

# Electronic Darts of Corpus Christi, Inc.

## Rules of Play

### DEFINITIONS

- **Board of Directors** - the elected governing body of the Electronic Darts of Corpus Christi, Inc. consisting of the President, Vice President, Secretary, Treasurer, Division Directors, Alternate Directors and Sponsor Directors. Said body is responsible for making decisions, interpreting and upholding the Rules of Play and the Bylaws of the Electronic Darts of Corpus Christi.
- **Captain** - the player of each team who is responsible to act on behalf of a team, as stated on the original Team Roster, unless otherwise specified in writing.
- **Complaint** - an issue raised by a player or sponsor towards another player/sponsor relating to their conduct in matters concerning match play.
- **Current EAQ** – the EAQ earned during a current season after playing in three complete matches as a member OR three complete matches as a sub in each league.
- **Division Parameter** - guideline used to determine placement of teams in each division and determine the eligibility of all established players. The highest team EAQ in each division establishes the Division Parameter, with the maximum parameter in L1 and A1 at 1700 and 3700, respectively.
- **Division Parameter + 20** - the adding of 20 percent to the division parameter and is the maximum guideline used to review non-established players. These players will be monitored for player penalties by adding the current highest EAQ of the other three players that comprise a legal team with the non-established player plus the extended quality of the non-established player. If the total amount exceeds the Parameter Plus 20, then one penalty point will be issued for each 100 points (or part of) above the Parameter Plus 20.
- **Dues** - monies paid to the ED of CC for sponsor fees, membership fees, team fees and substitute fees.
- **Electronic Darts of Corpus Christi, Inc.** - A nonprofit business whose purpose is to encourage dart play in Corpus Christi. Also referred to herein as "ED of CC".
- **Envelope** - the official ED of CC envelope used by the home team captain to mail the official (white) score sheet, team & sub dues, new member application and dues, and any other information related to the match play.
- **Established Player** - has an established EAQ in either the Mixed League or the Ladies League for either the season immediately preceding the current season of play or from two seasons prior to the current season of play.
- **Estimated EAQ** - the EAQ given to a non-established player and listed on the Official Team Roster, which represents the best estimate of a player's ability to play darts.
- **Extended Average Quality ("EAQ")** - the standard used to measure a player's ability to play darts based upon the accumulation of quality points by each player in the games of 301, Count Up, 501, 701, 301DI/DO. Those quality points are then averaged together to arrive at a figure that represents the "EAQ" of each individual player.
- **Forfeit** – not attending or playing a match.
- **Foul line** - the marker that is used to denote the starting line.
- **Gender Correct** - the playing of at least one member of the opposite sex per set of games in mixed league play.
- **In good standing** - a player or sponsor who is in compliance with all the rules and regulations of the ED of CC.

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- **Ineligible Player** - A player who does not fit within the team's Division Parameter, a player who has not paid their dues/fees, or a player not in good standing with the ED of CC
- **Ladies League** - A part of the Electronic Darts of Corpus Christi, Inc. and is comprised of female players.
- **League play** - relating to or arising out of ED of CC match play.
- **League teams** - legal teams within the ED of CC.
- **Leg** - the playing of all teams within a division in one complete rotation.
- **Legal Team** - a team established in compliance with all the rules and regulations of the Electronic Darts of Corpus Christi, Inc. and whose players are in good standing with the Electronic Darts of Corpus Christi, Inc.
- **Maximum Allowable EAQ** - is the maximum EAQ an established player is allowed to have in order to be eligible to play within a certain division. Complete the *Worksheet for Established Players*.
- **Maximum Team EAQ** - Team EAQ maximums for Official Team Roster in the L-1 and A-1 divisions only. The maximum team EAQ at sign-up is 1700 points in the L-1 division. For the A-1 division the maximum team EAQ at sign-up is 3700 points.
- **Member** - a player who has completed a membership application and paid his/her membership dues for the current season.
- **Membership Application** - the form used to register members joining the ED of CC.
- **Membership Dues** - the monies paid by each player upon joining the ED of CC.
- **Minimum Sign up EAQ** - Official Team Roster sign up EAQ for non-established members is a minimum of 200 points for female players and a minimum of 320 points male players.
- **Mixed League** - a part of the Electronic Dart of Corpus Christi, Inc. whose teams are comprised of male and female players. At least one member of the opposite sex is required to play on a team.
- **Negative Conduct** - conduct that is adverse to the Rules of Play or which is not in compliance with the law.
- **Non-established player** - a player (either member or substitute) who does not have an established EAQ from either the season immediately preceding the current season or from two seasons prior to the current season of play.
- **Official EAQ** - the EAQ of a player that is taken from the ED of CC records based upon the "Rules of Play". EAQ will be taken from the season immediately preceding the current season, or if none, from two seasons immediately preceding the current season.
- **Official Team Roster** - A form submitted to the ED of CC by each team prior to the commencement of the current season that lists all players, players' information and their EAQ. This form is used by the ED of CC to place teams in divisions. The Official Team Roster cannot be altered, modified, or changed once is completed and signed by the Team Captain or Team Member at the official roster turn in date.
- **Penalty points** - win points taken away from a team for violation of Rules of Play.
- **Player** - a person who plays darts in the ED of CC and includes all members and substitutes.
- **Post-match** - the period commencing after both captains have signed the score sheet.
- **Protest** - A dispute raised by a team captain concerning a match played which could affect and/or change the

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results or outcome of a match or a portion of a match.

- **Quality** - the shooting, in one turn of darts, 95 points or more in the Ladies League and 100 points or more in the Mixed League. There are five games to earn quality: 310 EI/EO, count up, 501 EI/EO, 701 EI/DO and 301 DI/DO. On a four-player team each player plays in all five games so their EAQ is the actual total quality they shot during that match. On five or six player teams the total quality of any player that played in less than five of the quality games is extended as if they had played all five games. A player acquires a current EAQ upon the completion of their third match as a member OR their third match as a sub.
- **Roster Turn-In Date** - an official date set by the Electronic Darts of Corpus Christi, Inc. whereby prospective teams fill out and turn in their Official Team Rosters listing the names of the players who will comprise a legal team.
- **"Rules of Play"** - the official rules of the ED of CC.
- **Sandbagging (sandbag)** – a term used to describe a player concealing or misrepresenting his or her normal ability or potential to play darts in order to gain some advantage or position or avoid an unfavorable outcome or consequence.
- **Score sheet** - the triplicate sheet recognized by ED of CC used to record all match information. The white sheet is the official sheet sent to the ED of CC. Also referred to as "the home team score sheet."
- **Special Achievement Awards** - individual player awards are awarded for **(1)** "Most 69's" (69 points earned in one turn by female players in the Ladies League) given to highest female in each Ladies Division; **(2)** "Most 77's" (77 points earned in one turn in the Mixed League) given to the highest male & female in each Mixed Division; **(3)** "Most Hat Tricks" (three bulls eyes in one turn) given to highest male & female in each division – 4 minimum; **(4)** "Most Outs" (closing out games except count-up) given to highest male & female in each division, and **(5)** "Highest Quality" (cumulative total of low & high tons) given to the top three male & female players in each division. Individual pins are awarded for **(1)** "Turkey" (three open cricket number triples earned in one turn), **(2)** "6, 7, 8 & 9 Dart Out" (the winning of 301 EI/EO and 301 DI/DO in that number of darts), **(3)** "High Ton" (the marking of 151 + points in one turn), **(4)** "Ton 80" (the shooting of 3 triple 20's in one turn), and **(5)** "3-in-a-bed" (three of the same triples in one turn, excluding Ton 80). Only new members (unestablished) will receive pins for 69s, 77s and hat tricks (If ladies play in both Leagues, only 1 pin for both leagues).
- **Sponsor** – the individual(s) who pay the sponsor fees to the ED of CC and who are in compliance with all Sponsor Responsibilities
- **Sponsor Location** – the physical location of a sponsor's business. A location is not a sponsor.
- **Standings** - the official statistic of match outcome circulated by the ED of CC to all league teams.
- **Substitute** - A player who plays on a legal team in place of a member.
- **Substitute Application** – the form used by a team to register a substitute that will play in place of a regular team member.
- **Team Awards** – Awards given to the 1<sup>st</sup> and 2<sup>nd</sup> place teams and sponsors in each division based on the total number of win points accumulated during the season. Awards for 3<sup>rd</sup> place are given when 8 teams within division.
- **Team EAQ** – the combined total EAQ of the four highest players that comprise a legal team. In the Ladies League it will be the four highest. In the Mixed League it will also be the four highest but must include at least one player of each gender. Team EAQ is used to place teams in their respective divisions at the beginning of each season and to set the Division Parameter. Teams comprised of all players with an established EAQ from the previous season will not be monitored for player penalties and there is no limit to the quality they may shoot.

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- **Turn** - the player order as determined by the line up in which each player shoots darts.
- **Win Points** - the number of games won during the course of a match.

### I) SPONSOR

#### Sponsor Responsibilities

##### 1) General Sponsor Business

- a. Shall maintain a business which is open to the general public and which is in compliance with all federal, state, county and local laws, rules, regulations and/or ordinances.
- b. Shall maintain a current and deliverable address. In the event any mail is returned to the ED of CC it shall be the sponsor's responsibility to retrieve mail from the ED of CC upon notification by the ED of CC.
- c. Shall post and/or distribute team standings, which are mailed by the ED of CC to the sponsor at the address provided by sponsor.
- d. Shall pay a \$50.00 sponsor fee per team per season. No refunds are allowed unless relinquished team position is filled. Sponsors hold their positions unless relinquished by them, business closure, or BOD action.
- e. Shall notify the ED of CC of a location's house rules (with the exception of cover charges) and of any dress code or unusual house rules prior to the first night of league play.

- 2) **Team Seating and Location** - Shall provide adequate reserved seating and unobstructed access to the dart board(s) as well as insure, whenever possible, that no seating be placed between the foul line and the dartboard. All seating arrangement issues must be addressed prior to league play. Shall ensure all dart machines are available to the league teams for warm up practice beginning at 7:30 p.m. on the night of play. Shall ensure there is no casual play (non-league play) on adjacent dart machines during league play.

- 3) **Dart Machines** - Shall maintain all dart machines in acceptable working order. Shall ensure all dart machines are certified by the ED of CC prior to start of league play. A match may not be played on a dart machine that has not been certified. Shall immediately, or as soon as reasonable possible, notify a repairperson in the event of a dart machine malfunction. Shall use an ED of CC foul line 8'-0" from the face of the dartboard to the front edge of the foul line or diagonal measurement from the center of the bull to forward edge of foul line shall be 9'-9 5/8". Shall notify the ED of CC each time a dart machine is moved and/or relocated; or needs a throw line replaced so the ED of CC may recertify the machine at least 24 hours prior to the next match. Shall adjust adjacent dart machines to the minimum spacing of 6'-0" from the center of the bull's eye to center of bull's eye.

##### 4) Sponsor Rights and Involvement

- a. Shall have no authority to be involved in any matters, disputes, questions and/or issues arising out of league play. The team captains and/or the ED of CC shall only deal with such matters, disputes, questions and/or issues. Sponsors not complying with this rule shall be subject to review by the ED of CC.
- b. Shall not tolerate discrimination, violence and/or harassment of any kind from a Sponsor, Sponsor employee, Sponsor representative, or Sponsor's clientele towards a team and/or individual player and shall maintain a reasonably safe environment for league play.
- c. Shall maintain a peaceful and respectful demeanor when interacting with the ED of CC teams, individual players, other sponsors, and/or Board of Directors.
- d. Shall comply with the ED of CC's "Rules of Play." Failure to comply may result in review by the ED of CC. Such review may result in disciplinary action, including but not limited to, a warning, probation, or expulsion from ED

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of CC.

- e. A sponsor will immediately relinquish ownership of a sponsor position if he/she states orally or in writing of such to an ED of CC officer or director.

### II) Sponsor Approval

- 1) All Sponsors shall be subject to approval by the ED of CC. The ED of CC has the right to reject a Sponsor from joining the ED of CC if the Board of Directors can show cause for not approving the prospective Sponsor. Cause may include but is not limited to:
  - a. Past negative conduct by a Sponsor, Sponsor team, and/or Sponsor player(s);
  - b. Past failure to comply with "Rules of Play";
  - c. Past history of team dropouts;
  - d. Past valid player complaints of safety concerns during league play; and/or
  - e. Past harm towards a dart player and/or dart player's property during league play.
- 2) The ED of CC has the right to expel a Sponsor during the course of a season if the ED of CC determines it has cause to do so. Cause may include but is not limited to:
  - a. Repeated failure during the course of a season to comply with "Rules of Play";
  - b. Repeated and valid player complaints of safety concerns during league play; and/or
  - c. Violations of the "Sponsor Responsibilities" above.
- 3) The ED of CC has the right to warn a Sponsor or place a Sponsor on probation during a season for violation of the Rules of Play by informing the Sponsor of such in writing.
- 4) The ED of CC Board of Directors shall notify the Sponsor of the Sponsor's expulsion and/or denial of Sponsor membership in writing stating the reason(s) for expulsion or denial of Sponsor membership.
- 5) In the event a Sponsor is expelled during the course of a season, the ED of CC will work with the Sponsor's teams to try and relocate the teams. In the event the team(s) cannot be relocated, the team(s) will be allowed to collect monies for the amount of games won up to the time of the Sponsor's expulsion. All sponsor dues; membership dues and team dues will be forfeited. All team awards and individual awards will be forfeited.
- 6) In the event a Sponsor bar closes during the course of a season, the ED of CC will work with the Sponsor's teams to try to relocate the teams. If a team obtains a new sponsor, the new sponsor dues will be prorated. If a team refuses to be relocated to another Sponsor location, then that team shall be dropped from the ED of CC.

### III) CAPTAIN

#### Captain Responsibilities

- 1) **Standings** – Team Captains must check the weekly standing sheets and verify the information. Discrepancies must be brought to the attention of the Division Director by either writing in the comments section of the score sheet or calling the proper Division Director. Otherwise, the standings will remain as posted.
- 2) **Telephone Number** – Must furnish a valid telephone number(s) and a valid address. It is the captain's

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responsibility to notify the Division Director of any changes. If the team captain cannot be reached at the phone number(s) or address listed, the ED of CC may contact another team member or sponsor.

- 3) **Meetings** – Must attend all required team meetings or designate a member of the team to attend. Failure to attend required meetings will result in penalties. See Section VI "Penalties Defined" Section (f).
- 4) **Match forms** – Home team captain is responsible for enclosing the score sheet, all forms and dues in the envelope provided. The visiting team captain must be allowed to note any new members or substitutes and to witness that all applicable money is available to be included in the envelope with the home team score sheet. Must sign the visiting team's score sheet (upper right hand corner) after receiving the visiting team dues (\$18.00 team dues plus any new member and/or substitute fees).
- 5) **Monies** - All financial transactions must be finalized before start of play. All checks and money orders must be made payable to ED of CC, Inc. and written by a current ED of CC member. All checks must contain a valid address, telephone number, properly completed and signed. Missing money penalties will apply to teams who do not comply with the check writing rules. Returned check fee is \$25.00 fee and will terminate the check writing privilege of the offender. In the event the check writer cannot be reached, the team captain or sponsor will be notified of missing monies. If, in the event the returned check and fee has not been paid prior to the banquet, fees will be deducted from team winnings. The treasurer will make every effort to contact the check writer and advise him or her of the insufficient funds. If the check writer cannot be reached or fails to cooperate, the ED of CC may turn over the check(s) to the Nueces County District Attorney's Hot Check Division for handling. The ED of CC may also attempt to collect NSF amounts directly from the check writer's banking institution. A two-point missing money penalty will be assessed against the team whose dues were paid by the returned check. The penalty will be assessed upon notification of the returned check.

Home team shall receive a two (2) point penalty if any of the monies sent in are in cash. Cash may only be sent in on the last week of Play.

Missing monies may be sent separately within postmark deadline without penalty. Teams with missing monies within a 2 week period will not be eligible to play unless or until the missing monies are paid, in person, to the Treasurer of EDofCC. If the missing monies are subsequently received, a credit will be issued.

A one (1) point penalty will be assessed against the home team for missing monies for the current week.

Any member, sub, or sponsor who takes dues or other monies belonging to ED of CC may be barred from ED of CC.

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- 6) **Score sheet** – Must fill out the score sheet with pre-match information such as the Sponsor name, team name, date and week of match, game dues, names of all team members, new members, and substitutes who will play, the line up showing all players who will play in the ten (10) games, the appropriate boxes (at bottom) marked to denote any forms, and have the completed score sheet ready for exchange with the other team captain prior to 8:00 p.m. Names of all team members, including absent, must be listed. Match must start no later than 8:15 unless both captains have agreed to begin at a later time. Teams with a documented history of not complying with this rule shall be subject to review by the ED of CC.

REC'D BY JBR PP  
\$ GRAND TOTAL 38.00

**ELECTRONIC DARTS OF CORPUS CHRISTI, INC**  
LEAGUE COMPETITION SCORE SHEET

VISITOR DUES \$ 16.00 MEMB \$ \_\_\_\_\_ SUB \$ 1.00 VISITOR TOTAL \$ 17.00 (CHECK/CASH)  
HOME DUES \$ 16.00 MEMB \$ 5.00 SUB \$ \_\_\_\_\_ HOME TOTAL \$ 21.00 (CHECK/CASH)

MATCH DATE 7-21-04 DIVISION B-4 WEEK OF PLAY 3  
HOME AAA DADA D. VISITOR BULLSHOOTERS  
SPONSOR XANADU BAR + GRILL SPONSOR OLD YELLER PUB  
TOTAL HOME WIN POINTS 6 TOTAL VISITOR WIN POINTS 5

OUTS	PLAYERS NAMES	QUALITY	OUTS	PLAYERS NAMES	QUALITY
(1)	(CAPTAIN) JOHNNY B GOODE	(236)	(1)	PETER PAN	(151)
(2)	SUSIE QUEENE	(8)	(1)	KERMIT FROG	(603)
(1)	DEBBIE BAKER	(150)	3	ELMER FUND	(519)
(1)	JAMES MATTHEWS	(382)	(ABS)	MINUTE MOUSE	(ABS)
NEW (1)	BETTY BOOP	(101)	SUB (0)	DAISY DUCK	(100)

Teams with a documented history of not complying with this rule shall be subject to review by the ED of CC.

- 7) **During Match Play** - The visiting team will start the first game in the first position. The starting position will then alternate in the following games. Captains or a team member, only, must keep track of and record all match information such as quality points earned for each player, number of games each player took out, circle the name of the player taking each out (with the exception of count up), record any special awards, record games won and lost beside each game, record the total games won and lost at top of score sheet, sign the score sheet along with the other team captain, and dispense the score sheet as instructed on each sheet. Captains must make sure the players play in the order presented on the line up. Captains must address any problems and resolve issues.

PLEASE CIRCLE THE PLAYER THAT TAKES EACH GAME OUT (Count Up is Not Included)

(X)	(JOHNNY) BETTY	301 EIBO	PETER	DAISY	( )
( )	DEBBIE	JAMES	301 EIBO	KERMIT	(ELMER) (X)
(X)	JAMES	JOHNNY	COUNTUP	DAISY	ELMER ( )
(X)	SUSIE/BETTY	DEBBIE	COUNTUP	KERMIT	PETER ( )
(X)	BETTY	(JAMES)	CRICKET	PETER	DAISY ( )
( )	JOHNNY	DEBBIE	CRICKET	KERMIT	ELMER (X)
(X)	BETTY	(SUSIE) JOHNNY/JAMES	501 EIBO	DAISY/KERMIT	PETER/ELMER ( )
( )	DEBBIE	JAMES/JOHNNY	701 EIBO	KERMIT/PETER	(ELMER) DAISY (X)
(X)	(BETTY)	DEBBIE	301 DUDO	DAISY	KERMIT ( )
( )	SUSIE/JOHNNY	JAMES	301 DUDO	ELMER	PETER (X)
( )	JOHNNY	JAMES	CRICKET	(KERMIT)	ELMER (X)

By signing below, we agree that we have reviewed the score sheet and verify that it is correct.

HOME TEAM CAPTAIN'S SIGNATURE: John B Goode VISITING TEAM CAPTAIN'S SIGNATURE: Peter Pan

SPECIAL AWARDS: DEBBIE HT-1 SPECIAL AWARDS: PETER - HIGH TAN 151  
ELMER - 77-11 (2)

COMMENTS: SUSIE MAY BE LATE. SUSIE IN NAMES. BETTY PLAYED COUNTUP, DEBBIE  
PLAYER 501, SUSIE PLAYED 701 & 301 DDO.

SUBSTITUTES FOR HOME TEAM'S NEW MEMBER (If Any): ELMER VISITING TEAM'S SUB (If Any): FROM

ELIGIBILITY FORM - Home Team  Visiting Team  White - KDCC Century - Home Team Pink - Visiting Team

SUB FORM (short) - Home Team  Visiting Team

- 8) **Post-Match** - Must review and certify the completeness and accuracy of the information on the score sheet. Both captains must sign the score sheet in order for the score sheet to be valid. A score sheet signed by someone other than a team member will not be considered valid. The home team captain must dispense the score sheet as instructed at the bottom of the sheet. Once the score sheet is mailed, all information on the score sheet is final. No post-match alterations to the score sheet may be made without approval of both captains and initialed by both captains. The home team captain must make sure that all monies (checks or money orders) and forms marked on the score sheet and the official (white) score sheet are timely mailed to the

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ED of CC in the official ED of CC envelope.

- 9) **Corrections to Paperwork** – Corrections to incomplete paperwork that has been signed and/or initialed by BOTH team captains and mailed within the postmark deadline will be accepted without penalty. Paperwork corrected AFTER postmark deadline, but BEFORE posting of current standings, may be hand delivered to the statistician by Midnight on the Saturday following match play. A 2 (two) point penalty will be assessed to BOTH teams.
- 10) **Protests and Disagreements** – Must attempt to resolve with the other captain any disagreements, disputes, questions and/or issues arising out of match play. All captain agreements are subject to approval by the Board of Directors. In the event the captains cannot work out a disagreement relating to match play, a formal protest must be filed by the team captain with the Board of Directors. See Section XIV (7), "Complaints and Protests."
- 11) **Post-Match Issues** – If for any reason a captain refuses to complete and/or sign the score sheet OR if a home team captain refuses a visiting captain to complete and/or sign the score sheet, the captain must IMMEDIATELY notify the division director and file a formal protest. Failure to immediately notify a division director and file a formal protest will result in an invalid score sheet. In the event the division director cannot be reached, the captain may contact the Vice President or another Board member. "Immediately" means the night of play or the day after match play.
- 12) **Incomplete Match** – A match must be played until all 11 games are completed. Games not played shall be considered null and void. If a team refuses to complete a match, the opposing captain must immediately notify the division director and file a formal protest. See Section XIV (7).
- 13) **Game Not Completed** – If, after numerous attempts, both teams are unable to close out a game, the captains may come to a captain's agreement as to which team will win the game, if any. NOTE: This option is limited to one game a match.
- 14) **Forfeits** - A forfeit may be declared for teams refusing to meet financial obligations, no-shows, a team with less than the required minimum of eligible players, or passing the forfeit time. Forfeits are discouraged. ALL FORFEITS WILL BE REVIEWED AND THE TEAMS INVOLVED MAY BE REQUIRED TO MEET WITH THE BOD.

A team that cannot play must first notify the opposing team and try to reschedule the match. If unable to contact the opposing team or if the opposing team is not cooperative, it must immediately notify the Division Director or any other officer. Each team involved in a forfeit must send in its own money and its own score sheet by the postmark deadline or other penalties may be incurred.

Teams with excessive forfeits may be placed on probation, ineligible for team trophies or individual player awards or dropped from ED of CC.

- 15) **Envelope** – The captain is solely responsible for mailing the envelope and its contents to the ED of CC. The envelope postmark cancellation shall be no later than midnight the day after match play (except holidays) to avoid late penalties. The late penalty shall be two (2) win points incurred by the home team.
- 16) **Approval** - Captains are subject to approval and review by the BOD for any violations of the "*Rules of Play*."

## IV) MEMBERSHIP

### Membership Responsibilities

- 1) **Age** - Must be at least 21 years of age to play competition league darts.
- 2) **Forms** - Must complete a membership application and pay \$5.00 membership dues. ED of CC does not recognize an individual as a legal member without a completed membership application and payment of the required dues. Membership dues are not transferable.



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- 3) **Darts** – Darts must be suitable for electronic play. Must be a maximum length of 8 inches and a maximum weight of 18 grams with plastic tips. Use of darts exceeding limitations may result in a protested match.
- 4) **Sportsmanship** - conduct which is becoming to one participating in the sport of darts which includes, but is not limited to, fairness in playing the game, respect for one and other, abiding by the "Rules of Play," and graciousness in winning or losing. All ED of CC members/substitutes/sponsors shall behave in a sportsmanlike manner at all times when participating in and/or attending ED of CC sponsored matches, functions, and/or other activities. Unsportsmanlike conduct may lead to a protest and/or complaint that could result in a reprimand, probation and/or expulsion of a player/team from the ED of CC or in match related penalties.
- 5) **Sandbagging** – a term used to describe a player concealing or misrepresenting his or her normal ability or potential to play darts in order to gain some advantage or position or avoid an unfavorable outcome or consequence. All dart players involved in ED of CC shall in no way engage in, instruct, advise, or encourage sandbagging. Sandbagging is considered unsportsmanlike conduct (See No.4 above) and will result in action by the ED of CC. Instructing/encouraging someone to sandbag and engaging in sandbagging are considered like offenses.
- 6) **Match Play** - A player's turn shall consist of the throwing of three darts with the option to pass any or all darts. Shall be alert at all times to the status of the dart machine. For example, make sure it is that player's turn to throw before throwing. Shall push the "player change" button on some dart machines before removing darts. Check with the home team captain before start of play. A dart thrown before the dart machine resets and does not score may not be re-thrown or manually scored. The player's foot must not cross the front edge of the foul line during their turn with the exception of retrieving a dropped dart, which then may be thrown. Darts thrown but which do not stick may be immediately retrieved if considered in a hazardous location but may not be thrown again.
- 7) **Membership Approval** – All members or prospective members are subject to approval by the BOD.

## V) PLAYERS DEFINED

- 1) **Established Players** - Players who have an official EAQ from the season immediately preceding the current season of play or if none, from two seasons immediately preceding the current season of play. There are no direct restrictions governing the playing ability of established players and they are generally not monitored for player penalties so long as they fit within a team's Division Parameter. Established players are defined as follows:
  - a. Established Members on the Official Team Roster - Those members with an official EAQ who appear on the Official Team Roster before commencement of a season and comprise a legal team.
  - b. Established Members **Not** on the Official Team Roster - Those players who become members of a team after the Official Team Roster turn in. These members have an official EAQ. Captains must complete the *Worksheet for Player Eligibility* prior to the player joining the team to determine if the player's EAQ fits within the team's division parameter. The completed "*Worksheet for Player Eligibility*" showing the player's eligibility must be sent to the ED of CC in the envelope. When a team uses an ineligible player, penalties will be assessed as follows: An administrative penalty will also be assessed against the team for playing an ineligible player. The administrative penalty shall be one (1) win point for each game the ineligible player played in which the offending team did not win. A one (1) point penalty will also be assessed for each game the ineligible player played in which was won by the offending team. These points will be awarded to the opposing team.
  - c. Established Players Who Act as Substitutes - Must have an EAQ that fits within a team's Division Parameter in order to be eligible to substitute. See also section entitled "Substitutes" below for other rules. To determine if an established player may substitute for a team, the team captain must complete the *Worksheet for Player Eligibility* prior to the player playing in a match to determine if the player's EAQ fits within the division parameter. The completed "*Worksheet for Player Eligibility*" showing the substitute's eligibility must then be sent in by the team

# Electronic Darts of Corpus Christi, Inc.

## Rules of Play

captain in the envelope after completion of the match. When a team uses an ineligible player, penalties will be assessed as follows: An administrative penalty will also be assessed against the team for playing an ineligible player. The administrative penalty shall be one (1) win point for each game the ineligible player played in which the offending team did not win. A one (1) point penalty will also be assessed for each game the ineligible player played in which was won by the offending team. These points will be awarded to the opposing team.

- 2) **Non-Established Players** – Members or substitutes who do not have an established EAQ from the season immediately preceding the current season of play or if none, from two seasons immediately preceding the current season of play. All Non-Established players (either members or substitutes) are subject to player penalties at all times. Read “V. PLAYERS DEFINED” in its entirety for a full discussion of players. Non-established players are defined as follows:
  - a. Non-Established Members on the Official Team Roster - Those members who do not have an EAQ from either the season immediately preceding the current season of play or from two seasons prior to the current season of play. These members appear on a team’s Official Team Roster with an estimated EAQ provided by the Team Captain. In order to allow for new player improvement, a non-established member on the team roster may earn weekly quality of up to 25% above his estimated EAQ without being subject to penalty review. NOTE: These players will be subject to penalty review upon exceeding the 25% limit. Penalties will be determined by using Division Parameter + 20 method.
  - b. Non-Established Members Not on the Official Team Roster - those players who do not appear on a team’s Official Team Roster with an estimated EAQ and do not have an EAQ from either the season immediately preceding the current season of play or from two seasons immediately preceding the current season of play. These players will be monitored for player penalties at all times. Penalties will be determined by using Division Parameter + 20 method
  - c. Non-Established Players Who Act as Substitutes – These players do not have an EAQ from either the season immediately preceding the current season of play or from two seasons immediately preceding the current season of play. See also the section entitled “Substitutes” for other applicable rules. These players will be monitored for player penalties at all times. Penalties will be determined by using Division Parameter + 20 method.
- 3) **Substitute Requirements** - Must be at least 21 years of age to participate in the association. Substitutes must complete the Substitute Application and pay a \$1.00 sub fee. Application and sub fee must be completed each time a sub is used. Subs must be in good standing with the ED of CC in order to play. Subs must follow the Rules of Play.
- 4) **Substitute Guidelines** – A sub may only be used to replace an ABSENT member or a member who is called away in an emergency. Financial obligation for substitute should accompany paperwork at anytime. (Meaning, if a player becomes sick, is called away or must leave for any other unforeseen circumstances, a sub may be used for the remainder of the game. Home team captain should be given the proper paperwork and fees at the time the member leaves and the substitute begins.) Teams will be allowed one substitute to create a three-player team and two substitutes to create a four-player team. No team shall be allowed to use substitutes to create a team of five or more players unless required to remain gender correct. Members of the ladies league and the mixed member's league are not allowed to substitute within their own league in the same season. When two players are listed in one position on the roster then the player listed first must play when present. Clearly indicate which player actually played. No player changes allowed in a game already in progress. Substitutes shall not replace team members who are present and able to play. Substitutes shall not play in game #11. A substitute that plays in a minimum of three matches during the season, as a sub, in one league (Ladies OR Mixed) will establish an EAQ to be used for the following season. Matches may be played in various divisions to attain the three-match minimum for that league. See also the sections entitled “Team Requirements” and “The Line Up” for further substitute guidelines.

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- 5) **Ineligible Player** - A player who does not fit within the team's Division Parameter, a player who has not paid their dues/fees, or a player not in good standing with the ED of CC.
- 6) **Guidelines for Returning Players** - If a non-established player, not on the original roster, drops from a team after establishing an EAQ for the season and then later rejoins as a member of that team or any other team, that player will rejoin the league with the earlier established EAQ and not an EAQ of zero. If a non-established player with an estimated EAQ drops from a team and then later rejoins as a member of that team or any other team, that player will rejoin the league with is original estimated EAQ, which was listed for the player on the Official Team Roster. It is the captain's responsibility to know a player's EAQ prior to the player joining the team.
- 7) **Guidelines for Returning Established Players** – If an established player drops from a team after establishing an EAQ and then elects to sub, the EAQ earned while a team member will be the one used.
- 8) **EAQ ORDER AND WORKSHEET FOR ESTABLISHED PLAYER ELIGIBILITY**
- a. If a player has more than one EAQ listed on the "List of Established Players", use this table to determine the proper EAQ to use. Failure to follow these steps may result in a wrong EAQ amount which may lead to an ineligible player or other penalties. Captains are responsible to know and follow these steps.

Checking EAQ	First	Second	Third	Fourth
<b>Ladies League</b>	Check <b>Ladies</b> EAQ from the season immediately previous. Make sure to also check <b>Ladies SUB</b> EAQ list.	Check <b>Mixed</b> EAQ from the season immediately previous. Make sure to also check <b>Mixed SUB</b> EAQ list.	Check <b>Ladies</b> EAQ from two seasons immediately previous. Make sure to also check <b>Ladies SUB</b> EAQ list.	Check <b>Mixed</b> EAQ from two seasons immediately previous. Make sure to also check <b>Mixed SUB</b> EAQ list.
<b>Mixed League</b>	Check <b>Mixed</b> EAQ from the season immediately previous. Make sure to also check <b>Mixed SUB</b> EAQ list.	Check <b>Ladies</b> EAQ from the season immediately previous. Make sure to also check <b>Ladies SUB</b> EAQ list.	Check <b>Mixed</b> EAQ from two seasons immediately previous. Make sure to also check <b>Mixed SUB</b> EAQ list.	Check <b>Ladies</b> EAQ from two seasons immediately previous. Make sure to also check <b>Ladies SUB</b> EAQ list.

- b. **Completing the "Worksheet for Established Player Eligibility" Form** – This form is completed each time an **established** player is used as a sub or when an established player wishes to join a team. The purpose of the form is to determine if the prospective established player will fit within division parameters. Look up the prospective established player's EAQ on the "List of Established Players" and follow the EAQ order listed in the table above. The EAQ of the prospective established player is then added to the EAQ of the other three players with the highest EAQ that comprise a legal team. Follow the instructions on the "Worksheet for Player Eligibility" form.

When the total of all four players who will play on a legal team is equal to or less than the Division Parameter then the prospective established player is eligible to sign on as a new member or play as a substitute. When the sum is greater than the Division Parameter then the prospective established player is not eligible and cannot

# Electronic Darts of Corpus Christi, Inc.

## Rules of Play

be used.

### VI) PENALTIES DEFINED - PLAYER AND TEAM

- 1) **Player at 8 Penalties** – Team members who earn eight or more over-parameter penalty points during the season are not eligible to compete for special achievement awards
- 2) **Player at 10 Penalties or more** – Team members who earn ten or more over-parameter penalty points during the season are automatically not eligible to continue play in the position they hold unless the Captain chooses the award exemption option. By accepting this option, the player may continue to play but the COMPLETE TEAM RELINQUISHES ANY CHANCE FOR TEAM, SPONSOR AND PLAYER SPECIAL ACHEIVEMENT AWARDS. The Team Captain must rectify the situation within four (4) days after notification of the player's ineligibility. Player penalty points will continue to be earned. See "Team Requirements" for cumulative player/sub penalties
- 3) **Team at 15 penalties or more** - Any team that accumulates fifteen (15) or more player over-parameter penalty points and/or late envelope penalties will no longer be eligible to receive team and player special achievement awards.
- 4) **Late Envelope Penalties** - Any team that accumulates 4 or more late envelope penalties must come before the board of directors for review. Any team that accumulates ten (10) or more late envelope penalty points will no longer be eligible to receive team and player special achievement awards.
- 5) **Administrative Penalties** - An administrative penalty is a penalty assessed against a team for the sending of cash in the envelope, returned/NSF checks, missing paperwork, and not sending in the official (white) score sheet. The penalty for these infractions is two (2) win points for each infraction. A three (3) point penalty will be assessed to both teams for submitting corrected paperwork past the postmark deadline. A one (1) point penalty will be assessed against the home team for missing monies for the current week. These penalties will be assessed against a team each time a team violates this rule. An administrative penalty will also be assessed against a team for playing an ineligible player. The administrative penalty shall be one (1) win point for each game the ineligible player played in which the offending team did not win. A one (1) point penalty will also be assessed for each game the ineligible player played in which was won by the offending team. These points will be awarded to the opposing team.
- 6) **Meetings** - A missed meeting penalty is assessed against a team each time a team fails to attend a mandatory team meeting. The penalty assessed against a team for nonattendance is a total of three (3) win points. Missing sign-in will incur a one (1) point penalty and missing roll will incur a two (2) point penalty. A missed captain's meeting penalty is assessed against each team if the team captain or designated team member fails to attend. The administrative penalty shall be (3) win points.
- 7) **Over Parameters** - penalty assessed against a team due to a team member or substitute exceeding quality amounts as set out in the Rules of Play for each member or substitute. The penalty assessed against a team is one (1) win point for each 100 points, or part thereof, in which a member/substitute exceeded parameters.
- 8) **Forfeits** – If the BOD determines that a forfeit has occurred, the forfeiting team may lose five (5) win points and the non-forfeiting team may receive eight (8) win points. This is subject to BOD review, with each forfeit reviewed individually.

### VII) TEAM REQUIRMENTS

- 1) **Team Roster** - A prospective team must complete and submit an Official Team Roster prior to the commencement of the current season at the Official Team Roster turn-in date. The Official Team Roster must list player names, player information, and player EAQs of all the members who will comprise the team. Each player must fill out a membership application and pay the player dues of \$5.00 per player. Membership forms

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must be completed, received and dues paid, by the first week of play in order to avoid missing paperwork penalties and/or ineligible player penalties.

- 2) **Team Weekly Dues** - Each team shall be responsible for paying the first week and last week of dart dues the opening night of dart play, \$36 per team. During weeks 2 thru 19, weekly dues are \$18.00 per team per match.
- 3) **Legal Team** - Each team is allowed a maximum of six (6) members and is required to maintain a minimum of 4 members. A dropped member on a four-member team must be replaced within two weeks or the team will be subject to BOD review. On a four-member team, a member who is absent 5 consecutive weeks will be automatically dropped as a member of that team, unless the captain appeals to the BOD. Also, on a five or six member team, where the only male or only female member is absent 5 consecutive weeks, that player will automatically be dropped and must be replaced within two weeks. In order to comprise a legal team for match play in the Mixed League, each team must play four players, at least one of which must be a member of the opposite sex. A team shall not play more than two substitutes in a match. Therefore in the Mixed League, a legal team may consist of two team members and two substitute players, at least one of which must be a member of the opposite sex. In order to comprise a legal team for match play in the Ladies League, each team must play four female players. A team may not play more than two substitutes in a match. Therefore in the Ladies League, a legal team may consist of two team members and two substitute players, all of which must be female.
- 4) **New Members** - New members acquired after Official Team Roster turn in must pay the \$5.00 member fee on the first night of play and fill out the membership application before start of play. The membership application and membership dues must be enclosed in the envelope. If the completed application and/or monies are not submitted and received, then the player is ineligible to play. Further penalties may be incurred.
- 5) **Members Needed to Start Match** - A minimum of three (3) players on each team is required to start the match (three team members or two team members and one substitute). In the Mixed League at least one player of the opposite sex shall be present and able to play in order to start the match (member or substitute). If a mixed league team is not gender correct, they may play with a 'blind' for the missing player. They must still meet the three-player minimum. (Meaning, on the mixed league you may have 3 male players with a female BLIND, or you may have 3 female players and a male BLIND.)
- 6) **Team meetings** - Mandatory Team meetings will be held every two months beginning at 7:30 p.m. and require the attendance of at least one team member for both sign up (7:45 p.m.) and roll call (at the termination of the meeting). The penalty for nonattendance will be a 3-point loss to the team's total wins. Missing sign-in will incur a 1-point penalty and missing roll call carries a penalty of 2 points.
- 7) **Team Penalties** - Any team that accumulates fifteen (15) or more over-parameter player penalties and/or late envelope penalties will no longer be eligible to receive team and player competitive awards.
- 8) **Joining to fill an empty space** - The leagues will be scheduled around six team divisions whenever possible. A team may join the league at any time to fill a bye if the team is within the Division Parameter or the Division Parameter Plus 20 Percent. Unestablished players (players without an established EAQ) must join with at least a minimum EAQ of 320 for men and 200 for women. The schedule will not be changed to accommodate any team. If a team joins the league after the beginning of a leg, all involved captains must agree on dates and times to play any makeup games in order to complete a leg. If the captains cannot agree on makeup dates and times, then the new team may not join until the beginning of the next complete leg.

## VIII) DUES

- 1) **Sponsor fee** is \$50.00 per team per season. (*Cash, Money order, or check*)
- 2) **Membership fee** is **\$5.00** per season, each league (Mixed/Ladies). The membership fee can be paid by

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money order or by a check written by a current ED of CC member. Cash will only be accepted at roster turn-in or on the last week of play. All individuals playing on a team who are not substitutes must complete a membership application and pay the required dues in order to be recognized as legal members of ED of CC.

- 3) **Team Dues** are \$18.00 per match per team. (Money Order or Check by ED of CC member.) Dues may be paid in full for a season up to the end of the first leg. Money Orders are preferred for entire season payment.

Week 1	\$360.00
Week 2	\$324.00
Week 3	\$306.00
Week 4	\$288.00
Week 5	\$270.00

Teams may also pay per leg for a total of \$90.00 per leg (unless a bye). Check or money order. However, at any point during the season a team changes from paying by the leg to by the week, that team must also pay for the last week of play. No partial weekly payments or leg payments will be accepted without prior consent of the Treasurer.

- 4) **Substitute fee** is \$1.00 per substitute each match. (Money Order or Check by ED of CC member) Cash is allowed only on Week 20. All substitutes must fill out a substitute form and pay the required fee in order to be recognized as legal substitutes of ED of CC.
- 5) **Check Requirements** - All checks must have a valid address and telephone number and must be properly completed and signed. It is the responsibility of the Home Team Captain to ensure all monies are correct and checks/money orders properly completed. Missing monies penalties may apply if not properly completed.
- 6) **Dues and Fees** - Membership dues are non-refundable and non-transferable. Membership Dues will only be refunded to those new members who have been declared ineligible and choose not to play on a different team. Team dues and substitute fees are not refundable unless a match already played is changed to a "bye". Team dues and substitute fees are not transferable.

## IX) LEAGUE INFORMATION

- 1) **Days and Times** -The Ladies League plays on Tuesdays and the Mixed League plays on Wednesdays. Warm up time is at 7:30 p.m. All dart machines shall be cleared at this time for league players to warm up. **Score sheets are to be exchanged before 8:00 p.m. with the match starting at 8:00 p.m.** Teams with a documented history of not complying with this rule shall be subject to review by the ED of CC. There is no penalty for exceeding the 8:00 p.m. limit until forfeit time is reached. Forfeit time is 8:15 p.m. (all times are regular time not "bar time"). To wait longer must be agreed upon by both captains. Matches must be played at the location specified in the schedule and in accordance with the schedule unless good cause is shown and approved by the board of directors.
- 2) **ED of CC Makeup** – ED of CC is a non-profit year-round organization that divides its playing time into spring and fall seasons with each season approximately 20 weeks in duration. Spring season runs Jan. through May and Fall season runs July through Nov. Registration is held every June for the Fall season and December for the Spring season. ED of CC is comprised of two leagues; a Ladies and a Mixed. Matches for each league are played weekly and consist of 11 games played. Each game translates into one win point, and each win point is worth a minimum of \$2.00. Winners in each division are determined by the number of games won per season. A banquet is held at the end of each season (June and December) and its purpose is for fellowship as well as awarding trophies and distributing win money. Total team winnings are determined based on total wins per season (total games won, less any win-points for penalties assessed), multiplied by the BOD approved rate (no less than \$2.00, as mentioned above). Win monies will be distributed to the team captains, by the Treasurer, at

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each banquet. Captains must provide written authorization, prior to the night of the Banquet, for a designated team member to be allowed to receive the win money for their team. Phone calls will not be accepted the night of the banquet for this purpose. It is the responsibility of the captains to distribute the monies to the team members.

- 3) **Board of Directors** - The ED of CC is operated by a board of directors comprised of president, vice-president, secretary, treasurer, four division directors, one alternate director, and two sponsor directors that serve yearly and are elected each January. All board of directors must be members in good standing to serve. The secretary and directors need not have prior board experience to be elected. The president, vice-president and treasurer must have two seasons prior board of director experience to be elected. Copies of officers and directors responsibilities will be made available to all members upon request. Board members must comply with all laws and regulations, ED of CC rules and bylaws. Board of Directors must provide a financial accounting to the membership at the end of each season. All financial records and monthly regular board meeting minutes must be made available for review upon inquiry from its membership. Any board member missing three (3) scheduled board meetings during the current season will be replaced.

### X) The Line Up

- 1) **Playing Order** - must be determined before the match begins without prior knowledge of the opposing team's playing order. Playing order and players for game 11 are to be added to the score sheet after the completion of game 10. A substitute player shall not play game #11 (Cricket). In mixed league competition, a member of the opposite sex must play one game each of; 301 EI/EO, Count Up, Cricket (game 5 or 6), 501 EI/EO, 701 EI/DO and 301 DI/DO. Players may be played in any order except a player may not play in two consecutive games of the same type.
- 2) **Listing two members in one slot** - Two team members may be listed on the lineup to play in one position (when more than four team members are listed on the score sheet) if the first team member is not present. The first team member shall be listed first followed by a slash (/), then the other team member is listed. If the first team member listed is not present to play, then the other team member listed shall play the games. Upon arrival of the first team member and after completion of the game in progress, the first team member listed shall then play all the remaining games. Clearly indicate which player actually played. No player changes allowed in a game already in progress. Substitutes shall not replace team members who are present and able to play. Substitutes shall not play in game #11. A substitute that plays in a minimum of three matches during the season in one league (Ladies OR Mixed) will establish an EAQ to be used for the following season. Matches may be played in various divisions to attain the three-match minimum for that league.
- 3) **Using a Substitute in the Line Up** - A sub may only be used to replace an ABSENT member or a member who is called away in an emergency. Financial obligation for substitute should accompany paperwork at anytime. A substitute player and a team member may be listed on the lineup to play in one position if it is necessary to make a legal team. A team member shall be listed first followed by a slash (/), and then the substitute is listed. If the team member listed is not present to play, then the substitute shall play the games. Upon arrival of the team member and after completion of the game in progress, the team member must play in all the remaining games. A substitute may not be listed on the lineup to play in one position or in any position with a 4 or 5-member team except to make a legal team. When the correct number of team members is present, the substitute player may not play in any games. If a substitute is listed to play in a match because of an absent team member, that team member may not be in attendance, unless there are extenuating circumstances why the member cannot play.
- 4) **Illegal Line Up** - If a team's lineup is not in compliance with the rules, it shall be deemed an illegal lineup and any games won by a team that are deemed to be illegal shall be awarded to the opposing team provided that the other team's lineup is legal.

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- 5) **Shooting Out of Turn** - It is each player's responsibility to make certain that it is his/her turn to throw darts. In the event a player throws his/her darts on an opponent's turn (i.e. Player 3 mistakenly throws for player 4), Player 4 shall accept the score and the game moves to Player 1. The result is that player 3 lost the opportunity to score in that round. If in team play, a player throws when it is his/her partner's turn, they will lose their next turn to throw. If a game is won by a player shooting out of turn, then the win is void and the win is given to the other team with no "out" awarded. If a game is won by a player who mistakenly shoots for the opposing team, then the win shall stand and no "out" is awarded.

## XI) MATCH PROFILE

- 1) GAMES ONE AND TWO - 301 EASY IN / EASY OUT
- 2) GAMES THREE AND FOUR - COUNT UP
- 3) GAMES FIVE AND SIX - CRICKET
- 4) GAME SEVEN - 501 EASY IN / EASY OUT
- 5) GAME EIGHT - 701 EASY IN / DOUBLE OUT
- 6) GAME NINE AND TEN - 301 DOUBLE IN / DOUBLE OUT
- 7) GAME ELEVEN - CRICKET (no Substitutes shall play)

Each played match consists of eleven win points.

## XII) GAME RULES

- 1) **301 Easy In/Easy Out** - The game starts with the players each having 301 points. The winner will be the team with the player who is first to reach 'Zero' (0) exactly. Exceeding zero is a 'bust' and the turn is disregarded and you may try again on your next turn. Quality or awards received in a 'bust' throw must be deleted. FREEZE RULE APPLIES.
- 2) **Count Up** - The game starts with players each having zero points. Each player throws three darts in one round. After eight rounds, the winning team shall be the team with the highest combined score. In the event of a tie, the team with the highest individual score shall be declared the winner.
- 3) **Cricket** - The game of cricket shall be played using the numbers 20, 19, 18, 17, 16, 15 and the bull. All other numbers are inactive. The object is to close all numbers and be ahead or tied in points. The team to do so first is winner. To close a number requires scoring three of that number. Once a number is closed it may be pointed on until the opposing team closes that number. Numbers may be closed in any order. If the game exceeds 35 rounds (number of rounds may vary) and the machine terminates the game, there will be no winner and the win point will be voided unless the captains agree to a winner or agree to replay the cricket game. Open Hattricks are awarded as Special Awards, but do not count towards Quality. Substitutes are not allowed to play the last cricket game #11.
- 4) **501 Easy In/Easy Out** - This is the same as 301 except that eight (8) players play and partners use the same play number alternating with opponents. This makes four two-player teams. FREEZE RULE APPLIES.
- 5) **701 Easy In/Double Out** - The game starts the same as 301 except that eight players and the partners use the same player number alternating with opponents. Players must hit doubles or the bull to reach 'zero' (0) exactly to go out and win. FREEZE RULE APPLIES.
- 6) **301 Double In/Double Out** - The game starts the same as 301 except that players must hit doubles or the bull to get into the game. The first player to reach 'zero' (0) exactly by using a double or the bull is the winner. FREEZE RULE APPLIES.



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- 7) **Freeze Rule** - In games of 301 EI/EO, 501 EI/EO, 701 EI/DO and 301 DI/DO a player may go out only if their partner's score is equal to or less than the combined scores of the opposing team. This rule is not applicable to the games of Count Up and Cricket. A game taken out while frozen is a loss with the win point being awarded to the opposing team. Nobody gets the 'out'.
- 8) **2 Player Games/Two positions** - In the games of 301 Easy In/Easy Out, Count Up, and 301 Double In/Double Out each team shall consist of two players, one in each position.
- 9) **2 Player Game/One position** - The game of Cricket, each team shall consist of two players with both players on the same position.
- 10) **4 Player Game/Two Positions** - In the games 501 and 701 each team shall consist of four players. Two players on each position.

### XIII) DART MACHINE

- 1) **Dart Machine Rules** - The dart machine is "right" unless it is determined and mutually agreed by both captains that the machine is malfunctioning. Captains may agree prior to match, or during match play as it may become necessary. In which case remedies are found under the heading "DART MACHINE MALFUNCTION"
- 2) **Dart Machine Malfunctions** – If it is agreed by both captains that a dart machine is malfunctioning, they may take one of the following steps:
  - a. Continue to play making manual concessions for the malfunction.
  - b. Delay play until a service person can repair the dart machine.
  - c. Attempt to find an available dart machine at a location agreed upon by both team captains (Must be a current Sponsor location; check the team folder for listings).
  - d. In the event that a match or the remainder of a match must be rescheduled, the game would resume using the same score sheets and the same players when possible. In the event of a rescheduled match, the director in charge of that division should be notified immediately. Rescheduled matches must be played before the next scheduled match.
  - e. In the event a game is not completed due to board malfunction, teams may either restart the game or forfeit any special awards and/or qualities earned during the incomplete match OR start the game over at the same point.
  - f. Whatever other actions both team captains agree on, but subject to approval by the Board of Directors.
  - g. Absence of an agreement between team captains will void the game win point
- 3) **Segment Stuck** - If a dart machine shows a 'Segment Stuck', a team captain must go to the board and pull out the stuck dart. The player then may continue to take the rest of their turn as specified by the scoreboard. If a dart is thrown while the 'Segment Stuck' light is showing, that dart may not be manually scored or thrown again as it is the player's responsibility to be alert to the status of the dart machine.
- 4) **Darts that do not count** - A dart that sticks but does not score may not be thrown again. Also, a dart that sticks but does not score may not be manually scored unless agreed upon by both team captains. If agreed upon, a team captain can manually score the dart.

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- 5) **Darts that hit the floor** - A dart thrown that does not stick but is scored by the dart machine is considered a valid throw.
- 6) **THE BUTTON** – Players need to make sure the player change has been enabled when turn is over. It is the responsibility of the shooter to make sure that it is his/her turn to throw darts.

### XIV) Complaints and Protests

- 1) Complaints may be brought against members/sponsors/substitutes by other members/sponsors/substitutes for unsportsmanlike conduct (See Section IV, #4 above for definition). The individual filing a complaint must follow the instructions in "c" and "d" below in order for the complaint to be valid.
- 2) Disputes that arise during a match should, if at all possible, be settled between concerned captains. Should the team captains not be able to settle disputes that arise, either captain may file a protest. The captain of any team may file a protest for any irregularity believed to have occurred during the match. A match in protest must be completed when feasible. The opposing team must be notified that the match is being played under protest from the point of the protest when practicable. If a match under protest is completed, the protesting captain is still required to sign the score sheet, if possible, and after the signature must write, "signed under protest." The captain is the only person who may file a protest and must follow the instructions in "c" and "d" below in order for the protest to be valid.
- 3) All complaints and protests and must be submitted in writing in a SEPARATE envelope (not one supplied by ED of CC) and postmarked within 48 hours from the date of the protested match or complaint. Protests and complaints are mailed to:

**ED of CC,  
P. O. Box 60873  
Corpus Christi, Texas 78466-0873**

- 4) In addition to mailing a written protest or complaint, the protesting captain or the person filing a complaint must be in attendance at the next Board of Directors meeting to discuss the protest or complaint.
- 5) The Board of Directors shall listen to and rule on all properly filed protests and complaints, and shall inform those concerned orally or in writing, as soon as reasonably possible, of the ruling.

### XV) MATCH AND PAPERWORK REVIEW

- 1) **BOD Score Sheet Review** - All home team score sheets will be reviewed weekly and appropriate penalties assessed. Any missing information will not be awarded or posted.
- 2) **Quality Review** - There will be no review for player penalties for the following:
  - a. Any Player shot one quality in L-4, C1 and C-2 divisions.
  - b. Any Player shot two or fewer qualities in L-2, L-3, B-1 and B-2 divisions.
  - c. Any Player shot three or fewer qualities in A-1 and A-2 divisions.
  - d. Non-established players whose weekly quality did not exceed their Official Team Roster EAQ plus 25 percent; OR did not exceed the number of qualities listed in (1), (2) and (3) above, depending on Division played.
  - e. Non-established players without an Official Team Roster EAQ who: (1) did not exceed the Maximum Allowable Extended Quality in a match; OR (2) did not exceed the number of qualities listed on (1) (2) and (3) above, depending on Division played.

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- 3) **Missing Envelopes** - Envelopes, money, or paperwork not received by Friday after Tuesday play for Ladies and Saturday after Wednesday play for Mixed are considered missing. Envelopes not received by the deadline will invoke a penalty of two (2) points against the offending team and will count toward team penalties. A two (2) point administrative penalty applies for missing score sheets. A one (1) point penalty will be assessed against the home team for missing monies. The missing items must be resolved to the satisfaction of the treasurer within one week from the time the envelope is considered missing, or the offending team shall be ineligible to play. Penalty points shall be rescinded if a missing envelope is subsequently received with the correct postmark. Missing envelopes, missing paperwork, or missing monies not resolved to the satisfaction of the treasurer or the Board may result in a team being dropped from the ED of CC.
- 4) **ED of CC's Procedures for Missing Envelopes/Paperwork/Monies**
  - a. The statistician/treasurer will notify the Board of Directors weekly of missing items by email or phone.
  - b. The Division Director will notify the offending team captain.
  - c. If the team captain cannot be reached at the phone number(s) listed, the Division Director shall notify a team member or sponsor of missing envelope.
  - d. The missing item(s) must be resolved to the satisfaction of the treasurer within two weeks from the time the envelope is considered missing or the offending team is ineligible to play. If the missing monies are subsequently received, a credit will be issued.
  - e. A Division Director or any ED of CC Board member must attempt to notify a team captain, team member, or sponsor of missing envelope(s), paperwork or monies orally or in writing. After such attempt to notify, the ED of CC shall have complied with its responsibility and no further notification shall be required.

## XVI) PLAY OFFS

- 1) All ties for team trophies within a division at the conclusion of the season shall result in a play-off match.
- 2) Each play-off match consists of regular match play and subject to all current rules and regulations.
- 3) Both captains shall determine the location and date of the necessary play-offs. The playoff match is to be held at a third party current Sponsor Location. The Division Director should be consulted for any deadlines and advised of time and location for playoff match. Any post-season play does not count for quality, pins or additional money for win points. No substitutes are allowed to play unless there are extenuating circumstances, in which case the BOD will decide whether or not a sub or subs will be allowed prior to the match.

## XVII) GUIDELINES FOR APPEALS AND RULE CHANGE RECOMMENDATIONS

- 1) Appeals must be submitted in writing to the Board of Directors to be reviewed at their next scheduled meeting. The appeal should include grounds for appeal.
- 2) All incidents requiring action in the last week of play and post-season will be dealt with directly by the Board of Directors.
- 3) Rule change recommendations and proposed new rules must be submitted in writing to the Board of Directors to be discussed and decided at the Rules Meeting held immediately after the Roster Turn-In/registration meeting. The Rules meeting date and time must be previously announced and open to all members.

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- 4) All rule changes, corrections and clarifications decided at the Rules meeting are shown in "***bold & italics***".

### XVIII) BOARD MEETINGS

All scheduled meetings of the Board of Directors are open to the general membership and their guests unless an executive session is called. Any special Board of Directors meeting or Committee meeting will be considered a closed meeting with only invited guests allowed. Regular board meetings occur every second Monday of each month. All meetings will be held at the Eagle's Lodge starting at 7:30 pm, unless otherwise specified.

### XIX) STANDINGS

- 1) **STANDINGS** - The current standings will be submitted for approval, as is or as corrected, by the Board of Directors at each regularly scheduled Board of Directors Meeting.
- 2) **Mailed Standings** - Standings will be sent to all Sponsor Locations and to all members that sign up for the \$8.00 a season home mailing. It is intended that the standings be mailed weekly and received before the next scheduled night of play, but a week's delay may be required to insure completeness of the information. No standings will be mailed to the Sponsor Locations the week of a Mandatory Team Meeting. Players are to pick up the copies for their team at the meeting.
- 3) **Electronic Standings** - Standings can be viewed at <http://edofcc.com> or at <http://www.facebook.com/EDofCC>. All information on the league web site and Facebook page pertaining to standings is considered unofficial and may not be protested.

### XX) DROPPING TEAMS/MEMBERS

- 1) **TEAM DROPPING** - Each team member must give their written consent for a team to drop. If a team is dropped or drops from the league, it shall be treated as a bye for the entire season. The team shall forfeit all monies and all awards. A team that played the dropped team during a "partial leg" shall lose all of its win points, quality and special awards. A credit for team dues shall be issued to those teams that played the dropped team during the partial leg. In the event a team drops because of Division Placement, all listed members from the original team roster become players not in good standing for that league for the remainder of the season.
- 2) **Unwilling Member** - To drop an unwilling member from a team will require the signature of all other current team members.
- 3) **Not Dropped unless in writing** - Team members that are still members of an active team but do not play may not play for any team within their League. If captain has not dropped a player, a player must submit to ED of CC their written request to be dropped from a team and state the reason why they wish to be dropped
- 4) **Member wanting to be dropped** - A team member who wishes to be dropped from a team must notify the team and request the team captain to drop the player. If a team captain is unwilling to drop a team member who wishes to be dropped from a team, that team player must submit to ED of CC their written request to be dropped from a team and state the reason why they wish to be dropped. The ED of CC shall then take the matter into consideration at their next scheduled Board Meeting and notify the team player and team captain of their decision.
- 5) **Sponsor Status** - A sponsor owns a team position unless it relinquishes its position, closes its business, or is otherwise not in good standing with the ED of CC as determined by the BOD. A team is not allowed to change

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sponsor locations during a season. If a team refuses to play at its sponsor location and the sponsor is in good standing with ED of CC, then that team may be dropped and will lose all monies, trophies and special awards earned. Additionally, those team members may become players not in good standing with ED of CC. A sponsor may then elect to fill its position with a new team, subject to BOD approval.

- 6) **Dropped Player** - A player who has been dropped and later rejoins his/her original team or any other team will not retain their previous earned quality, outs or personal awards.
- 7) **Transferring Player** - A player who transfers to another team within the same division they were originally playing in will retain all quality, outs and personal awards previously earned.

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### Addendum for 4-Team Divisions

4-team divisions will only have 18 weeks of play, rather than the 20 weeks for standard 6-team divisions. This results in 6 3-week legs rather than 4 5-week legs.

**Team Weekly Dues** - Each team shall be responsible for paying the first week and last week of dart dues the opening night of dart play, \$36 per team. During weeks 2 thru 17, weekly dues are \$18.00 per team per match (Money Order or Check by ED of CC member). Dues may be paid in full for a season up to the end of the first leg. Money Orders are preferred for entire season payment.

Week 1	\$324.00
Week 2	\$306.00
Week 3	\$288.00

*Teams may also pay per leg for a total of \$54.00 per leg. Check or money order. However, at any point during the season a team changes from paying by the leg to by the week, that team must also pay for the last week of play.*