

**TIDEWATER AREA DARTING ASSOCIATION LEAGUE RULES**

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LEAGUE RULES**

**Updated: August 2005**

## TIDEWATER AREA DARTING ASSOCIATION LEAGUE RULES

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## TIDEWATER AREA DARTING ASSOCIATION LEAGUE RULES

### **GLOSSARY OF TERMS:**

The following terms/meanings shall apply when used in the body of these League Rules.

|                   |                                                                                                                                                      |
|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>TADA:</b>      | Tidewater Area Darting Association                                                                                                                   |
| <b>MATCH:</b>     | A match shall consist of eight (8) sets of singles and four (4) sets of doubles. A total of twenty-four (24) points to be won for the evening shoot. |
| <b>GAME:</b>      | 301 Double in, 401, 501, Cricket                                                                                                                     |
| <b>SET:</b>       | That part of a match consisting of the best two out of three games.                                                                                  |
| <b>SCORER:</b>    | Scorekeeper, Marker or Chalker                                                                                                                       |
| <b>MASCULINE:</b> | Masculine gender nouns or pronouns shall include female.                                                                                             |
| <b>SINGULAR:</b>  | Singular terms, shall, where necessary, include the plural.                                                                                          |

### **PLAYING RULES:**

All dart events played under the exclusive supervision of and/or sanctioned by the TADA shall be played in accordance with the following rules:

#### **GENERAL:**

1. All players/teams shall play by these League Rules and where necessary, any supplemental rules stipulated by TADA.
2. Any player/team who during the course of any event fails to comply with any of these League Rules shall be subject to disqualification from that event.
3. The interpretation of these League Rules in relation to a specific dart event shall rest with the TADA Executive Board whose decisions shall be final and binding. Protests after the fact shall not be considered.
4. Good Sportsmanship shall be the prevailing attitude throughout the tournament.
5. Gambling is neither permitted nor sanctioned by the TADA.
6. TADA assumes no responsibility for accident or injury on the premises.
7. TADA reserves the right to add to or amend any or all of the ADO Tournament Rules at any time for any purpose deemed necessary at that time.

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### **PROCEDURAL:**

1. Decisions regarding the prize, structure and event schedule, the method of player registration, and the choice of the match pairing system, shall be left to the discretion of the local League organizers.
2. Nine (9) dart warm-up is the maximum allowance per player.
3. League boards are reserved for assigned match pairings only. Boards are not to be used for practice, unless so designated.
4. League pairings will be called three (3) times ONLY (minimum of five (5) minutes between calls). Should a player/team fail to report to the assigned board within the fifteen (15) minute allotted time, a FORFEIT will be called for the player or team.
5. Players and Chalkers ONLY are allowed inside the playing area.
6. Opposing players must stand at least two (2) feet behind the player at the LINE.

### **THROW:**

1. All darts must be thrown by and from the hand.
2. A throw shall consist of three (3) darts, unless a game/match is completed in a lesser amount.
3. Any dart bouncing off, or falling out of the dartboard shall not be rethrown.
4. Should a player “touch” any dart, which is in the dartboard, during a throw, that throw shall be deemed to have been completed. **(new)**

### **STARTING AND FINISHING: (ALL EVENTS)**

1. All games will be started by THROWING THE CORK. The player throwing the CORK first will be decided by a COIN FLIP, with the winner having his/her option of throwing first or second. The player throwing closest to the CORK shall throw FIRST in the first set. The loser of the first set has the option of throwing the CORK first in the second set. If a third set is necessary, the CORK will again be thrown, with the loser of the original COIN FLIP having the option of throwing first for the CORK.
2. The second thrower may acknowledge the first dart as an inner or outer Bull (Cork) and ask for that dart to be removed prior to his throw. Should the first dart be removed without the request of the 2<sup>nd</sup> thrower, a rethrow will occur; with the 2<sup>nd</sup> thrower now having the option of throwing first. The dart must remain in the board in order to count. Additional throws may be made when throwing the Cork, until such time as the player’s dart remains in the board. Should the 2<sup>nd</sup> thrower dislodge

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the dart of the 1<sup>st</sup>, a rethrow will be made with the 2<sup>nd</sup> thrower not throwing first. Rethrows shall be called if the scorer cannot decide which dart is closest to the Cork, or if both darts are anywhere in the inner bull, or both darts are anywhere in the outer bull. Decision of the scorer is final. Should a rethrow be necessary, the darts will be removed and the person who threw 2<sup>nd</sup> will now throw 1<sup>st</sup>. **(revised)**

3. In all games, except in 301 Double in/Double out, each set shall be played with a STRAIGHT START (no double required) and a double will be required to finish unless otherwise stated by TADA.
4. For the purpose of starting and finishing a SET/GAME, the INNER BULL is considered a double 25.
5. The BUST RULE shall apply. (If the player scores one less, equal, or more points than needed to reach zero, he has "BUSTED". His score reverts back to the score required prior to the beginning of this throw).
6. Fast finishers, such as 3 IN A BED, 222, 111, SHANGHAI, etc. DO NOT APPLY.
7. A SET/GAME is concluded at such time as a player/team hits the "DOUBLE" required to reduce their score to zero. Any and all darts thrown subsequently shall not count for score.

### **DOUBLES/TEAM EVENTS:**

1. It is permissible for the DOUBLES/TEAM player finishing a SET to throw the CORK and start the subsequent SET. It is also permissible for one member of a DOUBLES or TEAM to throw the CORK first and have his partner or teammate shoot first.
2. It is permissible for a DOUBLES or TEAM to participate with fewer than the required number of players, provided that team forfeits a turn(s) in each rotation, equal to the number of missing players. The missing player(s) may NOT join a SET in progress, but is allowed to participate in a subsequent SET of that GAME.
3. No player may participate in more than one DOUBLES or TEAM in any respective dart event unless otherwise stated by TADA.
4. No substitutes shall be allowed after the first round of DOUBLES/TEAM play unless otherwise stated by TADA.

### **SCORING:**

1. For a dart to score, it must remain in the board five (5) seconds after the third or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board in order for that dart to be counted as score.

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2. No dart may be touched by the thrower, another player, scorer, or spectator, prior to the decision of the scorer. Should this occur, that throw shall be deemed to have been completed, per provisions set forth in ADO Rule 19. **(revised)**
3. A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two (2) segments in question. This includes the outside double ring for the game shot. Determination as to whether the dart is directly between the wires shall be made in accordance with ADO Rule 33. **(revised)**
4. It is the RESPONSIBILITY of the PLAYER to verify his score before removing his darts from the board. The score remains as written if one or more darts have been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In case of DOUBLES/TEAM games, such errors must be rectified prior to the next turn of any partner/player on that team.
5. In DOUBLES/TEAM events, no player may throw (during a SET) until each of his teammates has completed his throw. The FIRST player throwing out of turn shall receive a score of ZERO points of that round and his TEAM shall forfeit such turn.
6. The SCORER shall mark the board so that scores made are listed in the outer columns of the scoreboard, and the totals remaining are listed in the two middle columns.
7. The scoreboard/sheet must be clearly visible in front of the player at the LINE.
8. The Scorer may inform the thrower what he has scored and/or what he has left. He MAY NOT inform the thrower what he has left in terms of number combinations. It is permissible for a partner, teammate, or a spectator to advise the thrower during the course of a SET/GAME unless otherwise stated by TADA.

### **EQUIPMENT:                      (DARTS)**

1. Darts used in tournament play shall not exceed an overall maximum length of 30.5 cm (12 inches) nor weigh more than 50 gm per dart. Each dart shall consist of a recognizable point, barrel, and flight.

### **(DARTBOARD)**

2. The DARTBOARD shall be a standard 18-inch bristle board of the type approved by the ADO (SPORTSCRAFT/NODOR) and shall be of the standard 1-20 clock position.

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3. The scoring wedge indicated by 20 shall be the darker of the two wedge colors and must be the top center wedge.
4. No alterations/accessories may be added to the board set-ups.
5. The inner narrow band shall score "TRIPLE" the segment number and the outer narrow band shall score "DOUBLE" the segment number.
6. The outer center ring shall score "25" and the inner center ring shall score "50" and shall be called the "BULL".
7. The minimum throwing distance shall be 7' 9 1/4". The board height shall be 5'8" (floor to center bull; 9' 7 1/2" measured diagonally from the center bull to the back of the raised line at floor level).

### **(LIGHTING)**

1. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.

### **(LINE OR HOCKEY)**

1. Whenever possible, a raised line, at least 1 1/2" high and 2' long shall be placed in position at the minimum throwing distance and shall measure from the back of the raised line 7' 9 1/4" along the floor to a plumb line at the face of the dartboard.
2. Should a player have any portion of his feet or shoes over the line during a throw, all darts so thrown shall be counted as part of his throw, but any score made by said darts shall be invalid and not counted. One warning by the official shall be considered sufficient before invoking this rule.
3. A player wishing to throw a dart, or darts, from a point either side of the line, must keep his feet behind an imaginary straight line extending from either side of the HOCKEY LINE.

### **(SCOREBOARD)**

1. A scoreboard must be mounted within a 4' lateral from the dartboard and at no more than a 45 degree angle from the dartboard.

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**AMERICAN CRICKET RULES**

All dart events played under the exclusive supervision and/or sanctioned by TADA shall be played in accordance with established rules. In addition, the following rules shall apply for SANCTIONED CRICKET EVENTS:

1. The objective shall be to “OWN/CLOSE” certain numbers on the board and to achieve the highest point score. The player/team to do so first shall be the winner.
2. CRICKET shall be played using the numbers 20, 19, 18, 17, 16, 15 and both the inner and outer BULL (CORK).
3. Each player/team shall take turns in throwing. (Three darts in succession shall constitute a “Turn/Inning”).
4. To close an inning, the player/team must score three of a number. This can be accomplished with three singles, a single and a double, or a triple.
5. Once a player/team scores three of a number, it is “Owned” by that player/team. Once both players/teams have scored three of a number, it is “Closed”, and no further scoring can be made on that number by either player/team.
6. To close the BULLSEYE, the outer BULL counts as a single, and the inner BULL counts as a double.
7. Once a player/team closes an inning, he/they may score points on that number until the opponent also closes that inning. All numerical scores shall be added to the previous balance.
8. Numbers can be “Owned” or “Closed” in any order desired by the individual player/team.
9. For the purpose of “Owning” a number, the double and triple ring shall count as two (2) or three (3) times the numerical values, respectively.
10. After a number is “Owned” by a team, the double and triple ring shall count as two (2) or three (3) times the numerical values respectively.
11. WINNING THE GAME:
  - A. The player/team that closes all innings first and has the most points, shall be declared the winner.
  - B. If both sides are tied on points, or have no points, the first player/team to close all innings shall be the winner.

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- C. If a player/team closes all innings first and is behind in points, he/they must continue to score on any innings not closed until either the point deficit is made up, or the opponent has closed all innings.
12. It shall be the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts have been removed from the board. In accordance with the inherent “Strategy” involved in the CRICKET game, no alterations in score shall be allowed after the fact.