



# GKDA Bylaws and Rules of Play



This document contains the official rules and bylaws of the Greater Knoxville Darting Association (GKDA), and serves as the sole authority of how the league is operated. The GKDA was reestablished in July 2013, and these rules and bylaws were adopted in July 2014. The rules and bylaws are expected to be enhanced and modified as the GKDA continues to mature, and the GKDA Board reserves the right to arbitrate any disagreements or ambiguities.

## Table of Contents

Change History .....	2
1. Membership .....	3
2. Schedules .....	3
3. Divisions and Teams .....	4
4. Time of Matches .....	4
5. Match Profile .....	4
6. Equipment .....	4
7. Beginning the Game .....	5
8. Scoring .....	5
9. Quality Points .....	7
10. Postponements/Re-Scheduling .....	7
11. Conduct .....	8
12. Duties of Team Captains .....	8





# GKDA Bylaws and Rules of Play



## 1. Membership

- A. Only registered GKDA members are eligible to participate in GKDA league play.
- B. Registered GKDA members in good standing are defined as members not placed on any form of suspension and paid up for current dues as prescribed by the GKDA board.
- C. Membership dues are paid by individual sessions (\$15 for first league, \$5 for additional league, \$5 for subs each week / up to 3 weeks or \$15) and are preferred to be paid in full by packet pick-up prior to start of session and due no later than the second week of league play. A league member shall pay no more than \$20 in dues in any given session.
- D. Any player who has not paid their membership dues in full by the second week of league play will be declared ineligible for match play and NO points will be awarded for prior weeks played. However, if a person pays their dues they will be declared eligible and future points will be awarded.
- E. It is ultimately the team captain's responsibility to ensure all players' fees are paid!
- F. A player's membership infers automatic acceptance of these rules and conditions, which are not subject to appeal unless given cause, which will then be voted on by the board.
- G. The GKDA will not practice discrimination due to age, sex, race, religion, or national origin. All references to "HE" in the RULES OF PLAY and BY LAWS shall apply and mean "SHE" as well.
- H. The Captain or team representative acting as a team's captain will be required to attend all league meetings as scheduled by the Board.

## 2. Schedules

- A. All league scheduling will be in the best interest of the GKDA. The board will consider all holidays.
- B. All league schedules shall be constructed by the GKDA board before league packets are distributed and as soon as possible after the submission of completed rosters.
- C. Copies of the schedules will be published on the website along with a copy in team packets.
- D. A pub/bar will be required to have a minimum of 2 boards per team.
- E. Completed rosters means: captain's name, phone number, all team names, team name and home bar with phone number are required. Again, it is also preferred that all league dues are paid in full by the packet pickup date. The roster form is found at [GKDA Roster Form](#).



# GKDA Bylaws and Rules of Play



## 3. Divisions and Teams

- A. The GKDA will endeavor to have as many equal numbers of teams per division (soon to come) and the number of teams per league will vary until needed growth continues.
- B. Seeding for players (soon to come) will hopefully accomplish equalization of the league and better competition.
- C. A team's collective points per dart (PPD) shall not exceed 15 per player, i.e. a 2 person team is capped at 30, and a 4 person team is capped at 60. PPDs from the player's most recent session/division shall be used to determine the caps for the current session. New league players may be required to throw 3 501 games to establish a PPD.
- D. Subs are restricted to players not on a team roster in the division they are subbing in.

## 4. Time of Matches

- A. The start for the 1st game is 7:30 PM on Tuesdays and 7:30 PM on Thursdays. It is encouraged that all players arrive 15 minutes prior to match start time.
- B. There is a 15 minute grace period at the start of each match to allow for unforeseen late arrivals. Game order may be adjusted at the captain's discretion to accommodate the late player(s).

## 5. Match Profile

The match profile for the respective divisions is subject to change between sessions based on the desires of the league members. The current score sheets are available on the [GKDA website](#) and the references are provided below.

- A. Tuesday 4 person league: [GKDA 4 Person score sheet](#)
- B. Thursday 2 person league: [GKDA 2 Person score sheet](#)

## 6. Equipment

- A. All league competition, including tournaments, shall be conducted on a razor wire style English bristle board (red, black and green colors only) of decent quality and condition.
- B. Dartboards shall be positioned 5 feet and 8 inches from the floor to the center of the bulls eye.
- C. The oche (toe line) shall be no longer than 36 inches and shall be 7 feet, 9 and 1/4 inches from the front surface of the board to the front of the oche.
- D. A lateral distance of 5 feet is preferred when more than one board is being used during match play.



# **GKDA Bylaws and Rules of Play**



- E. All league boards must be firmly anchored to the wall and will be illuminated.
- F. The pub/bar owner is responsible for supplying and maintaining the league play dart boards, which must be deemed appropriate for play by the board.
- G. Prior to the beginning of league play, a member of the board will inspect each league play board for the compliance of measurements, lighting and play condition.

## **7. Beginning the Game**

- A. Local play should be ended 30 minutes prior to league play on the night(s) of scheduled GKDA league play so that both the visiting and the home teams can use the boards for warming up. It is considered the home team's responsibility to enforce this, and in keeping with good sportsmanship and hospitality, to identify the visiting teams captain and invite the team to warm up.
- B. All games must begin by throwing for the cork, with the home team having the option of first or second throw for the cork.
- C. Should there be a need for a re-throw of cork, the person throwing second on the first cork attempt now throws with additional re-throws being made on an alternate basis until there is a winner.
- D. The home team chooses the board for each game.
- E. Visiting teams must write down their players for the first set of matches first, and then the home team matches them up. The process is repeated for each set until the match is completed.
- F. Any participating player may approach the board, without touching it, to check the dart(s) thrown.
- G. The dart must remain in the board in order for it to count; darts will only count once it has been written on score boards.

## **8. Scoring**

- A. The number of darts thrown in a round in which a player "busted" in X01 is to be recorded on the score board with a hash mark for each dart thrown. These hash marks will be totaled at the end of the game to calculate the number of darts thrown for PPD tracking.
- B. Having a scorer (chalker) is optional for any game, but must be met by mutual consent of the players involved in the game.



# **GKDA Bylaws and Rules of Play**



- C. The scorer will not call out a score on one dart or three darts unless asked to do so by the current thrower.
- D. The scorer may not tell a shooter what to throw, what double to shoot, or the combinations available for an out shot.
- E. The scorer must remain neutral at all times as not to disturb the shooter.
- F. Should there be a mistake to the score, it must be called out before the opposing teams throw. Discrepancies after that will remain as scored unless both players/teams agree to the change in the interest of good sportsmanship and fair competition.
- G. Infringements of the oche (toe line) will be brought to the attention of the throwers captain the first time as a courtesy. If subsequent violations continue, and are called, the dart thrown will NOT count. CLARIFICATION: The throwers two feet must remain behind the line until are darts are released (unless checking on a darts location). Reasonable accommodations shall be extended to the disabled.
- H. Scores will be determined by the side of the wire separating the different areas and scored where the point of the dart first penetrates the face of the board. Robin hoods and bounce outs do not count.
- I. A player throwing out of turn will have their score removed and forfeited for that round.
- J. The captain of the home team is responsible for providing the GKDA score sheet and ensuring its accuracy.
- K. All score sheets must be sent in as picture message or emailed after each match is completed.



# GKDA Bylaws and Rules of Play



## 9. Quality Points

- A. Values are determined by the GKDA approved Quality Points list, which is currently as follows:

<i>Quality Points Description</i>	<i>Abbrev</i>	<i>Pts</i>	<i>Notes</i>
Ton	T	1	Make a hash mark in the Ton column on the score sheet as tons are hit or wait until the end and enter the total.
180	180	2	Only record a 180 on the score sheet. The stats program will take care of making sure that 2 points are awarded.
Cricket 6-8 marks	R6	1	
Cricket 9 mark	R9	2	
301 in of 100 or more	HI	1	Record the score in HI column on the score sheet AND mark a ton as well
X01 out of 100 or more	HO	1	Record the score in HO column on the score sheet AND mark a ton as well
3 bulls	3B	1	
5 or 6 bulls	5B	2	

- B. It is the home team captain's responsibility to ensure that quality points are entered correctly. If a player disputes any missed Quality Points, please notify your captain to ensure you get your accurate points.
- C. The GKDA will reward one plaque/certificate to the male and female darter with the most Quality Points at the league ending banquet.

## 10. Postponements/Re-Scheduling

- A. A match may be postponed by mutual agreement between team captains prior to the day/night of the scheduled match play. Exceptions to the aforementioned rule should be brought to the attention of the league board.
- B. All postponed matches must be played by the last week of the session.
- C. A team accepting a forfeit will receive 11 points in the 4 person league, and 7 points in the 2 person league. The forfeiting team will receive no points.



# **GKDA Bylaws and Rules of Play**



## **11. Conduct**

- A. Good sportsmanship and common courtesy are expected at all times. Heckling or harassment is forbidden.
- B. A team may make as much noise as it wants while it is throwing, but must remain quiet while the other team is throwing.
- C. All players and spectators must give each player plenty of room to throw and refrain from undue movement or motion in or near the dartboard lane to eliminate distractions.
- D. Physical abuse against fellow darters or against sponsor pubs/bars property will not be tolerated and may result in suspension or expulsion of both parties relative to the circumstances.
- E. The GKDA board reserves the right to suspend or expel any player, team or pub/bar whose actions are not in the best actions of the GKDA.

## **12. Duties of Team Captains**

- A. The team captain is responsible for the conduct of the team and the safety of all participants and spectators as referred in the conduct session of these rules.
- B. Each team must be represented by either the captain or acting captain.
- C. It is the captains responsibility to see that all league dues are paid in a timely manner (preferably before the first league night)
- D. Each captain will give a phone number(s) where they can be reached at any time.
- E. Each captain must have all GKDA board members telephone numbers in case a situation arises.
- F. Each captain involved in weekly league play will be responsible resolving, while in a private consultation with the opposing team's captain, any rules infraction(s) which may occur.
- G. Non-resolved differences shall be referred to the rules sections and to the board if further justice is needed.