

Montgomery Soft Tip Darts Association

By-Laws and League Rules

Last revised June 2011

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BY-LAWS OF THE MONTGOMERY SOFT TIP DART ASSOCIATION

ARTICLE I - NAME

The name of the organization shall be 'Montgomery Soft Tip Dart Association' hereinafter referred to as 'MSTDA'.

ARTICLE II - OBJECTIVE

The objective of the MSTDA is to promote soft tip darts in Montgomery, Alabama and the surrounding area.

ARTICLE III - GOVERNMENT

SEC.1: GOVERNING BODY

The governing body of the MSTDA shall be the Board of Directors (Board) consisting of the following officers: President, Vice-President, Secretary, Treasurer, and Statistician.

SEC.2: FUNCTIONS

Any function, including the City Cup All-Star Challenge, sanctioned by the MSTDA is governed by the MSTDA and, as such, shall be subject to all the rules and regulations of the MSTDA.

ARTICLE IV - MEMBERSHIP

SEC.1: MSTDA MEMBERSHIP

MSTDA Membership is open to anyone in the Montgomery, Alabama area, or to anyone approved by the Board and Sponsors.

SEC.2: MINORS:

Individuals under the current legal drinking age shall be eligible to play only in those establishments as permitted by the laws of the State of Alabama.

SEC.3: SUSPENSIONS & TERMINATIONS:

The Board retains the right to suspend or terminate any member, team, or pub for the violation of the rules of the MSTDA.

ARTICLE V - OFFICERS and CHAIRPERSONS

SEC.1: ELECTED OFFICERS

The elected officers of the MSTDA shall be as follows: President, Vice-President, Secretary, Treasurer, and Statistician.

SEC.2: CHAIRPERSONS

Committee chairpersons may be appointed by the President as needed.

ARTICLE VI - QUALIFICATIONS OF OFFICERS

SEC.1: REQUIREMENTS

A candidate for an elected or appointed office must be an active member of the MSTDA, must have been a member of the MSTDA during the previous season, and must never have been removed from office except for honorable resignation or expiration of term of office.

ARTICLE VII - ELECTIONS OF OFFICERS

SEC.1: ELECTION PROCEDURES

Elections shall be held as follows:

- A. Elections for President and Secretary will be held at the banquet following the Fall Season.
- B. Elections for the Vice-President, Treasurer, and Statistician will be held at the banquet following the Spring Season.

SEC.2: TERM OF OFFICE

The term for each office shall be one year from the date of election to that office.

SEC.3: PRESIDENT

In the event the President is unable to complete the term of office, the Vice-President shall automatically assume the office of President.

SEC.4: OTHER OFFICERS

In the event any elected officer, other than the President, is unable to complete their term of office, this office shall be filled as follows:

- A. If the term of office is less than 1/2 of current term then the office shall be filled by appointment of the President, subject to the approval of the Board
- B. If the term of office is greater than 1/2 of current term, then a special election shall be held to fill this office.

SEC.5: APPOINTING OFFICERS

In the event an elected office is not filled during a regular election, the President shall appoint such officer or officers as provided in the by-laws and Policies, subject to the approval of the Board.

ARTICLE VIII - DUTIES OF OFFICERS, CHAIRPERSONS, & TEAM CAPTAINS

SEC.1: DUTIES OF ELECTED OFFICERS

A. President - The President shall be the Chairman of the Board and, as such, shall:

1. Preside over Board meetings
2. Preside at General Membership meetings
3. Be the executive officer of the MSTDA
4. Appoint committees as deemed necessary
5. Serve as an ex-officio of all committees.

B. Vice-President - The Vice-President shall be a member of the Board and shall:

1. Serve as President during the President's absence
2. Act as coordinator of tournament events
3. Generally assist the President in the smooth operation of the association.

C. Secretary - The Secretary shall be a member of the Board and shall:

1. Keep the minutes of the MSTDA Board Meetings
2. Assist the Treasurer in the collection of dues and registering members
3. Be responsible for coordinating Team Captains Packets, which shall contain a copy of the By-Laws and Policies, League Schedules, and ASP Chart once per season to each Team Captain
4. Perform all other duties naturally inherent to the office.

D. Treasurer - The Treasurer shall be a member of the Board and shall:

1. Receive all MSTDA funds and maintain them in a bank or savings institution approved by the Board
2. Maintain an accurate account of all moneys collected and disbursed with a supporting file of bills and invoices
3. Submit a written financial report at the meeting following the end of each association season
4. Present the financial books for review at all Board meetings
5. Be responsible for purchasing all awards and trophies of this organization.

E. Statistician - The Statistician shall be a member of the Board and shall:

1. Develop the schedule for the season
2. Receive score sheets
3. Tabulate team and individual standings and distribute weekly reports
4. Report to the Treasurer the final standings of teams and individuals at the seasons end.

SEC.2: DUTIES OF APPOINTED CHAIRPERSONS

The President shall determine the duties of any appointed chairperson at the time of the appointment of said Chairperson.

SEC.3: DUTIES OF TEAM CAPTAINS

Team Captains shall be responsible for:

- A. Attending (or arranging for a team member to attend) all Captain's meetings
- B. Be the go-between for one's team and sponsor
- C. Be responsible for conveying pertinent information to team members
- D. Be responsible for the smooth running of a match
- E. Be responsible for designating the line-up on the score sheets for each segment of the match
- F. Be responsible for recording the statistical data required for ranking of team players
- G. Be responsible when playing "at home" for providing the score sheet for the nights match to the statistician within 48 hours of the said match.
- H. Team captains will be responsible for collecting membership dues and giving them to the Treasurer. Membership dues are to be collected for the team by the captain and turned in to the Treasurer by week no later than week four. Dues for substitute players are to be collected the night they play and turned into the treasurer within two (2) weeks. Teams and/or players will suffer penalties for the dues that are turned in late or are not collected.

NOTE: Once the team captains sign the score sheets, they are final. Any and all ASPs not recorded at top of sheet will not count.

ARTICLE IX - MSTDA CENSURE, PROBATION, SUSPENSION, EXPULSION & PROTESTS

SEC.1: PERSPECTIVE

Categorically, and without restriction, the MSTDA reserves the right to censure, suspend or expel (terminate) any member or officer who willfully creates disharmony, behaves in a manner prejudicial to order and discipline or tarnishes the image of the sport of darts. For example, heckling or other harassment is strictly forbidden, and may subject a team to forfeiture of a match. A team may make noise when throwing, but must refrain from any undue movement at or near the dartboard lane. The Board retains the right to suspend a member or team for harassment, and may charge the violating team with penalty points.

SEC.2: CENSURE, PROBATION, SUSPENSION, EXPULSION, PROTESTS, AND COMPLAINTS

- A. Members and/or Teams: any member or team charged with a violation of the MSTDA By-Laws and Policies is subject to a hearing before the Board.

- B. Officers: Any officer may be removed from the office at any time for incompetence or misconduct and is subject to a hearing before the Board.
- C. Protests: A protest may be filed with the Board for any irregularities of interpretation of the MSTDA By-Laws and Policies by the Board
- D. Complaints: A complaint must be taken to the Board on behalf of any member of the MSTDA for misconduct of another member.

SEC.3: PROCEDURES

- A. If an irregularity occurs during a match, the opposing team captain or acting representative must be informed that the match is being played under protest from that point on. The protest of that match MUST be noted on ALL copies of the score sheet.
- B. A member and/or team wishing to file a complaint or protest (Complainant) against another member, team, officer, or decision of the Board (Defendant), must submit the complaint or protest in writing to the President within 48 hours of the occurrence.
- C. The President will notify the Defendant(s) and Defendant's Sponsor of the complaint or protest.
- D. Complainant(s), Sponsor(s), and Defendant(s) must be notified of the time and place for a hearing by the board.
- E. ONLY Board members, Sponsor(s), Defendant(s), and Complainant(s) may be present at the hearing.
- F. The Complainant(s), Defendant(s), and Sponsor(s) shall have the right to present their side to the board.
- G. Failure of the Defendant(s) to appear at the hearing shall be considered as a 'plea of no contest' and the Board shall act upon the evidence presented.
- H. The Board must finalize action within two (2) weeks of receipt of the written protest by the Complainant(s).
- I. A written notice of the judgment and action of the Board shall be sent to the Defendant(s), Complainant(s), and Sponsor(s).

POLICIES OF THE MONTGOMERY SOFT-TIP DART ASSOCIATION

ARTICLE I - MEMBERSHIP

SEC.1: TYPES OF MEMBERSHIP

- A. Inactive Member
- B. Active Member
- C. Qualified Member

SEC. 2: MEMBERSHIP DEFINITIONS

- A. ***Inactive Member*** – Member with unpaid dues and/or not on a current season team roster. Inactive members are not eligible for any benefits of MSTDA membership including, but not limited to, playing in the season ending banquet blind draw tournament.
- B. ***Active Member*** – Member that has paid current season individual dues and has played one (1) match during the current season. Active members are eligible for all benefits of MSTDA membership, except those with additional requirements.
- C. ***Qualified Member*** – Active member that has played three (3) or more matches during the current season. Qualified members are eligible for all benefits of MSTDA membership including, but not limited to, being eligible to play in the City Cup All-Star Challenge.

ARTICLE II - DUES

SEC.1: TEAM DUES

- A. Team Dues shall be \$50 per team per season.
- B. Team dues shall be paid prior to the beginning of the season by the date specified by the Board/Sponsors.
- C. These dues, along with rosters containing member information, will enroll the team in the association, subject to approval by the Board/Sponsors.
- D. Team dues are not refundable or transferable under any circumstances.

SEC. 2: TEAM MEMBERSHIP DUES

Membership dues will now be collected from individual players at the cost of \$10.00 per person per season. This includes people who may only play one time as a substitute. Team captains will be responsible for collecting these membership dues and giving them to the treasurer. Members on a roster at the beginning of a season will have four (4) weeks to pay their individual dues. Those placed on a roster after the season begins will have two (2) weeks from date of their first match played. Teams and/or players may suffer any or all of the following Penalties:

- A. An additional \$5.00 per individual will be assessed for failure to pay dues within the allotted time.
- B. Forfeiture of games played by individuals with unpaid dues.

- C. Forfeiture of ASP's for players with unpaid dues.
- D. Any teams with unpaid dues at the end of the season for substitutes are subject to the above penalties.

Note: You must be a member of the League to throw, even as a substitute. If you have not paid your membership dues, you are not a member of the MSTDA.

ARTICLE III - MEETINGS

SEC.1: BOARD MEETINGS

Board meetings shall be held at the discretion of the President.

SEC.2: GENERAL MEMBERSHIP MEETINGS

General membership meetings shall be held at least once a season at the discretion of the Board.

SEC.3: CAPTAIN'S MEETINGS

Captain's meetings shall be held as necessary at the call of the President.

SEC.4: SPECIAL MEETINGS

Special meetings shall be held at the discretion of the Board, as it deems necessary.

ARTICLE IV - VOTING

SEC.1: GENERAL RULES OF VOTING

A. To be eligible to vote in any matters pertaining to the MSTDA, one must be an active member of the organization.

B. At any meeting of the MSTDA, the total number of members present shall constitute a quorum.

C. In all matters of the MSTDA that require a vote, a simple majority shall prevail. A simple majority is half of the total plus one (1).

D. In the event of a tie vote in any matter brought to a vote by the MSTDA at any meeting, the tie shall be broken by majority vote of the members of the Board.

SEC.2: BOARD MEETINGS

At all meetings of the Board, the Vice-President, Secretary, Treasurer, Statistician and Public Relations Representative have one (1) vote each. The President may vote only in the event of a tie. This includes complaint and protest matters.

SEC.3: GENERAL MEMBERSHIP MEETINGS

Each member of the organization has one (1) vote at a general membership meeting. Board members may vote only in the event of tie.

ARTICLE V - ASSOCIATION FORMAT

SEC.1: SEASON

A "season" shall be defined as beginning when team rosters and dues are submitted

SEC. 2: MOVING UP OR DOWN A DIVISION

All individuals that finish on a 1st place team for 2 consecutive seasons must move up to a Higher division, excluding players that have played on the team for less than half the season. All individuals that finish on a last or next to last place team are eligible to move down one division, as long as there are at least 5 teams in that division. Individuals who finish on 1st, 2nd, or 3rd place team and/or finish in the top ten in ASP's are only eligible to move down 1 division if approved by the board and may suffer some or all penalties as described in the By-Laws. The board also reserves the right to determine any player ineligible. Any individual that sits out an entire season is eligible to play in any division regardless of what division they played in the prior season. These individuals may or may not be deemed eligible for the division they choose, at the Boards discretion.

Note: A "team" is considered to be three (3) or more players that remain on the same roster from previous seasons.

SEC.4: DIVISION MAKEUP

Each division shall have no more than 10 teams.

SEC.5: SCHEDULING

Scheduling shall be determined by vote of the Board.

SEC.6: DATE AND TIME OF MATCHES

- A. Matches shall be held on each Monday of the current season.
- B. Starting time of the match shall be 7:30pm
- C. Any match not started by 7:45 p.m. is subject to forfeit with sponsor approval.
- D. For any match rescheduled, by MUTUAL consent of the concerned team captains, it MUST be played within **two (2) weeks**. If the match cannot be played within **two (2) weeks** due to an Emergency, the board is to be notified for rescheduling. Failure to reschedule will result in a FORFEIT.

SEC.7: ENVIRONMENT

It is the responsibility of the pub owner and home team's captain to see that excessive noise, loud machines near the dart area, and other interference with association play are avoided. Failure to do so may result in the pub's suspension by the Board.

SEC.8: EQUIPMENT (DARTBOARD)

- A. For teams sponsored, the pub owner shall be responsible for supplying and maintaining an association approved dart machine, which must be deemed acceptable by the Board. (2 teams per board)

- B. All association competition including tournaments and playoffs shall be conducted on a standard dart machine.
- C. The "oche" (foul) line shall be eight feet (8') from the surface of the board, measured along the floor to the front edge of the line, and shall be no longer than thirty-six inches (36").

SEC.9: MATCH PROFILE

- A. The match profile (what games, how many, etc.) shall be determined at the beginning of each season by the MSTDA members, sponsors, and the Board.
- B. The total possible points per match shall be determined at the same time.
- C. Under no circumstances shall anyone make adjustments in the match format after the Board has finalized the match format for that given season.
- D. The match format may vary between divisions, but will include matches of **Singles x01**, Doubles Cricket, and Team 701.

SEC.10: ASSOCIATION PLAY

- A. The board must be cleared and warm-up allowed for the players in that night's match, no later than 30 minutes prior to start.
- B. The home team may choose the board for the match if more than one board is available.
- C. The match may be played on more than one board, if possible, provided BOTH team captains agree.
- D. The player has **three (3) minutes** from the call of his/her match to be present when his turn comes up or the games are forfeited.
- E. No adjustments are allowed in the team line-up once the score sheet has been filled out, unless agreed upon by BOTH team captains. If team captains agree to make adjustments, they BOTH must initial the score sheet.
- F. A player may only compete one time in any given event of a match.
- G. The captain of the home team is responsible for the completion of the score sheet, **and either turning it in to the Statistician, leaving them in a place designated by the Statistician to be picked up, or entering the team statistics online within forty-eight (48) hours of the match.** Both captains are responsible for the accurate reporting of match results on the score sheet.
- H. The first late score sheet from a given team will be cause for an issuance of a warning to the offending team. FIVE (5) wins shall be forfeited by the team for the second late score sheet, and the penalty shall progress by five wins (5,10, etc.) for each subsequent late score sheet. THIS PENALTY IS AUTOMATIC AND NOT AN OPTION FOR THE STATISTICIAN. The weekly report from the Statistician must indicate when teams have been penalized.
- I. Players running late: If a team has a player that is running late for a match, one of the three (3) following procedures will need to be followed:
 1. Both teams wait for the late person to show up before they start.
 2. The sheet is filled out with the late person's name and the games that do not include him/her will be played first until he/she arrives, then the games that involve that person can be played. As is stated in the By-Laws, games do not have to be played in order; they just have to be played. If all the games have been played that do not include the late person and he/she still has not arrived, then either a sub will need to be used or the games will be played without that person. If after this, the said person

arrives; he/she cannot play in a game that has already been started. They have to wait until the next game before they can throw.

3. Team Matches

- a. Matches must be rescheduled by 5:00 PM on that Monday, unless an emergency situation has occurred.
 - b. Both Team Captains need to agree on the rescheduling and if the match is not played within the allotted 2-week period, then penalty of forfeiture for team having to reschedule match may be suffered.
 - c. If, for any reason, a match cannot be played at the home team's establishment (i.e., board broken and/or all boards full) then the match is to be played at the visiting team's establishment that night if availability allows. If there is no available board at the visiting team's establishment then the match is to be rescheduled within the allotted 2 weeks at the home team's establishment
- J. Rotation Rule - The order of rotations for x01/Cricket will be A1/B1, A3/B3, A2/B2. The rotation position will ALWAYS be A4/B4. When filling out the score sheet, team captains will make sure a player does not play any given game twice for all x01/Cricket games.
- K. The team captains should settle any disputes that arise. If no resolution can be made The Board is only involved as a last resort.
- L. Team captains can agree to alter any of the rules of play during a match with the following exceptions:
1. Games Played - the type and number of games played in a match cannot be changed or altered.
 2. Scoring - how the games are scored, how ASPs are scored, and how the match is scored cannot be changed. Examples of areas that CAN be changed:
 - *Allowing a line-up to be changed or redone anytime during a match.*
 - *Changing the order in which the games are played.*
 - *Changing the start time or allowing for long break in between games.*

SEC.11: SCORING ON ELECTRONIC DART MACHINE

(Some rules have been adopted from the rules of play by the National Dart Association).

- A. The score recorded by the machine is the score that the player receives with the following exceptions:
1. A dart that sticks in the board in a segment other than what the board registered.
 2. A dart that sticks in the board but does not activate the electronic scoring.

3. The board registers dart(s) being thrown before player has actually thrown dart(s).
 - B. If the machine was displaying the “Throe Darts” message and all other rules were followed, then, no matter if the machine fails to score or score incorrectly, the player/team will be credited with the correct scoring of the thrown dart(s) provided the dart(s) is sticking in the board. If a dart bounces off the board it is considered a dart thrown even if it does not score. It may not be thrown again.
 - C. If there is any question as to whether the machine is scoring or working properly, stop the game immediately. Do not remove any darts or touch the Player Change button. The team captains must try to resolve the problem. If they are unable to do so, they will need to call for assistance (i.e. a board member). If the situation cannot be resolved, you will need to move the match to an available board. Scores will be reentered and play will continue.
 - D. If a dart(s) is thrown before the “Throw Darts” message lights, the dart(s) will not score and is considered a thrown. It may not be thrown again.
 - E. Should a player have any portion of his\her feet over the “oche” (foul) line during a throw, all darts so thrown shall be counted as darts thrown, but any score made by said darts shall be invalid and not counted. One warning from the opposing team shall be considered sufficient before invoking this rule. Foot faults should be reported to the team captain, who in turn, shall inform the offending player.
 - F. It is each player's responsibility to see that the machine is displaying the appropriate player's number prior to throwing the darts. Play is stopped immediately when the infraction is noticed.
 1. If the player throws while the machine is displaying an opponent's number, this constitutes a foul.
 - a. If the player has thrown less than three (3) darts the machine is advanced to the correct position by use of the PLAYER CHANGE button, and they are allowed to throw their remaining darts. The game then proceeds normally.
 - b. If the player throws all three (3) darts on the opponents number before the infraction is noticed, the player's turn is completed then the machine is returned to the proper order (the opponent's number) and the game proceeds normally.
 2. If a player throws when the machine is displaying the player's partner’s number, this constitutes a foul.
 - a. If the player has thrown all three (3) darts, their turn is completed. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.
 - b. If a player has thrown less than three (3) darts when the infraction is noticed, the machine is advanced to their correct player position, and they are allowed to throw the remainder of their three (3) darts. The machine is then advanced to the correct player position and play resumes, except that both players from the offending team lose their next turn.

- c. If the player reaches zero while shooting on their partner's number, the team loses the game.
- G. If a machine resets due to power failure or other reasons beyond control, the game will be started over (replayed from the start).
- H. Any machine resets, tilts, or malfunctions due to intentional or non-intentional player action shall result in loss of game for team committing the action.
- I. It is not required for a player to throw all three (3) darts on every turn. A player may pass or throw less than 3 darts.
- J. Darts on the board may not be touched until the turn is over, and either the Player Change button is pushed, or the machine recognizes that the turn has ended.

SEC.12:EQUIPMENT (DARTS)

Players may use their own darts if the darts meet the following specifications:

1. They must be plastic tip darts.
2. Darts may be any length as long as they don't exceed 8" in total length. Flights may be no wider than 3/4", as measured from shaft to flight edge, and may not have more than 4 wings.
3. Complete darts may not exceed 20 grams in weight.
4. Darts may not have broken or cut off tips.
5. Darts will be inspected upon request.

SEC.13: RULES OF CRICKET

Whenever Cricket is played in a MSTDA sponsored event the following rules shall apply:

- A. Innings will be 20, 19, 18, 17, 16, 15, and Split Bull. (All Divisions)
- B. Three (3) marks will close an inning.
- C. Once an inning is closed, a player may score additional points until his/her opponent closes the inning. Points will be the value of the segment scored upon.
- D. The winner shall be the first team to close all innings and one of the following:
 1. If points are scored, the team with the greater number of points and all innings closed is the winner.
 2. If each team has an equal number of points scored, the team closing all innings first shall be the winner.
 3. If neither team scores points, closing all of the innings first determines the winner.

SEC.14: RULES OF x01

- A. There are Three (3) types of x01, single-in/single-out, double-in/double-out and open in/masters out. The type of games to be played will be determined at the beginning of the season by division.
 1. Single-in/Single-out: a game may begin and end on any target/number.
 2. Double-in/Double-out: a game must start with a double, and double must be hit to bring the score down to zero. You cannot start a game with a bull unless the game

calls for the double bull to be activated. If a thrower starts a game with a bull, and the double bull is not activated, that team/player automatically loses that game.

3. 501 Open-in/Master-Out: a game may begin on any target. A double or a triple must be hit to bring the score to zero.
- B. Freeze Rule: This rule will only apply in x01 matches as determined at the beginning of the season. If this rule is in effect, this is how it works: Player A has 16 points left and it is his/her turn to throw. His/Her partner has 100 points left and their opponents have 26 and 30 points left respectively. Player A cannot go out because his/her partner has more points than the combined score of their opponents (100 is greater than 56). If the player goes out anyway, the win is awarded to their opponents. Player A can try to lower their score or they can push off on their turn. NOTE: If your partner's score equals the combined score of your opponents, you can go out. Your partner's score must be greater than, not equal to, the combined score of your opponent before you are frozen.

SEC.15: FORFEITURE:

Team sponsors must approve all forfeitures.

- A. A forfeit will be declared with sponsor approval for the failure of a team to attend a match.
- B. The use of an ineligible player shall cause a forfeiture of all win points/ASPs. Team captains are responsible for the integrity of their team rosters. Forfeitures may be appealed, but will stand unless malfeasance by a Board member created the situation.
- C. A match may be played with three (3) or more players, but at least two (2) players must be in attendance at the beginning of the first event of the match.
- D. A team forfeiting three (3) consecutive matches during an association schedule will be suspended from play for the remainder of the season.
- E. All forfeits will be scored as follows:
 1. The forfeiting team/players shall receive zero (0) points in all categories (wins, ASPs, etc.).
 2. The team forfeited to shall receive:
 - a. The maximum amount of wins.
 - b. If the season is less than three (3) weeks old, no ASPs shall be scored. If it is four (4) or more weeks old, the average ASPs/week shall be scored.

SEC.16: END OF SEASON / PLAYOFFS

- A. Final order of finish: The team with the most wins and fewest losses at the end of the season, in each division, wins that division. The team with the second most wins takes second and so on.
- B. In case of a tie, where teams have the same win/loss records, there shall be a one-match tiebreaker. The tiebreaker will consist of a playoff match format. This match shall be played at a time most convenient for the teams, but must be played within one week after the season ends. The team captains will be responsible to determine where and when the match will be played. If they are unable to resolve this, the Board will then determine when and where they shall play.
- C. Awards presented at the end of the season shall consist of awards for each member of a divisional winning team, awards for most ASPs (men's and women's) and awards for high out in each division.
- D. The MSTDA will pay for six (6) plaques per team (5 team members and 1 sponsor). If the team wants more than five (5), they will have to pay for the extra plaques.

SEC. 17: CITY ALL-STAR SPONSOR'S CUP CHALLENGE

- A. Team roster is limited to four (4) players only, of whom one (1) must be female and two (2) Subs ONLY: 1 Female 1 Male.
- B. Players must be qualified league members.
- C. Players may play for any current sponsor for this event.
- D. Team dues shall be \$25/team.

SEC.18: AWARDS

Awards shall be presented at the conclusion of each association season at a time agreed upon by the Board.

SEC.19: PLAYER ELIGIBILITY/TEAM ROSTERS

- A. Each team can have a maximum of 8 permanent players.
- B. Once a player has played for one team, he/she cannot play for another team unless they move up a division. The individual then becomes ineligible for any lower division events.
- C. If a player is on the roster for a team, but has not played for that team, he/she is eligible to play for another team.
- D. Team captain must have the approval from the association President or Vice-President before a sub that is not currently on a team's roster can throw.
- E. Team captains must inform the association Secretary to have the new player added to their team roster. Team Captains must also annotate all copies of the score sheet that the new player has been added to their roster and BOTH team captains must initial the sheets. The player then becomes ineligible to play for another team in the same division or lower division until the beginning of the next season.
- F. The penalty for playing an ineligible player (player that has played on another team in the same division) will be as follows:
 - 1. Team playing with the ineligible player will forfeit match.
 - 2. Team playing with an ineligible player will forfeit all ASP's from the match.
- G. City Cup Challenge bracket will be a blind draw with no guarantees of a home match, regardless of how many teams are sponsored.

ARTICLE VI - AMENDMENTS

The Board, Sponsors, and/or the General Membership may amend these policies, as it deems necessary.

THESE BY-LAWS AND POLICIES WERE LAST REVISED: June 23, 2011

Revision Committee: Bruce Alford (MSTDA President), Brian Clark (MSTDA Statistician), Jessica Erickson (MSTDA Treasurer), Rick Wilson (MSTDA Vice-President), Eric Little (A Division Representative), Barry Warhurst (Master Division Representative), and Michele Warhurst (B Division Representative)

Appendix A: ASP Charts

ASP CHART (Masters, A, and B Divisions)

9 Dart Out	=	3 ASP
10 Dart Out	=	2 ASP
11 Dart Out	=	2 ASP
12 Dart Out	=	2 ASP
5 Round Out	=	1 ASP
Low Ton	=	1 ASP
Hat Trick	=	2 ASP
High Ton	=	2 ASP
Ton80	=	3 ASP
Win	=	1 ASP
5 Mark	=	1 ASP
6 Mark	=	1 ASP
7 Mark	=	2 ASP
8 Mark	=	2 ASP
9 Mark	=	3 ASP
White Horse	=	3 ASP

ASP CHART (C Division)

6 Dart Out	=	3 ASP
7 Dart Out	=	2 ASP
8 Dart Out	=	2 ASP
9 Dart Out	=	2 ASP
4 Round Out	=	1 ASP
Low Ton	=	1 ASP
Hat Trick	=	2 ASP
High Ton	=	2 ASP
Ton80	=	3 ASP
Win	=	1 ASP
5 Mark	=	1 ASP
6 Mark	=	1 ASP
7 Mark	=	2 ASP
8 Mark	=	2 ASP
9 Mark	=	3 ASP
White Horse	=	3 ASP

Appendix B: Divisional Match Formats

Abbreviations:

- OI = Open In
- OO = Open Out
- DI = Double In
- DO = Double Out
- MO = Masters Out

Masters Division

- 4 games of 501 OI/MO (4 lines)
- 2 games of 501 DI/DO (4 lines)
- 6 games of Cricket (2 lines)
- 1 game of 701 OI/DO (2 lines)
- Double Bull active in Cricket only
- All 501 games employ Freeze Rule

A Division

- 4 games of 501 OI/OO (4 lines)
- 2 games of 501 DI/DO (4 lines)
- 6 games of Cricket (2 lines)
- 1 game of 701 OI/DO (2 lines)
- Double Bull active in Cricket only
- All 501 games employ Freeze Rule

B Division

- 4 games of 501 OI/OO (4 lines)
- 2 games of 501 DI/DO (4 lines)
- 6 games of Cricket (2 lines)
- 1 game of 701 OI/DO (2 lines)
- Double Bull active in Cricket only
- All 501 games employ Freeze Rule

C Division

- 6 games of 301 OI/OO (4 lines)
- 6 games of Cricket (2 lines)
- 1 game of 701 OI/DO (2 lines)
- Double Bull active in Cricket only
- Freeze Rule is not used

Appendix C: All Star Point (ASP) Accrual

6, 7, 8, 9, 10, 11, 12 Dart and 4, 5 Round Out – The number of darts or rounds needed to take out a game of x01.

Low Ton – A score of 100-149 in x01.

High Ton – A score of 150-179 in x01. (note: You cannot count a Hat Trick as both a Hat Trick and a High Ton, it is recorded only as a Hat Trick)

Hat Trick – All three (3) darts in the bullseye, all games.

Ton80 – A score of 180 in x01.

Highest Ton – The highest number taken out in an x01 game.

Win – Number of games won by each player.

5 Mark – Cricket only. 1 triple/2singles or 1 triple/1 double or 2 doubles/1 single.

6 Mark – Cricket only. 2triples or 3 doubles

7 Mark – Cricket only. 2 triples/1 single or 1 triple/2doubles

8 Mark – Cricket only. 2 triples/1 double

9 Mark – Cricket only. 3triples

White Horse – Cricket only. 3 different triples

NOTE: In Cricket, the 5, 6, 7, 8, and 9 mark points are counted as actual game marks. Example: Team A has 20's closed. Team B has two 20's. If Team B's player hits a triple 20, triple 19, and a 3 the throw does not count as a 6 mark round because the dartboard only credits the player with four marks (one 20 and three 18's).

NOTE: In Cricket only, a Hat Trick can count as both a Hat Trick and either a 5 or 6 mark round. A 5 mark Hat Trick would be 2 double bulls/single bull, and a 6 mark Hat Trick would be 3 double bulls.