

Athletic Alliance of Chicago Dart League
DART DIVISION BY-LAWS

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1 GENERAL

- 1.1 The Dart Division is part of the overall Athletic Alliance of Chicago (AAC) organization. The goal of this league is for participants and their friends to play electronic darts in a relaxed, congenial and sportsmanlike atmosphere.

2 THE ORGANIZATION

- 2.1 The Executive Dart Board shall oversee and guide the Dart Division. The Director, Assistant Director, Secretary, and Treasurer shall make up the Executive Dart Board.
- 2.2 The Dart Division participants shall elect the Director, Assistant Director and Secretary. The Executive Dart Board shall appoint the Treasurer.
- 2.3 The term of the Executive Dart Board shall be for one year after the initial election, with new elections to be held at the end of every Fall/Winter season.
- 2.4 The Executive Dart Board of the AAC's Dart Division shall have the authority to react, interpret, and respond to any situation regarding league play, fees, and other league situations in a timely fashion.
- 2.5 If any action taken by the Executive Dart Board is considered unacceptable by Dart Division participants, those participants may bring the issue formally before the Executive Board of the AAC for review.
- 2.6 An Executive Dart Board member may not be involved in discussions concerning and must abstain from a board decision directly and substantively regarding any team on which he/she is a rostered player.
- 2.7 The Executive Dart Board is responsible for setting start dates, organizing a sign-up meeting, and providing all league captains with a season schedule, master roster sheet with membership due dates and fee schedule for each season of play.

3 MEMBERSHIP

- 3.1 The AAC is an amateur LGBT friendly league. All participants of the Dart Division must be 21 years of age or older.
- 3.2 No professional players will be allowed in any form. If any rostered players are found to be on any professional lists, such as and not limited to, The American Darters Association (ADA), the American Darts Organization (ADO), Arachnid's Pro List (Bullshooter) or the National Dart Association (NDA), that player will be immediately removed from their team roster, and any games they participated in will be forfeited.

- 3.3 Each rostered player must either become a current member of the AAC by the third week of play (new players) or renew their AAC memberships in the June/December renewal cycle in which they already exist.
 - 3.3.1 New player memberships will be valid from the date of dues paid for one year, plus the additional period up to June or December, whichever comes first, at which time they will be set in a June/December cycle.
 - 3.3.2 Players can check AAC membership status or pay for AAC membership on the AAC Darts website: <http://sportsaac.com/leagues/darts>
- 3.4 If a new rostered player is not current on their AAC membership as of the third week of play, the player is suspended from participating in any game or match until that player brings his/her membership with AAC current.
 - 3.4.1 Any game points won by a team beginning in the third week of play in which a rostered player whose AAC membership is not current participated as a player will be forfeited by the team.

4 THE TEAM

- 4.1 Each team must submit a formal roster of players at each season's sign-up meeting, or electronically, within defined time guidelines set by the Executive Dart Board. Rosters should include the minimum to maximum number of players consistent with the format for any given season, with a designated captain and contact information. Failure to do so may result in the offending team being removed from the permanent schedule.
 - 4.1.1 Team rosters may be edited up to 7 PM on the first night of play for each season, at which point, the roster becomes official and set.
 - 4.1.2 Final, official rosters of all teams will be sent to all captains before the second week of play begins.
 - 4.1.3 Teams are allowed two roster changes per season, with no roster changes allowed during the last 4 weeks of a season.
 - 4.1.4 Players cannot switch teams AFTER the season begins, unless approved by the board.
- 4.2 Rostered players and match play:
 - 4.2.1 A team must have a minimum of 60% rostered players present and participating to play a scheduled match. If 60% are not present by 8:15 PM, that team shall forfeit the entire match. (i.e., if 6 players are required for a match, 4 must be rostered players.)
 - 4.2.2 The starting time for match games is 8:00 PM. There will be a 15 minute grace period for late arrivals only.
 - 4.2.3 The Captain of each team must submit a full player lineup to the opposing Captain by 8:15 PM. Changes to the lineup are not permitted once submitted to the opposing team Captain.

- 4.2.4 Captains may request a photo identification of all players submitted on the lineup for that night's games.
- 4.2.5 Captains should verify that 60% of an opposing lineup are rostered players and present before starting the match. Once the first dart is thrown the lineup cannot be challenged.

5 SUBSTITUTE AND ABSENT PLAYERS

5.1 The use of substitute players shall be permitted as follows:

- 5.1.1 Substitute players are non-rostered players that participate in a match prior to the last four weeks of play. They must be identified as "subs" on the score sheet. No more than 40% of team players at any given match may be substitute players.
- 5.1.2 Substitute players do not qualify for awards. Captains must supply the first and last names of all substitute players.
- 5.1.3 Substitute players may play only two times per season.
- 5.1.4 If a rostered player on one team participates as a substitute player for another team, the team using said rostered player as a substitute player shall forfeit the matches he/she played as a penalty.
- 5.1.5 It is the responsibility of the Captain of each team to verify the qualifications of all players (e.g., AAC membership status, number of times used as a substitute, etc.).
- 5.1.6 Substitute players are not allowed during the last four (4) weeks of play.
- 5.1.7 A substitute player cannot be used if a rostered player is present.

5.2 All matches involving absent players shall be conducted as follows:

- 5.2.1 All players should be present when the match begins. If a player listed on a team's lineup is absent at the time of his/her game, that game shall be forfeited.
- 5.2.2 In 701, if a player is absent, their turn is skipped and the player change button should be hit to advance the game to the next present player. Any player's turn that has been skipped cannot be made up.
- 5.2.3 If two or more players are absent from any team at the time of match start, the match shall be forfeited by the team with absent players.

6 SCHEDULING

6.1 The Executive Dart Board shall provide each Captain a "draft" of the dart league play schedule prior to the first night of play.

- 6.1.1 If teams are added or dropped, the draft schedule will be revised accordingly and a permanent schedule will be released shortly thereafter
- 6.1.2 If no changes are necessary, the draft schedule will be adopted as the permanent schedule.
- 6.1.3 The number of teams participating, and length of seasons may vary.

7 LEAGUE DIVISIONS

7.1 In any season, the league may be scheduled in two or more divisions to accommodate a large number of participating teams or skill levels.

8 THE MATCH

8.1 Two teams shall compete on an assigned dart board and follow the suggested format. The Executive Dart Board retains the ultimate decision on season to season format, with input from the league.

8.2 Each match will consist of a set number and order of games.

8.2.1 The games for each match of league play are:

Number of Games	Game	In / Out	Bull 50 or 25
Three, back-to-back	301	Open in / open out	Single Bull (50)
Three, back-to-back	501	Open in / open out	Double Bull (25)
Three, back-to-back	Cricket 200	n/a	Double Bull (25)
One	Team 701	Open in / double out	Double Bull (25)

- 8.2.2 These suggested games are played in the following order: 301--Set A, B, C; 501--Set A, B, C; Cricket 200--Set A, B, C; 701--All Team Members Play.
- 8.2.3 All suggested games are played as doubles (Set A, B, and C) with the exception of 701 in which all players participate in the order of their respective line-ups.
- 8.3 Other match play rules are as follows:
 - 8.3.1 One point is awarded per game won.
 - 8.3.2 The home team bar is responsible for paying for all games.
 - 8.3.3 The home team plays the first round of all games.
 - 8.3.4 The Captains of each team must bear witness to any and all corrections.
 - 8.3.4.1 *Tapping the dart is permissible if player throws before the "throw dart" indicator comes on and the dart does not register, or if a thrown and stuck dart does not register.*
 - 8.3.4.2 *If a thrown and stuck dart is incorrectly registered, the opposing captain may use the "back" button to correct the mistake. In all instances, a player cannot remove the dart and throw it again. Removal of the dart forfeits any corrections.*
 - 8.3.5 In 701, if the machine does not declare a winner, a 301 open in/open out single bull game will be played. One player from each team shall be selected to play this game.
 - 8.3.6 In Cricket, if the machine does not declare a winner, the team with the highest amount of points shall be the winner.

9 BOARD REQUIREMENTS & MECHANICAL FAILURE

- 9.1 Matches shall take place on fully functioning electronic dart boards that all offer the required games for any season format.
 - 9.1.1 Captains are responsible for informing their sponsor bars of any malfunctions requiring repair.
 - 9.1.2 If a board is damaged to the point that does not allow proper format play, the opposing captain may request to move the match to an agreed upon separate location.
 - 9.1.3 Captains are responsible for informing future opponents of any malfunctions not yet repaired, giving the opposing team the opportunity to move the match, or reschedule.
- 9.2 It is preferred that dart boards are located in an area allowing for the comfortable gathering and throwing of both teams, away from traffic or distraction, and captains should convey this message to sponsor bars.
- 9.3 The distance for all boards used by the dart division shall be 8' from the playing surface of the dart machine to the toe line. Arachnid Boards at most AAC participating bars have a notch/indent on the side of each board at floor level as a means to measure from.
- 9.4 In the event of a mechanical failure, an accurate assessment of the position of the game at the time of the failure must be agreed upon the Captains and manual scoring must then be used.

- 9.4.1 If the dart machine cannot be repaired that night, all remaining match games shall be resumed at an agreed upon date and in an agreed upon location by both teams.
- 9.4.2 The agreed upon date should be within two weeks of the scheduled match date. A later reschedule date must be approved by the Executive Dart Board.

10 MATCH RULES

10.1 Warm-up time is allotted for each team.

10.1.1 The home team must allow the visiting team uninterrupted practice on the game board from 7:45 PM to 8:00 PM.

10.1.2 The home team shall have uninterrupted practice on the game board from 7:30 PM to 7:45 PM.

10.2 Once the match begins, practicing is not allowed on any board in the establishment.

10.3 The board & throw line shall be as follows:

10.3.1 When throwing darts, both feet must remain behind the throw line until the dart has left the player's hand.

10.3.2 If a player's foot crosses the throw line before a dart leaves the player's hand, the Captains shall confer and on the first offense may warn the player and on all subsequent offenses may force the player to forfeit points scored by the dart.

11 RESCHEDULED MATCHES

11.1 The Captain of any team that is unable to play a scheduled match must notify the Captain of the opposing team at least forty-eight (48) hours prior to the scheduled match start time (qualifying emergencies are exempt) and provide potential reschedule dates. Failure to provide notification will result in a forfeit of the match.

11.2 The Captain of the opposing team must be in agreement with the new date selected.

11.3 Unless the Captain of the opposing team agrees to another location, the location of the rescheduled match must be the same as the original match location.

11.4 Matches can only be rescheduled once by each team.

11.4.1 If a team is unable to play on a rescheduled date they requested, that team will forfeit the entire match.

11.5 The Executive Dart Board will schedule a "make-up" week at some point during the season.

11.5.1 This is a convenience week, and rescheduled matches do not have to take place on this specific date.

11.5.2 This week will be clearly marked on the permanent schedule.

11.6 All rescheduled matches must be completed prior to the end of the last week of play in a given season.

11.7 Home team advantage is not lost due to a rescheduled game.

12 CHALLENGES AND OTHER PROTESTS

12.1 All challenges are to be submitted and handled by a Captain.

12.1.1 If a Captain is challenging a game or match, he/she should NOT SIGN the score sheet.

12.1.2 Challenges of games and/or matches must take place within 24 hours. After 24 hours, all scores stand as submitted.

13 SCORE / SKILL SHOT SHEETS AND REPORTING

13.1 The Executive Dart Board shall provide, via email, each team captain with Score / Skill Shot Sheet at the beginning of each dart season.

13.2 All players' first and last names must appear on a team's score sheet for it to be valid.

13.3 In the space provided on the score sheet, Captains should record: team name and number, match game results, players' first and last names; skill shots, and Captain's signatures.

13.4 All skill shots must occur during active game play.

13.5 The recorded skill shots are

13.5.1 Black Hat (3 double bulls, same turn)

13.5.2 Ton-80 (3 triple 20s, same turn)

13.5.3 Ton-71 (3 triple 19s, same turn)

13.5.4 White Horse (3 different, unmarked triples in Cricket)

13.5.5 9 Darts Out (Finish 301/501 in 3 rounds/9 darts or less)

13.5.6 Hat Trick (3 darts in the bull, same turn)

13.5.7 High Ton (150-179 points in 3 darts, 01 games only)

13.5.8 Low Ton (100-149 points in 3 darts, 01 games only).

13.6 A single turn may not record more than one skill shot; for example, 3 triple 19s qualifies as a Ton-71 or a High Ton but may not be recorded as both.

13.7 Captains are responsible for submitting scores and skill shots within 24 hours of match play at <http://www.sprampy.com/leagues/aac/darts.jsp>.

13.7.1 The Executive Dart Board shall provide user name and password information to each captain prior to the start of play each season.

13.7.2 Failure to submit scores within 24 hours, or abuse/inaccurate submission of skill shots will result in a team penalty define by the Executive Dart Board.

14 TEAMS QUITTING & JOINING

- 14.1 Any team or individual walking off the floor with the intent of not completing the match will forfeit any remaining games not completed at the time of departure. Once a game is in play no intentional delays will be allowed.
- 14.2 Any rostered player or entire team that quits anytime during the season shall forfeit all prize monies and skill shot awards.
- 14.3 If a team drops out of the league at any time, a meeting of the Executive Dart Board will be called to determine appropriate distribution of points for the particular situation and the Captains will be advised.
- 14.4 If an existing team desires to be reinstated, that team must notify a member of the Executive Dart Board within 24-hours after notification of disbanding. Reinstatement will occur by sole discretion of the Executive Dart Board.
- 14.5 Except at the sole discretion of the Executive Dart Board, no teams may join the league after the registration date for a given season.

15 FEES

- 15.1 Each team is required to secure sponsor (home bar) that agrees to host matches as defined by the season schedule, provide a functional dart board (and maintenance as required), pay for match play and is responsible for a team fee, which is due the end of the third week of play.
- 15.1.1 Team captains are responsible for collection and submission of this sponsor fee.
- 15.1.2 This pool will be the seasonal operating budget for the league, from which awards, banquet costs etc. will be drawn from.
- 15.1.3 The Executive Dart Board shall set the sponsor fee. (Sponsor fee \$60 as of June 1, 2015).
- 15.2 Each player is responsible for an annual Athletic Alliance of Chicago membership fee.
- 15.2.1 All active rostered players must pay this fee by week three of each season, or renew this membership by December 1/June 1 of each calendar year.
- 15.2.2 Memberships are valid for 1 year from payment. The Athletic Alliance of Chicago shall set the membership fee. (Membership fee \$25 as of January 1, 2014).
- 15.3 The Executive Dart Board shall provide each Captain with periodic reports of their status on all fees.

- 15.3.1 Captains are responsible for making sure their sponsor, team and individual membership fees are paid by the dates set by the Executive Dart Board.
- 15.3.2 Failure to pay any of these fees by their designated due dates will result in a penalty defined by the Executive Dart Board.

16 BUDGET/PRIZE FUND

- 16.1 All prize fund monies are to be collected from fees other than sponsorship fees and are to be completely distributed as determined by The Executive Dart Board.
 - 16.1.1 No monies from the prize fund shall be retained from one season to the next.
- 16.2 The Executive Dart Board shall set the budget for each season, as determined by bar sponsorship fees.
- 16.3 As of June 1, 2015 there is no prize fund available and this may change at the discretion of The Executive Dart Board and communicated to team Captains prior to the start of play for that given season.

17 END OF SEASON BANQUET AND PARTY

- 17.1 At the end of each season, a final banquet shall be held to recognize each team and team player accomplishments made during the season.
- 17.2 The final banquet shall be held at a location with the capacity to accommodate the entire dart league from that specific season.
 - 17.2.1 All efforts will be made by the Executive Dart Board to hold this location to a participating bar in the dart league.
 - 17.2.2 The Executive Dart Board will make any and all decisions as to what will be provided at each banquet (awards/food/beverage/raffle prizes), within budgetary limits, as determined by bar sponsorship fees.
- 17.3 Election for the Executive Dart Board shall take place during the awards party each Fall/Winter season.
 - 17.3.1 The Executive Dart Board will send out a call for nominees at least four weeks prior to the scheduled end of season party at which elections will be held and will send the list of nominees to all league members prior to the end of season party.
 - 17.3.2 Nominations may also be submitted at the end of season party prior to the call for votes.
 - 17.3.3 If no positions are being contended The Executive Dart Board may decide to skip the election process during the end of season party but must notify attendees of such a decision and announce The Executive Dart Board members.

Please contact the Executive Dart Board with questions or comments regarding the bylaws, league play, or other matters at darts@sportsaac.com.
