



North Carolina Dart Organization
BY-LAWS
And
RULES FOR MATCH PLAY

Written 7 Oct 2025

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***Any issue not addressed within the By-Laws should be brought to the attention of the Director. He/She will bring the issue(s) to the board of directors for consideration and if needed, amendments to the By-Laws will be made. *Changes made noted at the end of the document.**

PART I: BY - LAWS

ARTICLE I: NAME OF ORGANIZATION AND LEAGUE

- A. The name of this organization shall be: **North Carolina Dart Organization (NCDO)**.
The name of the League shall be: **North Carolina City Dart League (NCCDL)**;
North Carolina Ladies Cup (NCLC)

ARTICLE II: LEAGUE OBJECTIVES

- A. The NCDO shall be a non-profit, non-political, and non-sectarian League.
- B. The NCDO is established as a competitive Steel-Tip Dart Organization in North Carolina for:
1. The purpose of promoting darting as a sport and to sanction league play according to rules for match play;
 2. The enjoyment of its players;
 3. The development of additional locations and teams in North Carolina for the purpose of promoting Darts as a sport;
 4. To promote competitive darts and good sportsmanship for social and recreational purposes;
 5. To establish and maintain friendly, competitive relationships with similar organizations across the state.

ARTICLE III: REGISTRATION, FEES/DUES

A. Registration:

1. Registration begins during the prior season and closes 31 December. No team rosters will be accepted after the deadline.
2. No team will be allowed to register with less than the specified number of shooters (NCCDL eight ; NCLC six), and no team will be allowed to register without full payment by 31 December..

B. Fees/Dues:

1. *Sponsorship/ Team fees are determined at the captain's meeting the previous season and are subject to change.*
2. The sponsor (normally the teams' home establishment) that pays the fee has a verbal contract with that team and has the following rights to that team name and location of match play.
 - A. The team is required to play the entire season of match play in the sponsor's establishment unless the following agreements are met:
 1. The sponsor agrees to release the team.
 2. The team captain and sponsor agree on all matters pertaining to the move.
 - B. The sponsor and the team Captain MUST work together and try and work out any disagreements that may occur throughout the season of match play, however if it cannot be worked out:
 1. The sponsor or the team Captain can submit a grievance to the Director.
 2. The Director will take appropriate action to resolve any and all issues.
 3. If the sponsor or team does NOT agree with the resolution made by the Director, then He/She will present the issue(s) to the NCDO Board for a final decision.
3. Any team that does not finish the scheduled season will have monies absorbed by the NCDO.
4. Fees (if applicable) will not be refunded for any reason to a team that has participated in Match Play. Dues may be refunded to a team who has not yet participated in Match Play at the discretion of the NCDO Board.
6. The NCDO will not dictate who is required to pay any of these fees/dues. Any sponsor, team, or player may pay them in any combination they see fit. This decision is left up to the team and its sponsor.
 - A. Team Captains are responsible for ensuring that payment is up-to date and complete.
 - B. All owed money must be paid by 31 December.

7. The collection of all fees/dues to be turned in to the NCDO Treasurer is the responsibility of the team captain.
8. Fees will be: \$45 per team, \$20 Dart Connect fee per team, \$15 Association fee

C. Membership:

1. The NCDO does not discriminate on the basis of race, religion, sex, or personal handicap.
2. Participation in the NCCDL by under-aged (under 21) players is subject to the permission of the host establishments.
3. Membership in the Association is open to any person expressing an interest in darts as a sport, provided that the person is not currently under suspension or expulsion from the NCDO.

ARTICLE IV: PLAYER PROFILE

- A. A player in good standing in the NCDO is a player who has not already played for another NCDO team in the current season.
- B. Any player may change teams between seasons.
- C. All players should consider themselves representatives of the NCDO when participating in any darting function. (Players should not however, consider themselves representatives of the NCDO to the extent that they begin infringing on the jobs and duties of the NCDO Board or Directors.)
- D. Any person who throws will be subject to **ALL RULES** set forth by the By-Laws and the Rules for Match Play.
- E. A player can be suspended from the NCDO by the Director or by decision of the Captains at a Grievance/Protest meeting, for noncompliance with NCDO Rules.
- F. All players are expected to play darts in a sportsmanlike manner.
- G. A player must be in good standing with a host establishment to participate in any League event held in that establishment.
- H. An active player is any player who has competed in Match Play during the current season and has not been disqualified.

ARTICLE V: TEAM PROFILE

- A. Minimum number of players for an eligible team is NCCDL eight (8) ; NCLC six (6). (however a match can be played with six(6) for NCCDL, and four (4) for NCLC)
- B. Addition and removal of players on a team roster:
 1. If some of a team's registered players have not yet participated in Match Play, they may be removed from the roster.
 2. A player who is dropped from his/her original team before having participated in any game sets is eligible for registration with another team during the current season.
- C. All active team members must be in good standing with the NCDO.
- D. Any person who plays in Match Play is subject to all Rules set forth by the NCDO. This includes registration and payment of fees/dues (if applicable) as specified. Any team who uses a player who has not met these specifications is subject to any and all forthcoming penalties. It is the team captain's responsibility to assure compliance is met.
- E. Each team is responsible for selecting a Team Captain.
- G. Each team is responsible for finding a suitable home bar/host establishment with a minimum of NCCDL four boards; NCLC three boards.

ARTICLE VI: CAPTAINS' RESPONSIBILITIES

This is a general list of the Captain's responsibilities. Although some duties may be delegated to some other team member, the Captain is ultimately responsible to their team and to the NCDO to carry out these duties or to designate someone to carry them out in their absence.

- A. Be aware of and adhere to Rules for Match Play.
- B. Register the team with the NCDO Secretary and applicable Director.

- C. The collection of all fees/dues to be turned in to the NCDO Treasurer by 31 December is the responsibility of the team captain.
- D. Collect names, email addresses from each team member.
- F. Represent the team at Captains' Meetings and Grievance/Protest Meetings.
- G. List participating team members on the score sheet for each match.
 - 1. Record match results accurately and legibly.
 - 2. Sign scoresheet.
- H. Help new players on his/her team by familiarizing them with the Rules for Match Play and the By-Laws.
- I. Handle protests properly, if filed by or against their team.
- J. Ensure that his/her team consists of eligible players only.
- K. Winning Team Captains are responsible for turning in scoresheets on time.
- L. Keep team abreast of any NCDO Rule changes.

ARTICLE VII: PERSONAL CONDUCT AND SPORTSMANSHIP

"To be sportsmanlike is to act in a manner becoming a fair, ethical, and honorable individual."

- A. The Directors are empowered to levy penalties for infractions. Repeated evidence of unsportsmanlike conduct by any individual shall be considered just cause for suspension or expulsion from the NCDO.
- B. Heckling or harassment, including foul or insulting language by team members, is strictly forbidden. It is each team's responsibility to maintain the best of conduct during Match play. In the event of improper conduct, follow the procedures for filing a grievance or protest in Article VIII of these By-Laws.
- C. Physical violence will result in immediate expulsion from all NCDO sponsored activities for a period of one year, whether provoked or not, except in the case of self-defense.
- D. Throwing darts at anything other than the board will result in penalties with a possibility of being suspended from Match Play for the remainder of the season.
- E. Violation of civil or criminal law will result in immediate expulsion from the NCCDL (e.g., taking alcohol into bars, procuring alcohol for minors, etc.).

ARTICLE VIII: PROTESTS

- A. The Captain of any team may file a protest for any irregularity of a match, or improper conduct by an NCDO member. The opposing team must be notified at the time of the protest that the match, from that point on, is being played under protest. The match shall then be played to its conclusion.
- B. Team members, spectators, or the host establishment staff in writing within seven (7) days may report a description of any irregularity or improper conduct to the Director. In addition to the summary report of the reasons for filing the grievance/protest, those filing the protest must also include what actions or results they would like to gain from their protest.
 - 1. If the grievance relates to a Rule with a definitive penalty specified within the By-Laws or Rules for Match Play, the Director would gather all pertinent information from the parties involved, and levy penalties accordingly. If the grievance relates to a rule or problem without specified penalties, the Director will call a Grievance/Protest Meeting within seven (7) days of receiving the protest. The Captains present at the Grievance/Protest meeting will then decide the outcome of the protest, and may assign a penalty to the player or team for misconduct at its discretion (majority vote of Captains 2/3 present). [Note: Any member may represent his/her team's one vote, with the exception of the Director, who will act as moderator at the Grievance/Protest Meeting.]
 - 2. During the final week of the regular season, protests must be filed within twenty-four (24) hours. The Director will hold a Grievance/Protest Meeting within twenty-four (24) hours of receiving the protest.
- C. Any protest must also be indicated on the **match scoresheet as a match that was played under protest**. The scoresheet must be handled the same as an unprotested scoresheet as far as scoring is concerned until the Ruling Board, if any, will impose a decision of what penalties.
- D. In the event that a protest is filed against a team, any other violations discovered as a result of an investigation shall also be subject to penalty as if they had been protested as well, with no regard to the above time requirements. It is intended that the Captains at the Grievance Meeting preserve the integrity of the Rules for Match Play and violations of such shall not be taken lightly.

- E. Captains whose teams are involved in a protest will not be allowed to participate in the investigation, though they are certainly expected to attend and present their sides of the event at any Grievance Meeting. These teams do not have any vote in determining what penalties shall be imposed.
- F. Protests must be filed in the season in which they occur.
- G. A player protest must be filed by a Captain or their designated representative (even if the Captain does not agree), if two thirds of team members in attendance agree with the player filing the protest.
- H. All decisions of Captains' Grievance meetings are final.

ARTICLE IX: CAPTAINS' MEETINGS

There will be one Captains meeting per season. To be held on the Sunday morning of the Individual State Tournament. Attendance is encouraged. All meeting dates will be published in advance and open to any member of the NCDO. Each Captain (or team representative) has one equal vote with each Director also getting a vote. (if the Director is also the Captain they will get two votes).

A. The **Captains' Meeting** will serve the following purposes:

1. Allow Captains to voice their opinions on any League matters;
2. Notify Captains of any important issues or changes in the day-to-day operations of the League.
3. Inform Captains of decisions made by the Director during the current season;
4. Allow Captains to veto any By-Law changes enacted for the upcoming season by the Director since the beginning of the current season (two-thirds of Captains present, with not less than one half of all Captains will be sufficient for veto);
5. Allow Captains to implement any By-Law changes of their own (2/3 of present Captains, no less than 1/2 of all Captains).

Whenever possible, a list of the changes enacted by the Director will be published prior to the Captains' Meeting. In addition, any member who would like to propose a By-Law change may submit a written copy of their proposal for publication for two weeks prior to the Captains' Meeting.

ARTICLE X: ELECTION PROCEDURES

A. General:

1. Any member in good standing with the NCDO is eligible to run for office.
2. Officers are to be elected by popular vote of the Captains of the NCDO.
3. Elections will be held at the Captains' meeting
 - a. Newly elected officials will take office at the start of the next season.
4. Outgoing officers shall (hopefully) offer assistance to the officers-elect upon request.
5. All Offices (President, Secretary, Treasurer) will be up for election on all even years.
6. All Directors (NCCDL and NCLC) will be up for election on all odd years.

B. Voting:

1. Each Team will be allowed one vote to be counted at the annual Captains Meeting.

ARTICLE XI: RECALL OF ELECTED OFFICERS

Elected Officers serve at the discretion of the League in general and the Captains in particular. Elected Officers may be recalled at any time during their term.

- A. A petition signed by more than half of all Team Captains must be submitted to the NCDO President/NCCDL Director to recall an elected Officer.
- B. Verification of Team Captain Signatures will occur within one week. If the petition is judged valid, recall ballots will be prepared and distributed prior to the next Match Play. One ballot will be prepared for each League team in good standing.
- C. An emergency meeting for the purpose of hearing the reasons for recall and the Officer's defense will be scheduled immediately following verification of signatures if desired by either the officer in question or the originator of the petition. This meeting is open to all members in good standing of the NCDO.
- D. Recall ballots must be returned to the President/Director with which they were distributed.
- E. A recall is successful if two-thirds of returned ballots with votes, but not less than one-half of all ballots, are in favor of recall.

- F. If the recall is successful, the Officer will be considered removed from office, and the position will be filled in accordance with the NCDO By-Laws.

ARTICLE XII: THE BOARD AND DIRECTOR

The Board is composed of Three (3) elected officers. Elected members serve two year terms. The Board meets as required throughout the regular season, with the day of the year chosen to accommodate the greatest number of Board Members. Meeting dates will be published in advance (at least two weeks, whenever possible). Meetings are open to any member of the NCDO. Board members who fail to perform their duties to the satisfaction of the NCDO, will be relieved of their position. The President, with a majority approval of the Captains will select replacements. Any elected member of the Executive Board, who is replaced because s/he did not serve at least six (6) months of the term, and/or was deemed by the Captains to have failed to perform the duties of the office, is not eligible to run for office in the next election.

A. **Duties of the Board** shall include, but are not limited to:

1. By-Laws;
 - a. By-law changes will be affected by a **majority** vote of Captains. Proposed changes should be voted on by the Captains at that year's meeting. Barring "emergency" or "extraordinary" circumstances, all by-law changes will be instituted beginning with the following season.
2. Rules for Match Play;
 - a. Rules for Match Play for each season will be determined by majority vote of Captains present at each season's meeting. Tie votes, should they occur, will be ruled in favor of the Director. Any Rules for Match Play not specifically determined at a given meeting will utilize the rule from the previous season. In addition, due to the time-consuming nature of the Captains Meeting for each season, the Director may enact changes in the Rules for Match Play for the following season at any time during a given season (these changes should be published in the newsletter as soon as they have been decided). Rules for Match Play may not be changed for the current season except under extraordinary circumstances (as determined by the President) once a season has begun.
3. Determination of how league funds are to be spent;
4. Setting up special committees as necessary.

B. Members of the Executive Board, and each member's primary areas of responsibility, are: (Note: Board Members may utilize individuals or committees to assist in the successful completion of their duties, but the proper and timely execution of each duty remains the ultimate responsibility of that board member.)

1. **President** - Duties include, but are not limited to:
 - a. Overseeing all Association operations;
 - b. Acting as an ex-officio member of all committees;
 - c. Presiding over and setting agendas for Captains meetings;
 - d. Nomination of candidates to fill vacancies on the Executive Board;
 - e. Being a co-signer of the Association bank account;
 - f. Assuring compliance with Association standards by host establishments;
 - g. Service as chief liaison between the NCDO and host establishments;
2. **Secretary** - Duties include, but are not limited to:
 - a. Keeping minutes of all Captains Meetings (including proper records of how Captains voted on all issues);
 - b. Providing a copy of the Captains Meeting minutes and voting results for publication in the newsletter following the meeting;
3. **Treasurer** - Duties include, but are not limited to:
 - a. Handling all NCDO financial matters;
 - b. Submission of a Treasurer's Report for publication;
 - c. Making funds available for disbursement;
 - d. Being bondable;
 - e. Receipt of all teams fees/dues (if applicable) at the registration meeting;
 - f. Informing the Director of any team who has not paid fees/dues before playing in a Match Play;
 - g. Procurement of Seasonal awards and trophies;
4. **NCCDL/NCLC Director** – Duties include, but are not limited to:

- a. Maintenance of monthly and seasonal statistics for the NCCDL/NCLC;
- b. Maintenance of archival, machine-readable records of statistics during tenure; and transfer of said records to succeeding Director;
- c. Collection of scoresheets at the announced deadline;
- d. Generation of Season schedules based on the Rules for Match Play;
- e. Publication of newsletter;
- f. Reporting in the newsletter all decisions of the Captains' Meetings regarding operation or Match Play;
- g. Actively solicit articles for the newsletter from the membership;
- h. Editing and confirmation of veracity of any material submitted for publication;
- i. Publication, in a timely fashion, of the results of said elections;
- j. Publication of all other documents including, but not limited to, NCDO By-Laws, Rules for Match Play, fliers, election ballots, scoresheets, statistics for publication in other media;
- k. Settling all in-season matters involving Rules for Match Play;
- l. Serving as the first person consulted regarding interpretations of the Rules for Match Play;
- m. Levying penalties against members or teams for Rules violations;
- n. Receipt of all official protests;
- o. Calling and presiding over all Grievance/Protest meetings.

ARTICLE XIII: New Team Eligibility

Expansion of the league is encouraged, New teams should follow the following guidelines

- A. The team captain should be present at the annual captains meeting and notify the league on their intent to create a new team.
 1. Provide a roster of eligible players that meets the minimum team requirements
 2. Provide an address of that team's Home establishment.
- B. The existing Captains will vote on accepting the new team.
- C. Teams may join the following season if voted on by the league.
- D. Teams may be required to serve a one year probation period if they have the intent to play but are missing either minimum players or home establishment. The team will be required to pay dues during this probationary period but not allowed to have their own team. They will be allowed to be rostered and play on another team until the probation period has ended.

PART II: RULES FOR MATCH PLAY

The Director prior to the start of that season's matches may change the Rules for Match Play for any given season at the Captains Meeting. This flexibility is granted to the Director due to the ever-fluctuating state of the League, in terms of number of teams, number of Divisions, ability of its members, host establishments currently in use, etc. Any changes in the Rules for Match Play will be sent electronically to a specified distribution list and published in a prominent position in the first newsletter of each season, so that all teams may become familiar with the new Rules before beginning Match Play. Most of these rules are written with the terminology used for the NCCDL, however use by the NCLC is implied. NCCDL 8 person team = NCLC 6 person team.

ARTICLE I: EQUIPMENT

- A. Each playing establishment must provide at least four dartboards NCCDL; three boards NCLC, associated equipment and supplies for each set of teams playing in that establishment as their home location. A set of teams may consist of one or two teams.
1. Match Play competition will be conducted on a standard 18" English bristle 20-point clock-faced dartboard.
 2. Dartboards are hung 5'8" from the floor to the center of the bull's eye with the 20 bed at the top center. The 20 bed shall be of the darker of the two colors that's in the singles slot on the board.
 - A. There must be at least 4' from bull to bull between adjacent boards.
 - B. There must be at least 2' from the bull to any adjacent sidewall or other obstacle.(i.e. Chalkboard, tablet)
 3. The toe line (or Ocke) will be 7' 9 1/4" from the surface of the board along the floor to the front of the toe line. The toe line will be between 24" and 36" long. A player wishing to throw a dart or darts from a point either side of the toe line must keep their feet behind an imaginary straight line extending from either side of the toe line, making sure not to cause any distraction to throwers on adjacent boards.
 4. There must be at least 3' clearance behind the toe line.
 5. All Match play dart boards must be firmly anchored.
 6. Lighting should brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.
 7. Each team is required to provide two tablets for use of Dart Connect and located in (or be movable to) a position that makes the score easily readable by players and spectators.
- B. The dart teams playing out of an establishment are ultimately responsible for assuring that all of the requirements of Section A are met. Host establishments are responsible for providing for all dart lane setup supplies for their teams, though the establishment's teams obviously can provide the lane setup supplies and maintenance themselves, if they so desire.
- C. Darts will not be allowed that exceeds a maximum length of 30.5 cm (12") or weight of more than 50 grams per dart. Each dart must have a recognizable point, barrel, and flight.
- D. Alleged violations of rules relating to equipment or setup should be reported to the Director.

ARTICLE II: MATCHES (DATE AND TIME)

- A. All Match Play competition is scheduled for Saturdays.
- B. Starting time for matches is 2:00pm. A fifteen minute grace period is allowed.
1. Teams must have the minimum number of players (NCCDL 6; NCLC 4) present listed on the scoresheet, and ready to play no later than 2:15 p.m. Otherwise, the match shall be considered forfeited.
- C. Team Captains may reschedule a match provided the Director is notified before the match is played.
1. Rescheduled matches must be played by the Saturday two weeks prior to the Finals Tournament.
 2. If a team needs to reschedule, the captain will notify the opposing team captain and request a reschedule. If the reschedule is accepted, the burden of compliance is on the rescheduling team captain. If the opposing team chooses not to reschedule the match it will be played as scheduled resulting in either a match played or forfeit.
 3. Matches should be played where originally scheduled, whenever possible. If not possible the **home team** has the option to select another location.

- D. If all regular Match play is canceled, opposing Captains should contact each other to arrange a make-up match as soon as possible for both teams. Once a date for the make-up match has been chosen, the teams must also inform the Director.

ARTICLE III: MATCH FORMAT

- A. Each match consists of five sections:
- 8 sets/6 sets of Singles 301 - double-in, double-out; (worth one point each set)
 - 8 sets/6 sets of Singles Cricket; (worth One point each set)
 - 4 sets/3 sets of Doubles 501 - free-in, double-out; (worth two points each set)
 - 4 sets/3 sets of Doubles Cricket; (worth two points each set)
 - 2 sets of four-man 701(NCCDL); (worth three points each set)
 - 1 game of eight-man/six ladies 1001;(to be used only in the event of a tie to determine the winning team with no additional points awarded)
- A maximum of 38 points(NCCDL) or 24 points(NCLC) will be awarded in a match. Each set played is best 2 out of 3 games.
- C. During regular season play, it is required that play continue until all events have been completed.
- D. No less than 15 minutes prior to the time scheduled to begin, match boards and adjacent areas shall be vacated for safe play. The boards will then be declared open for players to warm-up.
1. After a game has been called, each participating player will be allowed nine practice darts immediately prior to the start of the game.
 2. No practice shall be allowed on any match board that is deemed distracting to players actively involved in a game.
- E. After a player has been called to start a game they have five minutes to complete their nine warm-up darts before a game forfeit is called.
- F. During a match it is the responsibility of both Captains to verify all roster listings and scores marked.
- G. If both teams have equal overall team scores after the final set of match play; a tie breaker will determine the winning team.
1. No points will be given for this game; it is just to determine the match winning team.
 2. The game will be 1 only of 1001.
 3. 8 Players (NCCDL), 6 Players (NCLC) will be listed on the line-up for each team.
- H. The match shall be listed as follows:
1. At the top of the scoresheet each Captain must record the Date, Location, Home and Visitor Teams. In the first section Captains must record first and last names of all players. From there after the first name and last initial only need to be recorded. This will ensure individual statistics are recorded properly.
 2. Player listings are to be done as described in Article VI of the Rules for Match Play.
- I. Matches involving teams without a full complement of 8 players (NCCDL) 6 players (NCLC) for each section shall use the following exceptions:
1. A team without 8 players(NCCDL)or 6 players (NCLC) present can play shorthanded (with 6 players/4players). Player slots in each section must be left blank if a team does not have 8 players/6 players. Any games left completely blank are forfeits.
 2. Under no circumstances shall a player participate in more than one game per section. Nor shall any player take more than one turn in any one round of the team games. In doubles, if a team is able to list only one player, the listed player shoots every other time. The team playing short will throw three darts to their opponents' six darts. The player throwing shorthanded will be viewed as having a "phantom partner".
- J. Match Play takes place on four boards/ three boards for all games, and two boards for four-man (NCCDL). Home Team Captain may play a round on more than (for singles rounds) or fewer than (for singles or doubles rounds) four boards/three boards.
- K. All matches must be played using dart connect.
- L. Protests for alleged violations of rules pertaining to the match and scoring must be filed via procedures outlined in the Protests portion of the NCDO By-Laws (Part I, Article VIII).

ARTICLE IV: THE DIDDLE

- A. All games are begun by throwing a diddle for the bull.

- B. Only players scheduled to play in that game may diddle.
- C. The Captains will flip a coin to choose the option for the diddle for the first game; after that the loser of the previous game will determine the order for the diddle of game two; if the set goes to a game three the option of the diddle goes to the loser of the coin flip.
- D. The scorekeeper for the game, or the players involved, will decide the result of the diddle using the following criteria:
 - 1. Double bull beats a single bull.
 - 2. Second double bull is equal to first double bull. Opponents reverse order and throw again.
 - 3. Second single bull is equal to first single bull. Opponents reverse order and throw again.
 - 4. Double bull or single bull beats non-bull.
 - 5. Dart closest to the bull is the winner of the diddle if both darts are outside the bull.
- E. The second diddler may request that a bull be pulled from the board before throwing.
- F. Whenever a re-diddle is called, the order of throw reverses and continues to alternate as long as additional rediddles are required. A re-diddle should be called if it cannot easily be determined which dart is closer to the bull.
- G. Darts must remain in the board and be inside the scoring area to count. If a player's dart does not remain in the board or is outside the scoring area, the player continues to throw (this applies only to the diddle).
- H. If the second thrower dislodges the dart of the first thrower, they reverse order and re-diddle.
- I. The first dart remains in the board until the second player diddles, unless it is a bull and the second diddler requests it be pulled. "Unpulled" darts should not be touched by anyone, until it is determined who wins the diddle. If a player removes his/her dart (unless requested to do so) before a winner has been determined, the player whose dart remains wins the diddle. Darts may not be straightened in the board to determine the winner of the diddle - the distance a dart is from the bull shall be measured from the point of penetration of the board surface.
- J. The winner of the diddle throws first to start the game.

ARTICLE V: THE GAME

- A. General
 - 1. A dart is considered thrown if it leaves the player's hand during the act of throwing and lands forward of the toe line. Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown (even if caught).
 - 2. A player must have both feet behind the toe line for each throw. A player in violation should be warned immediately about his/her foot fault by the opposing player or the opposing Team's Captain. The first warning is without penalty however, if the same player should commit another foot fault during a subsequent turn or at any other time during the match, the score for that turn shall be invalid and a zero will be marked for that turn.
 - 3. If a player throws out of turn, the score for that throw is invalid and shall be marked as zero. The offending player will not be penalized further, but the correct order of play shall be restored immediately thereafter.
 - 4. A player's turn ends after having thrown three darts (toward the board), having "busted" in -01, having won the game, or after someone on the player's own team touches a dart in the board. Any player touching an opponent's dart in the board will forfeit their next turn.
 - 5. A player has a maximum of two minutes per turn to throw all three darts.
- B. Specific Games (presented in an order different from that used in Match Play in order to simplify explanations):
 - 1. **Singles 301 - Double-In, Double-Out**
 - a. All points scored are subtracted from the current total.
 - b. Any double resulting in a remainder of zero wins the game.
 - c. The "bust rule" shall apply. (If a player scores one less, equal, or more points than needed to reach zero, they have "busted". The score then reverts back to the score prior to the bust.)
 - d. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of that player's next throw. The score for any turn may not be changed once the darts have been removed from the board.
 - e. Player's alternate turns.
 - 2. **Doubles 501 - Free-In, Double-Out**
 - a. Doubles is a two-person team game.

- b. No player may throw again until his/her teammate has completed his/her own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeited.
 - c. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of the team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
 - d. All other rules are the same as for Singles 301.
3. **4 Person 701 - Free-In, Double-Out.**(NCCDL)
- a. Four (4) player team game.
 - b. No player may throw again until his/her teammates have completed his/her own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeited.
 - c. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of the team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
 - d. All other rules are the same as for Singles 301.
4. **8 Person/6 Person 1001 - Free-In, Double-Out - Only to be used for Tiebreaker;**
- a. Eight (8), Six (6) player team game.
 - b. No Player may throw again until his/her teammates have completed his/her own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeited.
 - c. Errors in calculating the remaining score must stand as written, unless corrected prior to the beginning of the team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
 - d. All other rules are the same as for Singles 301
5. **Singles Cricket**
- a. The objective is to "own"/"close" certain numbers on the board, and to achieve the highest point score. Each player takes turns in throwing. If a player throws out of turn, then that turn is forfeited and a score of zero is recorded.
 - b. Cricket is played using the numbers 20, 19, 18, 17, 16, 15 and the bull.
 - c. To close a number, a player must score three of that number. This can be accomplished with three singles, a single and a double, or a triple. Numbers can be "owned" or "closed" in any order. Calling your shot is not required.
 - d. Once a player scores three of a number, it is "owned" by that player. After both players have scored three of a number, it is "closed". For the purpose of scoring on any number except the bull, the double and triple ring shall count as 2 or 3, respectively. The outer bull counts as a single, and the inner bull counts as a double.
 - e. Once a player "owns" a number they may score points on that number until the opposing player "closes" that number. All numerical scores are added to the throwing player's previous point total. Once a number is "closed," either player can accomplish no further scoring on that number.
 - 1. After a number is "owned" by a player, the double and triple ring count as 2 or 3 times the numerical value of the number hit, respectively.
 - f. Winning the game:
 - 1. The player that closes all numbers first and has the most points is the winner.
 - 2. Both sides are tied on points, or have no points, the player to close all numbers first is the winner.
 - 3. If a player closes all numbers first and is behind in points, they must continue to score on any numbers not closed until either the point deficit is made up, or the opposing player has closed all numbers.
 - g. Errors in calculating the new total score must stand as written, unless corrected prior to the beginning of the next player's throw. The score for any turn may not be changed once the darts have been removed from the board. It is the responsibility of the player to verify the score before removing their darts from the board. The score remains as written if one or more darts has been removed from the board. In accordance with the inherent strategy involved in Cricket, no alterations in score shall be allowed after any player of either has thrown another dart.
6. **Doubles Cricket**

- a. Doubles is a two-person team game.
- b. No player may throw again until his/her teammate has completed his/her their own turn. A player throwing out of turn will receive a zero for the round and the turn is forfeited.
- c. All other rules are the same as for Singles Cricket.

ARTICLE VI: THE SCORESHEET – RECORDING MATCH RESULTS

- A. Each team must maintain its own copy of the match scoresheet. Upon completion of the match, teams are to compare their scoresheets to ensure that both teams are in agreement as to the data being reported. (This may also be done after each individual section of the match.) Teams must resolve any differences between their scoresheet data before submitting the winning team's scoresheet.
- B. Each participating player's first and last name is to be filled in, in the first section of the scoresheet. Team names, date and location need to be listed on the lines provided at the top of the scoresheet.
- C. General rules for listing a Section:
 1. Each section is to be listed BLIND. Only after each team has completed listing are games called. Each section is listed separately; do not list the whole scoresheet at once.
 2. Once the lists for both teams complete a given section, there will be no changes or substitutions allowed.
 3. Include sufficient indication of a player's identity so that the Director is able to distinguish between players (i.e., if two players on the same team or in the same singles cricket game have the same first name, include the players' last names or initials).
- D. Individual Sections.
 1. In each section, each team lists 8 players or 6 players unless they are playing shorthanded. Teams playing short will list only the names of players present
 2. Teams will clearly mark the box for a win of each game in a set. Teams must also total the wins in each section and enter the grand total near the bottom.
- E. Record any high outs, high ins, 180's, 9 marks or other notable turns scored at the bottom of the scoresheet in the section provided.
- F. Any match being played under protest should be noted on the scoresheet.
- G. Scoresheets are to be signed by Either the Captains or the Team Representatives.
- H. Scoresheet pick-up and return:
 1. Each Team Captain is responsible for having on hand a copy of the scoresheet.
 2. The Winning Team Captain is responsible for sending the scoresheet to their respective Director no later than 7 days after completion of the match. Failure to return the scoresheet on time will result in a penalty being assessed the team(s) responsible for its return. The value of the penalty is the cost of the match points for the winning team, and is defined in Article XI (Penalties) of these Rules for Match Play.

ARTICLE VII: KEEPING SCORE

- A. No player may be forced to have a scorekeeper for his/her game. Upon agreement of all players involved in a game however, a scorekeeper may be requested from among the players in the match who are not currently participating in a game. A spectator or other person familiar with the rules of the game may be used as a scorekeeper if all players involved in the game so desire.
- B. Should a scorekeeper be requested, the Team Captains are responsible for providing a scorekeeper for each game, space permitting. Home and visiting teams will alternate providing the scorers. The players will call out scores with the scorekeeper verifying darts prior to their removal from the board. The scorekeeper shall be an experienced dart player, familiar with Rules. The scorekeeper must be mutually acceptable to both sides.
- C. Scorekeeper guidelines:
 1. When keeping score, don't eat, smoke, drink, dance, sing, or talk. It is distracting to the throwers, if the scorekeeper is constantly in motion. **STAND STILL AND DON'T TALK.** Keep your hands to your sides or behind your back. Don't lean out to see where each dart lands. Wait until all three darts have been thrown to check the total of the throw before recording the score.
 2. Stand about arm's length from the scoreboard, facing it at about a 45-degree angle (don't stare at the throwers). Try to stay out of the player's peripheral vision.

3. The scorekeeper may not give advice or "coach". While keeping score, a player is acting as an impartial judge and therefore must not influence the throw of a player from either team. Coaching during any turn will automatically forfeit ("bust" in '01, or "blank" in cricket) the current turn if the scorekeeper is a member of the current thrower's team, or will forfeit the next turn for the scorekeeper's team if the current thrower is on the opposing team. The only exception to this is when the opposing team would prefer that the new remaining total score stand as is.
 4. The scorekeeper may inform the player of how many points or marks have been thrown and also the points remaining in an '01 game, but only when asked. The scorekeeper should record the score made on each turn of '01 as well as the cumulative score, marking through the previous score. The total of the darts thrown should be written on the outside of the scoreboard with the cumulative total on the inside. The scorekeeper is not allowed to tell a player what double to throw at or whether to shoot points in a cricket game. The score should be written legibly so players and spectators can easily read it.
 5. If, in the course of the game, the scorekeeper becomes abusive or distracting, cheats, or acts in an unsportsmanlike manner, either Team Captain or any player in the game may request an immediate replacement.
 6. While the scorekeeper is the sole authority in charge of the game they score, either Team Captain or any player in the game may challenge their scoring. If the score is disputed, stop the game, check the score, and make whatever corrections are proper. It is the responsibility of the player/team to call any errors to the scorekeeper's attention before his opponent shoots. If a player pulls their darts out of the board before the scorekeeper has recorded the score, a zero shall be recorded for that round.
 7. The scorekeeper is responsible for keeping track of all pertinent information. This includes, but is not necessarily limited to, the number of darts each player has thrown. At the conclusion of the game, the scorekeeper is responsible for ensuring all required game information is properly recorded on the scoresheet.
- D. It is the responsibility of the player to verify his score before removing their darts from the board. The score remains as written if one or more darts has been removed from the board.
1. In '01 games, errors in calculating the remaining score must stand as written unless corrected prior to the beginning of that team's next throw. The score for any turn may not be changed once the darts have been removed from the board.
 2. In cricket games, errors in calculating the new total score must stand as written, unless corrected prior to the beginning of the next player's throw. The score for any turn may not be changed once the darts have been removed from the board. In accordance with the inherent strategy involved in cricket, no alterations in score are allowed after a member of either team has thrown any other dart.
- E. Only the darts remaining in the board at the end of a player's turn may be counted during that round. For a dart to score it must remain in the board at least 5 seconds after the third or final dart in that turn has been thrown. The winning dart must be scored for its full value.
1. Once the winning dart has been thrown, the turn is over. Any additional darts thrown do not count.
 2. In cricket games, a winning turn that involves points scored above that which is necessary to win shall still be scored for its full value.
- F. No dart may be touched by anyone, including the scorekeeper, prior to the decision of the scorekeeper.
1. Touching a teammate's dart while it is in the board ends the thrower's turn. Darts already thrown count for score.
 2. Any player touching an opponent's dart in the board will forfeit that team's next turn.
- G. The point of a dart must be in contact with the bristle of the board for it to be counted as a scoring dart (e.g., a dart that is imbedded in another dart on the board, or a "robin hood", is not a scoring dart). A dart is scored on the side of the wire the point originally entered the board. If a dart enters the board at a point where the wire separating the scoring regions is discontinuous, the dart shall be scored as the higher of the two scoring regions.
- H. Scoring may be done via the traditional method (Dry Erase/Chalk) or using the Dart Connect App.
1. Dart Connect scoring outline and limitation
 - a. The use of a scorekeeper may be used.
 - b. When a game is being scored using DartConnect, the app should only be used to record the tallied score/marks for each turn. It is not permitted to add partial scores into the app when a thrower asks the scorekeeper for clarification of the score/marks in the middle of a turn.

ARTICLE VIII: SCHEDULING AND SEASON STANDINGS

- A. The length of the season and schedules for Match Play will be dependent upon the number of teams that sign up for Match play each season, and will be decided by the Director each season in accordance with NCDO Rules.
- B. Matches will be scheduled for Saturdays and should try to meet the following:
 - 1. Number of matches should be one per month but not to exceed two per month.
 - 2. Dates selected should avoid major family holidays
 - 3. Dates should not be the week prior or week of local tournaments (local is defined as within the state of North Carolina)
- C. The teams wins and points scored in a season will determine standings in each division.
- D. Ties will be broken by the following:
 - 1. Total points scored for the season
 - 2. Head to Head match record
 - 3. Head to Head season points
 - 4. Match win/loss percentage against common opponents
 - 5. Season points against common opponents
 - 6. Final rankings from previous season

ARTICLE IX: PLAYER RANKINGS

- A. Players will be ranked by Divisions.
- B. Criteria for placement will be based on a minimum number of games/sets played during the current season.
- C. Players that do not meet the minimum requirement will not be considered for individual awards.
- D. Rankings will be Singles, Doubles/Four man, Overall.

ARTICLE X: MATCH AND GAME FORFEITS

- A. A forfeit will be declared against a team having less than six (6) players NCCDL, four (4) players NCLC in attendance at 2:15 p.m. on Match day, unless both Team Captains agree to wait an additional 15 minutes.
 - 1. Forfeits are scored as matches with the winning team receiving the points equal to the winning scores of all teams average from the previous season or the teams average score from the previous season, whichever is higher. The individuals on the team who receive a forfeit will be credited for the match played. There will be no individual stats given.
 - 2. **Teams are allowed one match forfeit. Two match forfeits will cause a team to be suspended for the remainder of the season and must be voted back in to allow play the following season.**
 - a. The scoring of matches already completed by a team, which is later suspended, may be revised at the discretion of the Director.
- B. Game forfeits will be assessed for use of any ineligible player.
 - 1. An ineligible player is anyone who:
 - a. Has played during the season as a member of another team.
 - b. Has been expelled or suspended.
 - c. Is impersonating another player.
 - 2. The penalty for use of an ineligible player will involve the following:
 - a. Forfeiture of all games involving the ineligible player to the opposing team. Games involving an ineligible player for both teams will be ruled a double forfeit.
 - b. The loss of team points equivalent to the value of points of all games involving the ineligible player.
 - 3. The team that is there for match play will submit a team score sheet in accordance with Article VI with the following changes:
 - a. The team captain will list the players (First and Last Names) for his/her team only.
 - b. On the opposing team section the word "FORFEIT" will be printed.

ARTICLE XI: PENALTIES

The penalties listed here may or may not be found elsewhere in this document. This is not a complete list of penalties. This is just a brief list for quick reference.

- A. A team playing "short" (less than 8 players/ 6 players) will be penalized by having to forfeit games in singles (a team playing short automatically forfeits the games of singles where they are unable to fill in a player's name). They will be penalized in doubles by only being allowed to throw every other turn.
- B. Any player not at the line and ready to play within five minutes of their game being called shall forfeit that game. Players taking more than two minutes for a turn shall receive no score for that turn.
- D. Footfaults (after one warning), throwing out of turn, pulling darts from the board before the scorekeeper has recorded and verified them will result in a zero turn.
 - 1. Touching a teammate's dart while it is in the board ends the thrower's turn.
 - 2. Any player touching an opponent's dart in the board will forfeit their next turn.
- E. There will be a penalty assessed against a team for turning in a late scoresheet unless previous arrangements have been made with the Director:
 - 1. A penalty after 7 days following match play will be assessed against the team responsible for returning the scoresheet.
 - 2. A forfeit of the teams' total points of said match will be assessed if the team responsible for returning the scoresheet has not done so.
 - 3. Additional penalties may be imposed (by a majority vote of the of the Captains who are not involved) depending upon the continued failure to contact the Director by the team responsible for the scoresheet return.
- F. Forfeiture of 2 matches will cause a team to be suspended for the remainder of the season and must be voted back in to play the following season.
- G. Penalties for use of an ineligible player are outlined in detail in Article IX of these Rules for Match Play.
- H. Throwing darts at anything other than the board may result in penalties and/or expulsion from the NCCDL.
- I. Physical damage to a host establishment will cause a player to be either suspended or expelled from the NCCDL for one year. Depending upon the severity of the offense, expulsion from the NCCDL may be longer.
- J. Physical violence will result in immediate expulsion from the NCCDL, except in cases of self-defense.
- K. Violation of civil or criminal law will result in immediate expulsion from the NCCDL (i.e. taking alcohol into bars, procuring alcohol for minors, etc.).

ARTICLE XII: OFFICIAL STATISTICS

The Director maintains the following statistics. They are published in the newsletter at the Directors discretion. Existence of a category does **NOT** imply that an award will be given. All awards are listed in Article XIII of these Rules for Match Play.

A. Individual Player "Hot Darts"

- 1. Team Captain's are encouraged to list all individual player Hot Darts on the scoresheet so that they may be documented in the newsletter. The categories are as follows;

HOT DARTS

- 1. Fast 301, 501 and 701 games.
- 2. Fast Singles and Doubles Cricket.
- 3. T71's and above.
- 4. High-Ins and High-outs
- 5. 9 Mark's
- 6. 6 Bulls
- 7. Throws deemed as perfect throws (T,T,Dbull; T,Dbull,Dbull)

ARTICLE XIII: AWARDS

The NCDO currently presents the following awards at the conclusion of each season. To be eligible for statistical category based awards, a player must meet the requirements for that category. The number, type, categories, and eligibility requirements of awards are subject to change at the captains meeting.

A. Tournament Champions.

- 1. Each Tournament Eligible member of a team will receive an award or trophy.

B. Perfect Throws will receive a certificate

1. All players who make perfect throws in the regular season or playoffs will receive a certificate.
 - a. Any T70-T80 thrown during '01 is considered a perfect throw.
 - b. Any 9-mark throw during cricket is considered a perfect throw.
 - c. Any 6-bull throw during cricket is considered a perfect throw.
 - d. Any triple, double bull, double bull throw; or triple, triple, double bull throw during cricket is considered a perfect throw.

C. Fast games.

1. The players throwing the "Fastest" singles games during the regular season will receive awards or trophies. "Fast" is defined as "Fewest Darts Thrown."
 - a. Trophies or awards will be given for the fast Singles 301, Singles Cricket games. In the case of the doubles and team games, each player will receive an individual certificate.
 - b. For purposes of the calculation of dart totals in team games involving "phantom" partners for shorthanded teams, the phantom is considered to have thrown three darts for a total score of zero points for each time the ghost player's turn comes. This total of three darts for each phantom turn is included to more accurately indicate how fast a doubles TEAM actually is able to complete a game.

D. High In and Out.

1. The player throwing the highest recorded '01 "In" and "Out" during the regular season will receive an award or trophy.

E. Regular Season Division Winner.

1. Players that qualify for the post season on each Division winner will receive a regular season trophy or award. (if regular season winner also wins Tournament then only one plaque will be given to post season eligible team members)

F. Individual Singles Division Winner

1. Players in each division are eligible for a Top Shot award based on Singles games results. (NCCDL requirement is 60% of teams matches)

ARTICLE XIV: POST SEASON

A post season will be played each season to determine that seasons champion. It is to be played using the same format as that regular season.

- A. Seeding for the Post Season will be taken from the regular season standings, with the top 4 teams from each division playing in the post season.
- B. Even number years will be played with the first round as interdivision play i.e.
East #1 vs West #4 and West #2 vs East #3
West #1 vs East #4 and East #2 vs West #3
- C. Odd number years will be played with the first round as intradivision play i.e.
Mountain/Beach #1 vs Mountain/Beach #4 and Central #2 vs Central #3
Central #1 vs Central #4 and Mountain/Beach #2 vs Mountain/Beach #3
- D. Match times will be: Quarterfinals - 12:00 noon Saturday, Semifinals - 5:00pm Saturday, Finals 1:00pm Sunday (Semifinal matches may be played prior to 5 pm if both team captains agree)
- E. It is the responsibility of the previous season champion to host the post season tournament
 1. Host team must provide establishments for visiting teams to compete that meet these bylaws
 2. Teams competing in the post season are required to bring their own tablets for use of Dart Connect.
- F. The tournament shall be played during the first full weekend of December.
- G. Matches will be played using the same format as the regular season, however a match shall be considered complete once one team has scored enough points that it is deemed mathematically impossible for the other team to win or tie (20 points NCCDL/13 points NCLC)
- H. Players must play in at least fifty percent of their teams matches to be eligible for post season play. Players with less than half of the teams matches played are not eligible for post season play and will result in forfeiture of that players games if they play in a post season match.
Roster for eligible players will be sent to all captains prior to post season play for verification of team roster.
- J. NCLC players to be eligible for post season play must play a minimum of fifty percent of team matches and have at least one away match played.

ARTICLE XV: USE OF DART CONNECT

Each team is required to have a minimum of two tablets for league play. The NCDO will use Dart Connect to track stats as well as teams wins and losses and team points. This section will go over the rules for the use of Dart Connect.

- A. The use of a score keeper is allowed however a player may not be forced to have a score keeper if they do not want one.
- B. Dart Connect will be used as the primary means of keeping score throughout each game of the match.
- C. The use of WIFI although not required is encouraged throughout game play. This allows real time stats to be seen on DCTV and also ease of saving a match upon completion
- D. Captains should ensure that tablets have been logged in to Dart Connect using WIFI and also that all tablets that were used for game play have been properly closed out and SAVED using WIFI when the match is complete.
- E. Captains should notify their players of which set they are playing prior to play and encourage players to select the correct set number on the tablet of use.
- F. If a player is not rostered the team should notify the Director as early as possible to add that player to the teams roster.

This is a short run down of how operations should go while using the tablet:

Captains should log in to Dart Connect with a source of WIFI. either from home prior to getting to venue, using venue WIFI, or by using a phone hot spot.

Once logged in and using the scoring app they will select the "Leagues and Groups" tab. They will select the NCCDL tab followed by selecting the match they are scheduled to play that day. (this should be the top most match available unless a team has a rescheduled match).

If a screen appears asking if you are using multiple tablets you will select "yes use multiple tablets" then select "cancel"

Your screen should now show the list of games to be played that day broken into different segments. These games are numbered and will coincide with the sets that the players are played in. (301 sets 1-8, singles cricket sets 9-16, Doubles 501 sets 17-20, Doubles Cricket sets 21-24, Fourman 701 sets 25-26)

Players will select the proper set they are playing, press "continue", press "start set", select the correct players playing in that set from the given list. The diddle is played out and the winner of the diddle is the name that is pressed first. Play your game.

When playing Double/Fourman there will be multiple players selected for each side. After the diddle is complete and the winner of the diddle is selected, the team will select the order of throw from the given names. Players are to ensure that the same number of players selected is the same number of players playing that game. Teams will then select the order of play by selecting the first shooter first and so on.

*****The calculator function of the tablet is not allowed for use mid turn. You are allowed a chalker and may ask for assistance from your team however just like you can not walk up to a chalk board mid turn to do math you are not allowed to use the calculator function*****

As the match gets into the later stages fewer tablets will be needed. To close the match each tablet should press the "match option" button followed by either "return to welcome screen" or "save match". **This must be done while connected to WIFI for all data to transmit properly.**

PART III: NC STATE DART CHAMPIONSHIP TOURNAMENT

The Tournament must be held between the weekend after Labor Day and the 3rd full weekend of October, including those weekends. Bids for the North Carolina State Championship Tournament are due at the Fall NCDO meeting the year prior to the tournament. The State Tournament may be held at any location in the state. The NCDO logo is to be displayed on the tournament flyer.

ARTICLE I : BID REQUIREMENTS

When bidding for host of the NC state tournament the following should be considered.

- A. Proposed dates and location of the tournament
- B. Hall Dimensions should be large enough to give proper room between board and to give players enough room to not be interfered while throw is in progress
- C. Should be able to hold a minimum of 17 boards
- D. Recommend hotel in the area that may hold players and try to get a group rate if possible.

ARTICLE II: TOURNAMENT PLAYER ELIGIBILITY

To be eligible to participate in the NC State Championship, an individual must satisfy one of the following requirements at the time of registration.

- A. Present a valid and current North Carolina driver's License (or equivalent state-provided identification)
- B. Present an official league record from a North Carolina association exhibiting participation in a minimum of three weeks of league-sanctioned play in the current calendar year.
- C. Have a letter presented to the Tournament Director by the President or External Organizations Officer of the players North Carolina association explaining that the player is a current, yet non-throwing, member of that association.
- D. Sponsorship of an association or league does not fulfill association membership requirements for NC State Championships eligibility.
- E. No entrant into the NC State Championships may compete or have competed in the state championship events in another state in the same calendar year and violation of this rule will result in the player being banned from the tournament for a minimum of 10 years.

Tournament player eligibility requirements must be printed on the tournament flyer.

ARTICLE III: EVENT FORMAT

A single elimination format will be used; The double elimination format will only be used in the blind draw events of the tournament. All finals will be best 3 out of 5.

- A. Events should be as follows but not limited to:
Luck of the Draw, Mixed Doubles Cricket, Mens Doubles Cricket, Ladies Singles Cricket, Mens Singles Cricket, Ladies Doubles Cricket, Mens Singles 301, Ladies Singles 301, Mixed Trips 601, Mens Doubles 501, Ladies Singles 501, Mens Singles 501, Ladies Doubles 501, Youth Singles 01, and Youth/Adult Doubles 501.
- B. Ladies Singles and Mens Doubles and vice versa should be scheduled in order to maximize use of available boards.

ARTICLE IV: FINANCES

After expenses for the year, any monies left over (in the NCDO account) may be used as needed for the State Tournament.

- A. The Tournament Director will be paid \$100
- B. Any profits realized from the NC State Dart Championship Tournament will remain with the host association
- C. The purchase of trophies is not mandatory.

