

Section I

2 An introduction to darts and to the league.

3 A. Good Sportsmanship shall be the prevailing
4 attitude at all CDC sanctioned events.

5 1. In league play, any minor changes to these
6 Rules must be agreed to by both Captains.

7 2. In tournament play, All players in any game
8 must agree to any changes in rule
9 interpretation.

10 B. Membership, Fees and Registrations

11 1. Only members in good standing of the
12 Cleveland Darter Club (CDC) may participate
13 in CDC league activities. Each player and
14 each establishment must apply for CDC
15 membership. The respective membership fees
16 are specified on the application forms.

17 (a) A Current Member of the CDC is
18 one whose annual Membership fee
19 has been paid for the current
20 Membership year; May 1 thru
21 April 30

22 (b) "Non-Current Member" of the
23 CDC is one whose annual
24 Membership fee has not been
25 paid.

26 (c) "Non-Member" is someone who is
27 neither a Current nor Non-Current
28 Member of the CDC, but whose
29 name may appear as a Player on a
30 League Team Roster. A "Non-
31 Member" may ultimately be
32 classified as an "Ineligible Player"
33 in league play. [refer to Section
34 III-D-1b]

35 2. Only properly completed team registrations
36 filed by the published deadlines will be
37 accepted by the league. Forms and
38 instructions are distributed via the CDC.

39 (a) League competition is composed of
40 three sessions: Summer, Fall and
41 Winter.

42 (b) All teams must register to shoot
43 prior to the start of any session.

44 (c) At the League Director's discretion,
45 teams filing late registrations may
46 be used during any session as
47 substitutions where vacancies
48 occur.

49 3. The league divides teams into divisions each
50 session, and schedules competition. [See II-
51 A]

52 (a) Two teams per league, per
53 sanctioned board can be registered
54 at any Affiliate.

55 (b) In most cases, teams play 14
56 weeks, 7 matches at their home
57 establishment and 7 matches at the
58 visiting team's establishment.

59 (c) Each division shall consist of 8 or
60 fewer teams with matches
61 scheduled on a round robin basis
62 (play each team at home and
63 away), or as a 12 team conference
64 with three 4-team divisions.

65 (d) During the first seven (7) weeks of
66 scheduled play in each session,
67 teams must pay Weekly Fees. A
68 portion of the fees will be used for
69 league administration costs. Fees
70 are divided for league trophies,
71 tournaments, and cash prizes
72 determined by the end-of-session
73 standings.

74 (e) The league prize structure applies
75 to all teams that complete each
76 session satisfactorily.

77 4. For more information, interested parties can
78 call or write: The Cleveland Darter Club, Inc.
79 1581 W.117th Street, Cleveland, Ohio 44107-
80 5354. As registration deadlines approach, the
81 league suggests that new establishments or
82 new darters maintain contact with The Club
83 through our secretary at (216) 226-CLUB or
84 24-hr information at 216-529-9559.

85 C. Equipment

86 1. It is the sole responsibility of the Affiliates
87 Member and the Home Team captain to ensure
88 Visiting Teams that the location for match
89 play will follow the CDC's standards for
90 League and Tournament play.

91 2. The CDC reserves the right to require
92 replacement of substandard equipment and or
93 relocation of teams if location of match play
94 does not meet the CDC's standards for league
95 and tournament play. All grievances
96 concerning sanctioning are handled by writing
97 the appropriate league director at the CDC
98 office.

99 3. CDC Standards for League and Tournament
100 play.

101 (a) General location of the dart boards
102 will be free of high movement
103 areas (I.e. pinball machines,
104 restrooms, doors, etc.).

105 (b) There shall be a lack of excessive
106 noise levels during match play.

107 4. Standard equipment for league and
108 tournament play.

109 (a) A standard 18" bristle board, 20
110 point clock face dart board must
111 be used.

112 (b) The scoring wedge valued at 20
113 must be the darker of the 2 wedge
114 colors and be the top center
115 wedge.

116 (c) The wire spider must not be broken
117 and the width of the double and
118 triple must be 3/8" plus or minus
119 1/32".

- 120 (d) The board should be in good  
121 condition, free of lumps and  
122 broken or missing wires.
- 123 (e) A dart shall be limited to 9" in  
124 length and 50 grams in weight.  
125 The dart must have recognizable  
126 point, barrel, and flight.
- 127 **5.** Mounting of boards shall follow these  
128 standards within plus or minus 1/4".
- 129 (a) Ceiling should be no less than 7'6"  
130 from the floor.
- 131 (b) The board shall be mounted on a  
132 wall or easel with the center of the  
133 bulls-eye at 5'8" from the floor.  
134 Adjacent walls must be no less  
135 than 3'6" from center of cork.  
136 There shall be at least 5'6"  
137 between boards, cork to cork.
- 138 (c) The toe line or hockey shall be at  
139 least a 1" wide strip, at least 3' in  
140 length. It is to be centered in front  
141 of the board at a distance of 7'-9  
142 1/4" to the darters side of the toe  
143 line (hockey). This distance is  
144 measured from a plumb line  
145 dropped from the playing surface  
146 of the board to the players edge of  
147 the toe line (back edge of the toe  
148 line).
- 149 (d) Lighting must be affixed in such a  
150 way as to brightly illuminate the  
151 board, reducing to a minimum the  
152 shadows caused by the darts and  
153 not to impede the flight of the  
154 darts (suggested 2' fluorescent  
155 fixture).
- 156 (e) A scoreboard must be mounted  
157 within 4' laterally from the dart  
158 board and at no more than a 45  
159 degree angle from the dart board.
- 160 **6.** Failure to comply with the CDC's standards  
161 for league and tournament play may result in  
162 home teams, forfeiture of match or points  
163 penalized to home team.
- 164 **D. Basic Game Rules**
- 165 **1.** The scoring area of a dart board is  
166 enclosed by the wire spider.
- 167 (a) All Matches will begin by  
168 THROWING THE CORK.  
169 The player throwing the Cork  
170 1st will be decided by a coin  
171 flip, with the winner having  
172 the option of throwing 1st or  
173 2nd. The player throwing  
174 closest to the Cork shall throw  
175 first.
- 176 (b) A dart in the double bull  
177 scores 50 points, a single bull  
178 (the larger circle at the center  
179 of the board) scores 25 points,  
180 or darts score from 1 - 20  
181 points, depending on which  
182 wedge the dart lands in. The  
183 value of each wedge is marked  
184 at the rim of the board.
- 185 (c) The doubles ring is at the  
186 outer edge of all the wedges.  
187 A dart in the doubles ring or  
188 the double bull (the smaller  
189 circle in the center of the  
190 board) ends all `01 games and  
191 begins those `01 games  
192 stipulated. A dart in the  
193 doubles ring scores double the  
194 wedge value.
- 195 **2.** Throwing for cork will decide  
196 which player starts the game.  
197 (Scorekeeper will decide the  
198 results of the cork.) Both captains  
199 will decide when the scorekeeper's  
200 decision is in dispute. If both  
201 captains can't decide the cork  
202 attempt will be considered a tie.  
203 Shooters will then re-cork in  
204 reverse order.
- 205 (a) In league play, choice of  
206 throwing the cork first or last  
207 is given to the home team  
208 before each game.
- 209 (b) In best of 3 tournament format,  
210 winner of the coin flip has  
211 choice of corking first. The  
212 loser of the 1st Leg has the  
213 option of throwing the Cork  
214 first in the 2nd Leg. If a 3rd  
215 Leg is necessary, the Cork will  
216 again be thrown, with the  
217 loser of the original coin flip  
218 having the option of throwing  
219 first for the cork.
- 220 (c) While corking, the thrower  
221 may request a prior dart be  
222 removed from the single or  
223 double bull before he shoots.
- 224 (d) Winner of the cork is the  
225 person whose dart lands  
226 closest to the double bull's-  
227 eye. Two double bulls, two  
228 single bulls, or two darts at the  
229 same distance are tied.
- 230 (e) For ties, and situations in  
231 which a prior cork attempt was  
232 knocked out of the board,  
233 players cork again, but in  
234 reverse order.
- 235 (f) In corking, as in all other  
236 situations, a Robinhood dart  
237 (one which sticks into a dart  
238 already in the board) is treated  
239 as a "Non-scoring dart".  
240 Another dart will be thrown  
241 without removing or adjusting  
242 any darts already in the board.
- 243 (g) A dart is considered thrown  
244 when it is released during a  
245 forward motion toward the  
246 dartboard. Any dropped darts  
247 may be thrown again without  
248 penalty. [IV-F-7(a)]
- 249 **3.** A game-winning or game-busting dart shall  
250 be called by the scorekeeper and must remain  
251 in the board for 5 seconds for verification.  
252 For a dart to score, it must remain in the board  
253 5 seconds after the 3rd or final dart has been  
254 thrown by that player. The tip of the dart

255 point must be touching the bristle portion of  
 256 the board for that dart to be counted for score.  
 257 The dart must be removed by the thrower only  
 258 after its value has been determined by the  
 259 chalker.

260 **4.** When counting the number of darts in any  
 261 game, start counting with the first dart **thrown**  
 262 to double in or for score, and end with the  
 263 game-winning dart. A turn that ends in a bust  
 264 is counted as three darts.

265 **5. `01 Games**

266 (a) The objective of any `01 game is to  
 267 score the exact number of points  
 268 stated by the name of the game  
 269 (301, 401, 501, etc.). All games  
 270 are double out. League and/or  
 271 division rules determine the  
 272 necessity of doubling in.

273 (b) Players alternate turns, each  
 274 throwing three darts. In divisions  
 275 where doubling in is mandatory,  
 276 no dart scores until a player hits a  
 277 double. Beginning with the first  
 278 dart that lands in a double, a  
 279 player deducts points scored in  
 280 that turn. Players should never  
 281 pull darts from the board until the  
 282 person chalking (keeping score)  
 283 has verified the score. The  
 284 beginning double ( in, or off) need  
 285 only be hit once, not every turn.

286 (c) A player wins an `01 game by  
 287 hitting the double which scores  
 288 exactly the remaining game points.  
 289 If the player scores one less, equal,  
 290 or more points than needed to  
 291 reach zero, he has "busted". His  
 292 score reverts back to the original  
 293 score prior to the beginning of his  
 294 throw.

295 **6. Cricket**

296 The objective shall be to "own/close" certain  
 297 wedged or bulls on the board, and to not be  
 298 behind in subsequent scoring. The  
 299 player/team to do so first shall be the winner.

300 (a) Cricket shall be played using the  
 301 numbered wedges, 20, 19, 18, 17,  
 302 16, 15, and both the inner and  
 303 outer bulls (corks), unless  
 304 stipulated by changes in league  
 305 play.

306 (b) Players/teams shall take turns  
 307 throwing. Three darts constitutes  
 308 a turn, or unless a win occurs.

309 (c) Scoring 3 in any segment: 1 triple,  
 310 3 singles, or a single and a double,  
 311 "owns" that wedge or bull for your  
 312 team.

313 (d) Once a player/team "owns" a  
 314 wedge or bull he/they may score  
 315 points on that wedge until the  
 316 opponent closes that wedge or  
 317 bull. All numerical scores shall be  
 318 added to the previous balance.

319 (e) Once both players/teams have  
 320 scored three of a wedge, it is

321 "closed", and no further scoring  
 322 can be done in that wedge by  
 323 either player/team.

324 (f) To close the bull's-eye, the outer  
 325 bull counts as a single and the  
 326 inner bull counts as a double.

327 (g) Wedges can be "owned" or  
 328 "closed" in any order desired by  
 329 the individual player/team.  
 330 Calling your shot is not required.

331 (h) For purposes of owning, closing, or  
 332 scoring, the double and triple  
 333 rings shall count 2 or 3 times the  
 334 value of the wedge respectively.

335 (i) Winning the game:

336 1. The player/team that is the first  
 337 to close or own all wedges and  
 338 bulls, and is not behind in  
 339 points shall be declared the  
 340 winner.

341 2. If both sides are tied on points,  
 342 or have no points, the first  
 343 player/team to close or own all  
 344 wedges and bulls shall be the  
 345 winner.

346 (j) It shall be the **responsibility of the**  
 347 **player to verify his score before**  
 348 **removing his darts from the**  
 349 **board.** The score remains as  
 350 written if one or more darts has  
 351 been removed from the board. In  
 352 accordance with the inherent  
 353 strategy involved in the cricket  
 354 game, no alteration in score shall  
 355 be allowed after the fact.

356

**Section II**

357 **An Overview of the League**

358 **A. Scheduling**

359 1. The league schedules competition by strength  
 360 and or geographically whenever possible.

361 (a) Initial division assignments are  
 362 based on team registration  
 363 information and club records.

364 1. Sort by Region.

365 2. Sort by Level requested.

366 3. Note any Special Requests  
 367 from Team.

368 4. Review Team and Player  
 369 performance history.

370 5. Accommodate for number of  
 371 available dartboards.

372 (b) Subsequent division assignments  
 373 are based on previous results.  
 374 New teams are placed in the best  
 375 possible way by the scheduling  
 376 committee.

377 (c) Teams may join the league prior to  
 378 the beginning of the season or  
 379 between sessions. Late  
 380 registrations will be held as stand-  
 381 by teams, used only to fill any

- 382 vacancies that may occur during  
383 the session.
- 384 (d) Teams added before the second  
385 match must replay the first night's  
386 scheduled match during the season  
387 or by the date specified on the  
388 Weekly Standings.
- 389 (e) Teams added after the second  
390 match must pay forfeit fees for  
391 missed weeks.
- 392 2. Each team attempts to gain first place  
393 standing in its own division.
- 394 (a) Matches are scheduled, half as a  
395 home team, half as a visitor.  
396 Match locations may be moved by  
397 the League Director on a  
398 temporary basis if conditions  
399 warrant.
- 400 (b) Penalty points may be assessed for  
401 failure to comply with league  
402 rules.  
403
- 404 **B. Standings**
- 405 1. In divisions where a bye occurs, teams will be  
406 awarded 70% of the maximum possible points  
407 for that week. Teams may be required to  
408 submit a ScoreSheet and Weekly Fees.
- 409 2. Division standings are sent weekly to home  
410 establishments and captains.
- 411 3. For each team, the standing show rank within  
412 their Division and total points accumulated,  
413 minus total penalty points lost.
- 414 4. The league director reserves the right to make  
415 retroactive corrections to the weekly  
416 standings.
- 417 (a) Inaccurately reported results will be  
418 corrected. (Any discrepancies on  
419 ScoreSheets must be reported for  
420 correction within 13 days.)
- 421 (b) Penalty points will be administered  
422 by the league director.
- 423 (c) Errors in arithmetic will be  
424 corrected.
- 425 5. **Ties within a division:** Teams with equal net  
426 points at the end of the session: Gross points  
427 minus penalties equals net points.
- 428 (a) Except in cases covered by **II B 5**  
429 (b), tied teams will split prize  
430 money.
- 431 (b) First or second place ties involving  
432 trophies or awards will be  
433 resolved by the following tie  
434 breakers. If the tie is not broken  
435 by the first tie breaker, then the  
436 second is used, etc.
- 437 1. Total gross points accumulated  
438 between the tied teams in  
439 head-to-head competition  
440 during that session.
- 441 2. Total gross points earned  
442 against opponents within your  
443 division.
- 444 3. Won/lost record within your  
445 division. (6-5 weighs as  
446 heavily as 11-0).
- 447 4. Conference won/lost record,  
448 (applied same as above).
- 449 (c) All teams in contention for first  
450 place must be prepared to play off  
451 after the session ends, if tie-  
452 breakers have not determined a  
453 winner. Playoffs will take place  
454 one week after the last scheduled  
455 league night at a neutral location  
456 designated by the league director.
- 457 1. Location, date and time of the  
458 play-off(s) may be changed at  
459 the league director's  
460 discretion.
- 461 2. The regular season match  
462 format will be used.
- 463 3. A coin flip will determine  
464 corking order for each game.
- 465 6. **Missing Scores as indicated on the "Week**  
466 **14-15" Standings Sheet.**
- 467 (a) It shall be the duty of Captains  
468 whose teams have incomplete  
469 Scores indicated on the "Week 14-  
470 15" Standings Sheet to contact the  
471 League Office during business  
472 hours by the specified deadline in  
473 order to verify any missing scores.
- 474 (b) Match Scores unreported by the  
475 specified deadline will be recorded  
476 as zero (0) for both teams.
- 477 (c) In the event that **differing Match**  
478 **Scores are reported** within the  
479 specified deadline, a properly  
480 completed Match Score  
481 **Verification Form/Captain's Log**  
482 **must be produced within 48**  
483 **hours** of the second reported  
484 score. If neither Captain can  
485 produce a form, the Match Score  
486 will be recorded as zero (0) for  
487 both teams.
- 488 **Match Scores reported or un-**  
489 **reported after the**  
490 **specified deadline can**  
491 **not be contested under**  
492 **any circumstances. All**  
493 **Scores published on the**  
494 **Final Standings are Final.**
- 495 **C. Prizes**
- 496 1. Every team that completes the  
497 Winter League session in good  
498 standing earns prize money based  
499 on the standings of each session.
- 500 (a) First place teams will receive not  
501 more than 125% nor less than  
502 100% of their weekly **League**  
503 fees, after club deductions for  
504 administrative expenses.
- 505 (b) Last place finishers will receive no  
506 less than 50% of **League** fees after  
507 deductions.
- 508 (c) In general, paybacks will be as  
509 follows, plus or minus 5%.

<b><u>4 team division</u></b>	<b><u>6 team division</u></b>
1st 100%	1st 110%
2nd 85%	2nd 95%
3rd 70%	3rd 85%
4th 55%	4th 70%
	5th 60%
	6th 50%

**6 team division with Bye**

1st 110%  
 2nd 90%  
 3rd 70%  
 4th 60%  
 5th 50%

<b><u>8 team division with Bye</u></b>	<b><u>8 team division</u></b>
1st 110%	1st 110%
2nd 100%	2nd 100%
3rd 85%	3rd 90%
4th 75%	4th 80%
5th 70%	5th 75%
6th 60%	6th 70%
7th 50%	8th 50%

510

511 2. First and second place teams may earn  
 512 additional prizes for their members and home  
 513 bar.

514 (a) A multi-division "conference" of  
 515 no more than 8 teams may be  
 516 created for competitive parity and  
 517 an additional chance at non-cash  
 518 prizes.

519 (b) Cash prize payouts for the  
 520 conference will be based on the  
 521 total number of teams (i.e. – two  
 522 4-team divisions in the same  
 523 conference will receive cash  
 524 prizes based on an 8-team  
 525 division).

526 3. Players may earn additional prizes based on  
 527 individual achievements in their respective  
 528 divisions.

529 4. Prizes are awarded at the end of the season.  
 530 A team that withdraws or is dropped from the  
 531 league prior to that time forfeits all prizes.

532 5. Under the following conditions, individual  
 533 members of teams that did not finish the  
 534 session may qualify for post-session  
 535 tournaments, parties, or awards.

536 (a) The individual must be a member  
 537 in good standing and not the cause  
 538 of the team's suspension.

539 (b) Either all team Weekly Fees must  
 540 be paid, or each individual must  
 541 pay 1/4 of the total Weekly Fees.  
 542 (The league portion of fees paid  
 543 by the team may be credited to an  
 544 individual's balance).

545 (c) The league director must rule on  
 546 each case individually.

547 **D. Captains**

548 1. A captain will be spokesman for the team to  
 549 other teams and to the league. An alternate

550 captain will be designated by each team, to act  
 551 in the captain's absence.

552 2. A captain will be spokesman for the league  
 553 and the CDC to his team. Distribution of  
 554 league and club information and materials,  
 555 including prizes, is the captain's responsibility.

556 3. Captains are responsible for complete and  
 557 accurate records. Captains of teams which  
 558 finish a session with outstanding ScoreSheets  
 559 or fees will be removed from club activities  
 560 for the next session and/or until he fulfills his  
 561 debt.

562 **E. Protest Procedures**

563 1. Disputes should be handled on a captain-to-  
 564 captain basis whenever possible.

565 2. Disputes and protests can be brought to the  
 566 league director's attention for resolution. A  
 567 written grievance must be received within  
 568 seven days of the occurrence.

569 3. In all matters of rules, infractions, penalties  
 570 and interpretations, the league directors  
 571 decision will be binding.

572 4. In accordance with the CDC By-Laws, a  
 573 captain may appeal the League Director's  
 574 decision by appealing to the Grievance  
 575 Committee. A majority of the Grievance  
 576 Committee may overturn the League Director's  
 577 decision.

578 5. The Grievance Committee's decision is final.

579 

<b>Section III</b>
--------------------

580 **League Rules**

581 **A. Changing Home Bars**

582 1. Permanent change of home bar must be  
 583 authorized by the CDC. In most cases  
 584 involving a voluntary change, fees paid by the  
 585 original bar shall be reimbursed by the second  
 586 bar, if requested. During a session, a  
 587 continued unwillingness to provide an  
 588 adequate sanction able darting atmosphere  
 589 will be the only accepted reason for making a  
 590 permanent bar change without the owner's  
 591 consent.

592 2. Teams moving without consent of the bar  
 593 owner will be suspended from League Play.  
 594 Conditions for returning to League Play are  
 595 payment of any forfeit fees incurred during the  
 596 period of suspension, or Make-up of matches  
 597 in accordance with the schedule and subject to  
 598 approval of opposing team Captains.

599 3. Temporary changes of home bar location may  
 600 be handled on a captain-to-captain basis and  
 601 are *per se* authorized if the visiting team  
 602 captain accepts the location and if adequate  
 603 facilities are available for league competition.

604 4. Home team captains are responsible to:  
605 inform visiting team captain, provide  
606 directions to the new site and, when short  
607 notice is given, leave a person at the original  
608 site, if requested.

609 **B. Team Information Changes**

610 1. If changes involving weekly standings or  
611 mailings are needed, call the Club office. An  
612 answering machine is available during all non-  
613 business hours.

614 2. To inactivate a player on your team roster,  
615 notify the league in writing. While a player is  
616 on your roster, you are responsible for the  
617 fines and penalties he may incur.

618 3. Always report results by the division, team  
619 names, and the letter code that appears on  
620 your schedule (team code).

621 4. To change the captain or phone number  
622 printed on your schedule, notify the club  
623 secretary at 216-226-2582 [CLUB]. If a lack  
624 of communication is your fault, you could  
625 forfeit a match.

626 **C. Guidelines for Matches Shot "Short-Handed" (2**  
627 **- 3 Players)**

628 1. A team need only field 2 players to shoot the  
629 match.

630 2. A team or teams of 2 or 3 players will place  
631 their shooters in any order they wish to shoot  
632 them, possibly 1st and 3rd and 4th, or any  
633 position in singles, combined or split in  
634 doubles. If home team, fill in the names, fold  
635 the ScoreSheet, and have the visiting team  
636 captain fill in his shooting order without  
637 referring to the oppositions roster.

638 3. If a game is scheduled and there is no  
639 opponent scheduled, the team fielding a  
640 shooter(s) wins by forfeit, 1 point.

641 4. If neither captain scheduled a player for a  
642 game, that point is not awarded to either team.  
643 (i.e. A match in which neither team fields 4  
644 players may yield less than the maximum  
645 possible points.)

646 5. Even in a best 2 of 3 format, a short-manned  
647 team cannot add a non-scheduled, late arriving  
648 player to its lineup until the next match point  
649 competition. (See IV, E, 3, (a))

650 6. A late arriving **scheduled** shooter may join  
651 his teammates between games in a best 2 of 3  
652 event.

653 **D. Illegal, Ineligible, and Eligible Players**

654 1. Definitions

655 (a) An Illegal player is a darter who  
656 either is not on your team's roster  
657 or is a member of another team.

658 (b) An Ineligible player is a darter  
659 whose name appears on your

660 roster but has not paid their yearly  
661 CDC Membership fees.

662 (c) An Eligible player is a current  
663 CDC member in good standing.

664 2. If you have a reason to question the identity  
665 of a player, the league director requires both  
666 captains to cooperate in resolving that  
667 question.

668 (a) A suspected illegal player should  
669 offer CDC membership or  
670 substitute identification, and  
671 provide a signature comparison.  
672 Deliberate use of an illegal player  
673 will result in match forfeiture.

674 (b) If results are unsatisfactory, or no  
675 identification is produced, that  
676 game and the remainder of the  
677 match shall be played out. On the  
678 ScoreSheet, the suspect player  
679 must print his name, address, and  
680 phone number, and add his  
681 signature. Captains must add a  
682 note asking for the league  
683 directors help.

684 (c) If cooperation is refused by player  
685 or captain, notify the **league in**  
686 **writing**, as well as a phone call to  
687 the office (216-226-CLUB),  
688 explaining both the circumstances  
689 and the reason for your question.

690 3. All teams having ineligible players on their  
691 roster will receive 5 penalty points each week  
692 until those players' membership fees are paid  
693 or those players are removed from the roster.  
694 Appeals for return of penalty points deducted  
695 for ineligible players must be received, in  
696 writing, within 14 calendar days after the  
697 weekly standings sheet has been mailed.

698 4. Once a CDC Member in good standing  
699 participates in a League Match he becomes an  
700 active player on that team. A player cannot  
701 participate in a league match on another team  
702 while he is an active player on a different team  
703 roster. Shooting on another team in that  
704 league during that session is sufficient  
705 grounds for the forfeiture of all subsequent  
706 match points in which this player may shoot.  
707 Other penalties may be assessed. [See  
708 Section III, E, 6]

709 **E. Banned Player Policy**

710 1. A banned player is one prohibited from  
711 entering a bar that their team is scheduled to  
712 play in.

713 2. A phone call will be made to the bar-owner  
714 for special consideration to allow the banned  
715 player to participate on league night. An  
716 explanation of the league policy will be given  
717 at this time.

718 3. If there is no conciliation by the bar-owner,  
719 the league will choose a neutral site/bar for the  
720 match to be played. Notification will be made  
721 by mail to both Captains and the original  
722 home bar in question, citing the policy, and a

723 summary notice will be published on the first  
724 available Weekly Standings Sheet.

725 **4.** In the case of a make-up match, Captains will  
726 be given a deadline by which they can decide  
727 on the date for their match. Both Captains  
728 will need to call The Club Office to confirm  
729 said date. If a date is not provided by the  
730 deadline, one will be chosen by the League  
731 and posted on the Weekly Standings Sheet. In  
732 the event that only one Captain calls The Club  
733 Office with a date, it will be posted on the  
734 Standings and one week thereafter will not be  
735 subject to change by the opposing Captain  
736 should he appeal the date.

737 **5.** The Banned Player policy does not apply to  
738 restrictions imposed by the Board of Directors  
739 as a result of a Grievance decision.

740 **F. Adding or Removing Players**

741 **1.** All **Requests** to add eligible (current Club  
742 Member) players to your Roster must be  
743 received on a current **CDC Add-A-Player**  
744 form at The Cleveland Darter Club Office at  
745 least 3 business days prior to the first night of  
746 anticipated league play.

747 **2.** Under special circumstances the league  
748 director reserves the right to allow team  
749 additions requested as late as the end of the  
750 business day. The Add-A-Player form must  
751 be sent with the Match ScoreSheet.

752 **3.** When requesting the addition of a player who  
753 is not a current **CDC** Member, a completed  
754 and signed Yearly Membership application,  
755 Add-A-Player form and proper fee must  
756 accompany the request.

757 **4.** Only under special circumstances may players  
758 be added to a team roster after the halfway  
759 point of a session.

760 **5.** When a player is removed from a team, that  
761 player becomes eligible to play on another  
762 team.

763 **G. Postponements**

764 **1.** The league director absolutely will not  
765 recognize the inability to field a full team on  
766 the regularly scheduled match date as a valid  
767 cause for postponement. If both captains  
768 agree, a match can be postponed. **A make-up**  
769 **match date must be agreed upon and notice**  
770 **given to the Club Office within 8 days after**  
771 **the originally scheduled match date.**  
772 **Matches may be played ahead of schedule if**  
773 **both Captains agree. If playing a match**  
774 **before the scheduled date, write the**  
775 **scheduled match date on the ScoreSheet.**

776 **2.** If you feel you have valid cause for  
777 postponement, contact the league director and  
778 your opponent as far in advance as possible, (2  
779 weeks, please). Contact with the league  
780 director must be in writing. Explain your

781 request fully. **A team writing to postpone a**  
782 **match must contact the opponent and the**  
783 **Club Office, as far in advance as possible.**  
784 **Match postponements will appear on the**  
785 **Weekly Standing Sheet.**

786 **3.** Approved postponements must be  
787 rescheduled on or before midnite of the  
788 Sunday following your last regularly  
789 scheduled match date. Delayed  
790 postponements will be changed to forfeits if  
791 the scheduled date is passed.

792 **4. Post Season** (after regular league schedule  
793 has ended) **Scores must be called in to The**  
794 **Club Office** by both Team Captains **on the**  
795 **night of the match** from the same phone at  
796 the same time. A ScoreSheet must also be  
797 mailed to The Club Office.

798 **5.** Regardless of a postponed match's makeup  
799 date or reason for postponement, **Weekly Fees**  
800 **must be sent in on the originally assigned**  
801 **match date.**

802 **6. The default score for makeup matches not**  
803 **reported will be zero (0) for both teams.**

804 **H. Forfeits**

805 **1. Procedures in match play**

806 **(a)** If your opponent cannot field at  
807 least 2 players by the match  
808 starting deadline, 8:15 P.M., you  
809 can claim a forfeit. By doing so,  
810 you accept the responsibility for  
811 the ScoreSheet, but not the league  
812 fees.

813 **(b)** If a forfeit was claimed against you,  
814 you must pay the league fees for  
815 both teams, or have it deducted  
816 from your payback.

817 **(c)** When a team wins by forfeit,  
818 clearly write forfeit on the  
819 ScoreSheet that is mailed in.  
820 Your team will receive 70% of the  
821 maximum possible points,  
822 rounded to the closest whole  
823 number. The points are the  
824 minimum your team shall receive  
825 for that match. This temporary  
826 allotment may be increased using  
827 the formula outlined in **III, G, 2,**  
828 **(a).**

829 **2. Follow-up after winning by forfeit.**

830 If a Forfeit occurs after the 7th week, the Team  
831 claiming the Forfeit will receive credit for  
832 Weekly Fees. If both captains agree to a  
833 forfeit, each team will pay their Weekly Fees  
834 and no Forfeit moneys will be assessed.  
835 Matches Forfeited with advance warning  
836 cannot be made up.

837 **(a)** The temporary allotment of 70% of  
838 the maximum possible points may  
839 be increased using the highest of  
840 the following:

- 841 1. Your team's weekly average (if
- 842 8.5 or over, increased to 9,
- 843 etc.)
- 844 2. Forfeiting team's weekly
- 845 average subtracted from
- 846 maximum possible points.
- 847 3. The number of points your team
- 848 previously or subsequently
- 849 earns in a match with that
- 850 team in that session.
- 851 (b) Request for adjustment of points
- 852 must be submitted in writing with
- 853 your final ScoreSheet, or with the
- 854 ScoreSheet accompanying results
- 855 from a match shot with this team
- 856 subsequent to the forfeited match.
- 857 3. Penalties for forfeiting a match.
- 858 (a) The forfeiting team must pay that
- 859 week's fees for both teams.
- 860 (b) A team forfeiting 3 matches in a
- 861 session is automatically suspended
- 862 from league play and forfeits all
- 863 prize moneys.
- 864 4. Calculating points in divisions with teams not
- 865 completing a session.
- 866 (a) If this team has played, at least
- 867 once, every team in a division in
- 868 which it competes, those scores
- 869 will be used again in that division
- 870 as match score for the **earlier or**
- 871 **later match date. Both scores**
- 872 **will be used if it has shot a team**
- 873 **twice.**
- 874 (b) **If the forfeiting team** has not shot
- 875 every team in a division at least
- 876 once, "bye" points will be
- 877 assigned for each match scheduled
- 878 that session in that division.

Section IV

880 LEAGUE MATCH PLAY

881 A. The Team

- 882 1. Each team should have a minimum of 4
- 883 players and a maximum of 8 players on their
- 884 roster.
- 885 2. All members of your team must be paid
- 886 members of the CDC before scheduling of
- 887 league play each session.
- 888 3. For Adding and Removing Players to the
- 889 roster See Section III, E.

890 B. Reporting Results

- 891 1. The home team captain must mail in the
- 892 ScoreSheet with league fees for both teams.
- 893 **NO CASH - CHECKS OR MONEY**
- 894 **ORDERS ONLY!** All ScoreSheets and
- 895 moneys must be in the CDC office by Noon of
- 896 the third weekday following the match. If
- 897 ScoreSheets are mailed, the envelope must
- 898 be postmarked before 6:00 P.M. of the
- 899 following weekday.

- 900 2. Both team captains are accountable for the
- 901 accuracy of the ScoreSheet, and attest to it by
- 902 their signature. Written explanations should
- 903 accompany any odd fee amounts or Match
- 904 results submitted to the Office. Any
- 905 discrepancies on the ScoreSheet must be
- 906 resolved within 13 days of the match or they
- 907 will stand as received.

908 C. Time Factors

- 909 1. The starting time of each match is 8:00 P.M.,
- 910 unless otherwise specified by the league.
- 911 2. Deadline for starting a match is 15 minutes
- 912 past the official start time. Any team that
- 913 cannot field at least 2 players by the Match
- 914 deadline forfeits the entire match.
- 915 3. No more than 5 minutes should elapse
- 916 between games.
- 917 4. The Match ends upon verification of the
- 918 ScoreSheet by both Captains.

919 D. Practice Darts

- 920 1. Once the match has begun, only those who
- 921 will participate for match points should
- 922 practice on the board to be used for that game.
- 923 2. Each player is limited to 3 throws, for a total
- 924 of 9 darts.
- 925 3. While competing for a match point, a player
- 926 may not practice on another board.
- 927 4. Players not involved in an ongoing match
- 928 game may practice on any open board except
- 929 those next to your match. (Please remember
- 930 dart courtesy).
- 931 5. When shooting the "best of 3" format,
- 932 practice is permitted before the first game
- 933 only.

934 E. Lineup

- 935 1. During a match, a player may compete for
- 936 only one match point for each type of event.
- 937 Exception: A player may compete in all team
- 938 game match points. Singles 501 and Singles
- 939 Cricket are to be considered separate events,
- 940 as are Doubles `01 and Doubles Cricket.
- 941 2. The home team captain fills out his lineup
- 942 before each event on the ScoreSheet, then
- 943 gives it to the visiting captain to fill out his
- 944 lineup. **The visiting captain must not refer to**
- 945 **the home team lineup.**
- 946 3. Filling out the ScoreSheet
- 947 a) In leagues where four singles or sets
- 948 or doubles, etc., are scheduled in
- 949 sequence, all players must be
- 950 scheduled for each set of games
- 951 before that set begins. Additions
- 952 or changes shall not be made to
- 953 that portion of the lineup after the
- 954 first game has begun. (See III, C,
- 955 5)

- 956 (b) Players who are not present should  
 957 not be scheduled to shoot in an  
 958 event.
- 959 **F. The Game**
- 960 1. The home team has the choice of throwing  
 961 cork first or second to begin every match.
- 962 2. Only a player who is to compete for this  
 963 match point may throw for a cork.
- 964 3. Put the order or rotation of each team on the  
 965 scoreboard. Home team on the left, visiting  
 966 team on the right.
- 967 4. The home team must supply a scorekeeper for  
 968 every game. This person should exhibit good  
 969 dart manners while scoring. The visiting  
 970 captain may request the replacement of an  
 971 inadequate scorekeeper.
- 972 5. The scorekeeper must maintain an accurate  
 973 account of darts thrown, as well as game  
 974 score.
- 975 (a) The turn, score, and darts thrown  
 976 are recorded as zero for the  
 977 missing player(s) of a short-  
 978 manned team, thus maintaining  
 979 the correct team rotation.
- 980 (b) Only the last throw of any game  
 981 may be counted as less than 3  
 982 darts thrown.
- 983 (c) The scorekeeper may not verbalize  
 984 points scored and/or points left  
 985 unless requested by shooter. The  
 986 scorekeeper **may not** give the  
 987 thrower number combinations or  
 988 out shots. It is permissible for a  
 989 partner, teammate or spectator to  
 990 advise the thrower during a match.
- 991 6. Never during a turn should anyone  
 992 move or adjust a dart already in  
 993 the board.
- 994 (a) If a cork attempt is touched by an  
 995 outside agency (not a member of  
 996 either team involved in the match)  
 997 before a winner has been  
 998 determined by the chalker, players  
 999 cork again, but in reverse order.
- 1000 (b) If a cork attempt is touched by a  
 1001 member of either team involved in  
 1002 the match before a winner has  
 1003 been determined by the chalker,  
 1004 the team touching the dart will be  
 1005 considered to be the loser of the  
 1006 cork.
- 1007 (c) If a scoring dart is touched by an  
 1008 outside agency, that dart will be  
 1009 replaced, by hand, in its original  
 1010 position by the thrower. If there is  
 1011 any dispute over its original point  
 1012 value, it will be re thrown.
- 1013 (d) If a scoring dart is touched by a  
 1014 member of the throwing team, that  
 1015 turn will be considered finished.  
 1016 The value of the dart(s) thrown at  
 1017 that time will be determined by the  
 1018 chalker. Any dart(s) thrown after  
 1019 a scoring dart has been touched by
- 1020 a member of the throwing team  
 1021 will not count.
- 1022 (e) If a scoring dart is touched by a  
 1023 member of the non-throwing team,  
 1024 that dart will be replaced, by hand,  
 1025 in its original position, by the  
 1026 thrower.
- 1027 7. The score of each dart is determined from the  
 1028 side of the wire at which it entered the board.  
 1029 Also, basic game rules and the following  
 1030 requirements must be met:
- 1031 (a) At dart's release, the thrower must  
 1032 be **BEHIND (not on or over)** the  
 1033 toe line. [See Sect. I, C, 5, c]
- 1034 (b) A player wishing to throw a dart, or  
 1035 darts, from a point on either side  
 1036 of the hockey line, must keep his  
 1037 feet and/or footwear behind an  
 1038 imaginary straight line extending  
 1039 from either side of the hockey  
 1040 line.
- 1041 8. For a dart to score, it must remain in the  
 1042 board 5 seconds after the final dart has been  
 1043 thrown by that player. The tip of the dart  
 1044 point must be touching the bristle portion of  
 1045 the board for that dart to be counted for score.  
 1046 The dart must be removed by the thrower only  
 1047 after its value has been determined by the  
 1048 chalker.
- 1049 9. Mathematical errors in scoring shall not be  
 1050 corrected after a member of each team has  
 1051 finished a turn.
- 1052 (a) In keeping with rule I A,  
 1053 mathematical errors, especially  
 1054 early in a game, may be adjusted  
 1055 through a looser interpretation of  
 1056 this rule.
- 1057 (b) During the "end game", errors in  
 1058 scoring shall not be corrected after  
 1059 a member of each team has  
 1060 finished a turn.
- 1061 **10. Modified Rule Q - Wires**
- 1062 In the case of a dart point which is in the  
 1063 bristles, but which splits or separates the  
 1064 spider, the score shall always be the higher  
 1065 value of the two segments in question. This  
 1066 includes the outside double ring for the game  
 1067 shot. This is a very rare and unique  
 1068 occurrence. Any adjustment to, or removal of  
 1069 this dart by the thrower before both sides and  
 1070 the scorekeeper have attested to its  
 1071 uniqueness, forfeits his right to the application  
 1072 of this rule.
- 1073 **G. Penalties**
- 1074 1. Out-of-turn throws
- 1075 (a) If a player completes a throw out of  
 1076 turn, and is challenged by the  
 1077 opposing team before they start  
 1078 their turn, the offending team is  
 1079 penalized by forfeit of that turn.  
 1080 The chalker will change the out-  
 1081 of-turn score to a score of zero,  
 1082 and call the next scheduled player

1083 from the non-offending team to  
 1084 the toe line. All players will  
 1085 continue to shoot in the order of  
 1086 the original lineup. In this case,  
 1087 failure to be prepared to shoot at  
 1088 your scheduled turn has cost **you**  
 1089 and your team three darts. An  
 1090 incomplete turn has no penalty.  
 1091 Pull the darts and continue with  
 1092 your properly scheduled player.

1093 (b) Adjustments after an unchallenged  
 1094 out-of-turn throw (discovered  
 1095 lineup error.)

1096 1. If a team is drawn into an out-  
 1097 of-turn throw by an out-of-  
 1098 turn throw (following the  
 1099 player you are supposed to  
 1100 follow, but he threw out-of-  
 1101 turn), the second team will not  
 1102 be penalized.

1103 2. When an out-of-turn throw is  
 1104 discovered too late for a  
 1105 penalty, teammates will follow  
 1106 each other according to the  
 1107 lineup. Whether your  
 1108 teammate was in order or out-  
 1109 of-turn, if his turn was not  
 1110 challenged and you follow  
 1111 him in the lineup, you shoot  
 1112 next for your team.

1113 3. Neither team's rotation (lineup)  
 1114 shall be altered to  
 1115 accommodate a player who  
 1116 has missed a turn.

1117 2. Encroachment of toe line (Foot foul)

1118 (a) If a player is observed violating toe  
 1119 line rules, he and his captain are to  
 1120 be made aware of the situation  
 1121 immediately.

1122 (b) Any darts thrown in violation after  
 1123 the warning are not to be counted  
 1124 for score. (Make sure you have a  
 1125 witness from their team).

1126 3. Lack of, or incorrect league fees will cost the  
 1127 violating team points and prize moneys.

1128 4. Late or incomplete ScoreSheets or league fees  
 1129 will cost the violating team points and prize  
 1130 moneys.

1131 5. Improper conduct at a match may result in  
 1132 penalty points, and possible disciplinary  
 1133 action.

1134 6. Fines can be withheld from team prizes.

1135 (a) Unpaid fees for league and club  
 1136 will be withheld with a 100%  
 1137 surcharge.

1138 (b) Restitution will be withheld for  
 1139 checks or money orders returned  
 1140 due to insufficient funds or closed  
 1141 accounts, by or for any person on  
 1142 the team roster.

1143 

<b>Section V</b>
------------------

1144 **Tournaments**

1145 **A. All CDC sponsored tournaments are subject to the**  
 1146 **game rules of this document unless otherwise stated in**  
 1147 **the tournament program.**

1148 **B. City team championship**

1149 **1. Only league teams in good standing are**  
 1150 **eligible for this event.**

1151 **2. This is a team game tournament. Player**  
 1152 **substitutions are allowed between games.**

1153 **3. Location, date, and time of tournament(s) are**  
 1154 **at the league directors discretion.**

1155 **C. League singles and doubles tournament.**

1156 **1. All Members having actually thrown in the**  
 1157 **most recent Quad-City Challenge must shoot**  
 1158 **in singles in the following division.**

1159 (a) Allstar Men must shoot in the  
 1160 highest division. Alternates will  
 1161 be placed at the league or  
 1162 tournament directors discretion.

1163 **2. In singles and doubles, tournament**  
 1164 **participants will compete in the highest level**  
 1165 **they shot in over the last two (2) Fall and**  
 1166 **Winter League sessions. Individual shooters**  
 1167 **are responsible for placing themselves in the**  
 1168 **correct level, and must have participated in at**  
 1169 **least one league match during the current**  
 1170 **session.**

1171 **3. Participating in a division lower than outlined**  
 1172 **above, without prior written approval of the**  
 1173 **tournament director, is cause for forfeiting all**  
 1174 **awards and moneys.**

1175 **4. You may compete in only one division per**  
 1176 **event. Exceptions to this rule will be**  
 1177 **determined by the League Director.**

1178 

<b>Section VI</b>
-------------------

1179 **A. Proper Grievance Procedure**

1180 **1. A written Grievance must be received within**  
 1181 **7 days of the occurrence. (Rules II-E-2)**

1182 **2. The League Director will make a ruling.**  
 1183 **(Rules II-E-3)**

1184 **3. The ruling can be appealed to the Grievance**  
 1185 **Committee. A majority can overturn the**  
 1186 **ruling. (Rules II-E-4, II-E-5)**

1187 **B. Membership Restriction Procedure**

1188 **1. Must be imposed by the board of directors.**

1189 **2. An appeal can be made to an arbitration**  
 1190 **committee (see Bylaws). The appeal of the**  
 1191 **Board of Directors decision must be received**  
 1192 **within 7 days of notification of the ruling.**  
 1193 **Arrangements for the meeting and notice sent**

1194 to the Arbitration Committee must be done  
1195 within 21 days of the receipt of the appeal.  
1196 The meeting must take place within 30 days.

1197

**Section VII**

1198 **Rules of Order For Cleveland Darter Club**  
1199 **Sanctioned Non-League Events**

1200 1) Any Member who has agreed to represent the  
1201 Cleveland Darter Club (**CDC**) in a non-league  
1202 function and does not participate in that  
1203 function must reimburse the **CDC** for all  
1204 expenses incurred by the **CDC**. No less than  
1205 \$50 per month is to be repaid to the **CDC** by  
1206 the first Tuesday of each month that there is an  
1207 outstanding balance. Non-participants will be  
1208 considered restricted members for a minimum  
1209 of 90 days or until their balance is paid in full.  
1210 Additional restrictions to non-participant's  
1211 memberships may be imposed by the Board of  
1212 Directors if payments are not made. They will  
1213 also be denied participation in that function in  
1214 the following year.

1215 2) The Director or Chairperson of a non-league  
1216 function may mandate that a reasonable dress  
1217 code be adhered to, provided that a reasonably  
1218 sufficient time is given to the participants.  
1219 Failure to follow a dress code is cause for  
1220 removal from that event.

1221 3) The Director or Chairperson has the right to  
1222 eject a participant for improper conduct,  
1223 without warning, at any time during an event.  
1224 Participants ejected from an event shall appear  
1225 in front of the **CDC** Board of Directors at the  
1226 next regularly scheduled Board meeting for  
1227 review and possible membership restriction.

1228 4) Any Allstar who is hand-picked must have  
1229 qualified for the **CDC** Allstar Team for a  
1230 minimum of two years. Players who are  
1231 nationally ranked by the ADO may be exempt  
1232 from this rule.

1233 5) The Allstar Team Chairperson may make  
1234 exception to these rules at his/her discretion.  
1235

1236 **Any occurrences or discrepancies not specifically**  
1237 **covered by the letter of the laws in the text will be**  
1238 **decided by the league director, being governed by**  
1239 **the spirit of this text.**

1240

**The Cleveland Darter Club Rules of Darting for League and Tournament Play**

**INDEX**

1240		1289	
1241	Items in this index are referenced in	1290	
1242	alphabetical order, by topic, as follows:	1291	<i>Dart board</i> ..... I-C-4
1243	"Administrative Expenses" are in	1292	condition ..... I-C-3c,d
1244	Section II, Article C, Paragraph 1(a) -	1293	mounting ..... I-C-5b
1245	"First place teams..." on page 3 of The	1294	scoring area ..... I-D-1
1246	Rules of Darting. If further clarification	1295	broken wires ..... IV-E-10
1247	is required, contact The Cleveland	1296	<i>Equipment [dart]</i> ..... I-C-4e
1248	Darter Club [216-226-CLUB] or	1297	dart board ..... I-C-4a,b,c,d
1249	NetMail@Darter.Org. Be sure to jot	1298	lighting ..... I-C-5d
1250	down the specific rule you are	1299	scoreboard ..... I-C-5e
1251	questioning.	1300	toeline ..... I-C-5c
1252		1301	<i>Fees</i> ..... I-B-1, IV-A-2
1253	'01 Games ..... I-D-5	1302	individual ..... I-B-1, IV-A-2
1254	Doubles Ring ..... I-D-1c	1303	affiliate (bar) ..... I-B-1
1255	<i>Administrative Expenses</i> ..... II-C-1a	1304	team ..... I-B-2
1256	<i>Appeals</i> ..... II-E-3	1305	unpaid ..... IV-G-6a
1257	<i>Banned Player</i> ..... III-E	1306	weekly ..... IV-B
1258	<i>Bounced Checks</i> ..... IV-G-7b	1307	<i>Fines</i> ..... IV-G-6
1259	<i>Bust</i> ..... I-D-5c	1308	<i>Forfeits</i> ..... III-G
1260	<i>Broken spider (wire)</i> ..... IV-F-10	1309	improper standards ..... I-C-6
1261	<i>Bye</i> ..... II-B-1	1310	league night ..... IV-C-2
1262	<i>Captains</i>	1311	points received ..... III-G-1c
1263	change of ..... III-B-4	1312	Weekly Fees ..... III-G-1b,2,3
1264	changing bars ..... III-A-3	1313	<i>Grievance</i> ..... II-E-2
1265	handling disputes ..... II-E-1	1314	appeal ..... II-E-4
1266	responsibilities ..... II-D	1315	procedure ..... VI
1267	spokesman for team ..... II-D-1,2	1316	<i>Home team</i>
1268	suspension of ..... II-D-3	1317	corking ..... I-D-2a, IV-F-1
1269	<i>Changing home bars</i>	1318	scorekeeper ..... IV-F-4
1270	owners consent ..... III-A-1	1319	ScoreSheetS ..... IV-B
1271	permanent ..... III-A-1	1320	Weekly Fees ..... IV-G-3
1272	temporary ..... III-A-2,3	1321	<i>Incomplete session</i> ..... III-G-4
1273	<i>Changing team information</i> ..... III-B	1322	half session or more ..... III-G-4a
1274	<i>Cleveland Darter Club</i> ..... I-B-4	1323	less than 1/2 session ..... III-G-4b
1275	<i>Corking</i>	1324	<i>Information</i> ..... IB-4
1276	Home team ..... I-D-2a, IV-F-1	1325	<i>League Director</i>
1277	knocked out cork ..... I-D-2e	1326	adding players ..... III-E-2
1278	procedure ..... I-D-1b	1327	assessing penalties ..... II-A-2b, B-4b,
1279	removing prior cork ..... I-D-2e,f	1328	E-3
1280	ties ..... I-D-2,2d,e	1329	changing bar or team ..... IV-A-3
1281	<i>Cricket</i> ..... I-D-6	1330	corrected standings ..... II-B-4
1282	<i>Dart</i>	1331	prize eligibility ..... II-C-5c
1283	definition ..... I-C-4e	1332	<i>League information</i> ..... I-B-4
1284	game busting ..... I-D-3,5c	1333	<i>Lighting</i> ..... I-C-5d
1285	game winning ..... I-D-3	1334	<i>Line</i> ..... I-C-5c
1286	non-scoring ..... I-D-2f	1335	<i>Membership</i>
1287	scoring ..... I-D-1	1336	definition ..... I-B-1
1288	touched ..... IV-F-6	1337	<i>Metro</i> ..... II-A-1d, V-C-
		1338	1a

