

Greater Manchester Darting Association

Rules of Play *(updated 10/2025)*

I. Administrative

A. League Board of Directors/Executive Board:

The team Captains will constitute the Board of Directors for the GMDA.

The Annual General Meeting (AGM) will be held prior to the start of the season.

At the AGM, the Board of Directors will elect seven Executive Board members to the following positions: Commissioner, Vice Commissioner, Treasurer, Secretary, Standings Secretary, Scheduling Secretary, and Committee Secretary.

a) The Commissioner will be responsible for the performance of the league, presiding over all Board of Directors meetings and overseeing all other Executive Board positions with the help of the Vice Commissioner. At all meetings (Board and Executive Board) he/she will only be allowed to vote to break a tie.

b) The Treasurer will be responsible for all league funds, delinquency and payments of league expenses. He/she will maintain a bank account with the Commissioner and Treasurer as signatories.

c) The Secretary will be responsible for taking of minutes at all meetings and the distribution of said minutes to the league.

d) The Standings Secretary will be responsible for the typing and distribution of the weekly standings to the league.

e) The Committee Secretary will be responsible for overseeing all other Committees' performance and reporting to the Commissioner.

f) The Scheduling Secretary will be responsible for the season's schedule and the league sanctioned drop-in tournaments, i.e., Thanksgiving Eve Drop-In.

g) The Executive Board will also serve as the Grievance Committee.

h) In the event of Dissolution of the GMDA, any remaining funds shall be transferred evenly to sponsor clubs, or a charitable cause as determined by the Board of Directors and Executive Board.

B. Teams:

1. Each team will select a Captain and an alternate Captain

2. The Captain and/or alternate will provide a list of team members with at least six players available to start. In addition, the roster must be accompanied by a fee for each member submitted, on the date determined by the previous season's Executive Board, prior to the start of the season
3. The designated Captains will provide their name, address and phone number to the league Commissioner and Standings Secretary
4. The Captain and/or alternate will collect and submit member fees to the league treasurer by week 3. Each team will have a minimum of six players and a maximum of fourteen players.
 - a) *If no roster and/or member fees are received by week 3, the team will be assessed a penalty of 3 points for each week the roster and/or member fees are late. The points will not be returned.*
5. The Captain and/or alternate will collect and submit sponsor fees to the league treasurer, due by the first week of the season.
 - a) *In the event the sponsor fees are not paid, all home matches will be moved to an alternate site until the sponsor fees are paid in full.*
 - b) *If sponsor fees are not received by week 8, each team under said sponsor will be assessed a penalty of 3 points for each week sponsor fees are late. These points will not be returned.*
6. Player waivers must be completed by each player prior to the first match of each season. It is the captain's responsibility to submit the completed forms to the Executive Board.
7. Captains and/or alternates will be responsible for the recording of scores (if home team) and are responsible for providing players to score matches.
8. Captains and/or alternates will be responsible for recording All Stars, High On, High Off, 180's, 171's, etc. and a weekly highlight for the Standings Secretary and submitting score sheets weekly as required.
9. Captains and/or alternates will be responsible for saving their matches on DartConnect. (Note: A good practice would be to save the games at the end of the match when the captains are signing the score sheet)
10. If a team fails to save their games on DartConnect at the end of the match, penalties will be assessed to the offending team. The penalties are as follows:
 - a) *First Offense: 1 point*
 - b) *Second Offense: 2 points*
 - c) *Third Offense: 3 points, etc.*
 - d) *These points will not be returned.*
11. Score sheets must be sent to the Standings Secretary by email and/or SMS text no later than 12:00 noon on the Friday following the match.

12. It is the responsibility of the home team's Captain to submit the score sheet.
13. If a team fails to provide the match results within the allotted time period, penalties will be assessed to the home team until the score sheet is received by the Standings Secretary. The penalties are as follows:
 - a) *First Offense: 1 point per week until the score sheet is received*
 - b) *Second Offense: 2 points per week until the score sheet is received*
 - c) *Third Offense: 3 points per week until the score sheet is received*
 - etc.*
 - d) *These points will not be returned.*

C. Match Cancellation

1. A match may be cancelled due to extremely bad weather conditions. In this case, the Commissioner will make the decision.
 - a) *If there is a cancellation due to weather, the Commissioner will contact the team captains by 4:00 PM*
2. A match may be cancelled due to extreme unforeseen circumstances (power outage, gas leak, weather, etc.).
3. If a cancellation of a match is necessary, the team Captain requesting the cancellation will notify the opposing team Captain no later than 6:00 PM on the evening of the scheduled match.
4. Subsequent to the contact, both team Captains will notify the Commissioner that the match has been cancelled and the rescheduled date of the match. The re-scheduled match should take place within two weeks of the cancelled match.
5. In the event that the requesting Captain is unable to reach the opposing Captain, the requesting Captain should attempt to contact the Commissioner.
6. If the two teams fail to come to an agreement, the dispute will be handled by the Grievance Committee.
7. Any addition to a team roster after the initial rosters are submitted must be submitted in writing by the team Captain to the Standings Secretary, with membership fee, one week prior to his/her being eligible to shoot. This notification can be submitted on a turned-in score sheet.
8. Rosters must be finalized by mid-season (depending on the schedule, usually the 11th week).

D. Discipline and Dart Etiquette of Team Members

1. The team Captain can expel a player from his/her team because of unsportsmanlike conduct.

2. A person expelled from an establishment (for any reason) will not be able to play in that establishment until reinstated by the establishment's owner. Captains are responsible for the actions of their team, sportsmanship rules.
- E. Voting
 1. Voting members of the league consist of Executive Board plus all leagues team Captains.
 2. The Executive Board consists of the league officers.
 3. Voting at league meetings will be by a simple majority vote.
- F. Fees
 1. Amount of player fees will be as voted upon by the Board of Directors.
 2. Club sponsor fees will be as voted upon by the Board of Directors.
- G. Team Changes
 1. Members may request to change teams if change is requested before week 12.
 - a) *A member may request to change teams if member has played fewer than 12 games during the current season.*
 - b) *Both new and old team Captains agree to said change.*
 - c) *Change of teams by a member must be approved by the Commissioner.*
 2. It is the responsibility of the captain to establish with the player(s) on his/her team roster that shoot in other leagues, where they will shoot in the event of inter-league playoffs.

II. Teams

- A. Current membership in the GMDA is 15 teams as of the date of this revision.
- B. Maximum or minimum number of teams in the GMDA shall be decided by the Board of Directors.
- C. The Board of Directors shall also determine, prior to each season, the number of Divisions and which teams will be in each Division.
- D. The Board of Directors shall decide on the scheduling of matches, making sure each team plays a schedule equal in difficulty to all other teams in their Division
- E. Teams interested in joining the league shall forward a written request to the Executive Board prior to the start of the season. Acceptance into the league is at the discretion of the Executive Board.

III. Rules of Play

A. Scorekeeper

1. A scorer will be provided for each game being played. As a matter of etiquette, Captains will, as much as possible, take turns providing scorers. Players of games will shoot darts only and will not keep their own score for the game they are shooting.
2. As a courtesy, the scorer should not talk, drink, smoke or move about, or in any other way disturb the shooter while scoring.
3. Scorekeeper should not lean out to see where a dart is or follow the darts with body or head movement.
4. Scorekeeper should not show any signs of disgust or excitement while scoring.
5. Scorekeeper may not call out a score of one dart or all three unless asked to do so. It is permissible, however, for the scorer to announce the score to the gallery after the scorer's decision.
6. Scorekeeper may not tell a shooter what to shoot at or what combination to shoot for an out.
7. Scorekeeper may not change a score if that player has shot again, and a second score was written down.

B. Start of Play

1. All games begin with throwing a cork.
2. The visiting team will throw cork first to determine which team shoots first in any given game during a match.
3. When throwing the cork, the dart must remain in the board in order to count. Additional darts may be thrown until such time as the dart remains in the board.
4. Should the second players' dart dislodge the first players' dart, a re-throw will be made with the second player throwing first.
5. A re-throw shall be called if the scorer cannot decide which dart is closer to the cork. The re-throw will be made in the opposite order. Darts must not be touched until a decision is made by the scorer. Everyone will remain behind the line until the decision has been made by the scorer.
6. The second thrower may acknowledge a single or double cork and ask for the dart to be removed. If the second thrower throws the same single or double cork, a tie will be declared, and a re-throw will be required with the second thrower throwing first.
7. Double cork beats single cork in any situation.

8. It is permissible for one member in doubles, to cork and have another member shoot first for score.

C. Scoring

1. Scoring is based on three successfully thrown darts by a thrower.

2. A completed throw is defined as three darts thrown in succession by the thrower with the last dart landing either on the board or coming to rest on a surface after a completed dart throwing motion.

3. All shooting scores and remaining scores will be put on the scoreboard by the scorekeeper.

4. A darts' score shall be determined by the side of the wire at which the point of the dart enters the bristle of the board. The tip of the dart must be touching the bristle portion of the board, in order for that to be counted as score.

5. For a dart to score it must remain in the board for five seconds after the third and final dart has been thrown by that player.

6. No dart may be touched by any player, scorer or spectator prior to the decision by the scorer. If anyone touches the darts prior to this decision, the score will be forfeited by the team whose player, spectator, scorer has done so.

7. It shall be the responsibility of the player to verify his/her score before removing the darts from the board.

a) *Errors in math must stand as written unless corrected prior to the throw of the next dart.*

b) *The scorer may inform the thrower what he/she has scored and/or what he/she has remaining, only when asked to do so. The scorer may not inform the thrower what he/she has remaining in terms of number combinations; that is up to his/her teammates.*

8. It is permissible for another team member or spectator to advise the thrower of possible combinations during the game provided this assistance does not interfere with another player's throw.

9. A dart dropped out of the shooter's hand before he/she has raised their arm in an outstretched motion in front of them shall not be counted as a thrown dart.

10. Grooming the board should be made by the decision of both team Captains prior to the first shot of the match, except for straightening the board.

D. Penalties

1. Foot Foul

a) *A foot-foul may be called by the scorekeeper for any player whose foot passes beyond the oche or toe-line, before his throw is completed.*

b) *The thrower is allowed a single Foot Foul warning per game. Subsequent fouls will result in no score.*

c) *The decision to call a Foot Foul is at the Scorer's discretion but the Scorer may not interrupt the Shooter's throw in order to issue a Foot Foul.*

2. Throwing out of turn

a) *In doubles, if a player throws out of turn his/her score will be removed and the scheduled player will shoot for score. Offending thrower loses his throw and will not be allowed to re-throw his darts until his turn comes up in the next round of throws.*

E. Finish

1. A player who is shooting for a finish should not throw the second or third dart if a game is won.
2. If the second or third dart is thrown, the bust rule will prevail.
3. It is the responsibility of both the scorekeeper and the player to check if the dart is in the double needed to finish the game before the second and/or third darts are thrown.

IV. Disagreements

A. Any disagreements between players, teams, etc. that cannot be resolved by the players/teams involved and are not specifically covered by these rules, shall be settled by the team Captains. If still unresolved, the captain may file a protest.

B. The captain of any team can file a protest for any irregularity in a match.

1. The opposing team must be notified at the time of the protest that the game/match from that point on is being played under protest. The match must be played to conclusion.
2. The protest must be filed with the GMDA in writing to the Standings Secretary or Commissioner within 24 hours after the conclusion of the match in question.
3. The protest must also be indicated on the match score sheet and emailed or SMS texted to the Standings Secretary in the usual manner.
4. Once received, protests will be resolved by the Grievance Committee in accordance with the rules.

V. Player Shortages

A. If a team is short at the designated start time, the shorthanded team is allowed a fifteen-minute period in which to fill the short position with a roster player. If after this period, the team still remains short, that team can still start the match however, they will forfeit one singles game and play shorthanded on both doubles games.

- B. If a team is short 2 players at the designated start time the team can still start the match, however, the shorthanded team will forfeit two singles games. The shorthanded team then can choose to either forfeit 1 doubles game or play shorthanded on the first 2 doubles games (Cricket). The shorthanded team then can choose to either forfeit 1 of the 3 doubles game or play shorthanded on the second 2 doubles games (501).
- C. The shorthanded team will be required to declare the number of players per team before the draw.
- D. Both teams will place 6 of their cards down, regardless if all players will be available to play in the games, in order to ensure the luck of the draw. If both teams are shorthanded, games of equal numbers will be established (i.e. For 5 people on each team, there would be two doubles crickets and one singles cricket game).
- E. In the event that both teams are shorthanded but have 4 or more players, the home team will decide the format.
- F. If more than two players are absent, the match is forfeited to the team with a full complement of players. The forfeiting team will receive a score of 0-9. The opposing team will receive a score of 9-0.
- G. In the event that both teams have fewer than 4 players, the captains can agree to reschedule the match before the next week or both teams will receive a forfeit score of 0-9.
- H. Special: At the mutual agreement of both teams, if a team has at least four players at the start of the match and additional player(s) arrive prior to the start of any segment of the match (e.g.: beginning of cricket for 501) that player will be allowed to participate from that segment forward. This is only provided that the player arrived prior to the selection of the pairings for that segment.

VI. Gambling

- A. Gambling is neither permitted nor sanctioned by the GMDA.

VII. Sportsmanship

- A. Sportsmanship shall be the prevailing attitude through the match. The following will always be in force:

1. If a player causes a disruption to a match, a written warning will be issued by the Board through the Commissioner. A second warning will result in the suspension of that player for a period of no less than one match, depending upon the seriousness of the offense. Three warnings will result in ejection from the league for the remainder of the current season.
2. If a player causes physical harm to another player or damage to a sponsor's club, the result will be automatic ejection from the league for the remainder of the current season. In addition, the offending player may be banned from league play for the next season at the discretion of the Board of Directors.
3. Any behavior that may bring disgrace to a team, the league or a league associated venue shall be addressed by the captain, the committee and/or the executive board.
4. The Commissioner shall be notified of any incidents covered by this section.

VIII. Games

- A. All matches start promptly at 7:00 PM on the Wednesday of each week of the Season. (Exception, player shortages)
- B. All match pairings shall be selected by LUCK OF THE DRAW for each of the segments.
- C. A person may only play one game per segment.
- D. All Matches are worth a total of eighteen points as follows:
 1. Six individual matches – 301 double in, double out.
 2. Three two person games of cricket. Three games, two points each, total six points.
 3. Three two person games of 501 – straight in, double out. Three games, two points each, total six points.

IX. All Star Points

- A. An All Star is awarded to a player who scores 95 points or better in 301 or 501 games with three darts.
- B. An All Star is awarded to a player who scores any combination of 6 or more numbers that count in one throw of three darts in a cricket game.
 1. If a number is closed by the other team and your throw equals 6 or more and 5 or less are all that is needed, the All-Star point DOES NOT apply.
- C. An All Star is awarded to a player who scores three corks in cricket.
 1. Three double corks is the same as an 180.

X. Printing Of Results

- A. Results will be printed every week and will be distributed to the teams' home club by the Monday night following a recorded match.

XI. Trophies/Awards

- A. Trophies and/or awards will be awarded in the following categories:
 - 1. High on, High Off
 - 2. All Stars – Top three positions, top female
 - 3. 180's and 171's
 - 4. Rounds of Nine
 - 5. Six corks
 - 6. Any other highlight that the trophy committee and Board of Directors deems prudent.
 - 7. Top two regular season teams in each division.
 - 8. Top playoff team in each division.
 - 9. "Silk City Cup" will be awarded to the team/club who finished first in the playoffs.
 - 10. Sponsors receive trophies for the two regular season champs and the top playoff team in each division.

XII. Playoffs

- A. The playoff format shall be as follows:
 - 1. Leg 1- 6 Games of 301 for 1 point each
 - 2. Leg 2 – 3 Games of Cricket for 2 points each
 - 3. Leg 3 – 3 games of 501 for 2 points each
 - 4. Leg 4 – 6 Games of 301 for 1 point each
 - 5. Leg 5 – 3 games of Cricket for 2 points each
 - 6. Leg 6 – 3 games of 501 for 2 points each
- B. The first team to reach 19 points will be declared the winner.
- C. In the event that there is a tie after the 6th leg, a tiebreaker will commence. It will be composed of 3 single 301 games. The first team to win 2 games will be declared the winner.
- D. The schedule for the Playoffs will be the responsibility of the Executive Board.

E. The format and schedule of the playoffs must be communicated to all team Captains before the last scheduled week of the regular season along with pairings and sites.

F. The higher seed will have home advantage during each round of the playoffs.

G. If two or more teams are scheduled to play at the same location on any given week of the playoffs, and the establishment is only set up for one match, they will abide by the following:

1. The team with the higher seed, regardless of divisional status, will play at home (example: a "C" Division 1st Place team will take precedence over an "A" Division 2nd Place team).
2. If both teams are the same level seed, the higher Division will play at home.
3. The lower seed, or the lower divisional seed (see a. & b. above) will play at a neutral site to be determined by the Commissioner. They will NOT play at the site of their opponent.

H. No show for the playoffs without proper notification per the BYLAWS will result in the teams' forfeiture of their position in the playoffs and any prizes they would have been eligible for (including individual awards). The team's participation in future play will be decided by the Board of Directors.

I. Prior to the playoff schedule being announced, the Board of Directors and the Executive Board can vote to hold playoff Championship matches at a neutral location if a request is made by either Team Captain. If no request is made, subsection "G" applies..

XIII. Divisional replacement

A. The team earning the most points in their division, with the exception of "A Division", will move up a division, replacing the last place team of the higher division:

- the highest scoring "B" team will replace the lowest scoring "A" team
- the highest scoring "C" team will replace the lowest scoring "B" team
- the highest scoring "D" team will replace the lowest scoring "C" team

XIV. Equipment

- A. All league competition, including tournaments and playoffs, shall be on a standard English bristle board, with a 20-points clock face of the hand wire variety, that is, with wires on the outside of the board separating the single, double and triple sections. All Dart Boards must be of ADA approved quality, WINMAU Blade 5, or above.
- B. Dartboards shall be placed 5'8" from the floor to the center of the bull's eye with the 20 bed at the top center. The front edge of the toe line (edge closest to the board) or the back of the oche (edge furthest from the board) will be 7'9-1/4" from the surface of the board. The line will be no longer than 36" or 18" to either side of center.
- C. It is the responsibility of the team and/or sponsor club to supply and maintain the league play dartboards, which will be inspected prior to the first match of the new season. All boards must be approved by the Board of Directors or the designated inspection committee. Inadequate boards must be replaced with approved boards prior to the start of the season.
- D. The dartboard shall be firmly anchored and "well illuminated" as approved by the inspection committee. All inadequate lighting shall be replaced, or more added, prior to the start of the season.
- E. Each dartboard shall be positioned so that it is readily available to the players without distraction to the thrower.
- F. An approved scoring surface must be provided and located in such a manner that it can be read by both spectators and players.
- G. The "home team" designates boards to be used for team play. The "home team" Captain is responsible for providing markers, erasers, etc. for play.