

# Gambo Mens Dart Rules

The following Rules were compiled by the (GMD) Gambo Mens Dart league executive and are set in place to govern the rules and conduct of this league. Any amendments to these rules must be voted on and passed with a clear majority of the executive.

## Registration

1. In order for a team to be registered with the GMD it must be comprised of 5 or more players and be sponsored by an organization that is willing to pay the team registration fee. Each team will consist of one team captain and will act as the voice for all teams concerns and will act as the liaison between their team and the GMD executive. GMD reserves the right to not allow a team to register based on the discretion of the executive.
  - 1.1. Team registration and player registration fee's will be outlined to each team captain at the beginning night of the dart season.
  - 1.2. Team registration will be paid in full by the last night of the regular dart season (before playoffs).
  - 1.3. One half of the players registration must be paid by the middle of the regular season and paid in full by the last night of regular dart season (before playoffs).
  - 1.4. If the conditions set in section 1.2 and 1.3 are not meet it may result in the offending team and or player not being able to play in the GMD playoff round. Subject to executive discretion.
  - 1.5. Teams cannot register pass the second night of the GMD regular schedule.
  - 1.6. Teams are not allowed to register players 5 weeks before the start of playoffs. Teams must notify the league statistician on the addition or deletions.

## Schedule

2. The executive will make every attempt to have the regular season schedule posted by the second week of dart season. If it is unable to do so it will notify team captains of its upcoming weeks schedule.
  - 2.1. Darts will take place at the Gambo Lions club on Friday nights unless otherwise started on the posted schedule (Holidays or Special events).
  - 2.2. Teams that are unable to play on their regularly scheduled night must notify their opposing team's captain and a member of the GMD executive 2 days prior to schedule night. These missed games must be rescheduled (Make up Games) to be played within 5 weeks of the missed night or the end of regular season, whichever is less. These Make up Games must be played at the Gambo Lions club and without disrupting regular scheduled games.
    - 2.2.1. Failure of section 2.2. Will result in the awarding of 5 games to the opposing team.

- 2.3. Games are scheduled to start at 8:30 PM of the night of the schedule, Unless otherwise stated on the schedule or by the GMD executive.
  - 2.3.1. If a team is not ready to play darts 15 minutes after the scheduled time the first game of the night will go to the opposing team. For each additional 20 minutes one game will be forfeited to the opposing team unless mutually agreed to wait by the opposing team.
- 2.4. Each regular season schedule night will consist of 5 games of darts being played.

### **Game rules**

3. Each regular season dart game will start with a score of 1001 unless explicitly stated on the schedule or by the GMD executive.
4. Each game must consist of 4 or 5 players per team.
  - 4.1. If only 3 team members are present then a JD "John Doe" can be used. This JD will result in a team member shooting twice in a rotation.
    - 4.1.1. This JD will be treated as a separate player and will not affect a player's stats but can result in a team win. This JD will be subject to all the same rules as a regular player.
    - 4.1.2. Each person on the team can NOT be a JD more than twice in a 5 game dart night.
  - 4.2. If less than 3 members of a team are present than all of the games are forfeited to the opposing team.
5. The first and only game of the night that a team that throws first will be determined by one player from each team throwing at the Bullseye. The Home team will throw for the bull first. The closest dart will determine which team throws first. Each subsequent game the losing team of the prior game will throw first.
6. Each Player is eligible to take off score (unless their dart total is more than score remaining) once they "get away".
  - 6.1. "Get Away" is defined as hitting the double or Bullseye of the dart board even if the resulting total is more than the score remaining. Thus any subsequent throws are counted as score.
7. Errors in arithmetic shall stand as written on the scoreboard unless corrected prior to the next throw of the player whose score is in error.
8. Only darts with their points touching the board will be counted. Darts which bounce from the board may not be retaken (except when going for the bull at the start of a game). A dart shall only count if the point remains in the board. The player may secure the dart to prevent it from falling out while the score is being agreed upon.
9. Teams finishing after the Statistician has gone or is not present, should have their captain or representative hand in the score sheets to the bar steward

## **Awards**

10. Awards will be given out for the following (all individual awards are based on the regular season only):
  - 10.1. Highest Team standing at the end of the regular year.
  - 10.2. Div A & B Team playoff winners.
  - 10.3. Highest Individual Avg (Must play 50% of games)
  - 10.4. Highest Individual Total Number Tuns
  - 10.5. Highest Individual Total Number of Finishes
  - 10.6. Highest Individual Finish
  - 10.7. Highest Individual Break
  - 10.8. Individual 180's

## **Dart Etiquette**

11. NO DART SHALL BE THROWN IN ANGER !!!
12. All players should remain behind the toe line.
13. Teams should remain silent during a throw of the opposing team
14. No person shall be within 4 feet of a player when they are throwing