless of the Division they played in during the regular season.
 - b. Masters ranked (M/M+) players will have no other option than to play in the Masters Singles event.
3. There will be only one Singles play-off tournament for each Division fielded during the prior corresponding regular season.

- a. Players ranked below the level of the lowest Division fielded will throw in the Singles play-off event corresponding to the Division they played in the prior corresponding regular season.
 - b. For example: B ranked players playing in the A Division during the regular season will participate in the A Singles play-off event.
- 4. Singles Play-off will be run as a Double-Elimination Blind Draw singles tournament; played on a single night. The games will consist of a best two-out-of-three match. The games eligible for play will be:
 - a. 501 Straight Start (Any-In) / Double-Out
 - b. ADO Cricket
- 5. This best-of-three games set, the first two games played ***must be*** a combination of 501 and ADO Cricket.
 - a. The winner of the initial throw for the Core chooses 501 or Cricket
 - b. The winner of the second game's throw for the Core must choose the other game not thrown first; For example, if the first game played was Cricket, then the second game must be 501.
 - c. If a third game is necessary, the winner of the core may choose either 501 or Cricket.
- 6. Losers' Bracket
 - a. ***Masters & AA:*** The same format will be carried over; unless participation is deemed great enough to cause the event to not complete within a reasonable amount of time. The Losers' Bracket will then be reduced to a single game of 501 Straight Start (Any-In) / Double-Out
 - b. ***A & B:*** The Losers' Bracket will always consist of a single game of 501 Straight Start (Any-In) / Double-Out

RULE 17 AWARDS

- A. Trophies and awards shall be determined by the Board on a season-to-season basis; before the beginning of the season and kept updated in ***Appendix A; Awards and Pins Qualifications***
- B. A player may earn only one instance per Individual In-Game Achievement; however, all are recorded to ensure accuracy and for potential supplemental awards.

- C. Individual In-Game Achievements are awarded by the member's ranking within the League; not based on the Division they are throwing in. For example, an AA ranked player throwing in the Masters Division is eligible for AA In-Game Achievements; in accordance with *Appendix A; Awards and Pins Qualifications*
- D. Individual In-Game Achievements will be gathered from DartConnect stats/data, but should also be recorded on the score sheet, as backup, under "Notables."
- E. *NCD A Traveling Trophy*. This League trophy will be awarded to the First-Place team of the Masters Division Team Pay-offs and shall reside in that team's home location (Sponsor) for the duration of the following season. The team currently holding the trophy is responsible for ensuring the trophy is present at the championship match.

RULE 18 PRIOR SHOTS AND POSTPONEMENTS

- A. If both captains agree, they may play their regular season match prior to the night on which it is scheduled. They must receive the consent of the Board (preferably the Statistician); not a board member on their teams, by phone or email.
- B. No postponements greater than five days are allowed in the last two scheduled weeks of any season. Any postponement greater than five days will automatically result in a forfeit by the original requesting team and will be governed by Rule 19.
- C. A match may be postponed by mutual agreement between captains. It is then the responsibility of the captain requesting the postponement to receive the consent of the Board; not from a board member on either of the two team teams. The proposed postponement must occur prior to the date/time the match is scheduled. Exceptions to the aforementioned shall be "Acts of God" and Rule 18; B.
- D. All postponed matches **must** be rescheduled within six days of the scheduled date. The date, time, and location mutually agreed to by both teams' captains and approved by a member of the Board, not on either of the teams requesting postponement. Double-headers are permitted as a reschedule option.
- E. Should a postponed match not be rescheduled within the allotted six days, the Board will meet within seven days to determine a course of action.

- F. Should one or both teams continue to delay, the matter will be placed on the agenda of the next Board meeting; with a maximum penalty of zero points allotted to each team for that match.
- G. The maximum times a team is permitted to reschedule any of their matches during a season is four. Once a team requests any number over and above this limit the match becomes an automatic forfeit. Extenuating circumstances can be brought to the Board and the opposing Team's Captain for review.
- H. During the postseason team play-offs any postponement greater than five days will automatically result in a forfeit by the original requesting team and may be subject to Rule 16; B.
- I. If it was determined commuting to or playing darts in adverse weather conditions or some other "Act of God" would risk life or injury, the Board may require matches to be postponed and rescheduled. Should it not be possible or reasonable to reschedule, the total possible points available in the match will be divided evenly, rounding down, if necessary, between the two teams. Points awarded will be spread as evenly as possible across all players on the team. Each postponed match due to this rule will be handled on an individual basis whether or not the match can truly be rescheduled and played. This rule may supersede rules 18 & 19.

RULE 19 FORFEITS AND BYES

- A. Should a team fail to show up for a match (no players present within the 15-minute time limit after the normal starting time or agreed to starting time in the case of a prearranged postponement; as outlined in Rule 18), it has forfeited and shall receive zero points for the match.
- B. Points awarded to the attending team shall be in accordance with RULE 10; A and distributed in accordance with RULE 19; C.
- C. Teams receiving a forfeit **must** turn in a scoresheet completed on their side showing players and total points for each match component (Team, Doubles, and Singles) and, if possible, complete the match via electronic scoring (DartConnect). The scoresheet should be filled out as follows:
 - 1. The forfeiting team's name shall be filled in and the word "FORFEIT" printed across that team's area in each match component.

2. The team receiving the forfeit will set a legal lineup for each section of the scoresheet, consisting of their registered players.
 - a. Players listed in the lineup for a forfeited match need not be present.
 - b. Teams will utilize all available registered players on their current team's roster to distribute points as evenly as possible across the team.
 - c. The use of SUBS will not be permitted.
 3. Points will be distributed [awarded] in typical match fashion; with players receiving points against FORFEIT-type opponents, as stated in RULE 10.
 4. If a scoresheet is not submitted either in a timely manner or incorrectly, the Statistician will distribute the points across the registered team as they see fit.
 5. Individual points gained via Forfeit will still count toward team stats and individual total points; however, those points **will not** be utilized in the calculations for individual win percentage (ref: RULE 10; B).
- D. In the event the number of teams in any division dictates the schedule is made to include BYE weeks, no points will be assigned to teams for BYE weeks.

RULE 20 TEAMS WITHDRAWING

- A. A team shall be considered to have withdrawn from the league as of the date of receipt of written notice by any member of the proper Board. No membership fees for the current season will be refunded.
- B. A team shall be automatically withdrawn from the league if it forfeits as described in Rule 19 in three consecutive weeks during a season.
- C. All previous matches played against a withdrawing team shall be considered null and void and all teams scheduled to oppose the withdrawing team during the entire season shall receive zero points. The Statistician shall remove all team, doubles, and individual points from those teams (and team members) which have engaged the withdrawing team prior to its withdrawal.

RULE 21 TEAM RELOCATION (MIDSEASON)

- A. If, for some reason, a team wishes to change Sponsor/venue during a season the following items must be addressed before the move will be approved by the Board.
 1. The team's Captain must notify the NCDA President [by either phone or email] of intent and provide a valid reason to change; along with a proposed date of change. The proposed date must provide:

- a. An ample time frame for the Board to render a decision on the validity of the reason behind the proposed move
 - b. Ample time for the Board to verify the new location has an NCDA approved setup
 - c. The Board will make ‘best effort’ use of this timeframe. If the proposed date cannot be met, the Board reserves the right to extend the timeframe, within reason, until all criteria can be met.
2. The team’s Captain must notify the current Sponsor and arrange for dues repayment. Per NCDA By-Laws Article IV, Section 8:
 - a. The team is required to reimburse that sponsor at a pro rata rate per remaining home matches left in the current season
 - b. The team will not be permitted to play until the affected Sponsor, or Board member, notifies the Board that repayment has been satisfied
3. The team’s new Sponsor/venue will be required to:
 - a. Have an NCDA approved set-up
 - i. If the team is proposing to move to an already approved venue, no inspection will need to be done by the Board
 - ii. If the team is proposing to move to a venue not previously approved by the Board, the venue will need to be inspected and approved by the NCDA Board; per Rule 6 [NCDA Rules], before the team will be permitted to move
 - b. Pay Sponsor’s dues, in the amount equal to an entire season’s dues, upon the move being approved; regardless of what point the current season is at
4. The change in venue must not create any scheduling conflicts and/or hardships. The Board will review the schedule and decide if:
 - a. The move will create conflicts with board usage
 - b. The move will place any undue hardships on the other teams
5. Once all the above criteria are satisfied, the Board will:
 - a. Notify the team requesting the move; by either phone or email
 - b. Adjust/Edit the schedule to reflect any changes and post the updated schedule to the League’s website
 - c. Notify the other team Captains in that team’s Division of the change; by either phone or email
6. Until all the above criteria are satisfied, the team requesting the change will not be permitted to throw at any location other than that which is on the current schedule. Any attempts to circumvent this process may, at the Board’s discretion, result in any matches thrown becoming FORFEITS for the team in question.

RULE 22 PLAYER-TEAM STATUS

- A. A player may register with any team they wish; however, they do not officially become a member of any team until:
1. Their registration and/or addition to a team is approved by the Board.
 2. The first night they play with a team; not designated as [SUB] on the scoresheet and/or DartConnect and that match is submitted.
 3. At this point, they are considered “locked-in” to that team for the season.
- B. The half-way point of any season is determined by dividing the number of matches in a season by 2; with the time-line extended to the maximum. For example, in a 15-week season, a player may be added up to and including the 8th match. In a ten-week season, a player may be added up to and including the fifth game.
- C. **Absentee Player rule:** There are times when a team knows a player won't be available until a certain date; usually past the midpoint of the season. If the team wishes to have this player on their team and available to participate in the Team Play-offs, the following conditions must be met:
1. The team must petition the Board with a specific name, date, and condition.
 2. The Board must approve this request before the team registers.
 3. The player in question, once registered, will take up a roster spot for the entire season; whether they ever participate in a match or not.
 4. The player in question must participate in a minimum of 4 matches to be eligible for Team Play-offs.
- D. Once playing for a specific team, a player may change teams during the season *only if* that team withdraws from the league and the following conditions are met:
1. The President has received written notice of the team's intention to withdraw as of a particular date
 2. The President or Statistician will notify all other teams in the division and the statistician of the withdrawing team
 3. There are at least half of the matches left in the season
 4. The team the player joins does not play in the same division as the withdrawing team
- Exceptions:** If less than three divisions exist within the Association; the player may then join a team in the same division; with the approval of the Board.
- E. The penalty for violating Rule 22 will be:
1. Offending team: The loss and forfeiture of all points won in games in which the offending player or players participated.

2. Opposing team: Receives a maximum of one point for each and every Singles, Doubles, and/or Team game lost in which the offending player participated.
- F. Extenuating circumstances may be presented to the League Board, for consideration. Any decision from the Board regarding this exemption is considered final.

RULE 23 ADDING NEW PLAYERS

- A. If not already at the maximum number of permitted players, a team may add new player(s) to the team's roster after the start of the season; provided any new player's information [full name, e-mail address, telephone number (optional)] is supplied to the League and they play in the first half of the season (Rule 22; B). New player information can be submitted via the available web form, calling and speaking to the Statistician, or on a submitted scoresheet.
- B. If the team already has the maximum number of players; new players may only be added under the following conditions:
1. The current season has not passed the half-way mark (Rule 22; B)
 2. The team Captain notifies the League by phone, e-mail, or web form of the player to be removed from the team's roster and the player to be added (in accordance with Rule 23; A)
 3. The team the player joins does not play in the same division as a withdrawing team; as expressed in Rule 22; D – All exceptions apply.
- C. If a player is deemed invalid, their name will be replaced with a "FORFEIT" entry everywhere it appears on the scoresheet(s) and treated as described in Rule 10. The player will be considered to have not thrown for that team.
- D. New players may not be added during the last half of a season. Extenuating circumstances may be presented to the League Board, for consideration, at least 24 hours prior to adding the player. Any decision from the Board regarding this exemption is considered final.
- E. New players may not be added during the Team Play-offs; no exceptions.
- F. Penalties for violating any portion of Rule 23 are:
1. Offending team: The loss and forfeiture of all points won in games in which the offending player or players participated.

2. Opposing team: Receives a maximum of one point for each and every Singles, Doubles, and/or Team game lost in which the offending player participated.

G. Refunds will not be given under any circumstances.

H. ***Finalized Team Rosters:*** A Team's roster will be considered final at the half-way mark of the season (Rule 22; B). After that point no changes will be allowed.

1. Requests for exceptions may be brought before the Board
2. For any team member to be considered eligible to participate in the play-offs, they must have competed in at least four matches during the current season; with at least one match taking place before the midpoint in the season
3. The exception being individuals added to the roster under Rule 22;C.
4. Players, not meeting any of the aforementioned criteria, will not be permitted to play in play-offs and their scoring results subject to Rule 23; F.

RULE 24 SUBSTITUTE PLAYER USAGE

Teams will be allowed to utilize substitute players throughout the season; provided the subsequent rules are strictly adhered to:

A. Teams have unlimited use of one individual substitute player per match

1. Teams are permitted to utilize a single substitute player for any match at any given time during a season
2. Teams are not permitted to utilize a substitute player if at least four players are available and present for a match
3. Substitute players are not permitted, under any circumstances, during the Team Play-offs
4. Teams requiring the use of more than one substitute player for a single night must seek and receive prior approval from the Board

B. Recording and Reporting Substitute Players

1. Substitute players must be designated on the scoresheet by putting [SUB] before or after the player's full (first and last) name everywhere it appears
2. Teams utilizing a substitute player ***must*** ensure a copy of the Home Team's score sheet (fully completed and signed by both teams' Captains) is sent to the Statistician (stats@nocodarts.org) at the conclusion of the match where a substitute player was used
3. Failure to record and report a substitute player as stated above will result in forfeiture of the substitute player's points
4. The Statistician will be responsible for tracking and validity of substitute players; along with issuing and penalties associated with not adhering to the rules

C. Substitute player usage prior to the mid-point of the Season:

- 1.** If any single individual substitutes for the same team four times in the first half of a season; that player becomes a member of that team and
 - a.** Is not eligible to play for another team at any point in the season
 - b.** Is now subject to all rules and penalties pertaining to membership and team-player status

D. General Rules regarding Substitute Players

- 1.** Substitute players must be in good standing with the League
- 2.** Substitute players may not be a current or former member of any other team in the League concurrent with the season they are used
- 3.** Substitute players with a current NCDA ranking, are eligible to substitute at or one level below their ranking; provided it does not violate the League's team structure rules [RULE 7; B.]
- 4.** Substitute players will garner their own point totals and will be eligible for In-Game Achievements ["Notables"] earned during the match

RULE 25 DUTIES OF THE CAPTAIN

A. A team's Captain is responsible for:

- 1.** The overall conduct and actions of their team during the match
- 2.** Maintaining a current email address and phone number with the NDCA
- 3.** Understanding and relaying to the team the current NCDA Rules and By-Laws
- 4.** Attending all Captains' Meetings and all General Meetings
- 5.** Effective communication with the Board regarding NCDA business
- 6.** Properly registering new members of the team
- 7.** Accuracy of the scoresheet during the match and prior to signing at the match conclusion; to include proper recording and reporting when utilizing substitute players
- 8.** In conjunction with the Sponsor, ensuring that their home location maintains proper standards of equipment

B. Each team must have a Co-captain as well as a Captain. E-mails and phone numbers (optional) must be submitted for both and maintained in a current status.

C. When circumstances prevent the Captain's attendance at a required Captains Meeting, General Meeting, or Protest Hearing they shall insure the Co-Captain or designated team member attends; this includes league matches. If neither the Captain nor Co-Captain is

able to attend a match, the team's most senior, present player becomes the "Acting Captain" for that night; taking on the Captains role and responsibilities.

- D. If a Captain disregards their duties to the point where it creates disharmony and/or impedes/interferes with the efficiency of established procedure, the Board shall have the authority to require the team to provide a replacement.
- E. It is the responsibility of each Captain to obtain a supply of scoresheets for league play; as well as know the current and correct NCDA e-mail addresses. Should there be no scoresheets available, it will be their responsibility to construct an acceptable substitute, or their team will be subjected to a penalty of four points whether they were the winning team or not.

RULE 26 CONDUCT

- A. Illegal and/or inappropriate activity of any kind during any league sponsored event will not be tolerated by the NCDA and will be grounds for immediate expulsion or restriction from the league. Examples of such adverse behavior include; but are not limited to:
 - 1. Illegal gambling; neither sanctioned nor authorized
 - 2. Causing damage to public and/or personal property
 - 3. Violation of any Colorado Liquor or Beer laws
 - 4. Violation of any Colorado Gun/Weapons Laws
 - 5. Fighting, menacing, or bullying; to include other persons, not just other NCDA members
- B. Upon verification of any serious adverse conduct, the Board will meet within two days; either in person or via conference call, to render a decision on the member's status.
- C. If a member is restricted from entering a Sponsor's location (86'd); that member shall be considered under immediate probation until the next regularly scheduled Board Meeting. At which time the Board will discuss the matter and rule on the state of that member's League status.
 - 1. League members on probation will be able to continue League sponsored play until the final decision of their League status has been made; however, they may not play at any location they are currently banned from.
 - 2. If said member violates any other rules or causes further incidents during the probationary period, they will be considered immediately suspended. The Board will still meet, at their regularly scheduled interval, to decide that member's League status.

3. Suspended members will not be permitted to shoot in any further matches or NCDA Sponsored Events; per NCDA By-Laws ARTICLE V, Section 4.
 4. **Exceptions:** If a member(s) was restricted from a Sponsor's location before that Sponsor became part of the NCDA, no action will be taken against that member; however, said member(s) still may not play at any location they are currently banned from.
- D. In all cases, membership status will be decided upon as covered in the NCDA By-Laws ARTICLE V MEMBERSHIP

RULE 27 SPORTSMANSHIP

- A. Good sportsmanship should be the prevailing attitude during all NCDA competition.
- B. Attempts to distract an opponent while they are shooting or unnecessary delays during a match will not be tolerated. Complaints may result in the Board taking disciplinary action in accordance with the provisions set forth in Article V, Section 4.
- C. All competitors and spectators [scorekeeper excluded] must align themselves out of the thrower's line of vision and/or behind the position from which a person is throwing; through the entire thrower's turn [i.e. from the time the thrower steps to the line through the time all three darts have been thrown and scored].

RULE 28 PROTEST AND COMPLAINT PROCEDURE

- A. Only Captains or Co-captains may file a protest regarding League play (matches, scoring results, ineligible players, match etiquette, etc.); while any NCDA member may file a complaint (stemming from an incident with another player(s), during an NCDA sponsored event) by notifying any member of the Board [Board Member or Representative].
- B. Protests, complaints, and issues may be initiated by telephone or e-mail.
- C. Details must be submitted in writing to the association President or Vice-President and received within seven days after the alleged incident or infraction took place or the request will be considered invalid.
- D. The Board Member or Representative who initially receives the complaint shall advise the entire Board as soon as feasible and assist in setting up the special meeting.

- E. The entire Board shall rule on all issues and protests. A special Board meeting will be called within ten days of receipt of the written protest; however, this meeting will not interfere with league play or business. Both sides of the issue or protest may be present and may be asked to speak on their behalf. Any ruling of the Board shall be considered final.

RULE 29 RULE CHANGES

- A. These rules may be revised under the provisions set forth in Article XIV, Section 1 of the By-laws.

Appendix A: Awards and Pins Qualifications

Team Awards:

- A.** First, Second, and Third place teams in each division, for the Regular Season, will have a percentage of their team dues paid by the League for the next immediate season, at the rates set forth in NCDA By-Laws; Article 4, Section 9. (Currently: First: 50%, Second 25%, 3rd 15%)
- B.** Team trophies or plaques will be awarded per division for the post-season play-off tournament, to the First, Second, and Third place teams.
- C.** First place teams per division, for the post-season play-off tournament, will have a percentage of their team dues paid by the League for the next immediate season, at the rates set forth in NCDA By-Laws; Article 4, Section 9. (Currently 50%)
- D.** ***NCDA Traveling Trophy*** will be awarded to the First-Place team of the Masters Division Team Pay-offs.

Individual Awards:

- A.** Individual trophies, plaques, or other suitable awards will be given for the following; per division:
 - 1.** Division Top Gun for the regular season (Current award: Jersey)
 - a.** Determined by taking the top 4 point winners in a particular Division; regardless of individual rank [i.e. AA ranked players throwing in A Division]
 - b.** Of those top four, the one with the highest win percentage is the Top Gun
 - 2.** Three Division All-Stars; Second, Third, and Fourth ranked players for the regular season (Current awards: Trophies for each)
 - a.** Take the top 3 point winners in a particular Division that are also ranked at that Division or lower. [i.e. A or B ranked players throwing in A Division]
 - b.** Of those top four, the one with the highest win percentage is Second in the Division, next highest Third, and next Fourth.
 - c.** If the winner of Top Gun also happens to be ranked at that division or lower [i.e. A or B ranked players throwing in A Division], they are subsequently ineligible for the other Individual Awards.

NOTE: Individual points gained via Forfeit is not utilized in the calculations for any post season awards (i.e. All-Star consideration; individual win percentage).

Example: Individual Total Points = Legs Won + Forfeit Points

Individual Win Percentage = Legs Won ÷ Legs Actually Played

3. First, Second, and Third places for the postseason singles play-off tournament.
(Current awards: First - Jersey, Second -Trophy, Third - Trophy)

In-Game Individual Achievements [Pins]:

- A. Individual in-game achievements will be awarded in accordance with the following matrix:

In-Game Award	Members's Ranking			
	Masters	AA	A	B
<i>Any Game</i>				
Hat Trick ¹	X	X	X	X
Dead-Eye ²	X	X	X	X
'X01				
Ton-80	X	X	X	X
Three-in-a-Bed ³	X	X	X	X
High Ton [≥ 133]	X	X	X	X
Low Ton [100-132]			X	X
<i>ADO/Call Cricket</i>				
White-Horse ⁴	X	X	X	X
9-Mark	X	X	X	X
8-Mark	X	X	X	X
7-Mark		X	X	X
6-Mark			X	X
5-Mark				X

1. **Hat Trick:** Landing all 3 darts in any part of the Bull; darts in the inner and outer Bull both count toward a hat trick
Note: Dead-Eye [3 in the core] supersedes this award
2. **Dead-Eye:** Landing all 3 darts in the inner Bull [3 in the core]; darts in the outer Bull do not count toward a Dead-Eye
3. **Three-In-A-Bed:** Landing 3 darts in the same triple or double segment of the same number; i.e. 3 triple 1's, 3 triple 16's, 3 double 14's, etc.
Note: Ton-80 [3 triple 20's] supersedes this award
4. **White Horse:** Scoring three virgin (untouched) triples **in any one turn** of a Cricket match
Virgin (untouched) = Numbers that have not previously been marked or scored upon by the thrower or their teammate, in the case of doubles play.
Note: While there are 9 marks in a White Horse, it is not scored as a 9 Mark. White Horse supersedes the 9-Mark award