

THESE BY-LAWS ARE MEANT TO BE GUIDELINES AND PROBLEMS SHOULD BE RESOLVED AT THE TIME BASED ON GOOD SPORTSMANSHIP!!!!!!

I. MEMBERSHIP

- A. Each player/substitute must hold a valid HADTO membership card. Cards are available for \$20 per year and shall be valid from January 1 through December 31. Discounted cards for \$10 are available for the Fall session only. A player's membership dues must be paid by the completion of Week #3's competition for the session in play (Friday of Week 3). Failure to do so will result in the loss of all points the player in question accumulated in any match (Singles, Doubles and/or Team Game) in any division beginning with Week 4's play going forward. Points are lost permanently, and the result of a match will be affected.
- B. Each team shall consist of 4 players and 2 alternates (Masters a minimum of 3, Co-Ed & Mixed Doubles equal number male and female, Men's Doubles & Open Doubles a minimum of 2 and 1 alternate). All teams must have at least ½ of their team's roster competing in all scheduled matches, unless approved by both team captains prior to the scheduled match. Should both team captains be unable to grant approval, the scheduled match in question must be made-up (see Sect. XII, subset B for make-up match guidelines). All members are eligible to play on any night, at the discretion of the team captain. No listed player on one team shall throw for another on the same night.
- C. Sponsor fee is set at \$60.00 per 3 or 4 person team, \$40.00 per 2 person team and \$20 for a 1 person team for all sessions. A sponsor may "sub" for their sponsored team(s) without cost.
- D. **Any new player added to team roster by the team captain during the session shall have a valid membership card or money for the card turned in with the roster to the statistician, or to the treasurer until a new location for the lock box can be established.** All additions to rosters must be written on that night's score sheet noting the added player as "New". Failure to do so will prevent HADTO from recognizing the added player as a member of the team in question, and prevent the team from receiving the appropriate quantity of awards should the team finish the session's play in either 1st, 2nd or 3rd place in the team's division of competition.
- The team captain is responsible for collecting and turning in the sponsor fees.
 - Any team with unpaid sponsor fees will not be eligible to receive any awards they have earned.
- E. Any player wishing to switch teams after the session has started must have the written consent of 100% of all captains of the division shooting in or of the division wanting to switch to, then submit this to the Board for approval.
- F. Sub pool: Contact your Division Rep or a Sponsor bar for info.
- G. All Players (Exception: youth league members) must be of legal drinking age under Iowa law.

II. DEFINITIONS

- A. Match: The night's play, which shall be comprised of even games.
- B. Game: The best two-out-of-three.
- C. Leg: A format of 301, 501, 801, or Cricket.
- D. 301 Double in, Double out.
- E. 501 Straight Start, Double out.
- F. 801 Straight Start, Double out.
- G. Cork: The Bulls eye.

- H. Straight Start: Scoring shall commence without the necessity of first landing a dart in the outer ring.

- I. Double-in: Scoring shall begin only after a dart lands in the outer double ring, or in the center (double) bull. The double counts toward the players score.

- J. Double-out: Player must score exactly the points remaining, and it must be a double. Scoring to many points, or reaching "1", or "0" without a double constitutes a "bust". In a busted turn, no score is recorded and the total remains unchanged.

- K. Sponsoring Establishment: Any bar holding a license to serve patrons age 21 or over, which, by payment of sponsor fee, sponsors one or more teams for league play in HADTO.

- L. Teams per night per sponsor are calculated on the following basis: one board—one team, 2 boards—2 teams, 3 boards—5 teams, etc.

III. DIVISION

- A. The division shall consist of no more than 8 teams each, and be divided into Masters, Men's Cricket, Open Cricket, AA-A-B-C if needed, Co-Ed, and Women's. *Mixed Doubles Cricket League played only during summer session.

- B. Placement of the teams in all divisions shall be at the discretion of the Board.

- C. A completed roster, with a sponsor's signature, is considered a contract between the team and the sponsor to conduct the team's home matches from the sponsor's establishment for the entire session currently in play. Therefore, a team may not change sponsors within a session's play.

IV. EQUIPMENT

- A. An accepted bristle board must be secured to the wall so that the distance from the center of the board to the floor (at throwing level) measures 5'8" (plus or minus 1/4").

- B. The scoring wedge indicated by the 20 must be the darker of the two wedges and must be the top center wedge.

- C. No marking, except those affixed by the manufacturer and tools necessary for the play of the game shall be permitted on the bristle (front) surface of the board.

- D. Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the

shadows cast by darts, and not physically impede the flight of the dart.

- E. There shall be at least one stripe marked on the floor. From the FRONT of the board (scoring surface) to the FRONT edge of the stripe, the horizontal distances shall be the minimum throwing distance of 7'9 1/4" (plus or minus 1/4").
- F. A lateral distance of 2 feet at the 7' 9 1/4" line measured from a perpendicular line from the outer diameter of the board (the numbers 6 and 11) shall be clear of incumbencies such as a wall, shelves, tables, etc.
- G. When more than one match is being played on boards mounted on the same wall, there shall be a minimum of 5 feet between the centers of the boards in use.
- H. The Division representative and bar league captains are responsible for approaching bar owners on improvements or changes that need to be done.
- I. A scoreboard must be mounted with-in 4 feet laterally from the dartboard, and at not more than a 45-degree angle from the board.
- J. Each sponsoring establishment shall provide a bulletin board or wall area for the exclusive posting of dart news and information. This board or area must be at least 3x3.
- K. Any obstacle, which may impede the flight of a dart shall be reduced to a reasonable level or eliminated. (I.e. air flow, overhangs, etc.)

V. THE TEAM

1. Wednesday Open & Tuesday Women's League.

- A. A minimum of 4, maximum of 6 players shall constitute a team.
- B. Each team shall consist of 4 players and 2 alternates (Maters a minimum of 3, Co-Ed & Mixed Doubles equal number male and female, Men's Doubles & Open Doubles a minimum of 2 and 1 alternate). All teams must have at least ½ of their team's roster competing in all scheduled matches, unless approved by both team captains prior to the scheduled match. Should both team captains be unable to grant approval, the scheduled match in question must be made-up (see Sect. XII, subset B for make-up match guidelines).
- C. In filling in the match roster, **ALL SHEETS MUST BE FILLED OUT COMPLETELY with team names, date and division!!** The score sheet will then be folded in half, and the captains shall enter the names, membership numbers, and teams without knowledge of opponent's line-up. The score sheet shall be filled out as follows: First the 4 singles events. At their conclusion, the 2 doubles events shall be filled in. The team match will be filled in with the order that each member shoots, after the outcome of the doubles event has been decided. A player may play in only 1 of each type of event (1 singles, 1 doubles, and 1 team game) for a maximum of 3 events per player.
- D. Doubles: Should consist of 2 players. If less than 2, turn must be skipped.
- E. Team Game: Should consist of at least 2 players but no more than 6. If shooting with less than 4 players, turns must be skipped. EX. 2 players-2 turns, 4 players-4 turns.

- F. Scoring: each leg of the singles games will be worth 2 points. Each leg of the doubles will be worth 3 points. The team game will be worth 3 points. In the event of a tie score at the end of the match, teams will throw another leg of 801 to decide a match winner. (3 points will be awarded for this leg.). The team with the most points will be the winner of the match. Points earned during the match will be recorded and will be used only as a tiebreaker if needed at the end of the session.

2. Masters League.

- A. Each player from the home team will play one game against each player from the visiting team.
- B. All games will be best 2 out of 3 and consist of legs of 301, call cricket, and 501 if necessary.
- C. Each Game scores 1 point. Total points possible are 9.

3. Men's Cricket League, Mixed Doubles Cricket League & Open Doubles Cricket League

- A. Match will consist of 11 legs of cricket.
- B. Each leg scores 1 point.

4. Co-Ed League.

- A. The match will consist of 5 games.
 - 1. 4 doubles games with legs of 501, cricket, and 501 if necessary.
 - 2. 1 team game, 1 leg of 801.
- B. The same four players will play the doubles game from each team. Two males and two females. Each male must shoot 1 game with each female.
- C. The team game may include team members from the roster who do not participate in the night's doubles games (up to a maximum of 6 players) as long as an equal number of male and female players from each team take part.
- D. Scoring: each leg of the doubles game will be worth 2 points. The team game will be worth 3 points. The team with the most points will be the winner of the match. Points earned during the match will be recorded and will be used only as a tiebreaker if needed at the end of the session.

5. Substitutes.

- A. If someone wishes to sub and is not currently a HADTO member they can play as long as they pay their membership dues. (See Sect. I, subset D for adding a new player).
- B. If a person is not on a league then they are allowed to sub for any team. Exception: If playing Co-Ed and a female is ill then a female sub is required, etc.
- C. A sponsor may sub for their sponsored team(s).

VI. TIME FACTORS

- A. Match play will promptly start at 7:30 p.m. (Not bar time). Forfeit time is 7:45 (Not bar time) Starting time may be changed by "mutual agreement of both captains". All players must be present for their scheduled leg or forfeit that leg.
- B. No more than 10 minutes may elapse between the singles games and the first doubles game, or the last doubles game and the team game.

- C. No more than 5 minutes may elapse between legs within games.
- D. No more than 5 minutes may elapse between singles games or between doubles games.
- E. No more than 5 minutes may elapse between players at the line during a match.

VII. THE MATCH

- A. All games will begin by throwing at the cork (the diddle).
 - 1. The visiting team will have the option to diddle first or second.
 - 2. In the diddle, a dart must stick on the board surface to count. A dart may be re-thrown if it falls out of the board or does not land on the board surface. Any dart landing in the cork (single or double) may be removed by the next player before shooting. In case of a tie, players re-diddle, in reverse order.
 - 3. Darts must not be touched prior to the decision of the scorer. Scorekeeper's decision is final.
 - 4. Only players scheduled to play in the game may throw for the cork.
- B. The order in which players throw, shall be left to their captain or the participating players. Cork shooter need not be the first thrower in any leg.
- C. The HOME TEAM has the choice of which board the match will be played on, if there is more than one board available.
- D. No later than 30 minutes prior to match time, the board the match is to be played on should be cleared of players for warm-up for the players playing in that nights match.
- E. After the match begins, players warming up for singles and doubles games will be allowed a maximum of 9 warm-up darts per player.
- F. **Players from either team, not currently involved in a match, may continue to warm up on any adjacent boards, if agreed to by both team Captains (the concern is NOT distracting shooters engaged in a league match on the nearby board). This does not allow shooters that are in the middle of a game/match to throw additional darts beyond their 9.**
- G. Captains must agree to any deviation of order of play in writing on the score sheet and must be initialized by both captains prior the start of the match.
- H. A dart scores where it enters the board, not where the tip lies.
For example: A dart goes in the 15 but the tip slides under the wire and the tip is now in the 2, the points given to the dart thrower are 15.
- I. Only points are awarded if the tip is in the board.
Below are some examples where points would not be awarded:
 - If a flight falls off the dart and the dart sticks into the board via the shaft end (as apposed to the tip) no points are given.
 - If the dart(s) sticks in the board but falls out before all darts are thrown or before the scorer has a chance to write the score on the board then the score for the dart(s) does not count. Only the darts that are in the board will count.

VIII. FEATS

GAME	COMMENTS	SCORE SHEET
301/501/801	<ul style="list-style-type: none"> Any combination of darts in one throw that is equal or greater than 100 will be considered a feat. This includes shooting for in's and out's for all '01 games. 	T 4T0 in for 501 1T5 out for 801
301	<ul style="list-style-type: none"> 13 darts or less (this includes the first darts thrown even if they do not hit a double) 	13 dart out for 301
501	<ul style="list-style-type: none"> 19 darts or less (this includes the first darts thrown even if they do not hit a double) 	19 dart out for 501
CRICKET	<ul style="list-style-type: none"> Any combinations of darts in one throw that equals 7, 8 or 9 marks. (As long as the opponent does not have that number closed) Any 3 darts in one throw that land in the double bull is a Dead Eye. Any perfect Cricket game, which is closing all numbers in 8 darts. 3 single bulls/double bull and 2 single bulls/2 double bulls and 1 single bull 	9M 8M 7M DEAD EYE Perfect Cricket Game Hat Trick/4 Hat/5Hat

1. 301/501/801
 - a. Any combination of darts in one throw that is equal or greater than 100 will be considered a feat. Players must record on the score sheet all feats (this includes shooting for in's and out's). At the end of each session, awards will be given to highest number of feats, highest feat, highest in and highest out in each division. (There will be separate awards for male and female shooters).
 - b. 13 darts or less in a 301 game, and 19 or less darts in a 501 game will be considered an individual achievement and certificates will be awarded to each individual at the end of the session. (These achievements DO NOT count towards total feats.)
2. CRICKET
 - a. Any combination of dart in one throw that equal 7 marks, 8 marks, or 9 marks will be considered a feat and recorded by the players as the following... 9M, 8M, 7M.
 - b. Any 3 darts in one throw that land in the double cork will be considered a DEAD EYE and will be considered a feat.

- c. **Any time all 3 darts land in a combination of single or double bulls it will be considered a feat, either a hat trick, 4 hat, or 5 hat."**
- d. Any perfect Cricket Game, which is closing all numbers in 8 darts, will be considered an individual achievement and certificates will be awarded at the end of the session. (These achievements DO NOT count towards total feats, as you will earn feats for rds of 9.)

IX. SCORING

- A. The HOME TEAM shall be responsible for providing a Scorekeeper for each leg. (The second team listed on the schedule is the home team).
- B. It is the player's responsibility to verify the score before removing the darts from the board. The score will remain as written if 1 or more darts have been removed from the board.
- C. In the event the scorekeeper makes a mathematical error, the error may be corrected up until the point that the next player on the team that the error was recorded for throws a dart. After that, no changes may be made.
 Example: Team A hits 35 points and the scorekeeper marks down 25 on the board. Team B throws their darts. Team A throws their darts then the score of 25 is locked in and cannot be changed. (If Team A challenges the score before they throw the darts then the score can be changed as long as both team captains are in agreement)

- A. THE TEN COMMANDMENTS OF SCORE KEEPING WILL BE USED AT ALL TIMES.
 1. Thou shall not talk while keeping score!
 2. Thou shall not move about...STAND STILL!
 3. Thou shall not look at the shooter...face the board!
 4. Thou shall not call out a score of one or all three darts unless asked!
 5. Thou shall not tell a shooter what to shoot!
 6. Thou shall not tell a shooter what combination to shoot for an out!
 7. Thou shall not change a score if the player has shot again and a second score is written down!
 8. Thou shall not lean over to see where a dart is or follow the darts with the body or head movements!
 9. Thou shall not show any signs of disgust or excitement while scoring!
 10. Thou shall not change the side of the scoreboard of the players in three leg matches. If you start a player on the left, leave them on the left. Regardless of the diddle.

X. REPORTING RESULTS

- A. The HOME TEAM is responsible for dropping the score sheet off by **Friday night of the current week by 7:00 p.m. at the Viking or Coops.** Failure to do so will result in penalties of 10 points

and possible loss of the match. Visiting team will not be penalized.

XII. DIVISION CHAMPS

- A. The teams with the highest number of matches at the end of the session are the division champions.
- B. In the event of a tie, tiebreakers shall be as follows:
 - 1. Total points won.
 - 2. Head to head matches.
 - 3. Play-off match.

XII. POSTPONEMENTS

- A. In the event of an “Act Of God” or uncontrollable situation and the captains can not resolve the matter, it is suspended until the Division rep. or another board member can be contacted.
- B. All “make-up” matches are to be completed within 3 a week period or if the match falls within the last 3 weeks of the end of the session, the match must be made up 1 week prior to the end of the session.
- C. All make-up matches and matches not thrown **MUST** be reported to the statistician by Friday night of that weeks’ scheduled match.

XIII. PROTEST PROCEDURE

- A. A \$10.00 fee must accompany all protested matches.
- B. Only the captain of the offended team may file a protest.
- C. Details must be submitted in **WRITING** with the \$10.00 fee to a board member no later than 10 days after the alleged infraction took place or the protest shall be considered invalid.
- D. Both captains of teams involved in the protest will be notified by the league President and should be present when the Board holds a hearing on the protest.
- E. All decisions by the Board of Directors will be final.

XIX. CONDUCT

- A. Any member who, by their actions, brings discredit upon HADTO, sponsoring establishments, and/or sponsors may be subject to sanctions. These sanctions may include forfeit of points, suspension, or revocation of membership at the Boards discretion.
- B. The team captain shall be responsible for the conduct of his/her team and for accuracy of the score sheet.
- C. If a captain disregards their duties to the point where they create disharmony and/or impedes and interferes with the efficiency of the established procedures, the Board of Directors shall have the

authority to require their team to provide a replacement.

- D. The sponsoring establishment has the right to refuse service or access to said establishment to any player in the event a conflict occurs.
- E. Team drink selection is at the discretion of the sponsoring establishment.
Remember: Team drinks are a luxury not a right!
- F. Good SPORTSMANSHIP shall be the prevailing attitude during all HADTO competition.
- G. Attempts to distract an opponent while they are shooting will not be tolerated. Complaints may result in the Board of Directors taking disciplinary action against the offender.

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***ANY CHECK RETURNED FOR INSUFFICIENT FUNDS WILL BE SUBJECT TO A \$30.00 CHARGE.**