

**Winston-Salem Sunday Night Dart League**  
**By-Laws and Rules (with addendums)**

**I. BY-LAWS: HISTORY AND PURPOSE OF THE LEAGUE**

The Winston-Salem Sunday Night Dart League was formed in 1987 to provide a format and atmosphere that will satisfy the experienced darter while also encouraging and supporting people who have never played before. The overriding principle is to have fun and enjoy a friendly, but competitive, game of darts.

**II. BY-LAWS: ORGANIZATION AND GOVERNANCE OF THE LEAGUE**

**A. DIVISIONS**

The league shall consist of two divisions, Winston and Salem. The Executive Board may decide to play a season with only one division in the event there are too few teams to make up two proper, competitive divisions.

**B. SEASONS**

The league shall sponsor two seasons each calendar year.

**C. MEMBERSHIP**

Membership is open to any individual over 18 years of age who adheres to the principles of the league, and pays required dues. Some host establishments may restrict admission to those 21 years of age or older.

**D. EXECUTIVE BOARD**

1. The executive board, which governs league rules and play, shall consist of the team captains and the elected officers. Elected officers are the President, Vice-President Winston Division, Vice President Salem Division, Secretary/Treasurer, and Statistician/Web Manager. These offices are to be filled by any member(s) in good standing of the league. Officers shall serve terms of at least one calendar year. The President, Vice-President Winston Division and Vice President Salem Division Secretary/Treasurer, and Statistician/Web Manager may serve unlimited consecutive seasons.
2. The ELECTED OFFICERS shall be responsible for setting up the league's match schedule of play for the season, making any necessary financial and schedule arrangements with the participating host establishments, keeping team captains informed of all protests, resolutions and arrangements, and planning end-of-season banquet and tournament.
3. Duties of the TEAM CAPTAIN include: Attending all meetings or sending a proxy; providing the secretary/treasurer with a team roster at the pre-season Executive Board meeting; ensuring team members understand and play according to the league rules; ensuring team members exhibit good sportsmanship and conduct; collecting each player's dues and turning them in to the secretary/treasurer in accordance with the deadline established by the officers and included in the schedule; signing and sending a picture of the completed match score sheet each by 5 pm each Monday to the statistician; selecting a sportsperson of the week from the opposing team; ensuring that each team

member plays at least one game when present; recruiting at least one new member each season, if possible; ensuring that the team has members of each gender; and ensuring that players meet membership requirements for their division, as defined in section III. A.

4. Duties of the league PRESIDENT include: settling all disputes that may arise; presiding at league and executive board meetings; serving as liaison with management of host establishments.
5. Duties of the VICE PRESIDENTS include: acting in the absence of the president to settle disputes, preside at meetings, and serve as liaison with host establishments. If the president is personally involved in a dispute, the vice-president from the president's division is responsible for settling the dispute.
6. Duties of the SECRETARY/TREASURER include: collecting and maintaining team rosters and compiling team lists, which shall be provided to the statistician; collecting member and bar dues; maintaining league checking account; disbursing funds for league expenses; producing financial statements for meetings; recording the minutes of each meeting; preparing any correspondence deemed necessary by the executive board; ordering plaques and awards.
7. Duties of the STATISTICIAN include: preparing schedule for each season for approval by the executive board; collecting weekly score sheets and tabulating statistics; maintaining web page, including weekly updates of statistics; preparing list of award winners at the end of the season.

#### E. MEETINGS

1. Start of Season: The executive board will meet prior to the start of play each season to determine which teams will play that season and which bars will be used, and to finalize the schedule. All teams wishing to participate in the league season MUST BE represented by the captain or his/her proxy. Rosters must be submitted at this meeting, including at a minimum, each player's first and last name, and indicating any players who are eligible for rookie status, as defined in section VI.C. This meeting shall mark the official start of the season.
2. End of Season: The executive board will meet at the conclusion of the season to plan the banquet and luck-of-the-draw tournament, and to discuss any rule change proposals.
3. Other executive board meetings may be called by the President as necessary to conduct business of the league.
4. A league meeting shall be held at the conclusion of each season, and shall include presentation of awards, a banquet, and luck-of-the-draw tournament. At the league meeting, members shall vote on proposed rule changes for the next season. Other business to be conducted at the league meeting will include: review of season by league officers ; discussion of division and team composition for the next season; amount of member and host dues for the next season, beginning date of the next season, and new business brought by the members.

#### F. ELECTIONS

Election of league officers as described in section II.D.1 will take place at the league meeting held at the conclusion of the fall season. Voting will be by a show of hands.

#### G. QUORUM

Quorum for league meetings will be a simple majority of members present. Quorum for executive board meetings will be a simple majority of the board members present.

#### H. CHANGES TO BY-LAWS

Changes to by-laws (Sections I, II, III and IV) must be approved by the membership of the league, in accordance with quorum established in Section II. G.

**I. LEAGUE RULES**

League rules, which govern the manner in which play is conducted, (Sections V and VI) will take precedence over ADO or PDA rules. Rule changes may not be made after the season has begun unless all the team captains agree to the change. Rule changes initiated during the course of the season must be voted on at an executive board meeting, or by email. Phone voting will not be acceptable practice.

**J. ROSTERS**

The team captains are responsible for providing the secretary/treasurer with a team roster at the pre-season meeting, (as described in Section II. E. 1.) usually one week prior to the start of match play. The roster shall include, at a minimum, first and last names for each player, and notations for first- or second-season players.

**K. DUES**

Dues for members and host establishments will be determined by a vote of the membership at the league meetings.

**L. HOST ESTABLISHMENTS**

Participating host establishments will be determined by the executive board based on scheduling needs, taking into account the membership's post-season review (Section II. E.4.).

**III. BY-LAWS: TEAM AND PLAYER REGULATIONS**

**A. TEAM COMPOSITION**

Each team will consist of at least four players, with each gender represented.

**PLAYERS CHANGING TEAMS**

Players may change teams during the course of the season ONLY if all members of the Executive Board agree, in accordance with voting procedures set forth in Section II.I.

**B. ADDING/DROPPING/REPLACING PLAYERS**

A team may add a new player (male or female) during the first half of regular season play. After the midway point of the season, a new player can be added only to replace a rostered player who must drop out for the remainder of the season. Once a replacement is made, the player who dropped out cannot substitute for the remainder of the season, for any team in the league. The replacement player assumes the dropped player's record of games played, and is eligible for tournament play, but not for individual trophies. The replacement player's dues must be submitted to the secretary/treasurer on the night he/she plays for the first time. The team captain must indicate roster information (name of player being dropped, new player's name/address/phone #s, and player status) on the back of the score sheet on the first night the replacement player participates.

**C. SUBSTITUTING PLAYERS**

League play is restricted to paid members of the Sunday Night Dart League, except that a team which has less than four official team members present to play can recruit a substitute for that match. Substitute players must meet eligibility rules for the Division, as outlined in Section III.A. The substitute player cannot play for any team more than two matches each season. If a substitute player is being used and an eligible paid member arrives, the substitute player may finish their current match but will not be allowed to play additional matches. Winston Division teams playing Salem Division teams in interleague play cannot recruit as a substitute any player who competes in another league.

#### D. PLACEMENT OF TEAMS WITHIN DIVISIONS OF THE LEAGUE

At the conclusion of each season, the Executive Board may vote to move the lowest ranking Winston team to the Salem Division, and the highest ranking Salem team to the Winston Division, provided such movement does not violate the terms of Section III.A. No team shall be forced to alter its existing membership in order to shift teams among the divisions.

#### E. INTER-LEAGUE PLAY

The league members may elect to participate in inter-league play on a season-by-season basis.

#### F. PLAYER CONDUCT AND SPORTSMANSHIP

##### 1. DEFINITION

The following behaviors will be considered as bad sportsmanship and will not be tolerated:

- Calling an individual or any team member a derogatory name;
- Sandbagging (not completing a game/match in order to benefit ones own record or score);
- Cussing a player or a team;
- Acting in any threatening manner against another player or team, or threatening a player in any way;
- Slamming one's darts down;
- Yelling, screaming, or raising 's voice above normal talking level to any player, officer, or bar personnel.

##### 2. COMPLAINT PROCEDURE

A sportsmanship complaint can be initiated by two or more members via verbal notification to any elected officer within 48 hours of the offense. The Executive Board will meet within 10 days to determine the appropriate course of action, if any. The president will cast the tie-breaking vote if necessary.

##### 3. SANCTIONS

The elected officers can vote to suspend a player immediately for one match if they determine the offense warrants it. Otherwise, sanctions are levied per calendar year as follows:

**First offense:** a warning is issued to the offending player, the offending player should give a sincere apology to complaining player(s) and the league;

**Second offense:** player is suspended for two matches (tournament included if necessary), and is not eligible for any season trophies, player can never be an officer and/or a team captain.

**Third offense:** Player is suspended for 10 matches (effective the current season and lasting into any season the player is wanting to participate).

**Fourth Offense:** The player is banned from ever playing in the Sunday Night Dart League.

### IV. BY-LAWS: AWARDS AND END-OF-SEASON

#### A. ELIGIBILITY FOR AWARDS

To be eligible for awards, a player must have averaged at least 1.5 games per regular season match.

#### B. TEAM AWARDS

- The team with the best record and number of games played in each division is the Regular Season Champion for the division. Each member of the team will receive an award.
- In the event of a tie, the 1st tie-breaker would be the head to head record. If the teams have played an even number of matches and each team has an equal number of match wins against the other, the 2<sup>nd</sup> tie-breaker would be the team with higher cumulative

games won. If this is also even, the 3<sup>rd</sup> tie-breaker would be cumulative games won overall in the league.

- The team who wins the tournament in each division is the Tournament Champion for the division. Each member of the team will receive an award.
- The team who wins the interleague tournament final is the League Champion. Each member of the team will receive an award.

#### C. INDIVIDUAL AWARDS

Individual awards are:

- Quality Points - male and female players in each division with the highest percentage of QPs to total games played at the end of regular season.
- Singles Events - male and female players in each division with the highest percentage of wins in singles games at the end of the regular season with 50% of all singles games per week played, rounding down for a season with an uneven number of weeks.
- All Events - male and female players in each division with the highest percentage of wins (singles and doubles) at the end of the regular season.
- Rating – male and female players in each division with the highest numerical rating at the end of the regular season
- Best Sportsperson – one person from each division. Teams vote for one person from the opposing team each week. The players who get the most votes during the season receive this award.
- Rookie – Players who are competing for the first or second season in the Winston-Salem Sunday Night Dart League, who have not competed in any other dart league for more than one season. Male and female rookies with the highest rating in each division are given an award. The Captains are responsible for identifying rookies on the season roster. Players who are not identified as rookies on the roster will not be eligible for the rookie trophy. An individual can receive the rookie award only once.
- High out - one person from each division who hit the highest out in 501
- Special Quality Points -- Players who score a Ton80, 9-Hitter, or 6 bulls during regular season play will receive an award.

#### D. POST-SEASON LEAGUE MEETING/AWARDS BANQUET/LUCK-OF-THE-DRAW TOURNAMENT

Awards will be presented at the league meeting/banquet held at the conclusion of the season's tournament, as set forth in Section II. E. 4. The end-of-season event will include a luck-of-the-draw tournament to be planned and conducted by the elected officers. The LOD tournament will be open to league members and guests, with members paying a discounted entry fee. The elected officers may authorize a donation of prize money from the league's funds.

### V. RULES FOR REGULAR SEASON MATCH PLAY

#### A. DEFINITIONS

1. Game will be defined as a singular competition of singles and doubles 501 and singles or doubles cricket.
2. Round will be defined as a collection of like games as a component of match play. For example, match play consists of one round of four games of 501, one round of four games of cricket, etc.

3. Match will be defined as the entire competitive experience between two teams on a given day, or a collection of four games (one round) of 501, four games of cricket, two games of doubles 501, and two games of double cricket, with a tiebreaker game of 1001 if necessary.

#### B. REQUIREMENTS TO PLAY

The league will operate on a 4-player format, with the following exception: Two times per season a team will be allowed to throw with 3 players after the team has made every effort to find a 4<sup>th</sup> (substitute) player. The 3-player format is: One singles match will be forfeited in 501 and Cricket. The forfeited singles will affect no individual stats. All doubles games must be played. The game with only 1 player on the doubles team must be played as if there is a partner that scores zero (0) for each turn. All other aspects of the game shall be normal. In playoffs the two (2) match limit shall be lifted.

#### C. MATCH FORMAT

The format for regular season play, in order of play, is as follows:

- 4 games of singles 501 (Free In, Double Out)
- 4 games of singles cricket
- 2 games of doubles 501 (Free In Double Out)
- 2 games of doubles cricket
- If necessary, one game of 1001 will be played to break an 8-8 tie. (See Section V.N)

##### C.1.

One time per year, at the Fall/Winter Banquet, the Winston League will hold a vote on playing best-of-one leg games or best-of-three legs games. Captains in the Winston League or moving up to the Winston League are the only members eligible to vote on this issue. The result of the vote will determine the format of play for the next two seasons until the vote is called again at the Fall/Winter Banquet.

#### D. HOME TEAM/LISTING

A "home" team will be designated for each match on the regular season schedule. The home team will have the option of listing their line-up first or second in singles 501. The team that lists first in singles 501 will list second in singles cricket and will list first in doubles 501 and second in doubles cricket. The home team will have the option of throwing the diddle first or second on all odd numbered boards. (Boards will be numbered from left to right.)

#### E. START OF MATCH

The Winston Salem Sunday Night Dart League will play one game per match, and the first match begins promptly at 7:00 pm. Time forfeits will be enforced after a 15-minute grace period at the option of the team captain whose team is ready. (See V.J.)

#### F. PLAYING AREA

In the event that four boards are available for play, the match is to be played on four boards. Only players and scorers are allowed in the playing area. Opposing players and their advisors must stand at least two feet behind the players at the line, if space allows. Opponents, supporters and advisors should be considerate of a player's "space" and concentration. Any dart bouncing off or falling out of the board may NOT be re-thrown, except for the diddle.

#### G. DIDDLE

A diddle is a single dart thrown by each player to determine who will throw first in a game. The player whose dart lands closest to the center bullseye wins the diddle. A single bull ties a single bull. A double bull ties a double bull. If the players tie, they must re-throw the diddle in reverse order. If the first player throws any bull, the second player may request that the bull be "pulled". If the second player should dislodge the dart of the first player, the diddle must be re-thrown, reversing the order. The home team has the option to determine who diddles first on even-numbered boards. The away team has the option to determine who diddles first on odd-numbered boards. (See V.D.)

H. PRACTICE TIME

There will be no games played on the boards **15 minutes prior to match play**. At that point, the boards are for practice only. Any current games will be suspended. NO EXCEPTIONS.

I. MERCY RULE

If a game is running long, a winner may be determined by a coin toss ONLY if the game players and their respective captains agree to it. A neutral party shall flip the coin.

J. FORFEITS

If a forfeit is declared, it will be entered into the official record as a 16-0 score. No individual wins/loses will be recorded. If both captains agree, a match may be made up instead of forfeited, provided the statistician is notified on or before the night of the regularly scheduled match . The make-up match must be played within thirteen (13) days of the originally scheduled match.

K. SCORING

Each match will be worth a total of 16 points. Each singles game is worth one point. Each doubles game is worth two points. If a tie occurs (8-8), one game of 1001 will be used to break the tie. No additional match points or quality points (QPs ) are awarded in 1001.

L. QUALITY POINTS

Quality points should be scored as follows and checked/compared by the opposing captain at the end of the match.

	501		Cricket
<b>1 QP</b>	95 to T15	61 to 84 out, 2B out	5H, 2H+2B, 3H+1B
<b>2 QPs</b>	T16 to T31	85 to T06 out	6H, 3B, 3B+1H, 3H+2B, 4H+1B
<b>3 QPs</b>	T32 to T47	T07 to T28 out	7H, 4B, 3B+ 2H , 4B+ 1H, 4H+2B, 5H+1B
<b>4 QPs</b>	T48 to T63	T29 to T50 out	8H, 5B, 3B+ 3H, 4B+ 2H, 5H+2B, 6H+1B
<b>5 QPs</b>	T64 to T80	T51 to T70 out	9H, 6B, 4B+ 3H, 6H+2B

M. RECORDING SCORES/CHALKING

The score must be recorded before the darts are pulled. If darts are pulled before scoring, the player will lose the score for that throw if there is a dispute/mistake. Players who make a mistake in scoring must correct the mistake before the next turn by that player, or in the case of doubles, by the player's teammate. After the player or his/her teammate throws before the mistake is corrected, the mistaken score stands.

M. PROTESTS

The team captain must inform the league president verbally of any protest on the night of the alleged offense, with a written statement of the protest submitted to the president no later than 1 hour before the next scheduled match. The president will inform all team captains involved in the offense, and will collect written statements from all parties prior to deciding a course of action.

#### N. TIE BREAKER

A match that results in an 8-8 tie will be decided by a tie-breaker game of 1001. Tie breaker games are played by four or more players per team. All team members present must play in 1001. If a player throws out of turn, their score will be erased and their turn will be lost. A coin toss will determine the option of the diddle for the tie-breaker.

#### O. MATCH VENUES

Venues for matches will be determined prior to the start of the season and said venues will be required to pay "board fees" assessed by the Executive Board. Matches will be scheduled at all the participating venues for a season and the Statistician/Scheduler will allocate teams to venues in as even and fair a method as possible. Teams will play their scheduled matches at the assigned venues. Relocating a match for any reason must have advance approval of the Executive Board and will be permitted only in rare circumstances.

### VI. RULES FOR TOURNAMENT PLAY

#### A. QUALIFICATIONS TO PLAY

In order for a team to play in tournament matches without forfeiting any games, the team must have four players, including both genders, who are eligible. One female on the team must play one singles game during a tournament match. If no female is present, one game of singles will be forfeited and the forfeit will come when that team lists first. If there are three players, the team must forfeit one game per section (singles Cricket, singles 501, doubles Cricket, doubles 501) and, if 1001 is played, must skip one play per round. Players must average not less than 1.5 games per regular season match in order to be eligible for tournament play. An exception is allowed when a team has more than one female player. If one female player is eligible for tournament play, then all other rostered female players must average one game per regular season match in order to play in the tournament. At the end of the season, if a team does not have at least 4 qualified players, the team will forfeit all tournament matches. Substitute players are not allowed to compete in the tournament.

#### B. REGULAR SEASON MATCH RULES APPLY

Regular season match rules, as set forth in Section IV will apply to tournament matches, unless excepted in this section.

#### C. HOME TEAM

The team with the best record for the regular season will be the home team for tournament matches.

The home team for the final match between Winston and Salem divisions will be determined by a coin flip between captains.

#### D. TEAM PARINGS AND SEEDING

Tournament pairings are determined based on the teams' overall win/loss records with points. If two or more teams are tied, the win/loss record among tied teams will be used to determine the rankings for tournament pairings

#### E. TOURNAMENT MATCH FORMAT

During the tournament, each game will consist of a series of three pairings, with the best two out of three winning the game. The match will consist of four series of 501 games, four series of cricket games, two series of doubles 501 games, and two series of doubles cricket games. If a tie-breaker is required, one game of 1001 will be played. Once a team has earned nine or more points in tournament play, that team will be declared the winner and the remaining games do not need to be played.

#### F. START OF PLAY

Tournament matches will begin promptly at 6 pm.

G. OPTION AND DIDDLE

A coin toss will decide option of first diddle. Loser of the first game has option of diddle on second game. If a third game is necessary, the loser of the original coin toss has option.

H. TOURNAMENT FORMAT

The tournament is single elimination, with each division competing separately. The winner of the Winston division plays the winner of the Salem Division for the title of League Champion.

O. MATCH VENUE

Venues for matches will be determined prior to the start of the season and said venues will be required to pay "board fees" assessed by the Executive Board. Matches will be scheduled at all the participating venues for a season and the Statistician/Scheduler will allocate teams to venues in as even and fair a method as possible. Teams will play their scheduled matches at the assigned venues. Relocating a match for any reason must have advance approval of the Executive Board and will be permitted only in rare circumstances.