

DARTERS OF CINCINNATI
RULES AND BYLAWS
8-1-2023

ARTICLE I – Definition, Name, Objectives, Membership, Dues.

SECTION 1 – DEFINITION:

1. Whenever the initials D.O.C. are used in these bylaws, they shall mean Darters of Cincinnati.
2. Whenever the word BOARD is used, it shall mean the elected officials described in Article 2, Section 1.
3. Whenever the word MEMBER is used in these bylaws, it shall mean a person who has paid the membership fee set by the Board.
4. Whenever the term APPOINTED POSITION is used in these bylaws, it will refer to an appointed board member appointed by the Board to represent D.O.C.

SECTION 2 - DISSOLUTION:

D.O.C. shall continue to function until it is officially voted out of existence by a 2/3 majority of it's Board and/or membership or it is unable to function as a group by established leadership or lack of funds to operate.

SECTION 3 – OBJECTIVES:

1. To promote the sport of steel tip darts and good sportsmanship for social and recreational purposes for and at all levels of competition.
2. To help coordinate and support activities, tournaments and functions of affiliated organizations, leagues, dart clubs, and other similar groups.
3. To sanction, organize, promote and regulate league play according to the rules in effect.

SECTION 4 – MEMBERSHIP, FEES & DUES

1. Membership – Membership to D.O.C. is open to any person who meets the criteria for membership regardless of their ethnicity, religion, sexual preference or physical limitation(s). There are two criteria for membership – a) the person must be at least 21 years of age and b) the person must not be prohibited from participation due to action by the Board for violations of League policy as defined here in these bylaws and/or rules. In order to maintain their membership a person must pay or have paid on their behalf the Board-established membership fee.
2. Membership Fees – The Board of Directors shall set the per-session membership fee prior to the upcoming session sign-ups. Depending on how many sessions per year the league has, a separate membership fee is required for each. The membership fee for the current or upcoming session is due prior to the member participating in any League events for the current session.
3. Team Fee – The Board of Directors shall set the per-session team fee. The team fee for the current session is due prior to the team participating in any League events for the current session.
4. Bar Fee – The Board of Directors shall set the per-session bar fee. The bar fee for the current session is due prior to the bar participating in any League events for the current session.
5. Refunds and Membership Assignment – Membership in D.O.C. is not refundable. A member may request that their membership be assigned to a non-league person for the purpose of terminating their membership without requiring an additional membership fee as long as that **current member** HAS NOT PLAYED that current session. If current member has played, then the new member MUST pay the prescribed membership fee. Such requests must have Board approval and meet the membership criteria outlined in Article I Section 4 #1.

6. Membership Revocation – Membership can be revoked for any of the following reasons: violation of the membership criteria outlined in Article I Section 4 #1; violation of the rules of Sportsmanship outlined in Rule I Section 3; instances of fraud resulting in damage to the League, its Board and/or members of the League. For any other reason the board feels expulsion may be necessary that may be detrimental and/or not meeting the standards set for this organization– this will require a 2/3rd majority.

ARTICLE II – Governing Body & Officers

SECTION 1 – Governing Body

The Board of Directors shall be the governing body of the league

The Board of Directors – shall be comprised of The Officers and two (2) non-officer members (i.e.: members at large if positions are filled), and if available, the Immediate Past-President (if in good standing and willing to). If the past president is not available the remaining percentages of a quorum will be observed.

SECTION 2 – The Officers

1. The D.O.C. Officers shall be comprised of the President, Vice President, Corresponding Secretary, Recording Secretary, Treasurer, and possibly two (2) Members at Large.
2. The Board shall be elected for a period of two years. The President, Corresponding Secretary, Treasurer and Member at Large #2 will be elected in even numbered years. The Vice President and Recording Secretary and Member at Large #1 will be elected in odd numbered years. They will take office no later than the next meeting after voted in.
3. The President, provided two-thirds (2/3) -majority vote of the Board approves the appointment, may fill board vacancies. Such additions should be made no later than thirty (30) days following the creation of the vacancy.
4. In the event that a Board member is absent from three (3) consecutive Board meetings without "good reason" accepted by the majority of the Board, he/she shall be disqualified as a Board member and shall be immediately replaced per these articles, and shall not be eligible to run for office at the subsequent election.
5. Joint offices may be held with a 2/3rds majority of the Board's consent.
6. Eligibility: A candidate for a position on the D.O.C. Board must be, at the time of nominations, in good standing with the league. If between nominations and voting, the Board should discipline that person, his/her name will be taken off the ballot. No person who is on probation or suspended from the league shall be permitted to run for or hold an office. Should a current Board member be put on probation or suspended, he/she will be disqualified as a Board member and immediately replaced per these articles and shall not be eligible to run again until in good standing with the league. In order to hold the President Position, two years Board experience will be required. In order to hold the Treasurer Position, an accounting background and/or two years Board experience will be required. If in either or both of the above stipulations of requirements for eligibility cannot be met, then with a 100% unanimous consent of the board a qualified person may be appointed or placed on ballot for election.

IT SHOULD BE NOTED – That the above Article II within these bylaws may be amended and/or altered as the board sees fit in order to accommodate a functioning Governing Body as size of membership within the league may dictate. If amended this shall take a 2/3rds majority to do so.

ARTICLE III: MEETINGS – BOARD / DUTIES / QUORUM

SECTION 1: MEETINGS

1. The Board should meet at least once a month. The President will determine the meeting date, time and location. Attendants shall be excused for non-attendance if notice of a meeting that is not given to and received by The Board members at least seventy-two (72) hours prior to the meeting of ONLY a meeting that is not normally scheduled.
2. Board meetings shall have a time limit of 2 hours with a maximum of fifteen (15) minutes allowed for the purpose of completing a point under discussion. This section may be waived by the two-thirds (2/3) vote of the Board members in attendance.
3. **Two-thirds (2/3) Board of Directors shall be in attendance to constitute a quorum.** A quorum shall be necessary to vote on any and all league decisions. In the absence of the President and Vice-President, the Corresponding Secretary shall assume the chair.
4. If, at any meeting of the Board, there is less than quorum present, the majority of the members present may adjourn the meeting. Any business that must have transacted at the meeting will be taken up at the next scheduled meeting or can be rescheduled.

SECTION II: DUTIES OF BOARD OF DIRECTORS

1. **President** -- The President shall be chief executive of the organization and, as such, shall preside over all meetings, including the General membership of the organization. As stated in the "no vote proviso", he/she may vote only to break a tie. The President shall decide all questions on order, appoint all committees, and he/she shall be an ex-officio member of all committees, unless excused by virtue of the "no vote proviso". The President's signature is one of the three valid signatures (President, Vice President, and Treasurer – or if dual positions are held then another designated member will be assigned) on the Organization's checking account. The President shall also be responsible for updating the checking account's signatures when new officers are elected to these positions. The President can serve as the statutory agent for the league however an outside entity would be allowed if qualified. The corporation paperwork must be updated no later than 30 days after a new President takes office. Due to the nature of this position, any person running for this position must have a minimum of 2 years previous Board experience. – *Unless as stipulated in Article II Section 2.*
2. **Vice President** – The Vice President, working with the President, shall perform, direct or coordinate all general public relations for the Organization and its functions. The Vice President shall assume all of the duties of the President in the event of the President's resignation or unavailability: as well as assist other officers as needed. The Vice President's signature is one of three valid signatures on the Organization's checking account. The Vice President shall also have charge of such books, papers and D.O.C. documents as the Board may direct, and after terminating his/her office, he/she shall turn over said materials to his/her successor immediately . The Vice-President shall assist the Treasurer in the collection of all overdue moneys due the Organization. He/she is subject at all times to the direction and control of the Board and/or the President.
3. **Corresponding Secretary** – The Corresponding Secretary shall be responsible for the reporting and compilation of weekly results. He/she shall also be responsible for compiling and reporting all awards, both individual and team. Upon the approval by the President or the Vice President, he/she may publish announcements of special tournaments or events being held by not only D.O.C. but sponsoring establishments, provided such tournaments do not conflict with D.O.C. matches or events.

4. Corresponding Secretary - The Corresponding Secretary shall be in charge of recording the minutes and recounts of any and all meetings held by the Board or at a general membership meeting. This person shall distribute all meeting notices to the general membership. In addition, he/she shall be responsible for maintaining and keeping a current list of all members of the Organization. The Corresponding Secretary shall also be in charge directing any complaints or protests to the board and will act as the representative of any other items sent to the Board for review or consideration. This position is subject at all times to the direction and control of the Board and/or the President.

5. Treasurer – The Treasurer shall receive all moneys paid the Organization, and shall have custody and control over the accounts and books of the Organization, subject to the Board's direction. All moneys received by the Treasurer shall be promptly deposited in the Organization's accounts. The Treasurer shall keep complete and accurate records of the moneys received and expenditures made by the Organization, and shall be prepared to make a current report on the Organization's accounts at each regularly scheduled meeting of the Board as well as any general membership meeting and/or functions where would be proper. The Treasurer shall be responsible for the development and coordination of a budget for the Organization and its projected functions. The budget shall be subject to approval of the Board. The Treasurer shall generally perform all other duties, which are incident to the office of Treasurer subject at all times to the direction and control of the Board and/or President. At the expiration of his or her term of office, the Treasurer shall turn over all pertinent books and papers to his or her successor. To be eligible for this position you must have accounting background or two years board experience.

5. TWO Members at Large – Together with the Board of Directors, the 2 Members at Large shall have and exercise a general supervision of the affairs of the Organization and shall manage and control its properties and effect. They shall also perform any other duties the board may assign, pertinent to the operations of the Organization. They are also to act as a “liaison” between the members and the Board

No Vote Proviso – The President may vote only to break a tie vote. No Board member may serve on a committee nor vote on a protest that involves the team for which he/she plays.

In the event that the President and Vice-President leave office at the same time, the remaining board will hold a special election within 30 days to re-elect those positions.

Checking Accounts – All checks issued by D.O.C. must be signed by two of three designated persons. (President, Vice President, or Treasurer)

SECTION III: APPOINTED POSITIONS

1. Appointed Positions – Shall be appointed by the majority of the Board and shall be appointed for special occurrences and/or circumstances. The Board must, by a 2/3rd majority, approve a nomination and shall determine the duration of the appointment not to exceed past the next voting session for that position.

SECTION IV: OTHER MEETINGS

1. Board Meetings – Board Meetings shall be comprised of Board members and appointed positions and shall be subject to the provisions set forth in Section 1. Attendance is open to all members.
2. General Membership Meetings – General Membership Meetings will be open to all Members of D.O.C.. At least one member from each team must be present at the meeting. In the event a team is not represented at the meeting by a current team member, the Board will penalize the team.
3. Captain's Meetings – Captain's Meetings will be open to all team captains or acting team captains. Attendance is expected provided all captains have been notified one (1) week prior to the meetings. Each team will have one (1) vote. In the event a team is not represented at the meeting by a current team member, the Board will penalize the team.
4. Unless otherwise specified, all meetings shall be called at the discretion of the Board.
5. Unless otherwise specified, meeting announcements must be published at least one (1) week in advance of the meeting.

SECTION V: RECALL OF BOARD MEMBERS

1. Any Board Member may be recalled from office by a three-fourths (3/4)-majority vote of the entire Board at any Board meeting or general membership meeting.
2. A petition to recall a Board member must be hand delivered to the Board with two-thirds (2/3) of the members signatures attached.
 - a. A \$50.00 fee must accompany the petition.
 - b. A general membership meeting will be called no later than two (2) weeks after receipt of the petition to recall for the purpose of airing both sides' view.
 - c. Secret ballots will be handed out at the end of this meeting to all Members.
 - d. The petition to recall must be ratified by at least 60% of Members.
 - e. The officer that is recalled will be relieved of office and election held for that position.
 - f. If a recall is approved, the \$50.00 fee will be refunded. If not approved, the fee will be deposited in the D.O.C. account.
3. Should the President be recalled and appeal his/her case, his/her duties shall be assumed by the Vice President from the date the petition is received until final determination is made by the Board. In the absence of the Vice President, the Treasurer will assume his/her duties.
4. Any Board member who is recalled will not be eligible for office for a period of one (1) year from the date of recall.

SECTION VI: ELECTIONS

1. A general membership meeting shall be held no later than two (2) weeks before the end of the Spring session for the purpose of nominating Board members.
2. Ballots will be distributed to all members at the banquet following that meeting.
3. Ballots will be collected and a non-partisan committee will tabulate results, which will be announced at that Banquet.

ARTICLE IV: GENERAL AND POLICY

- SECTION 1:** These bylaws may be amended by the majority of the Board at a meeting called especially for this purpose. As for all legislation proposed by the Board, a two-thirds (2/3)-majority vote of all members in attendance is required.
2. Rules and regulations to supplement these bylaws shall be devised for the purpose of clarity and uniformity. Any additions, deletions, or changes may be made according to the provisions set forth in Section 1 of this article.
 3. The order of business and/or procedures of any Board meeting or election meeting called, or any subject not covered by these bylaws or noted Board minutes shall be subject to "Roberts Rules of Order Revised." However, should there be a conflict with the bylaws and/or "Roberts Rules of Order Revised," the bylaws shall prevail.

ARTICLE XIII: CONTRACTS AND AGREEMENTS

The Board shall have sole authority to enter into contracts and agreements in the name Darters of Cincinnati. Such contracts and agreements must bear the signature of the President in order to make them binding upon the Organization.

ARTICLE XIV: POLICY

1. Policy changes, temporary rulings, and general information as approved by a single majority vote of the Board members, will be in the form of announcements issued by the Board of D.O.C.. These policy changes and temporary rulings will be considered to be in force immediately upon their receipt by team captains. Notices sent via EMAIL and will be considered received when mailed and then posted on website.
2. It is the responsibility of the Board members and League members to read any announcements issued by D.O.C..
3. It is the responsibility of each team captain to relay the information contained in the aforementioned announcements to the team members whom he represents.

ARTICLE XV: INDEMNIFICATION

In the event that any claim or suit is brought against a Board member for any action taken as a Board member, the Corporation will indemnify the Board member and pay for all damages including his/her attorney fees.

Darters of Cincinnati

League Rules

August 1st 2023

RULE I: MEMBERSHIP, REGISTRATION, AND SPORTSMANSHIP

Section 1. Membership Responsibility

1. It is the member's responsibility to prove they are eligible for League play according to the membership criteria outlined in Article IV Section 1.
2. It is the member's responsibility to provide all of the fees necessary to participate in League events. These fees are outlined in Article IV Sections 2-4.

Section 2. Registration

1. Each team, team captain and sponsoring establishments must be registered and all dues paid by a date to be specified by D.O.C. League Officers. This date shall be announced at least one month prior to registration deadline.
2. Team rosters (team name, member names, addresses and phone numbers of ALL team members) must be turned in and D.O.C. membership fees paid by the registration deadline.
3. A team's competitive level (A – D) must be requested at registration. Every effort will be made to accommodate a team's competitive level request; however, a team's competitive level request may be changed according to the proven ability of team members or the scheduling requirements of the League. In the event that changes to a team's competitive level request are necessary, the affected team's captain(s) will be notified and the team(s) will be given the opportunity to withdraw from the League prior to the commencement of match play.

Section 3. Sportsmanship

1. **Good sportsmanship WILL be the prevailing attitude during all D.O.C. sponsored events.**
2. Attempts to distract an opponent while he/she is throwing will not be tolerated.
3. No form of intimidation will be allowed before, during or after match play. Specific forms of intimidation prohibited include, but are not limited to: threats of physical violence, sexual harassment, verbal abuse, implied violence, and taunting whether directly at someone or while "talking" to someone else within "earshot" of that person.
4. Physical violence between League members will result in disciplinary action by the Board whether it occurs between members of different teams or between members of the same team.
5. Darts is a spirited game where common courtesy is a must and a handshake between players after a game is an outward gesture of good sportsmanship.
6. It should be noted - **it is NOT un-sportsman like, to not "fist bump" your opponent after that person has shot.** Although some do "fist bump" it is NOT an expected action and no disrespect should be felt if not. This is more accustomed to the soft-tip competition.
7. It is NOT un-sportsman like to question your opponents shot or score – HOWEVER, an aggressive tone of your voice could lead to a miscommunication. So, PLEASE ask in a respectful manor – WE ALL MAKE MISTAKES.
6. It is not considered unsportsman-like conduct for a captain to protest a direct violation of any rules herein.
7. Complaints may result in the Board of Directors taking disciplinary action.

RULE II: EQUIPMENT & BAR CONDITIONS

Section 1. The Dart Board

1. All league competition shall be conducted on a Standard English Bristle, 20 point, clock faced board, and maintained to **a high standard and condition.**
2. An acceptable board must be secured to the wall so that the distance from the center of the board to the floor measures 5' 8" plus or minus 1/4".
3. The scoring wedge indicated by 20 shall be the darker of two wedge colors and must be the top center wedge.
4. The dartboard wire spider must not be broken or protruding excessively from the face of the board. Double and triple rings must be within a tolerance of 1/32" of the normal space measurement of 3/8".
5. The dartboard should be positioned so that it is readily available to the players without distraction to the thrower. The ceiling (or other obstructions such as pipes or beams) must be approximately 9" or more above the top of the dartboard so as not to interfere with the flight of the dart.
- 6. Any bar entering D.O.C. must have a minimum of two dartboards available for league play.**

Section 2. The 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 the darts.

Section 3. The Scoreboard

1. A scoreboard must be provided and located in such a position that players may easily read the score.
2. The scoreboards **MUST** have a readable surface so that the players may easily discern what is written on the board.

Section 4. The Toe Line

1. There shall be a minimum 1" wide stripe at least 36" long on the floor. From the front of the board (scoring surface) to the front edge of the stripe, the distance shall be the minimum throwing distance of 7' 9-1/4", plus or minus 1/4".
2. The distance from the center of the bull, diagonally to the toe line shall be 9' 7-3/8".

Section 5. The Conditions

1. All comments concerning the equipment of a particular establishment shall be sent in writing to the D.O.C. Board who, with sufficient cause, will request replacement or repair of such equipment. All decisions as to the acceptability of an establishment's dart playing areas are to be made by quorum of D.O.C. Board members.

RULE III: THE TEAM, PLAYER STATUS, AND NEW PLAYERS

Section 1. The Team

1. A team will consist of THREE (3) players. A maximum of five (5) players may be on a team roster.
2. This is to be considered a three person league. However you may compete with 4 on any given night. Under NO circumstances can all 5 on a roster compete in one night.
3. **Two** players shall be considered to be a legal, but incomplete team at starting time.
4. A team having the minimum number of players, but unable to field a full team will forfeit the respective number of points for each game not played. In team events you will **miss one turn for each missing player in each round of play.** For example, a

two-person team playing against a three-person team would be able to throw the singles matches one on one. The doubles matches if opted to be played by one person, would forfeit every other round to shoot. However the "team" has the option to forfeit the singles matches in order to shoot 2 vs 2 in the doubles.

5. A team starting with less than three (3) players may play late-arriving player(s) provided they **do not enter a game already in progress.**

6. No player may compete in more than one singles match per segment

7. No player may compete in more than two doubles matches per segment

8. An illegal team (less than 2 players) shall forfeit and receive no points for that week. The opposing team shall receive their weekly average. See Rule VIII, Sec. 3, No. 4.

9. A member on a team's roster may not substitute for any other team.

10. **One** upper division darter will be permitted per team. The Board of Directors will review appeals.

Section 2. **Player Status**

1. A per-session membership fee is required to be paid prior to the member participating in League events for an individual to be a member in good standing of D.O.C..

2. A player may register for any team he/she wishes; however, he/she does not officially become a member of any team until the first night he/she shoots for a particular team. He/she shall then be considered "locked in".

3. Once being "locked in" to a team, a player may change teams during the season if the team withdraws from the league, or if given permission from his/her previous team's captain as well as written permission from D.O.C. League officers.

4. Prior to playing, any player added to a roster after the start of the season, must be approved by a member of the D.O.C. Board. See Rule VIII, Sec. 4, No. 3.

5. In order to be eligible to attend the D.O.C. banquet and receive awards, a player must have participated in at least **two matches in each of two nights during the course of that season.**

Section 3. **New Players**

1. New players may be added until the third to last week of the season.

2. If a team or a team captain plays a non-member under an absent team member's name, all match points, won on the night of the infraction, will be forfeited.

RULE IV: THE SCHEDULE, MATCH, SUBSTITUTION, TIME FACTOR

Section 1. **Schedule**

1. Team captains (or acting team captains) must meet prior to the start of the match to schedule players for their numbered slots.

2. Once filled out – NO CHANGING OF POSITIONS ARE ALLOWED.

3. You may opt for the 4th player options and as stated above – NO ONE may play in more than one singles and 2 doubles matches per segment. The 4th player optioned will be listed in the slot below #3

2. Line-ups should be made BLIND by each captain and they are not to prearrange players against certain opponents. Since the schedule affords everyone to basically play with and against all others, there really is not an advantage to hiding your line up before the opposing captain fills out their side.

3. Each player's full name must appear at least once on the score sheet used for that particular night. See Rule VIII, Sec. 4, No. 1.

Section 2. The Match

ALL MATCHES ARE ONE GAME ONLY – Except the Chicago Match which is 2 out of 3 – Each game won is worth ONE point. There are 2 points available in the Chicago Match as is best 2 of 3.

1. Each "501" game (both doubles and singles) shall be open in and double out
2. Each "Cricket" game - The first person (or team) to "close" all numbers (20 through 15 and bulls) and have the most points, wins the game. Should both persons (or teams) have the same number of points, the first person (or team) to "close" all numbers wins. In the case of a game played in which neither person (or team) has accumulated points the first person (or team) to "close" all numbers (20 through 15 and bulls) wins the game.
3. Each "301" game (Chicago match only) shall be double in and double out.

The CHICAGO MATCH (best 2 of 3) is comprise of 3 "game" options.

501 – 301 - Cricket.

The winner of the cork "calls" one of the 3 games and starts that game.

The loser of that game "calls" one of the remaining 2 games and starts that game – without corking

If a 3rd game is necessary the cork **option** reverts to the home team and the winner of the cork starts the only remaining game.

Section 3. Substitutions

1. No substitutions can be made after the start of a game without the approval of the opposing captain.

Section 4. Time Factors

1. All matches are scheduled to start at 7:30pm on the date and place scheduled.
2. A 15-minute grace period of the scheduled nights play will be given after which, Rule VIII, Sec. 3, No. 1 applies.
3. No more than 5 minutes may elapse between events, games, round of play, and 3 minutes in a turn within a game. If a member feels their opponent is in violation of the five-minute rule, either the player making the complaint or their captain must notify the offending team member's captain or acting captain. Once the opposing captain has been notified of the violation any future delays may result in a complaint. – **NOTE:** The 3 minute delay allowed between a turn in a game, is **ONLY for unforeseen events** i.e. bathroom visit, emergency phone call, etc. **NOT TO BE UTILIZED EACH TURN.** Excessive delay between shots could be considered unsportsmanlike.
4. Times may be altered with the approval of both team captains.

Section 5. Number of Dart Boards

1. A minimum of two dartboards must be available for each team at home that particular night.

RULE V: THROWING THE CORK, BEGINNING THE GAME

Section 1. Throwing The Cork

1. All games begin by throwing a cork (bullseye). **The visiting team** will have first option in determining who throws first at the bulls. The team who throws closest to the cork shall shoot first when starting the game. If the Chicago Match goes to a **third game**, then **the home team** has the option of corking first.
2. Only players scheduled in that individual game may throw for the cork.
3. Should the scorer call for a re-throw at the cork, the order of shooting shall reverse from the previous throw.

4. The dart must remain in the scoring surface of the board in order to count. Additional throws may be made (only when throwing the cork), until such a time as the player's dart remains in the board. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower now throwing first.
5. Two outer bulls or two inner bulls shot at cork shall be considered a tie and be re-thrown.
6. Darts must not be touched prior to the decision of the scorer. Should the scorer or thrower be in doubt, both team captains shall add their opinions with the majority ruling.
7. The order in which players shoot, shall be left to their captain or participating partner. Cork shooters need not be the one who throws first to start the game.
8. A single or double bull must be acknowledged and can be removed by/at the request of the second thrower.

Section 2. Beginning A Game

1. To commence scoring in double-start (in) - double-finish (out) events, a player must land a dart in the outer (double) ring or the double bull. All subsequent darts shall be counted for score; inner bull (50) is considered a double 25 for starting, scoring and finishing a game.

RULE VI: SCORING, MARKING, FINISHING AND BUSTING

Section 1. Scoring

1. All "01" games are scored by subtracting the score shot from the starting number.
2. **At all times**, the scorekeeper shall refrain from smoking, drinking, or making unwarranted gestures or movements while in the performance of his/her duties.
3. For the dart to score, it must remain (independent of human assistance) in the dartboard until the darter retrieves the dart after that player has thrown his/her final dart and has marked their score.
4. Darts **MUST** remain in the board as shot, until the score has been recorded.
5. Questioning a recorded score by an opponent should be done in a civil manor and **NOT** be taken by thrower as an aggressive act.
6. Propelling a dart by mechanical or other such means is not allowed.
6. In order to score, the **point (tip) of the dart** **MUST** be touching the bristle portion of the board to be considered a score able dart. The dart does not need to be lodged into the bristles only touching – This should be agreed by both parties it was touching before scored and removed - unless a scorer is present, and at time the scorer will make the call.
7. A dart's score shall be determined from the side of the wire at which the dart enters the board. In the case where bands, instead of wires, bend the double and triple rings, a dart lodging between the bands where they overlap, shall be scored as the double or triple.
8. Prior to the decision of the scorer, the thrower, another player, scorer, captain or spectator **may NOT touch a dart**. If in the event a thrower touches a dart that "throw" is complete and **NO** subsequent darts may be thrown. It should be noted that if the thrower touches a dart after all three darts have been thrown, whether to determine the scoring or to make sure the dart does not fall out, there is no penalty for this – only if a thrower or teammate touches a dart to see where scored or to insure will not fall out before the 3rd dart has been thrown.
9. Both feet must be behind the toe line. This line must not be stepped over before the dart contacts the dartboard. If a player violates this rule, advancing him or her within the minimum distance, the opposing captain will warn the player and his/her captain. Further violations will result in the forfeiture of the score obtained from the dart(s) thrown.

Section 2. Marking

1. It is the responsibility of the player to mark and 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, unless challenged and agreed by both parties involved.
2. The scorer may inform the thrower what he/she has scored. The scorer may not inform the thrower what he/she has left in terms of number combinations (out shots). It is permissible, from behind the toe line, **for any team member**, unless that member is scoring, to advise the thrower during the course of the game.
3. Errors in arithmetic must stand as written unless corrected prior to the start of the team's next throw. **The aforementioned may be waived in the interest of sportsmanship provided both captains agree.**
4. If a player throws out of turn, his score is removed and the correct scheduled player for that team is to throw. The out-of-turn player forfeits his scheduled turn (his next scheduled turn) in the game. The opposing player shoots his round. This rule may also be waived if agreed to by both captains.

Section 3. Finishing

1. To finish all "01" games, a player's dart must land in a double which is equal to half of his remaining score. A leg/match is concluded at such time as a player/team hits the 'double' required to reduce their score to zero. **All darts thrown subsequently shall not** count for score.
2. For the purpose of starting or finishing a game, the inner bull (50) is considered a double 25.
3. Cricket - The first person (or team) to "close" all numbers (20 through 15 and bulls) and have the most points, wins the game. Should both persons (or teams) have the same number of points, the first person (or team) to "close" all numbers wins. In the case of a game played in which neither person (or team) has accumulated points the first person (or team) to "close" all numbers (20 through 15 and bulls) wins the game.
4. No fast finishes such as "Three in a Bed," "222," "111" and "shanghai," etc. are permitted.

Section 4. Busting

1. A player busts when his three (or less) darts score more points than remain in the game, or, if the three darts score one less point than remains in the game. When this occurs the score remains as it was prior to that throw. The next scheduled player then takes his regular turn to throw. This rule pertains to "01" games only. It is not possible to BUST a Cricket game.

RULE VI: CAPTAIN'S DUTIES, REPORTING RESULTS, PROTEST PROCEDURES

Section 1. Captain's Duties

1. Each captain is responsible for the conduct of his/her team and the accuracy of the score sheet and the signing of the same. See Rule VIII, Sec. 4, No. 1.
2. The captain is responsible for collecting his/her team's league fees.
3. Captains shall be responsible for his/her team knowing any rule changes made during the season or any other information given out during D.O.C. meetings.
4. Attendance at the D.O.C. general membership and captains meeting is required (a representative or substitute team captain is acceptable).
5. Team captains will file any protests on behalf of his/her team and its members.
6. Captains must immediately inform League Directors of any change in their team roster. See Rule III, Sec. 2, No. 4 and Rule VIII, Sec. 4, No. 3.
7. On the spot decisions concerning substitutions within the team (Rule IV, Sec. 3), scoring errors, rule clarifications, etc., can be resolved by the team captains.

Section 2. Reporting Results

1. **Both captains** shall verify the accuracy of the score sheet, including completeness for team name, division, date, players full name, etc., by signing it prior to submitting it to the D.O.C. office. It is the responsibility of each team captain (or acting team captain) to put his/her team name on the score sheet.
2. The official score sheet (the **home team's** score sheet) shall be completed and mailed, faxed or delivered to the D.O.C. office by the winning captain. This sheet must be in the office by 11:00pm the Thursday following regularly played Tuesday night match or 48 hours after the match has been completed. See Rule VIII, Sec. 4, No.3.
3. The official score sheet shall be used to calculate weekly results for teams and divisional standings.
4. All results as posted by the Board shall be considered final unless protested in writing within 10 days of posting.
5. Where position rounds exist in the schedule and a team's score sheet is missing, the Board will use that team's average to calculate their position. When the missing sheet is received the correct score, less any penalty points, will be posted.

Section 3. Protest Procedures

1. Only team captains may file a protest.
2. Protests may be initiated by stating it on an email or submitting by email the Protest – Complaint Form.
3. Details must be submitted in writing to the D.O.C. Board no later than five (5) days after the alleged infraction took place, or the protest will be considered invalid. Upon receipt of the written protest, the Board will contact both team captains and request their attendance at the next Board meeting. (A representative or substitute team captain is acceptable.) At that time both captains will be able to give their account of the situation. If either team captain does not attend, the Board will make a decision based on the information they have. The Board will then appoint a minimum of three (3) available members, not directly involved in the protest, to form a committee that will meet promptly and rule on the matter. No Board member may vote on protests for which the team he/she is playing is involved.
4. If in the event the protest or complaint involves members of the Board and to the extent that the Board cannot form enough of a committee to hear and rule on the matter, the Board will request and obtain league member .
5. Any team captain may file a protest whether it involves his team or another team.

RULE VIII: GAMBLING, POSTPONEMENTS, FORFEITURES/WITHDRAWN TEAMS (VOLUNTARY/INVOLUNTARY), POINT DEDUCTIONS

Section 1. Gambling

1. Gambling is neither sanctioned nor authorized at D.O.C. sponsored events and league play, and, is strictly prohibited.
 - It should be noted that the exemption to this would be things like "split the pots", raffles, and the like, which are more considered "games of chance".

Section 2. Postponements

1. The Board will reserve the right to review any postponements caused by the inability to field a full team on the date of the scheduled match.
2. In the case of snow or other bad weather, check the D.O.C. website or Facebook, to find out if matches have been cancelled.
3. Any postponements must be reported to the D.O.C. Board no later than the scheduled night of play.
4. All matches must be played at the time and place indicated on the schedule unless previous permission has been obtained from the D.O.C. Board. The D.O.C. Board MUST approve all rescheduled matches.

Section 3. Forfeitures/Withdrawn Teams (Voluntary/Involuntary)

1. In the event that a team is not present at the end of a 15-minute grace period of the scheduled match, the opposing team will receive their average winning points, or the average of their opponents wins against the forfeiting team – whichever is greater. A minimum of ½ of the schedule of that session must be played before forfeit points can be awarded.
2. A minimum of two players must be present from one team to be awarded the points forfeited by the team not present.
3. A score sheet must be presented to the D.O.C. office and must be signed by the captain or acting captain of the present team at a forfeiting match. See Rule VIII, Sec.4, No.'s 2 and 3.
4. After 6 weeks of play (or ½ of the schedule) a team has established an average. A running average will be compiled weekly after that time to determine the winning average. A bye week will not be considered when calculating the average.
5. The D.O.C. officers reserve the right to replace a team, withdrawn from the League, with a new team. The team replacing the withdrawn team will receive all the points that the withdrawn team had previously acquired.
6. If a team is withdrawn within the first 6 weeks of the season and not replaced by the D.O.C. Board, all teams in the division will receive ZERO points.
7. A team that forfeits a match must notify the Board within 48 hours of the scheduled match. If a second forfeiture occurs, the team may be suspended for the remainder of the season plus the following season. Their suspension will include ALL D.O.C. functions. Appeals will be considered by the Board on a "per case" basis, with the Board decision being final.

Section 4. Match Point Deductions

1. Three (3) match points will be forfeited for not completely filling out the score sheet. **Team captains** are responsible for completing **their** team name and each player's full name (at least once) on the score sheet. The **winning team captain** is responsible for completing the date and division.
2. A team not following Rule III, Sec. 2, No. 4, regarding new players will lose all points won on the night of the infraction. The ineligible player's points will be awarded to the opposing team.
3. Three (3) points will be deducted from the winning team's score if the score sheet is not received by email within 48 hours upon completion of the match.
4. Failure to have appropriate representation at the General Membership Meeting or captains meeting, will result in a three (3) point deduction.

RULE IX: PLAYOFFS, TOURNAMENTS, AND AWARDS

Section 1. Standings - Playoffs

1. The team with the highest number of points at the end of the season is the Division's winner. Each member of this team should be then considered a next upper division player for that Division. (See Rule I, Sec. 2, No. 3. and Rule III, Sec. 1, No. 8.) However the Board reserves the right to review each case on its own unique merits.
2. All teams in contention of the League championship must be prepared to playoff ties within ten (10) days following the last regularly scheduled match in the Division.
3. The D.O.C. Board will determine the number of teams involved in the playoffs. The D.O.C. officers will decide the format.
4. No new players may participate on a team involved in the playoffs. Only registered D.O.C. members already on the official team roster are eligible.
5. If three (3) teams tie, #1 will host #2, #2 will host #3 and #3 will host #1. The team accumulating the most points will be judged the Division champion.
6. If four teams tie, #1 plays #2 and #3 plays #4. Following the completion of the first two (2) matches, the winners of those matches will play to determine the Champion. Number designations shall be drawn by lot.

Section 2. Tournaments

1. The D.O.C. League Directors, or a committee appointed by them, shall decide fees, rules and procedures for all tournaments.

Section 3. Awards

1. All special awards will be decided by The D.O.C. Board. In order to receive a special award, the back of the score sheet must be filled out with all the appropriate information pertaining to the award and the opposing captain must sign it. If the opposing captain does not sign by the award then it is considered null and void. **What is posted will be printed.** If spelling or other errors are not notified to us by specified date, correction will be made with the cost to that player.

RULE X: POLICY, RULE CHANGES and INTERPRITATION/CLARIFICATIONS

Section 1. Policy Changes

1. Policy changes, temporary rulings, and general information may be announced on the weekly standings sheet or a supplementary sheet. These policies will be considered to be in effect immediately. It is the responsibility of each League member to read these announcements.
2. Any situations not covered by D.O.C.'s Rules and Bylaws will be governed by ADO standards.

Section 2. Rule Changes

1. These rules may be amended or revised for the purpose of clarity and uniformity at any D.O.C. Board meeting by majority vote.

Section 3. Interpretation of the Rules & Bylaws.

1. It shall be noted that any "type-o's" mis-quoted references, or the like, shall NOT impede the enforcement or the intent of the rule or bylaw.