

SC Darters Charter Club: Rules and Guidelines

ARTICLE I - GENERAL

- A. As noted in the By-Laws, the purpose of the SC Darters Charter Club (*also known as 'SCP Darts'*) is to: Promote the game of Soft Tip Electronic Darts in SCP in a fun and sociable manner.
- B. These Rules and Guidelines willfully comply with the By-Laws, Association's Governing Documents (Documents), and Charter Club Rules and Procedures (Rules).
In the event of a conflict between these Rules and Guidelines and the By-Laws/Documents/Rules, then the By-Laws/Documents/Rules will prevail.
- C. Depending of the play level, the spirit of the NDA Rules Handbook will be used in the Club.

ARTICLE II - MEMBERSHIP and DUES

- A. Club Members in good standing are entitled to participate in all club activities and voting.
 - 1. Club Member - Team Player: assigned to the League Teams of 4-6 members each.
 - 2. Club Member - Substitute: available to be used as a substitute player on any League Team.
- B. Club Guests are defined in the SC Darters Club's CC-3 By-Laws Section II.C.
- C. Club membership is \$10/year.

ARTICLE III - DART PLAYING TIER LEVELS

In pursuit of achieving the goal of having FUN while recognizing the various dart playing experiences of our members, the SC Darters have the following recommended tiers of playing levels.

- ☞ Play Session details such as number of Teams, Dart Schedules, Bye Weeks, Play Times, etc., etc. are set by the Board throughout the year to continually optimize player engagement and satisfaction.
- A. Fun Night Darts: Just Fun, no real rules to contend with. Open to everyone per the By-Laws.
- B. Social Dart League: A little more serious, but still focused on FUN with 301 as the game played. Played by Teams of at least 4 players. If the Team desires, the 5th and/or 6th Team player (Floater) may rotate into the night's play session.
While striving to remain consistent with game rules, Social League play provides for the flexibility in game rule adherence to ensure fair sportsmanship play, and dare we say ... FUN!
- C. Competitive Dart League: Although not yet established, this future expansion league is intended to be very serious play with strict rule adherence.
Higher level games such as 501 with Dbl In/Dbl Out and Double Bull, and Cricket would dominate this leagues play. Still a lot of FUN, but a serious competitive cut-throat FUN!

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ARTICLE IV - DART BOARD USE

- A. **ONLY** Soft Tip Darts shall be used on the electronic dart boards. **NO** steel tips are allowed.
1. Darts shall not **EXCEED** 18 grams, as these heavier darts will damage the board.
 2. Players shall use Club provided soft tips [Viper Tufflex III 2BA] which are specifically designed (size, chamfer, etc.) to complement the electronic dart board manufacture's recommendations, and minimizes the potential damage to the boards.
The Club also provides colored Viper Tufflex III 2BA tips for the more adventurous darter.
- B. Do **NOT** throw darts at boards which are not turned on. (Possible membrane damage on power-up.)
- C. No underhand throws allowed.
- D. 3 darts per turn, throwing one dart at a time.
Any dart thrown counts as a **THROW**, whether or not it sticks in the Dart Board.
- E. The **SCORE** recorded by the dart board is the score that the player receives.
Generally, the player accepts that the board scoring is always right.
1. **'TAP for ALL' TAPPING Criteria:**
For Social League Play (keeping with the let's have FUN theme), a dart that sticks in the board, but does not register a score, shall be manually scored (i.e., tapped) regardless if those tapped points will result in a BUST, and both Captains agree that it was a valid throw and that a Tap is warranted.
 2. **BOUNCE OUT / AMEND THROW Allowance:**
For Social League Play (keeping with the let's have FUN theme), a player error and/or board error (i.e., forgot to push Red Button, scored a dart when removing them, threw out of turn, etc., etc.), may be manually backed up using the Bounce Out / Amend Throw button provided both Captains agree with the inadvertent error.
- F. **IF** The Dart Board has an Error Code, is Hung Up, will not advance and/or any other plethora of possible issues,
THEN The Team Captains will call upon the Umpire (normally Senior Board member present) to help resolve the issue.
The Team Captains/Players are expected to accept the Umpire's decision.
Possible Umpire decisions could include, but are not limited to:
- **IF** Scores are known prior to the board issue, Captain's agree & there is no impact to overall game outcome,
THEN RESET the board, manually advance score to pre-issue score & continue play.
OTHERWISE Declare the game over and award each team 1 point.
Reset board and start next game.

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ARTICLE V - TEAM RESPONSIBILITIES

- A. Team Captains shall ensure their members / substitutes are adhering to all established rules.
- B. Team Captains are responsible for writing up the line-up/pairing of players on the Score Sheet prior to the start of the match. Pre-assigning via the Word template is encouraged, but not required.
1. Pairing may vary week to week, but should not vary during the night of play.
 2. During the Game matches, each Pair should Alternate Games.
 3. Minor changes to the night's pairing/rotation which does not adversely impact the end results can be made with both Captain's agreement. Use of this allowance should be minimized.
- C. Team Captains (designee) will document on the Score Sheet: # of rounds, wins/losses/ties, 100+ Scores, special throws such as a Hat Trick, Ton 80, 3 in a Bed and Shanghai to name a few.
1. Each Round shall be initialed by opposing Captain indicating agreement with score.
 2. Completed Score Sheets shall be turned into the President (designee) at the end of play.
 3. There are no changes allowed after Score Sheets have been turned in.
- D. Team Captains are responsible for ensuring the Dart Board is properly set-up for the chosen game.
- ☞ Normally 2 Player 301 with Double Bull selected, but may vary based on Session Details.
- IF** It is discovered that the board is not set-up correctly (i.e., Double Bull vs. Single Bull),
THEN Continue game play as the error impacts each team equally. Reset board on next game.
- E. Team Captains are responsible for keeping the game play moving, and for applying any valid TAPPING Criteria, BOUNCE OUT / AMEND THROW Allowances and/or Board Resets in a fair and timely manner.
- F. Social League Team's may consist of a minimum of 4 to a maximum of 6 Team Members.
- ☞ An expanded Team provides for built-in replacements, enables more members to play during league night, and recognizes the time constraints of league play.
1. Match (consisting of 2 Games) Scoring Criteria
 - **IF** 3 - 6 players are present, with at least 2 of the Players are Original Members from that Team:
THEN All games in the Match are eligible for points. Rotate per '2' below.
 - **IF** Only 2 players are present, where BOTH of the Players are Original Members from that Team:
THEN One game of the Match will be forfeited. Opposing Team Captain will decide which Game is to be forfeited by a Blind selection prior to start of the Match.
 - **IF** All Games played by one/none player will be forfeited.
 - ☞ **If** a Substitute Member and/or Team Member shows up after Team play has begun, **then** that player may start play on the next game and Points would count moving forward.
 2. All Members present will be assigned to the line-up/pairing and should be rotated as equally as possible on the Score Sheet.
 3. In order to remain eligible for Team Awards, the Team shall remain at least 50% intact for the entire Awards year. Individual award eligibility remains valid regardless.

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ARTICLE VI - PLAYER RESPONSIBILITIES

- A. Maintain proper decorum, civility, sportsmanship, mutual player support and keep the game FUN.
- B. Obtain your own Substitute utilizing the preferred Substitute rotation schedule on the Club Roster.
 - 1. Substitute Players are expected to have a working knowledge of the game before accepting a Substitute request. Inexperienced players should gain proficiency at Fun Night Darts.
- C. Stand in front of the Dart Board when removing the darts with a twisting/pulling action. After removing darts, press the Red PLAY button to advance the scoring to the next player.
- D. Prior to throwing your darts, ensure the Board has been advanced to your Player position.
- E. Your toe should not pass over the Yellow Throw Line when throwing your dart.
- F. At any time, the player may elect to not throw their remaining darts and 'PUNCH OUT' by carefully removing any thrown darts, and then press the Red PLAY Button.
 - ☞ This is a strategy to save a low score and prevent a 'Bust' (scoring more points than remain).
- G. Team Members may be Substitute Players a maximum of 4 times per session.

ARTICLE VII - GENERAL 301 GAME RULES and SCORING

- A. Matches consist of 2 games between two pairs of players.
- B. 301 Any IN / Any OUT set-up with applicable BULL (50 pt entire bull area) selected on board.
- C. 5 round limit with the lowest score at the end the WINNER.
- D. 2 points to WINNER, 0 Points to LOSER. A tie after 5 rounds awards 1 point to each team.
- E. Awards & Recognitions Lead maintains year's Team Scores, 100+ throw tallies, special individual achievements (i.e., Hat Trick) for inclusion in periodic and year end awards and recognitions.
- F. Substitute scores will not count on the personal overall totals.