

RULES



2011/2012 Season

NORTH OAKLAND DARTING ASSOCIATION, INC.

** (1) ** WHO MAY PLAY/ADDITIONS & DELETIONS

- A Only players who have registered on team roster or on a change of roster form, paid their dues, are at least 21 years of age, and have been sanctioned by the Board, may play in matches. All player registrations must include the players last average, whether with N.O.D.A. or another league. The Board will verify player averages and known ability prior to placing teams in appropriate divisions and before determining if a player may join a lower division team during the course of this season.
- B Additions or deletions of players from the team roster requires Board approval. Requests for a "change in roster" (see exhibit I) must be submitted to the division coordinator, in writing, with the players fee. The division coordinator will then make his or her recommendation to the Board for approval or disapproval. If the player is approved by the division coordinator, he/she will sign "Change in Roster Form". Final approval will only come when 3 out of 4 ELECTED officials of the Board sign the Change in Roster Form.
- C Deposit of player fees and sponsor fees into the league treasury will only occur when said player or sponsor has the Board's final approval. The Team Captain is responsible for collecting the Team Fees from his/her Players & Sponsor and submitting one **Check or Money Order** made payable to "North Oakland Darting Association" for the team. **Cash will not be accepted.** All players and sponsors MUST be sanctioned by the Board and all fees paid prior to being allowed to participate in any N.O.D.A. sponsored events. **In order for a team to be included on the schedule for a Fall or Winter League, full payment for a minimum of 3 players plus the Sponsor fee must have been received by the League Treasurer at least 1 week prior to the printing of the schedule for that Fall or Winter League.**
- D Players may not switch from one team to another without Board approval. (See paragraph B)
- E Players banned from a sponsoring venue will not be eligible to play in that facility by virtue of their league membership.
- F If a player plays in any games without paying the Players Fee, or submitting a change of roster form, or without receiving Board committee sanction, any points won in games in which that player participated will be awarded to the opposing team.
- G If the dart year consists of 1 season there will be no additions to a team roster or the League during the last six (6) match nights of the season. If the dart year consists of a Fall season and a Winter season there will be no additions to a team roster or the League during the last three (3) match nights of each season.

**** (2) ** HOW THE MATCH BEGINS**

- A Each game begins with the "throw for the cork" (bull's-eye) to determine which team shoots first. The order for the "throw" for the cork is determined by a coin toss with the winner of the toss having option at cork for all odd or all even games.
 - B Only a player participating in the upcoming game may "throw for the cork". Darts thrown must stick in the board.
 - C The second thrower may acknowledge the first dart as an inner or outer bull (cork) and ask for that dart to be removed prior to his/her throw. Should the first dart be removed without the request of the second thrower a re throw will occur with the second thrower now having the option to throw first. The dart must remain in the board in order to count. Additional throws may be made when throwing the cork until such time as the player's dart remains in the board. Should the second thrower dislodge the dart of the first a re throw will be made with the second thrower now throwing first. Re throws shall be called if the scorer cannot decide which dart is closest to the cork or if both darts are anywhere in the inner bull or both darts are anywhere in the outer bull. The decision of the scorer is final. Should a re throw be necessary the darts will be removed and the person who threw second will now throw first.
 - D For each game, the visiting team captain will fill out his schedule of players first. The home team captain will then put his players on the same official score sheet. This shall occur regardless of whether either team forfeits. No substitutions will be made after these rosters have been filled out. If any changes are made after the sheets have filled out, the change must be approved and initialed by both Team Captains. (Penalty to be point value of illegal games)
 - E Visiting team members will chalk and the home team members will keep the score sheets UNLESS both captains agree otherwise. Errors in math, as written on the chalkboard, will stand as the valid score for the game unless corrected prior to the next throw made by the team for which the error was made. Refer to exhibit II (Page 16) for the method for chalking 01 games. See exhibit III & IV (Pages 17 & 18) for recording scores for 01 games.
- F CHALKERS
- a MAY inform the shooter what he/she has scored and what score remains, if requested by shooters.
 - b MAY NOT tell the shooter what to shoot at during the game; MUST NOT drink or smoke while chalking unless both captains approve.
 - c MUST face the board and remain still at all times. He/she must call aloud the total of the round each player shoots. He/she must be a league player, unless both captains approve.

G SHOOTERS

- a WILL take no more than nine (9) darts warm up before a game. After the match has begun; be ready and waiting whenever their turn is up. Failure to be available may result in a shooter and his/her team losing a turn. (5 minute maximum). Remember, the final responsibility rests with the shooter.
- b A turn consists of throwing three darts. Players MUST keep their toes behind the hockey line (oche) or they will forfeit the points for their turn. If a player raises his hand and arm in the beginning of a throwing motion toward the dartboard the dart counts as thrown. The point of the dart must be touching the board to count. If a dart's tip does not stick within the scoring area of the board for whatever reason (falling out, knocked out, missing the board) it counts as a thrown dart but does not score. A dart which sticks in the back of another also does not score. If someone is preparing to shoot and drops a dart while standing at the line, regardless of whether or not the dart falls over the line, the player is allowed to pick up the dart and throw it. Do not try to catch bounced out darts...they cannot be rethrown.
- c MUST NOT play out of order. If a shooter throws out of turn his score for that turn is zero. It is imperative that the scorekeeper show this on the score sheets by writing "SOT" (shot out of turn) and circle it. (see exhibit III). The player who missed his shot will shoot in place of the violator but only for that round. Normal order will then resume as listed on the score sheets.
- d WILL NOT take an unreasonable amount of time completing a shooting round.
- e CANNOT practice on any other board while involved in a game.
- f Players not participating in a game may practice on another board, providing that it does not interfere with any match in progress.

H NO DART MAY BE TOUCHED BY THE THROWER, ANOTHER PLAYER, SCORER, OR SPECTATOR, PRIOR THE DECISION AND ANNOUNCEMENT BY THE SCORER. IT IS THE RESPONSIBILITY OF THE PLAYER TO VERIFY HIS SCORE BEFORE REMOVING HIS DARTS FROM THE BOARD.

I NON SHOOTERS/SPECTATORS

- a WILL give the shooter at least a 2 foot perimeter around the hockey line.
- b WILL NOT bump, push or interfere in any way with the shooter.

**** (3) ** RECORDING/REPORTING OF MATCHES**

- A Your captain will be given an ample supply of official league score sheets upon which to record the various nightly results. NO OTHER FORM IS ACCEPTABLE other than the use of Excel score sheets as described in Rule 3-C.

- B On completion of play, each captain will sign the top sheet validating the score, unless there is a protest. The HOME captain is responsible for Faxing or Scan/Emailing the score sheets to the League Statistician no later than 6 pm the following day of the match. Two (2) penalty points will be deducted for "No Fax or Email". The second offense requires team appearance before the Board with penalty points to be determined by the Board. The Time/Date stamp on the Faxed sheets or your Email is proof of your timely submission.
- C **EXCEL SCORE SHEETS** may be used in place of the paper score sheets only if both Captains agree and both Captains have Microsoft Excel installed on their computers. If Excel score sheets are used the file must be saved and a copy of the file must be Emailed to the opposing Captain and the Statistician **immediately** upon completion of the nights play or **immediately** upon arriving home. This overrides the time in Rule 3-B. Two (2) penalty points per infraction will be deducted for non-compliance. The second offense requires team appearance before the Board with penalty points to be determined by the Board. The Time/Date stamp on the Email is proof of your timely submission. (*A bar environment is a dangerous place to use a computer and using the Excel score sheets will be at your own risk. NODA, NODA Members, Venues or patrons will not be responsible for any damage whatsoever to your computer.*)

**** (4) ** SPORTSMANSHIP**

GOOD SPORTSMANSHIP SHALL BE THE PREVAILING ATTITUDE IN ALL N.O.D.A. EVENTS. ANY FAILURE OF SPORTSMANSHIP WILL RESULT IN DISCIPLINARY ACTION (SUSPENSIONS) BY THE BOARD. THIS RULE INCLUDES THE USE OF PROFANITY WITHIN THE EARSHOT OF OTHER PARTICIPANTS AND PATRONS. AN INDIVIDUAL OR TEAM MAY BE BARRED FROM FURTHER PLAY IN THE LEAGUE WITHOUT REFUND OF FEES PAID TO N.O.D.A.

**** (5) ** GAMES PLAYED IN ALL DIVISIONS, AWARDS**

- A Cricket numbers can be shot in any order. Points are scored whenever your team scores more than three hits on a number or bull prior to your opponent's closing that number or bull.
- B 9 MARK. A "9 MARK" (Round of Nine) award will be issued when a shooter in a cricket game hits 3 scoring triples for either closing a number or scoring points. All 3 scoring triples **MUST** add up to 9 full marks. A scoring triple shall be defined as: 20, 19, 18, 17, 16, 15 (as well as 14, 13, 12 for "cricket to 12" games).
- C "TON EIGHTY", "NINE MARK", "DEAD EYE", "PERFECT GAME" and "SPECIAL AWARDS" will only be awarded to players whose feat is witnessed on the

score sheet on the night of the achievement. There will be no exceptions. THIS IS THE CAPTAIN'S RESPONSIBILITY.

- D Individual trophies are awarded at the end of each Fall and Winter League for various categories. A player must have competed in a minimum of 2 games per night in '01, averaged for the total Fall or Winter League, to be eligible for any '01 award.
- E Scoring for "averages" will be taken from "01" games only. A shooter's round will count for averages only when the score remaining, before throwing the first dart of your round, is 140 or above. If the remaining score prior to the shooters first throw of the round is 139 or less the round will count for game statistics and out shots only. (see exhibit III or IV).
- F At the end of all 01 games the "out shot" must appear in the "out shot box" of the player who shot it and the name of the player circled. Also, in all "double in/double" out games the "in shot" must be circled. See exhibit IV. It is the responsibility of both captains to make sure this is done.
- G If a game is forfeited, scorers should indicate on appropriate game sheet that a game is forfeited by the appropriate team.

**** (6) ** RULES DISPUTES/PROTESTS/RULE CHANGES**

- A The division Coordinators are playing members of our League. Their whereabouts are listed each week on the master playing schedule. If there is a dispute and an "in protest" ruling is needed, phone the venue where your division Coordinator is playing and ask for a ruling. The ruling of the Division Coordinator contacted is binding for that match **ONLY**. However, a protest may still be filed for purposes of a "rules challenge". The Board may overrule the Division Coordinator.
- B A team wishing to PROTEST a game or match for any reason must:
 - a Indicate to the opposing captain on the night of play.
 - b Contact the Division Coordinator to resolve the protest within forty eight hours maximum.
 - c Sign in the comment section "In Protest" on the night of play.
 - d In the event the Division Coordinator cannot resolve the protest, the protesting captain will then submit to Rules Chairman a written explanation of the protest and include a \$30.00 protest fee.
 - e The Rules Chairman will then notify both the protesting captain and the defending captain of the next protest hearing.
 - f If the protesting captain wins his/her protest the \$30.00 protest fee will be returned to the protesting captain.

- g In the event the protesting captain loses his/her protest the \$30.00 protest fee will be deposited in the N.O.D.A. general fund. All decisions by the Board concerning protests are "final".
- h A protested match must always be played out, regardless. Failure to complete games will result in automatic loss of points.

C THE BOARD OF THE N.O.D.A. RESERVES THE RIGHT TO AMEND, STRIKE OR ADD ANY RULE AT IT'S DISCRETION, AS NECESSARY TO CLARIFY, EQUALIZE, OR MAKE LEAGUE PLAY GO MORE SMOOTHLY. SUCH ACTIONS CAN ONLY BE ENACTED BY A BOARD QUORUM.

**** (7) ** VENUE OBLIGATIONS**

- A Dart boards, chalk boards, chalk, adequate lighting, and seating are to be provided by the sponsors and kept in good condition.
- B Proper distances in dart board layout are critical. The sponsor should refer to exhibit V.
- C A 6'x10' court is required for the shooting area. See exhibit V.
- D All sponsors' shooting courts shall be inspected and approved by the Board prior to the beginning of each season. Changes in board locations, after inspection, must be brought to the League's attention.

**** (8) ** STATISTICS**

- A If an error appears in the published statistics and it can be shown that illegibility of the score sheets is the cause, the statistics will stand as recorded.
- B Thirty days after publication, the published statistics become the official league record. It is therefore in the best interest of all players to review the stats regularly and to inform the statistician immediately if there is a suspected error. The stats will carry a publication date. Proof of error must be sent to the statistician within a 30 day period.
- C Any player deleted from a team roster will still have their personal stats shown on the stat sheet unless they are replaced with another player. The stats, however, will carry a notation that they are a deleted player.
- D During 01 games, after the score goes below 140, the scorekeeper shall leave a blank row to the right before continuing with the score tracking. This will simplify and aid in the recording process for the statistician, who only records scores when the starting balance for that round is 140 and above.
- E NOTE: It is not necessary for League Statistics Requirements to record scores when the starting balance for that round is 139 or less. (See exhibit III)

**** (9) ** TEAM FORFEITS, FORFEIT POINTS RECEIVED, INCLEMENT WEATHER**

- A If a team forfeits three matches in either a Fall or Winter League they will automatically be called before the board with possibility of elimination from the League. Furthermore, if the team is eliminated all team points won against that team will be struck from the League records. All personal statistics, however, will stand.
 - a On POSITION NIGHT the team that would be in line to play the dropped team will receive points in accordance with rule 9-D. This rule also applies to the team in last place in a division that has a BYE in the schedule (a division with an odd number of teams). This team will not play this night because of the BYE position but will be awarded points as per rule 9-D.
- B In the event of team forfeit, it will be the Captain's responsibility of the team winning the forfeit to Telephone, Fax or Email the Statistician by 6:00 pm Tuesday, the day following the forfeit advising him of the forfeit. If the Captain of the team winning the forfeit fails to notify the Statistician their team will be assessed a (1) one point penalty.
- C Inclement weather - When Oakland Community College cancels night classes due to inclement weather, the N.O.D.A. will not play on that night. The match MAY be rescheduled at a later date by the N.O.D.A. Board.
- D In the case of total match forfeit, the winning team will receive (Div. 1 & 2 - 17 pts.) (Div. 3 - 14 pts.) (Div. 4 & lower - 13 pts.) or it's team average of points, whichever is greater. (Average = total points to date divided by number of weeks played.)
- E POSITION NIGHT - if teams are tied going into position night their positions remain the same as the week previous. (See Rule 9-A-a for Position Night BYE Teams)
- F The Teams and their Captains that play out of a venue that sponsors more teams than it has boards for must assume full responsibility for seeing that there are not more teams at home on any given night than there are boards to play on.
- G Hereafter, all rules of the "A.D.O. Tournament, revised rules 2/27/05" apply.
- H NODA does not authorize the use of its proprietary information on any Social Networking websites without the written approval of the Adult NODA Board of Directors.

**** (10) ** PLAYING FORMAT**

- A FOR THE 3RD, 4TH & 5TH DIVISIONS ONLY the following out procedure for 01 SINGLES GAMES may be used if both Captains agree.
 - a Once both teams' score balances are below 30 a 5 minute time limit will be announced by the scorekeeper.
 - b If no one doubles out within that time it will be announced by the scorekeeper that the time has elapsed.

- c The 2 players will then shoot for the cork (1 throw each).
 - d The player closest to the cork will be the winner of the game and credit for an out will be awarded to him/her and noted on the score sheet (an X in the Out Shot Box).
 - e NOTE: RULE 2-C applies to this method of ending the game.
- B Maximum games played per person per night. (Refer to Rule 12-B if a Dummy player is used) (This includes being listed on a forfeited game) (Penalty to be point value of illegal games).
- a Divisions 1 & 2 - No player may play in more than 8 games per match.
 - b Divisions 3 and on - No player may play in more than 6 games per match.
- C No player may play in more than two singles games a match. (Penalty to be point value of illegal games)
- D All players present ***that show up to play*** MUST play a minimum of 3 games unless if for reasons beyond a player's control, such as work or prior commitments, he/she cannot be present for an entire night's match, IT IS OK to appear and play in less than the 3 games per night requirement. This player may play in any of the remaining games. If this happens it must be noted in the REMARKS section of the score sheets and initialed by the 2 captains. This will let the statistician know not to impose a penalty for the "less than 3 games played" rule. (Penalty to be 1 point for each game less than three) **It is ok to come and watch your teammates play and not participate but that option will be with the player and if he plays at all the full force of this rule and all other NODA rules will be in effect.**
- E At both Captain's discretion and prior to the beginning of the 1st game, the order in which the games are played may be changed. If either Captain disagrees then the default shall remain the order in which the games are listed on the score sheets. It should be noted that if a player exceeds the maximum games allowed per night (Rule 10-B) the illegal game(s) and the penalty for this infraction will be the game(s) with the highest point value of the games the player played in and will be administered as per Rule 11.
- F At both Captain's discretion - During the night, if the next game to be played is a Cricket game the Cricket game may be played simultaneously on a separate board if a separate board is available and as long as it does not take a chalker or statistician away from an '01 game. This will shorten the night's play time because 2 games will be played simultaneously.

**** (11) ** APPLICATION OF PENALTIES FOR INFRACTIONS**

- A If the illegal game is won by the offender, the points won for that game will be removed and awarded to the opposing team. No other penalty points will be deducted

from the nights score for this game.

- B If the illegal game is lost by the offender, the penalty will be the point value of the game. This value will be deducted from the nights score of the offending team.

**** (12) ** TEAM MEMBERS (MIN/MAX)**

- A A team roster shall consist of no less than (4) four players and no more than (6) six players. Two of the team players will be designated as a Captain and a Co-captain.
- B Whenever a team can field only 3 players on match night and that team wishes to play without rescheduling, a **DUMMY PLAYER** *must* be used, scheduled and played in a minimum of 3 games. The maximum number of games played per night, as specified in rule 10-B, for the 3 players present would be increased by 1 for this night. (Div's 1 & 2 = 9 games; Div's 3, 4, 5 = 7 games). All other NODA rules would apply to all players including the **DUMMY PLAYER**. The Dummy's score would be **26** points as his turn each time his turn comes up in rotation until the starting balance of 139 or lower is reached in accordance with rule 5-D whereupon the Dummy's score would be 0 as his turn for the rest of the game. If the Dummy is used at all he must play in a minimum of 3 games as per Rule 10-E unless the 4th player shows up to play. If the 4th player takes over the Dummy's turns please note on the sheet that the dummy was used until the 4th player showed up so that the Dummy will not be penalized for less than 3 games played. Remember, he is taking the place of a missing person and must follow all of the rules. **Beginning with the 2009/2010 dart year the Dummy player may be used in multi-player games only. He will not be allowed in single player games. Penalty for this infraction will 1 point per illegal game.**
- C When a player cannot finish the night or a game due to illness, injury or emergency both captains must sign the bottom of the score sheet with an explanation. In the event this happens during a Multi-player 01 game a score of 26 is used as his score each time his turn comes up in rotation until the starting balance of 139 or lower is reached in accordance with N.O.D.A. Rule 5-D whereupon his score will be 0 as his turn for the rest of the game. In the event that this happens during a Multi-player Cricket game the players will continue the game omitting the player who has pulled out. If this happens during a Singles 01 or Cricket game the offending player forfeits the game. If this player plays less than 3 games in the night the explanation will notify the Statistician not to apply the penalty for the "Less than 3 games played" rule (Rule 10-D). If the loss of this player will cause any of his team members to play in more than the maximum allowable games per night (N.O.D.A. Rule 10-B) a Dummy must be used in the lost players place (using the scoring procedures in N.O.D.A. Rule 12-B) to compensate. There will be no minimum games for the Dummy in this case, just use him to compensate for the missing man to prevent the N.O.D.A. Rule 10-B infraction.
- D Unless at least three team members are present and ready to shoot by 7:30 p.m. on match night, a team shall forfeit the match to it's opponent. The rescheduling of a forfeited match is at the discretion of the team captain winning the forfeit. If an

agreement to reschedule is reached, both the Division Coordinator and the Statistician must be advised of the rescheduled match before 6 pm on Tuesday, the day after the forfeited match. The team captain winning the forfeit must forward the date and place of the rescheduled match. The rescheduled match must be played by Wednesday of the following week.

- E If any team does not show up on the night of the rescheduled match, a (5) five point penalty will be assessed to that team.

**** (13) ** CAPTAIN'S RESPONSIBILITIES**

- A The home team captain or co-captain is responsible for the Faxing or Scan/Emailing of the score sheets to the statistician by 6 pm on Tuesday following Monday night darts in accordance with Rule 3-B.

**** (14) ** PLAY-OFFS**

- A In the event of teams tied in "trophy positions" at the end of the regular season, all teams tied in this position, in all divisions, WILL play a "tie-breaking" match.
- B A decision on when and where this match is to be played will be made by the Board.

**** (15) ** FALL & WINTER SEASON RULES**

- A This dart year will consist of a Fall and a Winter League with the team points and personal stats starting at 0 at the beginning of each League.
- B If a team wins first place in their division in the Fall League they will advance to the next higher division at the beginning of the Winter League. If a team finishes in last place in their division in the Fall League they will be placed in the next lower division at the beginning of the Winter League. The same holds true from the end of the Winter League going into the new Fall League of the next Dart Year. If a team wins first place in their division in the Winter League they will advance to the next higher division at the beginning of the new Fall League. If a team finishes in last place in their division in the Winter League they will be placed in the next lower division at the beginning of the new Fall League. In order to be considered a "team" in these cases there must be at least 3 players on the team that were on the same team during the prior League.
- C All league trophies will be awarded at the end of each Fall and Winter League.

**** (16) ** LEAGUE FEES**

- A At the beginning of the Fall season league sponsors will pay a total annual fee of \$85.00 per each team sponsored. No portion of this fee is refundable if the team drops out at the end of the Fall season.

- B At the beginning of the Fall season each player shall pay an annual fee of \$60.00 covering both the Fall and Winter seasons or \$38.00 for the Fall season only. The annual fee of \$60.00 allows a savings of \$16.00 if both seasons are paid at once.
- C Sponsors entering a new team at the beginning of the Winter season will pay a Sponsors fee of \$55.00 as their fee for the Winter season.
- D New players signing up at the beginning of the Winter season will pay an entry fee of \$38.00 as their fee for the Winter season.
- E No fees are refundable unless a circumstance occurs that is beyond a players control (i.e. death or having to move out of state because of a job).

Note: The Team Captain is responsible for collecting the Team Fees from his/her Players & Sponsor and submitting one **Check or Money Order** made payable to “North Oakland Darting Association” for the team. **Cash will not be accepted.** All players and sponsors **MUST** be sanctioned by the Board and all fees paid prior to being allowed to participate in any N.O.D.A. sponsored events.

N.O.D.A. Formulas

** TEAM HANDICAPS (Hughes Handicap Method)**

The formula for figuring the TEAM HANDICAPS is the team average times 18 plus the high out for the team. For example: if the team average is 48.36 and the high out for the team is 117 you multiply 48.36×18 and add the high out of 117 to that. $48.36 \times 18 + 117 = 987.48$. Rounded to the nearest whole number the handicap would then be 987.

** 01 AVERAGES **

In an 01 game, if the beginning balance of a players turn is 140 or more the turn counts toward the player's 01 average. If the beginning balance of a players turn is 139 or less the turn does not count toward the player's 01 average because with the beginning balance of 170 or less for a players turn, each player who takes a turn should be trying for the OUT SHOT to end the game and not trying for a high score (Refer to your Out Chart).

** PERSONAL CREDIT FOR GAME WINS **

(01 Games) - In an 01 game, whether it be a single player or a multi-player game the player who makes the out shot gets the credit for the win, 1 point. The player that makes the out shot gets 1 point credit for the game because in an 01 game, with the beginning balance of 170 or lower for a players turn, each player who takes a turn has the opportunity to end and win the game. (Refer to your Out Chart)

(Cricket Games) - In a single player cricket game the winning player gets credit for 1 out but in a multi-player cricket game each player of the winning team gets a 1/2 point out credit for the win. The reason for the 1/2 point credit for each player is that in a cricket game the win is more of a team effort because of having to close numbers and score points rather than just taking an out shot as you do in an 01 game.

** INCREASE IN PERSONAL ABILITY **

The formula for figuring the best INCREASE IN ABILITY from last season to this season is a 3 part problem. The average percentage of ability increase is a combination of the percentage of increase of the player's average, plus the increase in the percentage of cricket outs to games played from last season to this season, plus the increase in the percentage of 01 outs to games played from last season to this season. These 3 increases or decreases are totaled and then divided by 3 to give the average percentage of increase or decrease of the players average/cricket percentage of wins/01 percentage of wins.

Here are some stats for one of our League members that we will use for this example.

Last Season's Average 41.17

This Season's Average 48.00

To find the percentage of increase from last season to this season you subtract last season's average from this season's average and divide that by this season's average. $48.00 - 41.17 = 6.83$ divided by $48.00 = .14$. His average increased by 14% over last season.

To figure the percentage of cricket wins you divide the number of wins by the quantity of games played. Last

season our player had 2.5 wins and played in 23 games. $2.5 \div 23 = .11$. He won 11% of the games played. This season he had 15 wins and played in 35 games. $15 \div 35 = .43$. This season he won 43% of the games played. This season's percentage of cricket wins minus last season's percentage of cricket wins is $.32$. He won 32% more of the cricket games he played this season as compared to last season.

To figure the percentage of 01 wins you divide the number of wins by the quantity of games played. Last season our player had 8 wins and played in 57 games. $8 \div 57 = .14$. He won 14% of the games played. This season he had 20 wins and played in 76 games. $20 \div 76 = .26$. This season he won 26% of the games played. This season's percentage of 01 wins minus last season's percentage of 01 wins is $.12$. He won 12% more of the 01 games he played this season as compared to last season.

To make an average of the 3 increases you add them together and divide by 3. If the player did not play any games of Cricket in either this season or last season Cricket is not considered in the averaging (you divide by 2) because there is nothing to compare the percentage of wins to. If the player did not play any 01 games in either this season or last season then Cricket is the only item considered because there are no 01 games to compare the percentage of wins or average increase/decrease to.

.14 percentage of average increase
.32 percentage of cricket wins increase
.12 percentage of 01 wins increase

This gives a total of $.58 \div 3 = .19$

His total average percentage of increase in ability from last season to this season is 19%.

To show a closer percentage of increase and to separate close league members we round the increases off to 4 decimal places on the stat sheets sent to team captains and board members. (Our Player - .1950)

NOTE: If this season's percentages are lower than last season's in any of the three categories it will affect the final percentage of increase accordingly.

DIVISIONAL FORMAT

1st Division Format				2nd Division Format				3rd Division Format			
Plyrs - Game		Pts		Plyrs - Game		Pts		Plyrs - Game		Pts	
1.	3	801	3	1.	3	601	3	1.	2	501	2
2.	1	301 DI/DO	2	2.	1	301 DI/DO	2	2.	1	301 DI/DO	2
3.	2	Ckt	2	3.	2	Ckt	2	3.	2	Ckt	2
4.	1	Ckt	1	4.	1	Ckt	1	4.	1	Ckt	1
5.	3	701	3	5.	3	701	3	5.	3	601 DI/DO	3
6.	2	501	2	6.	2	501	2	6.	1	301 DI/DO	2
7.	1	301 DI/DO	2	7.	1	301 DI/DO	2	7.	3	Ckt to 12	3
8.	1	Ckt	1	8.	1	Ckt	1	8.	1	401	1
9.	3	601 DI/DO	3	9.	3	601 DI/DO	3	9.	2	Ckt	2
10.	1	501	1	10.	1	401	1	10.	1	301 DI/DO	2
11.	2	Ckt	2	11.	2	Ckt	2	11.	2	501	2
12.	1	301 DI/DO	2	12.	1	301 DI/DO	2	12.	1	Ckt	1
13.	3	Ckt to 12	3	13.	3	Ckt to 12	3	13.	4	701	4
14.	2	501	2	14.	2	501	2				
15.	4	1001	4	15.	4	801	4				

4th Division Format				5th Division Format			
Plyrs - Game		Pts		Plyrs - Game		Pts	
1.	3	501	2	1.	3	501	3
2.	1	301 DI/DO	2	2.	1	301	1
3.	2	Ckt	2	3.	2	Ckt	2
4.	1	Ckt	1	4.	1	Ckt	1
5.	2	501	2	5.	2	401	2
6.	1	301 DI/DO	2	6.	1	301	1
7.	3	601 DI/DO	3	7.	3	501 DI/DO	4
8.	1	401	1	8.	1	301	1
9.	2	Ckt	2	9.	2	Ckt	2
10.	1	301 DI/DO	2	10.	1	301	1
11.	2	501	2	11.	2	401	2
12.	1	Ckt	1	12.	1	Ckt	1
13.	4	701	3	13.	4	601	4

NOTE - (Whenever only 3 players are fielded the DUMMY PLAYER as specified in rule 12-B may be used to prevent having to re schedule the match.)

EXHIBIT II

METHOD FOR CHALKING

HOME TEAM <i>K. E. S. P.</i>		VISITING TEAM <i>D. L. T. M.</i>	
	801	801	
40	761	745	56
81	680	645	100
112	568	570	75
50	518	595	75
92	426	545	50
30	396	500	45
95	301	450	50
140	161	387	63
96	65	307	80
51	14	233	74

- (1) Write the initials of the players, in their playing order, from left to right.
- (2) Remaining 01 score goes in the middle. The score shot goes on the outside.

EXHIBIT III

On all 01 games please look over your scorekeeper's shoulder and see that he/she is keeping the score on the sheets as per the following instructions.

If the present shooter's balance before shooting is 139 or less then move 1 space to the right on the score sheet when entering the amount he/she threw. Continue down from there with your throws and balances. This is a great help to the statistician in determining where to stop calculating your averages. Shots with beginning balances of 139 or less are not counted into the averages because instead of trying for a high score the player should be trying for the out shot to end the game.

Circle the name of the WINNING TEAM and the name of the WINNING PLAYER. Write the out shot in the rightmost box on the sheet in line with the winning player's name and circle it.

GAME #3 - 2 MAN 501

(2 Pts.)

VISITOR												OUT	
	501	437	286	176		96	41						41
<i>John Brown</i>	26	96	10	37		20							
	475	341	276		139	76							
<i>Sally Reid</i>	38	55	100		43	35							

HOME

OUT

	501	380	268	187	164	145							
<i>Pat Brown</i>	40	112	55	3	6								
	461	268	213	184	158								
<i>Tom Mudd</i>	81	SOT	26	20	13								

NOTE: SOT = Shot out of Turn. Balance remains the same. This player loses this turn.

EXHIBIT IV

In a DI/DO (Double in/Double out) game 1 player from each team must hit any double before scoring starts for that team.

If a shooter is trying to DOUBLE IN and misses in that round (a 3 dart throw), a 0 is entered as his shot (or no entry is made at all) and the throw proceeds to the next team. When a double is hit, that double and the following darts count in the team's score.

EXAMPLE (3 dart throw)

- dart #1 single 16
- dart #2 double 16
- dart #3 single 20

The single 16 does not count because a double had not yet been hit.

The double 16 is the DOUBLE IN shot and counts as 32 points and the game is under way.

The single 20 counts and the total score for that round is 52.

Note - When a player doubles in, CIRCLE THE (IN) SHOT on the score sheet and circle his/her name or write "IN" next to it. This helps the statistician spot the (IN) and helps to make sure the player gets credit for it.



GAME #1 - 3 MAN 501 DI/DO

(3 Pts.)

VISITOR

OUT

	501	501	501	469	324	172															
<i>John Brown</i>	-	-	-	40	33	10															
	501	501	501	429	291	162															
<i>Bill Bailey</i>	-	-	-	45	86																
In	501	501	501	384	205																
<i>Sally Reid</i>	-	-	32	60	33																

HOME

OUT

	501	501	445	242		119	9														
<i>Pat Brown</i>	-	-	57	41		50	-														
In	501	501	388	201		69	9														
<i>Julie Hanes</i>	-	30	120	45		60															9
	501	471	268	156		9															
<i>Dick Johnson</i>	-	26	26	37		-															

When the game is won, circle the WINNING PLAYER'S NAME and the OUT SHOT on the score sheet. Write the word "OUT" next to the players name. This helps the statistician to give proper credit to the player that got the out. REMEMBER - When a player wins a game the OUT SHOT is the balance when the player stepped up to the board. Not the last dart thrown.

[Side View]

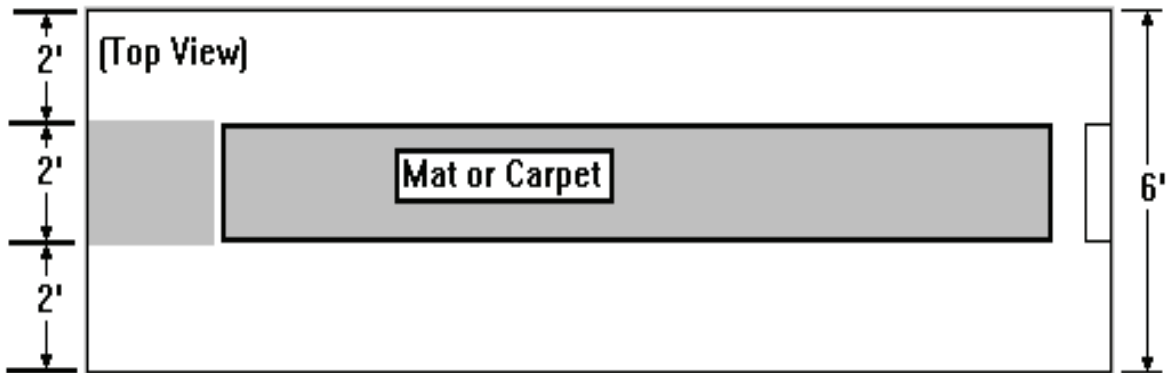
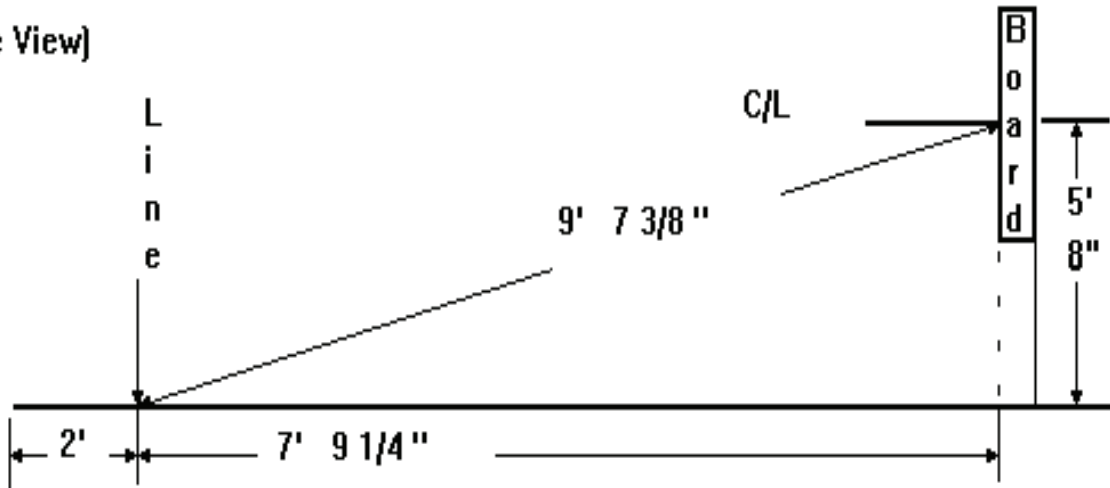


EXHIBIT V

PLAYING AREA SPECIFICATIONS

- 1 Distance from center of bull's-eye to floor is 5' 8".
- 2 Distance from FACE OF DART BOARD (plumbed down to floor) out to the HOCKEY LINE is 7' 9 1/4".
- 3 Distance from CENTER OF CORK to HOCKEY LINE (direct) is 9' 7 3/8".
- 4 Minimum distance from HOCKEY LINE backwards to edge of mat or carpet (where player stands to throw) is 2'.
- 5 Minimum width of mat or carpet (from where player stands to throw to the dart board) is 2'.
- 6 Minimum distance between center of corks on adjacent dart boards is 6'.
- 7 Minimum total width of playing area is 6'.
- 8 Minimum distance from center of cork to a wall is 3'.

OUT CHART

Bal	Out
170	T-20 T-20 D-Bull
169	***
168	***
167	T-20 T-19 D-Bull
166	***
165	***
164	T-20 T-18 D-Bull
163	***
162	***
161	T-20 T-17 D-Bull
160	T-20 T-20 D-20
159	***
158	T-20 98
157	T-20 97
156	T-20 96
155	T-20 95
154	T-20 94
153	T-20 93
152	T-20 92
151	T-20 91
150	T-20 90
149	T-20 89
148	T-20 88
147	T-20 87
146	T-20 86
145	T-20 85
144	T-20 84
143	T-20 83
142	T-20 82
141	T-20 81
140	T-20 80
139	T-20 79
138	T-20 78
137	T-20 77
136	T-20 76
135	D-Bull 85
134	T-20 74
133	T-20 73
132	D-Bull 82
131	T-19 74
130	T-20 70
129	T-19 72
128	T-18 74
127	T-20 67
126	T-19 69
125	S-Bull 100
124	T-20 64
123	T-19 66
122	T-18 68
121	T-20 61
120	T-20 60
119	T-19 62
118	T-20 58
117	T-19 60
116	T-19 S-19 40
115	T-20 55
114	T-19 57

Bal	Out
113	T-19 56
112	T-20 52
111	T-19 54
110	T-19 53
109	T-20 49
108	T-20 48
107	T-19 D-Bull
106	T-20 46
105	T-20 45
104	T-18 D-Bull
103	T-19 46
102	T-20 42
101	T-17 D-Bull
100	T-20 40
99	T-19 42
98	T-20 D-19
97	T-19 D-20
96	T-20 D-18
95	T-19 D-19
94	T-18 D-20
93	T-19 D-18
92	T-20 D-16
91	T-17 D-20
90	T-18 D-18
89	T-19 D-16
88	T-20 D-14
87	T-17 D-18
86	T-18 D-16
85	T-15 D-20
84	T-20 D-12
83	T-17 D-16
82	T-14 D-20
81	T-19 D-12
80	T-20 D-10
79	T-19 D-11
78	T-14 D-18
77	T-19 D-10
76	T-16 D-14
75	T-17 D-12
74	T-14 D-16
73	T-19 D-8
72	T-16 D-12
71	T-13 D-16
70	T-10 D-20
69	T-11 D-18
68	T-20 D-4
67	T-9 D-20
66	T-10 D-18
65	S-Bull D-20
64	T-16 D-8
63	T-13 D-12
62	T-10 D-16
61	S-Bull D-18
60	S-20 D-20
59	S-19 D-20
58	S-18 D-20
57	S-17 D-20

Bal	Out
56	S-16 D-20
55	S-15 D-20
54	S-14 D-20
53	S-13 D-20
52	S-12 D-20
51	S-11 D-20
50	T-10 D-10
49	S-9 D-20
48	S-16 D-16
47	S-15 D-16
46	S-14 D-16
45	S-13 D-16
44	S-12 D-16
43	S-11 D-16
42	S-10 D-16
41	S-9 D-16
40	D-20
39	S-7 D-16
38	D-19
37	S-5 D-16
36	D-18
35	S-3 D-16
34	D-17
33	S-1 D-16
32	D-16
31	S-7 D-12
30	D-15
29	S-17 D-6
28	D-14
27	S-19 D-4
26	D-13
25	S-17 D-4
24	D-12
23	S-19 D-2
22	D-11
21	S-17 D-2
20	D-10
19	S-11 D-4
18	D-9
17	S-13 D-2
16	D-8
15	S-13 D-1
14	D-7
13	S-11 D-1
12	D-6
11	S-3 D-4
10	D-5
9	S-1 D-4
8	D-4
7	S-3 D-2
6	D-3
5	S-1 D-2
4	D-2
3	S-1 D-1
2	D-1

EXHIBIT I

CHANGE OF ROSTER FORM

TO: DIVISIONAL COORDINATOR

FROM: CAPTAIN _____ TEAM _____

Please Add/Delete the following player(s) to/from our team as of _____
(Date)

Add: Name _____ Average _____
Address _____
City _____
State/Zip _____
Phone # (____) _____
Email Address _____

Delete _____ Average _____

LEAGUE OFFICIAL INITIALS

Pres. _____ V.P. _____ Treas. _____ Sec. _____

Div. Coordinator _____

NOTE: Entry fee for each player added is \$38.00 per Fall or Winter season or \$60.00 for both seasons.

Comments: Captain _____

OFFICIALS COMMENTS: Pres. _____

Vice Pres. _____

Treas. _____

Sec. _____

Div. Coord. _____

Criteria for North Oakland Darting Association (N.O.D.A.) Hall of Fame enshrinement

In order to be nominated for a category you must have been a Member or Sponsor in our League for a minimum of 5 full years or 10 half seasons for that category.

The categories are: AMBASSADOR, SHOOTER and VENUES/SPONSORS

“Actions” should be the prevailing criteria for all categories, not “accomplishments”.

AMBASSADOR:

Promoting darts or our League by representing our League well and willing to help promote our League or darts in general, or serving as a Board member.

SHOOTER:

Represented our League in shoots in and/or outside the League as well. Helping other shooters to better their game while keeping High Standards for their own game.

VENUES/SPONSORS:

Should have done whatever it took to keep up the standards of boards or supplies and the environment needed for the League to have an enjoyable night at darts and always willing to do more for their teams.

WHO MAY BE NOMINATED:

Anyone who meets the requirements of line #1 may be nominated by a past or current League member to be voted into the N.O.D.A. Hall of Fame.

WHO MAY VOTE CANDIDATES INTO THE HALL OF FAME:

Current Board members and any living Hall of Fame member may vote. A 3/4 majority vote should be obtained in order to be enshrined. We will add a minimum of 2 members per category per year. A maximum of 6 members will be enshrined per year. If we are short in a category we may add more to another category.

If you are voted on and denied you may not be nominated again for 2 years.

Table of Contents

Page Number	Rule Number	Topic
2	1	Who May Play/Additions & Deletions to a team
3	2	How the Match Begins - Chalkers - Shooters - Non Shooters
4	3	Recording/Reporting of Matches
5	4	Sportsmanship
	5	Games Played in all Divisions, Awards
6	6	Rules Disputes, Protests, Rule Changes
7	7	Venu Obligations
	8	Statistics
	9	Other, Team Forfeits, Forfeit Points Received, Inclement Weather
8	10	Playing Format
9	11	Application of penalties for Infractions
10	12	Team Members (Min/Max) - Fielding less than 4 men (DUMMY), Rescheduling
11	13	Captain's Responsibilities
	14	Playoffs
	15	Split Season Rules
	16	League Fees
13		NODA Formulas for Handicaps & Percentage of ability increase
15		Divisional Play Format (Game Lineup)
16		Method for Chalking
17		Exhibit III (Keeping Scores on the Scoresheet)
18		Exhibit IV (Keeping Scores on the Scoresheet for DI/DO Games)
19		Playing Area Specifications
20		Out Chart
21		Change of Roster Form
22		Hall of Fame procedures
23		Notes
24		Table of Contents