



DONKY RULES

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1. REGISTRATION

1.1. REGISTRATION

- 1.1.1. Each team and sponsoring establishment must be registered with full and complete roster of four (4) to six (6) members.
- 1.1.2. The team roster will consist of, team name, sponsoring establishment, address, and phone number, and division preference. It also must include the name, address, phone number, and e-mail of each team member. Completed rosters must be turned in by week 5 all incomplete rosters not turned in by week 5, a 3 points penalty will be deducted from your score each week it is late.
- 1.1.3. All fees paid to the league are non-refundable. **All fees must be paid prior to week 3. Bars that have not paid, the teams will be pulled and placed in other sponsoring establishments. Players that have not paid, their points will be deducted until paid.**

2. THE TEAM, PLAYER STATUS, AND NEW PLAYERS

2.1. THE TEAM

- 2.1.1. A team will consist of a minimum of four (4) to a maximum of six (6) players on each roster. Any change to a roster is subject to board approval. To make a change to the roster the captain must call the President 72 HR before play also a player change form must be filled out with player fees before the new player score will be counted.
- 2.1.2. A minimum of two (2) players must be present at the starting time of a match to be considered a legal team but incomplete team.
- 2.1.3. A team starting with less than four (4) players may insert late arriving players at the **beginning of the next leg** of the match being played. That player name must be on the scoresheet before the match starts so the late arriving player may enter at the next leg.
- 2.1.4. A team having less than four (4) players present will forfeit the respective number of points for each match not played. For team or double games the incomplete team will miss one turn for each missing player in each round of play.

2.2. PLAYER STATUS

- 2.2.1. A player may register for any team he/she wishes, however, the player does not become a legal member of that team until the board approves him/her. Once a player is approved for a team, he/she is locked into that team for the remainder of that season.
- 2.2.2. A player may not change teams during the season without the approval of the board and a release from his/her prior team captain. Player can not move to a lower division.
- 2.2.3. A member of a team roster may not, under any circumstances throw for or substitute for another team in the current season.
- 2.2.4. A team may apply to the board for a waiver of the six (6) player maximum rule in the event of unforeseen circumstances. If an additional player is approved he will be **replacing** a roster player who can no longer throw in the current season. **In order for a player to be replaced on a roster the board must have a signed resignation from that player explaining the reason for his/her resignation.**

2.3. NEW/ADDITIONAL PLAYERS

- 2.3.1. A player not on a team's original roster may be added during the season only with **prior approval** of the **President** and subsequent review of the board. The new player, if approved by the President, may throw with his/her new team prior to board approval. If approved by the league President, the captain of the team must fill out a player change form and mail it with player fees

with that week's scoresheet. Failure to provide the required information and player fees will result in a point deduction penalty of all points participated in by the new player. **All approvals of additional players are subject to board review.**

2.3.2. Teams requesting the approval of additional players must contact the board President **no later than 72 hours prior to the next scheduled league match (this is defined as 7:30 PM Friday)**. No Player will be approved after this time. No new players may be added after 7:30 PM of the **fifth (5th) scheduled league night**. Emergency adds can be done after the fifth (5th) week only if the team will be under four (4) players with president approval.

2.3.3. If a team uses any player under an absent members name, or a player not on the original roster and not prior approval by the league President, the match will be declared a forfeit in favor of the opposing team and further disciplinary action can be taken by the board.

3. DART BOARDS, FLOOR COVERINGS, LIGHTING, TOE LINE, PLAYING CONDITIONS, ETC.

3.1. DART BOARDS

3.1.1. All league competition shall be played on a standard English bristle, 20 point, clock face dartboard.

3.1.2. An acceptable board must be secured to a back board so that the distance from the center of the board to the floor measures 5 feet 8 inches (5'8") + or - ¼".

3.1.3. The scoring wedge indicated by the "20" must be the top wedge and the darkest wedge.

3.1.4. The dartboard wire spider must not be broken and the double and triple rings must measure 3/8" + or - 1/32".

3.1.5. The dartboard should be positioned so that it is readily available to the players without distraction.

3.1.6. The dartboard shall be spaced at a minimum of four (4) feet from center of one dartboard bullseye to the center of the adjoining dartboard bullseye. Center of dartboard bullseye to wall will be three (3) feet.

3.2. FLOOR COVERINGS

3.2.1. An acceptable floor covering, such as carpet, rubber mat, rug, etc. must be provided for tile or concrete floors. The covering should be a minimum of 30" wide and at least four (4) feet long. This covering must be placed directly in front of each dartboard.

3.3. NUMBER OF DART BOARDS PER MATCH

3.3.1. All Divisions must have two (2) boards available in order to throw a match

3.3.2. A sponsoring establishment is limited to the number of teams it may sponsor per season by the number of dartboards available in the sponsoring establishment. (Example: two (2) boards available can sponsor two (2) teams, four (4) boards available may sponsor up to four (4) teams.)

3.4. LIGHTING

3.4.1. Lights must be affixed in such a way as to brightly illuminate the boards, reducing to a minimum the shadows cast by darts and not to physically impede or alter the flight of the darts.

3.5. SCORING SURFACE

3.5.1. A scoring surface must be provided and located in such a position that the score may be easily read and be convenient to the players and spectators.

3.6. TOELINES

3.6.1. There shall be a 1" wide strip of at least 18" long on the floor at the minimum throwing distance. This distance will be measured from the front of the board (scoring surface) to the front edge of the strip seven feet nine and one quarter inch (7' 9 ¼") + or - ¼".

3.6.2. Bars will receive one (1) toeline per board at the beginning of each season, any replacement toelines will cost the bar five (5) dollars each.

3.7. PLAYING CONDITIONS COMPLAINTS

3.7.1. Any and all complaints relative to playing conditions at a sponsoring establishment must be **in writing** on the back of the scoresheet when the match is played at that establishment. These must be forwarded to the board in the normal course of league business. The Playing Conditions Representative will investigate all complaints, and suggest corrections to the sponsoring establishment and Bar Representative and report to the board the results of the inquiry/investigation.

4. TIME FACTOR, SCORE SHEETS, MATCHES, AND SEASONAL AWARDS

4.1. TIME FACTOR

4.1.1. All matches are scheduled to begin at 7:15 PM on the date and place designated by the schedule. There is a fifteen (15) minute grace period. The deadline for starting a match is 7:30 PM. In the event that a team is not present at the end of the grace period, the match **can** be declared a forfeit against the “no show” team and points will be awarded in accordance with Rule VI, Section 2, Forfeitures/ Withdraws.

4.1.2. The dartboards must be open to practice from 6:45 PM to 7:15 PM. There are to be no league games started during this time period.

4.1.3. Once the match has begun no more than **five (5) minutes** may elapse between matches and no more than **two (2) minutes** may elapse between legs of a match.

4.1.4. Times may be altered with the agreement of both team captains.

4.2. SCORE SHEETS

4.2.1. Team captains must exchange “lineups” of the upcoming match prior to the start of play of each match.

4.2.2. The lineups must be made “in the blind”, no match may be pre-arranged.

4.2.3. The full name (first and last) must appear **at least once** on each scoresheet.

4.2.4. All scoresheets must be completed, including date of match, team name, team number, time of completion, plus both captains must sign both scoresheets. **A three (3) point deduction will be assessed for any incomplete scoresheet sent to the league Secretary.**

4.2.5. No player may complete in more than one match at a time.

4.2.6. Once a match begins, no substitutions may be made for a player. If however, an emergency arises prior to the beginning of a scheduled match, that player may be replaced by another legal member of the team.

4.2.7. Both captains must email their scores to the league prior to 12:00 noon on Wednesday following the match. **A five (5) point penalty will be assessed for late or no email.**

4.2.8. **Both** captains must mail their scoresheet to the D.O.N.KY P.O. Box within 48 hours of completion of the match. **A five (5) point penalty will be assessed for late or no mail in.**

4.3. MATCH

4.3.1. A match shall consist of the following. To be determined by the board prior to the beginning of a season. All divisions may or may not be different in the format played.

4.4. STARTING AND FINISHING A MATCH

4.4.1. Each single 301 and double 401 game requires a double to open and a double to finish, including the double bull.

- 4.4.2. All other '01 games shall be a free start (no double required to open) but will require a double to finish.
- 4.4.3. In Cricket, the first team to close all numbers including bulls and have the most points wins the game. Should both teams have the same number of points the first team to close all numbers including the bulls is the winner.
- 4.4.4. To finish any 01 game, a player must score in a double which is equal to half of the remaining score. For the purpose of finishing a game, the inner double bullseye is a double 25 (50 points). The first dart that hits the double out, the game is over because the score reached zero (0), even if other darts are thrown.
- 4.4.5. No fast finishes are permitted, such as three in a bed, shanghai, 111,222,etc.
- 4.4.6. A player busts when his/her dart(s) score more points than what remains in the game, or if the score is reduced to one (1). When this occurs, the score reverts to what it was prior to that player throwing and the next scheduled player throws.

4.5. AWARDS

- 4.5.1. The guideline for awards appears on the current season's scoresheet, dependent on a players division.
- 4.5.2. All awards must be recorded on the back of the score sheets on the night that they were thrown and attested to by each captain by signing the back of each of the score sheets. If they are not listed on the back of the score sheets **it did not happen.**

5. THROWING THE CORK, BEGINNING THE GAME, MARKING, ETC.

5.1. THROWING THE CORK

- 5.1.1. All games are begun by throwing cork (center bull). Whoever throws closest to the cork shall shot first when starting the game. To open a match, it is the **visiting team's option** as to who throws first at the cork. In subsequent legs of a match it is the team **that lost the previous leg,** option as to who will throw at the cork first. In position round play the **board** will designate the home team.
- 5.1.2. Only players scheduled to throw in that specific match can throw cork for that match.
- 5.1.3. In the event of a "tie" for the cork, the re-throw order will be reversed.
- 5.1.4. For a legal cork, both players' darts must remain in the board. In the event that a dart is dislodged by the second players throw, a re-cork will be thrown, with the order of throw reversed.
- 5.1.5. Two outer bulls or two inner bulls on the same cork will be considered a tie and a re-throw will be necessary, again reversing the order of throw.
- 5.1.6. Should there be a doubt as to the winner of the cork; the captains will decide which is closer. In the event that doubt exists between the captains, a re-throw will be necessary, again reversing the order of throw.
- 5.1.7. Throwing order shall be determined by the team captain. The corker need not be the first player to throw.
- 5.1.8. When throwing for cork, it is **the option of the second thrower to leave or pull a corked bull single or double.**

5.2. SCORING

- 5.2.1. To commence scoring in a free start event, all three (3) darts count for score. In double to start events (301-401), a player must land a dart in the double (outer) ring or in the center double bulleye to commence scoring and all subsequent darts will count for score.

- 5.2.2. In all "01" games, points should be subtracted from the starting number.
- 5.2.3. In Cricket, all points should accumulate (add together).
- 5.2.4. In order for a dart to count as a score, the point of the dart must be touching in the bristle portion of the board.
- 5.2.5. A darts score shall be determined from the side of the wire at which the dart entered the board.
- 5.2.6. No dart may be touched prior to the decision and agreement and marking of the score. Score **must** be marked before pulling darts.
- 5.2.7. While throwing darts for score both feet must be behind the front edge of the toeline. In the event of a violation of this rule the opposing captain will warn the player and his/her captain. Further violation of this rule after warning will result in the forfeiture of the score obtained from the darts thrown while in violation of this rule.

5.3. MARKING

- 5.3.1. A player must verify his/her score and seek approval of an opponent thrower before removing the darts from the dartboard.
- 5.3.2. It is permissible for a team member to advise the thrower during the course of the game but only when the thrower is away from the toeline.
- 5.3.3. Errors in arithmetic will be changed, when discovered in the interest of good sportsmanship. Both participants should strive to verify the accuracy of the mathematics.
- 5.3.4. If a player throws out of turn, his/her score is removed and the correct scheduled player for that team is to throw. The player who threw out of turn forfeits his/her next scheduled turn in the game. The opposing team must challenge the out of turn player before their next scheduled player throws his/her round. In the interest of good sportsmanship, this rule may be waived by the agreement of both captains.

6. POSTPONEMENT, FORFEITURES/ WITHDRAWS, POINT DEDUCTIONS AND PROTEST

6.1. POSTPONEMENT

- 6.1.1. No postponement due to the inability to field a full team will be recognized. (Exception: in the event that both team captains notify the league President within 72 hours (7:30 Friday) of a scheduled match that a postponement is desired, it **may** be granted.)
- 6.1.2. If only one player from a team appears for a match, that team shall forfeit the match. A minimum of two (2) players must be present to field a legal team but incomplete team.
- 6.1.3. A rescheduled match must be played by week 13. Or the team that rescheduled will forfeit.

6.2. FORFEITURES/ WITHDRAWS

- 6.2.1. In the event of a forfeit, the forfeiting team will receive a zero (0) and the opposing team will receive the average of wins plus three (3) points after playing all teams in their division for the first time.
- 6.2.2. If a forfeit takes place prior to a team having played each team in their respective division at least one time, then a temporary score of fifteen (15) points will be awarded until such time as the forfeited team has played all teams in their division (not including the forfeiting team) at least one time. At that time the cumulative average plus three (3) points will replace the fifteen (15) point temporary score.
- 6.2.3. In the event of a forfeit, the forfeiting team must complete a scoresheet with the names of the players present and forward it to the D.O.N.KY board as in a normal match.

6.2.4. Any team that **forfeits two (2) matches in a season** will be considered to have withdrawn from the league.

6.2.5. **Any forfeiture in the last two (2) weeks of the season will result in the lost of banquet and award rights for the forfeiting team.**

6.2.6. If the forfeit takes place before any matches start, the other team will receive the average plus three after playing all teams in their division. If the forfeit takes place after the match starts, the other team will receive two (2) points for all remaining matches not played.

6.2.7. If a withdraw of a team takes place, depending on the week it was in, it will be back dated to the beginning of that session. (Divisions with 6 teams have 3 sessions – weeks 1-5, 6-10, and 11-15. Divisions with 8 teams have 2 sessions – weeks 1-7 and 8-14.) If the division has a position round then the team with the least amount of points will not play on week 15.

6.3. POINT DEDUCTIONS

6.3.1. Points will be deducted from a team's weekly score for:

6.3.1.1. Failure to email scores to DONKY prior to 12:00 PM on Wednesday following a match, **five (5) points**.

6.3.1.2. Incomplete score sheets (missing date, team name, team number, player name first and last, signatures, and time out), **three (3) points**.

6.3.1.3. Failure of a team to send in their score sheet within 48 hours of completion of the match, **five (5) points**.

6.3.1.4. Failure to have a minimum of two (2) representatives present for mandatory membership meeting, **five (5) points**.

6.4. PROTESTS

6.4.1. Protests must be in writing on a protest form and received by the league office with the scoresheet within **48 hours** of the match being protested. **No verbal protests will be recognized or addressed by the board.**

7. TOURNAMENTS, PLAYOFFS, POSITION ROUNDS, MVP, ETC.

7.1. TOURNAMENTS

7.1.1. The board will decide the fees, procedures, rules, etc. for all D.O.N.KY sponsored tournaments.

7.2. POSITION ROUNDS

7.2.1. Position rounds are considered a night of regular league play.

7.2.2. The higher ranked team will be considered the home team in all position round play.

7.2.3. In the event of a tie going into a position round the board will designate the home team.

7.2.4. **Whenever possible**, position rounds will be played at a **neutral** site.

7.3. PLAYOFFS

7.3.1. If two or more teams are tied for 1st, 2nd, 3rd, place at the end of a regular season the board may:

A: Have the teams playoff the tie under auspices of a board member, or

B: Determine the order of finish by using a formula of one or all of the following:

1: Points lost during the regular season

2: Match record

3: Results of head to head competition

7.4. AWARDS / MVP

7.4.1. All awards given during the season will be decided by the board.

7.4.2. MVP and Best of the Best in each division will be determined each season by percentage of number of single games won verses number of single games played. To be eligible for MVP and Best of the Best **a player must throw in 80% of his/her teams scheduled single matches and must have a established rating in D.O.N.KY except for A division which can be a new darter.**

7.4.3. To be eligible for awards a player must have thrown in the current season a minimum of 7 weeks.

8. SLOTTING OF TEAMS

8.1. GENERAL GUIDELINES

8.1.1. All teams will be slotted by the DONKY board after the seasonal signups are closed.

8.1.1.1. Slotting will be based upon board discretion using the ratings of the top four (4) players as a guideline.

8.1.1.2. Individuals with no established DONKY rating will be given a rating based upon information received from other dart associations, including but not limited to SODA, STICK, Medalist, Pioneer and any other dart organization it can locate. These ratings will be determined by the board.

8.1.1.3. Individuals who do not have any information obtainable from other sources will be given a temporary rating based upon the average of the individuals on the team roster with established ratings.

9. GENERAL POLICY STATEMENT OF THE DONKY BOARD

9.1. D.O.N.KY is active to promote the sport of steel tip darts and as an outlet for social, friendship, and recreational activities.

9.2. Good sportsmanship should be the prevailing attitude during all league sponsored events. Darts is a spirited game where common courtesy is a must and a handshake between players after a game and match is an outward gesture of true sportsmanship.

9.3. No loud profanity, vulgar or obscene gestures towards any other player will be tolerated. Physical violence also will not be tolerated. Players, team, individuals involved in such activity can be placed on probation, suspended and or expelled from the league.

9.4. In the event that a captain feels there is the potential for physical violence or threats are made against his/her team it is advisable to leave the premises and **contact the board by email** or mail **in writing** as to what has occurred at the match and the board will determined if a forfeit is in order.

9.5. Drugs – Any individual caught in any sponsoring establishments or on the premises of any sponsoring establishment during any DONKY event/function doing any type of illegal drugs will be immediately suspended from DONKY. There will not be a meeting held and there can be no appeal made. The individual will be suspended a minimum of one (1) season no questions asked. DONKY does not support this activity/behavior and it will not be tolerated.

9.6. Lets have fun get better at the sport and strive to made DONKY a viable, strong, and fun league.