

SOUTHERN ILLINOIS DART ASSOCIATION  
CONSTITUTION, BY-LAWS, & RULES AND REGULATIONS



*CONSTITUTION, BY-LAWS*  
&  
*RULES AND REGULATIONS*

November 17, 2017

SOUTHERN ILLINOIS DART ASSOCIATION  
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**CONSTITUTION**

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**ARTICLE I - NAME**

1. The name of this Association shall be the Southern Illinois Dart Association (SIDA), a nonprofit club.
2. A Sponsor is any Pub, Bar, establishment, or group paying the fees for a team(s) playing that season.

**ARTICLE II - PURPOSE AND OBJECTIVES**

The purpose of SIDA shall be to promote the sport of darts in the Southern Illinois area and to maintain a favorable public posture toward darts, its participants, and its sponsoring establishments. To this end, SIDA shall:

1. Enhance the proficiency and the national reputation of Southern Illinois dart players through tournaments and ensure fair play through the adoption and enforcement of equitable rules and regulations.
2. Encourage interest in the sport of darts through promotions, publicity, and educational programs.
3. Enhance the public image of darts through involvement in civic and charitable endeavors.
4. Promote cooperation with other dart associations both locally and nationally.

**ARTICLE III - GOVERNANCE**

The membership in good standing shall constitute the organization of SIDA. The governing body of SIDA shall be the Board of Officers as described in the By-Laws.

**ARTICLE IV - AMENDMENTS**

1. **Ratification of Proposed Amendments:**

The Constitution, By-Laws, and Rules and Regulations of SIDA may be amended by proposed amendments prepared by the Rules Committee and subsequently submitted to the SIDA Board for approval and presentation to the general membership for ratification of a simple majority of eligible votes cast at a regularly scheduled general membership meeting.

2. **Interim Amendments:**

Interim Amendments may be made by the Board by submitting proposed changes to the Rules Committee for final preparation and through a two-thirds vote of the Board of Officers at any Board meeting called by the President. These Interim Amendments should be held to an absolute minimum and apply only to extraordinary issues necessary to the smooth running of SIDA. For these Interim Amendments to remain valid, they must be presented by the

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Rules Committee to the general membership for ratification at the next general membership meeting.

**ARTICLE VI - DISSOLUTION PROVISION**

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Should it become necessary to dissolve the corporation known as SIDA, the following steps will be taken to ensure compliance with Section 501(c)(3) of the Internal Revenue Service Code.

1. The Treasurer, acting as Custodian, will gather all material assets of SIDA.
2. The Board of Officers of SIDA will conduct an audit of the SIDA books.
3. All outstanding obligations of SIDA will be satisfied. Any payment of these obligations must be approved by a majority of the Board of Officers.
4. All remaining assets will be presented to the Muscular Dystrophy Association of America as a legitimate charitable donation.
5. A record of the above actions along with all past SIDA records will be retained for a period of seven years. All records will be made available for inspection by any SIDA member during that period.

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BY- LAWS

1. **YEAR:** The SIDA year shall run from June 1st to May 31st.

2. **DUES, FEES, FINES and PENALTIES:**

A. **Amount of Dues, Fees, and Fines:** Sponsor fees and team/individual dues, and/or fines shall be determined by the Board of Officers. It is the team captain's responsibility to ensure all individual dues are paid. Team/individual dues are payable no later than the night of the packet handout meeting. You can either pay by mail to the SIDA post office box, give it to the Treasurer, or one of the board members. When a player is joining a team between the packet handout meeting and the mid-seasons meeting (see [Rule 6.B.\(2\)\(a\)](#)).

Sponsor fees are payable no later than 6 PM, Friday, either in the SIDA post office box or in the Treasures possession, of the sixth week of play for your night. For sponsors with numerous teams, payment arrangements can be made with the treasure for scheduled payment. If dues and fees are not paid by the scheduled date, teams will forfeit all matches till payment is received with the appropriate late fees added to the total amount. Late receipt of these fees will include a late fee of an additional \$5.00 per team (Sponsor fee) and an additional \$1.00 for each individual dues that is paid late .

B. **Late Receipt of Team Rosters:** Team Rosters (Sign-Up Sheets) are to be submitted by team captains (or sponsor representatives) no later than the date of Sign-Ups. (In extenuating circumstances late team rosters may be accepted provided the Secretary has not already compiled the league schedule.

C. **Refund of Dues, Fees, and Fines:** Dues, fees, and fines are not refundable for any reason.

D. **Payment of Fines:** Fines levied by the Board must be paid to SIDA at its mailing address before the last week of the regular season. If payment is not received, any awards for said team or team members will be withheld pending receipt of payment in full. ([Return to page B9](#)),([Return to page R3](#))

E. **Penalties for No-Call-Ins of Play Results:** The home team captain is responsible for calling in the results to the SIDA Secretary not later than midnight of the day following league play. If there is no call-in received by the aforementioned deadline time, the Secretary will call the home team captain to obtain the results. The home team will be penalized according to the following schedule: (1) First No-Call: verbal warning, (2) Second No-Call: written warning, (3) Third No Call: 3 games in the standings, and (4) Forth No Call and All Subsequent No-Calls will result in forfeit of all games won that night.

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3. **MEMBERSHIP:**

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A. **Individual Memberships:** Individual memberships are limited to permanent residents, age 21 or older, of Southern Illinois and East-Central Missouri, as defined by the Board of Officers. The Board may also authorize associate memberships at a fee the Board deems reasonable, which would entitle the holder to be placed on the mailing lists and to participate in league play. Associate members are not allowed to vote on league matters.

B. **Sponsoring Establishment Memberships:** Sponsoring establishments out of which SIDA teams may play must be located in Illinois and must be within a 40-mile radius of downtown Belleville (intersection of Illinois and Main Streets, i.e. “the Square”). (Note: The Board may approve exceptions to the 40-mile limit for Illinois sponsored establishments that are located only slightly over the 40-mile limit.)  
([Return to Page B-8](#)),([Return to page R 10](#))

C. **Terminations or Suspensions of Membership:**

(1) **Terminations/Suspensions of Individual Members:** The Board may terminate or temporarily suspend any member for cause. Darts has a long, proud history and tradition of being a sport played indoors in a gentlemanlike/ladylike manner. Accordingly, to ensure continuation of this most desirable tradition, the Board shall terminate or temporarily suspend any individual guilty of habitually displaying unsportsmanlike conduct. Unsportsmanlike conduct is defined to include fighting, repeatedly using loud and unacceptable vulgarity, vandalism, uncontrolled rage/anger exhibited by repeatedly throwing or slamming of darts about, abuse of opposing players, or other unacceptable behavior during league play. Protests of unsportsmanlike conduct against a player may be submitted to any Board Officer by any member in good standing by citing this paragraph of the By-Laws and detailing in writing the unacceptable behavior of the perpetrator. The Board shall address this issue in the same manner as identified in the next paragraph. ([Return to page R13](#))

(2) **Terminations/Suspensions of Sponsoring Establishments:** The Board may terminate or temporarily suspend any sponsor for cause. The defendant sponsor must be notified of the reason for the proposed termination/suspension by certified mail and must be given the right to defend itself at a hearing held by the Board at a specified time and place. The Vice President in coordination with the Chairperson of the Rules Committee will be in charge of the Hearing. Failure of the defendant sponsor’s owner/manager--or other appointed representative--to appear at the scheduled hearing will be considered to be a plea of “no contest.” The Hearing Board will then take action on the evidence before it and send by certified mail a written explanation of the judgment and action to the defendant sponsor. The Hearing Board’s action may be overruled by a two-thirds vote of the general membership at a subsequent general membership meeting.

(3) **Protests and/or Complaints by Sponsoring Establishments:** Any sponsoring establishment shall have the right to file a formal protest or complaint against any player or team of players who they believe have created any major problem in their establishment immediately before, during, or after team play. “Any major problem” means starting a fight, creating a disturbance by loud arguing, damaging sponsor’s or any other establishment property or property of other patrons and/or employees, or acting in a disrespectful or obnoxious manner to patrons or employees or owners/managers of the sponsor or any other establishment. A protest or complaint may be filed in writing to any Board Officer accompanied by the standard

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\$25.00 protest fee. If the protest or complaint is determined to be well founded by the Board, the fee will be returned. In filing a protest/complaint it is advisable for the sponsor or any other establishment to obtain signed statements from any other players, patrons, or employees who were present and who witnessed the incident. Also, if surveillance videos are available to the sponsor's or any other establishment, a copy of that portion of the video showing the incident will be extremely helpful in obtaining a favorable ruling from the Board Officers. [TOC](#)

(4) **Members Barred By Sponsoring Establishments:** If a member is barred (not allowed on the establishment property) from a sponsoring establishment, the sponsoring establishment will notify the Secretary in writing within three (3) days, postmark establishes notification date, of who is barred from what establishment, and why the person is barred. This must be done on an annual basis, Fall through Spring seasons, as long as the person is barred. If notification/reason why the person is barred is not provided, the sponsoring establishment team will forfeit that scheduled match.

(a) If member is barred because of an incident that occurred by the member on the sponsoring establishment property, then the match will be played as scheduled.

(b) If the member is barred because of an incident that occurred not on the sponsoring establishment property and the member didn't do anything to contribute to it, then that match and subsequent matches, scheduled at the sponsoring establishment, will be moved to a neutral location where the match can be conducted in a sportsmanlike fashion. This includes regular season match play, division Playoffs and the SIDA Championship competition.

D. **General Membership Meetings:** Two general membership meetings shall be held during each of the two dart seasons (Fall and Spring). The first meeting will be held prior to the start of a new season. Plaques and other awards for the just completed season will be presented. A second meeting (captains meeting) will be held at mid-season. Both meetings will be announced in advance by the Secretary to team captains as part of the standings information sent to them weekly.

(1) **Captains Meeting:**

(a) There will be at least one Captains' Meeting per season (mid-season meeting), the time and place to be designated by the Board of Officers.

(b) Captains may designate another team member to represent them at any meeting and to vote in their place.

(c) A captain may give a written proxy to any of their team members or to any Board Officer to attend and to vote in his/her place. No one individual may hold more than one such proxy in addition to his/her own vote.

(d) Voting will be limited to one vote per eligible league member, one vote per sponsor, plus one vote for each voting board member.

(e) Attendance at Captains' Meeting is MANDATORY. If a representative from your team is not present, your team will be penalized 3 games in the standings.

(f) For a Captains Meeting to be official, there must be a quorum. A quorum shall consist of 51% of eligible captains (or their proxies) and at least two members of the Board, including at least one officer.

(g) Two-thirds of those present at an official Captains' Meeting can overrule any Board decision.

Note: removed: the appointed ADO Representative

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4. **BOARD OF OFFICERS:**

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The Board of Officers shall consist of the President, (non-voting except to break a tie), Vice-President, Secretary, Treasurer; Gold, Silver, and Bronze Coordinators, an Alternate Division Coordinator, a Sponsoring Establishment Representative, all of whom shall be voting members, and the immediate Past President, which is a non-voting position. (Should the Past President decline the Board position, that seat shall remain vacant.) The Secretary and Treasurer will be paid a fee for each season as approved by the Board of Officers. Term of office for the positions of Secretary and Treasurer is two years (staggered so that both do not end at the same time). All other Board Officers' terms are for one year.

A. **Board Of Officers Duties:**

The Board shall consider and report to the general membership on all proposed measures for the general welfare of SIDA. The Board shall direct the expenditure of funds of SIDA, but not in excess of the amount held by the Treasurer. A simple majority of the Board Officers present shall constitute a quorum for the transaction of business at Board meetings unless the full Board approves a specific number required to be present. Board decisions may be overruled by a two-thirds vote of a subsequent general membership meeting. If the Board desires, an overturned ruling may be re-addressed at the next regularly scheduled general membership meeting.

(1) **Duties of the President:**

- (a) To lead and direct the affairs of SIDA.
- (b) To carry out the Constitution, By-Laws, and Rules & Regulations of SIDA.
- (c) To establish administrative procedures when necessary for the effective operation of SIDA.
- (d) To appoint standing committee chairpersons, with the consent of the Board.
- (e) To designate special committees and appoint their chairpersons with the consent of the Board.
- (f) To call and chair meetings of the Board, Team Captains and general membership of SIDA.
- (g) To act as ex-officio member of all committees and cast the deciding vote in the event of deadlocks therein.
- (h) To familiarize themselves with all aspects of darts that could affect the general membership.
- (i) To be at all times responsive to the needs and desires of the general membership.
- (j) To cancel any match or night of league play due to bad weather or any other unforeseen problem necessitating such action.

(2) **Duties of the Vice President:**

- (a) To assume the duties of the President of SIDA in the absence of the President or in the event the President is unable to complete his or her term of office for any reason.
- (b) To act as advocate of the general membership in the event the consensus of opinion of the general membership is in opposition to that of the President.
- (c) To preside over all protest boards necessitated by disagreements during sanctioned league play.
- (d) To preside at tournaments as the Tournament Director in the event that no

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member of the Tournament Committee is present.

(e) In the absence of the President, to act as ex-officio member of all committees and to cast the deciding vote in the event of deadlocks therein.

(f) To perform such other lawful duties as are delegated by the President.

(3) **Duties of the Secretary:**

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(a) To serve as custodian of all property belonging to SIDA and to maintain a listing of all SIDA properties.

(b) To chair and schedule Board or general membership meeting in the absence of both the president and vice-president.

(c) To record and maintain minutes of all Board and general membership meetings and to make such minutes available for inspection by Board members and the general membership.

(d) To update the team standings and keep track of all achievements (180, 171, 9 hitters and 3 double bulls).

(e) To distribute the weekly standings so the team captains and coordinators receive them prior to the next scheduled night of play.

(f) To update the SIDA web page with the weekly standings or to provide standings to the web page coordinator.

(g) Make copies of signup sheets for all Board members in order to set up divisions/leagues.

(h) To set up and schedule all divisions/leagues.

(i) To make up Captain packets which will include: Constitution for new captains; constitution changes (if necessary); schedule (which includes mid-season meeting, playoff schedule, and reporting scoring phone numbers and email); and score sheets.

(j) To make available proposed changes/amendments to the Constitution to the Board/general membership.

(k) At least 2 weeks prior to the mid-season Captains meeting, remind all team captains and Board members of the date, time and location of the meeting.

(l) At least 2 weeks prior to the end of the season, notify all team captains, board members and sponsors of the date, time and location of the next packet meeting.

Note: Removed old (m) the process changed when we went to the new playoff format.

(m) To have the final standings available for all leagues at the City Championship.

(n) To publish and distribute voting ballots per paragraph 4E below.

(o) To accept signed proxies for absent members during election meeting and to validate them for issuance of ballots to persons presenting the proxies.

(p) To notify the Treasure to collect the \$10.00 add on fee for additional members. (See Rules paragraph [6B\(2\)\(a\)](#)).

(4) **Duties of the Treasurer:**

(a) To maintain credible bookkeeping records of SIDA monies.

(b) To provide all financial records for inspection to the Board or Team Captains. Records will be inspected at least annually.

(c) To complete financial records to be submitted to the Board and general membership at least semiannually.

(d) To order all materials required by SIDA with the approval of the Board.

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(e) To disburse funds in such a manner as to keep a good credit rating for the SIDA, i.e., Secretary, Treasure, SIDA Web Site Fees, etc.

(f) To collect all monies owed to the SIDA.

(g) To collect player and sponsor fees sheets at signup meeting.

(h) To bill Sponsors that didn't pay at the signup meeting.

(i) To maintain the SIDA post office box.

(j) To maintain dual signature accounts in financial institutions selected with approval of the Board. **Note: Who is the second signature ?**

(k) To notify the secretary if the \$10.00 add on fee is not received within 7 days of the add on notifications to correct standing accordingly. (See [Rules paragraph 6B\(2\)\(a\)](#)).

(5) **Duties of Division Coordinators:**

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(a) To act as principle point of contact between the Board and the general membership of their respective Divisions.

(b) To resolve disputes between teams in their respective Divisions.

(c) To contact the appropriate Board Officer on issues beyond their scope of resolution authority and to act as the advisor to that person.

(d) To accept calls from Team Captains regarding add-ons during season play.

(e) To approve add-ons called in by Team Captains and to call the Secretary to report the name(s) of approved add-ons. (If disapproving an add-on, the Coordinator must call the Team Captain and inform them of such disapproval and the reason therefor. (If the Team Captain disagrees with the disapproval, the Team Captain has the right to protest it as provided for in paragraph 4 (PROTESTS) of the Rules and Regulations.)

(f) The Alternate Coordinator fills in for any other absent Division Coordinator and performs that person's duties until the absentee returns or is replaced by the President.

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(6) **Duties of the Sergeant of Arms:** (The Sergeant of Arms is appointed by the President.) His/her duties are:

(a) To assist the President in keeping order at meetings.

(b) To ensure that the SIDA public address (sound system) or other adequate sound system is set up and in place before all general membership meetings and all SIDA-sponsored tournaments.

(c) To serve as parliamentarian at all meetings.

(7) **Duties of Sponsoring Establishment Representative:**

(a) To maintain membership in either the St Clair or Madison County Tavern Owner Association and the Illinois Licensed Beverage Association.

(b) Recruit additional sponsoring establishments.

**B. Removal from Office:** The Board may, with justification, make a recommendation to the general membership that a particular Board Officer be considered for removal from office. Justification for the Board to so recommend could include but is not limited to: (a) repeated and unexcused absences from meetings, (b) gross incompetence or neglect of assigned duties, or (c) gross misconduct. Following a recommendation by the Board that the general membership be afforded the opportunity to vote on possible removal of a Board Officer, the general membership will vote at the next regularly scheduled, or special, general membership meeting

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either for or against such removal. The affected Board Officer must be given the opportunity to present their argument as to why removal from office is not appropriate; before the general membership votes. A two-thirds vote of the general membership present to vote is required to carry out the removal of the Board Officer.

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C. **Board Meetings**: The Board of Officers shall meet at least once during each SIDA season (i.e., at least once during the Fall and Spring seasons) at a time and place to be determined by the President and communicated to all Board Officers in time to allow for their attendance. A quorum of the Board (a simple majority of Board Officers present) shall have the authority to make any decisions necessary to conduct the business of SIDA; however, its rulings may be overruled by a two-thirds vote of a subsequent general membership meeting. If the Board desires, the overturned ruling may then be redressed at the following general membership meeting.

D. **Election of Board Officers**: Board Officers shall be elected by the general membership in accordance with the procedures in paragraph 4E, below. If vacancies occur due to resignation or removal, the President shall appoint replacement officer(s) (subject to the consent of a majority of the Board) to complete the current term.

E. **Nomination and Election of Board Officers**: At the **Fall** mid-season general membership meeting, the Vice-President will accept nominations for officers for the following year provided the persons being nominated accept the nomination and are members in good standing. ("In good standing" means a member who (1) is currently competing in SIDA, (2) does not have any outstanding debts to SIDA, and (3) does not have any unresolved complaints or protests currently lodged against him/her.) Nominations will be accepted at all general membership meeting through the Spring mid-season general membership meeting. The Secretary or Treasurer (whichever position is not up for election) will be in charge of the election. They will appoint an Election Committee consisting of three members (minimum) to count the ballots and report the results to the Board and the general membership. Ballots listing all nominated candidates for office will be available at the Spring mid-season general membership meeting when the election will occur. Individual members who cannot be present at the election will be permitted to furnish written, signed proxies authorizing a fellow member to receive and vote their ballot. Group proxy lists (listing more than one named absentee) will not be accepted. Each absent member desiring an absentee ballot must complete and sign a separate proxy statement. Officers other than the Secretary and the Treasurer shall be elected to serve for one year beginning with the Spring Trophy/Fall Packet Handout general membership meeting. (The Board should make every effort to stagger the completion years of the Secretary's and Treasurer's 2-year terms in order to provide for better management continuity in SIDA.)

5. **TEAM CAPTAINS**:

A. **Designation of Team Captains**: All teams except those in the Wednesday Singles League must have a designated Team Captain that has a home telephone (preferably a cell phone with texting capabilities) (other than a sponsor's phone number), and an e-mail address to which the Secretary can call and send team standings information, as necessary. Designation of

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the person to be Team Captain is usually left to the persons forming the team. In some instances the team captain is the person who decides they want a team and recruits the necessary number of players, and locates a sponsoring establishment. In other instances, the proposed players may get together and choose or elect their team captain from among the proposed players.

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B. **Alternate Team Captains:** Each Team Captain (except Wednesday Singles League players) needs to appoint an Alternate Captain to be in charge when the Captain cannot be available. The names of Alternate Captains do not have to be reported to the Secretary; however, the Captain should prepare duplicate copies of materials sent to them in the team packet and furnish them to the Alternate so that person will be prepared to take the Captain's place in their absence. Also, the Alternate needs to have their telephone number (preferably cell phone) and email address on file with the Secretary either as part of the Sign-Up Sheet or through subsequent call-in of that information by the Captain.

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C. **Duties of Team Captains:**

(1) To ensure good sportsmanship, good order, and good conduct of all their team members and all others accompanying the team during league play. (See [By-Laws paragraph 3C, "Terminations or Suspensions of Membership"](#))

(2) To make decisions as to which players are going to play what games during the match (within the rules of play for that league).

(3) To communicate with the opposing Team Captain in reporting the names of players selected to play the next game of the match.

(4) To communicate with the opposing Team Captain concerning any developing or perceived misunderstandings or disagreements between players currently in play. Under no circumstances should Team Captains allow other players on their team to enter into disagreements with opposing players. Nor should the Captain of one team take it upon themselves to correct a player on the opposing team. Communications will be between Team Captains on behalf of their players.

(5) To report to the Secretary by texting a photo of score sheet by cell phone, sending an e-mail, or calling into a recorder, the results of play when their team is the home team for the match that week.

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(6) To communicate with the opposing Team Captain when it becomes necessary to postpone a match and reschedule it to another date agreeable to both team captains. The other team captain **must agree** to the postponement. In this regard, every effort should first be made to play the match at the originally scheduled date. SIDA permits all teams except Wednesday Singles to have the same number of subs as regular players for the very reason of preventing the need for postponements. If a postponement becomes necessary, the team requesting the postponement should make every effort to reschedule the match within 1 week and play it within 2 weeks of the original schedule date. If either team captain fails to cooperate, forfeitures will be given. If a date cannot be agreed upon so the match will be played within 2 weeks of the original schedule date, the secretary will notify the appropriate coordinator who will then set a date for the match so it is played within 3 weeks of the original date. If teams don't show up, the match will be awarded accordingly. If the coordinator is on either team, another coordinator will be notified to set a date. If the postponement is in the last 3 weeks of the season, it must be

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made up prior to the last night of scheduled play for that league. The last night of play and all playoff games must be completed before the next weeks scheduled game.

(7) The Home Team Captain of a postponed match is also responsible for (1) notifying the Secretary no later than midnight of the day following the regularly scheduled date of play of the postponement and (2) informing the Secretary of the new (rescheduled) date once agreed upon by the two Team Captains. Failure to notify the Secretary in the required time will be treated as a No-Call-In (see [By-Laws paragraph 2E](#)).

(8) To request approval from the Division Coordinator of add-on players he/she wishes to add to the team. (If the Division Coordinator cannot be reached after several attempts, the Alternate Coordinator should be contacted to request approval of the prospective add-on.)

(9) To collect & turn in the \$10.00 individual/add on fee for each player he/she has on their team or adds on to their team is provided to the Treasure within the time frame allowed. (By end of four weeks from start of season for sign up team roster players or 7 days of the date the add on player is approved by the Coordinator. (See [Rules paragraph 6B\(2\)\(a\)](#)).

(10) Notify sponsor of Playoff and Cities Championship.

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6. **COMMITTEES:**

A. **Appointment of Committees:** With the exception of the Election Committee, the President shall appoint Committee Chairpersons for the Standing Committees outlined below. Chairpersons selected by the President are subject to the consent of a majority of the Board. Additional committee members will be recruited by the appointed Chairperson in the number they deem necessary to fulfill the committee's responsibilities. Membership on all committees shall end at the expiration of the term of office of the President.

(1) **Standing Committees:**

(a) **Membership Committee:** The Membership Committee shall meet at least twice per year to discuss member recruitment, both of individual players and sponsoring establishments, and to solicit teams for prospective new sponsors. With assistance from the Rules Committee, the Membership Committee oversees the set-up and inspection of equipment in newly recruited sponsoring establishments.

(b) **Rules Committee:** The Rules Committee shall meet at least once annually to review the Constitution, By-Laws, and Rules & Regulations of SIDA. It shall submit recommendations approved by the majority of its members to the Board for approval prior to those recommendations being submitted to the general membership for consideration and ratification as changes or amendments. Changes/amendments approved by a majority of the Board of Officers are to be printed and made available to the general membership for review and discussion before being voted upon for ratification during a general membership meeting. The Rules Committee also helps set up and annually inspects all dart equipment used in SIDA-sponsored establishments.

(c) **Public Relations Committee:** The Public Relations Committee shall be responsible for all publicity of the SIDA in the public domain--including special events in which SIDA participates.

(d) **Election Committee:** The Secretary or Treasure (whichever position is not up for election) appoints the Election Committee (three members minimum) who receive and count all ballots during the election of the Board of Officers.

(e) **Tournament Committee:** The Tournament Committee shall be responsible for

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scheduling, organizing, and administering all tournaments sanctioned by SIDA.

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(2) **Other Committees**: Other committees may be created by the President who shall appoint the Chairperson with the consent of the Board. The Chairpersons of such committees are responsible for recruiting such additional members as they deem necessary to assist in fulfilling the committee's responsibilities.

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**1. EQUIPMENT:**

**A. Dart Boards:**

(1) **Sponsor's Responsibility:** The Sponsor is responsible for supplying the league-play dart boards, the associated lighting, scoring boards and the set-up of the dart throwing area. Boards shall be inspected by the SIDA Rules or Membership Committee personnel or any Board Officer and certifications posted and updated annually by these personnel.

(2) **Specifications:** All league-play dart boards shall be standard English "bristle" 20-point, clock-faced dart boards of top quality with no chrome spider wires. The "20" bed (wedge) of the board is to be situated at top center and shall be dark colored. The board's wire spider must not be broken and the double and triple rings must consist of the normal width measurement of 3/8ths of an inch wide.

(3) **Replacement of Worn-Out Dart Boards:** It is the responsibility of the sponsor to replace worn dart boards in a timely manner. Boards with protruding lumps and or worn-out bulls-eyes or other high usage areas are to be replaced by new or like-new boards or SIDA Rules or Membership Committee personnel will decertify the boards until they are replaced.

(4) **Placement of Dart Throwing Areas:**

(a) Sponsoring establishments must take care when selecting the location of dart throwing areas. Floors are to be reasonably level and the dart boards are not to be placed in locations where competing activities are going on while scheduled league dart games are being played. "Competing activities" are such things as restroom traffic, other game boards or tables located too close, and obstacles such as walls, bars, or seats too close to the dart throwing area. (The Rules Committee inspecting personnel shall not certify dart board set-ups for SIDA league play that do not comply with SIDA guidance regarding obstacles and competing traffic.)

(b) Dart board placements shall comply with the measurements/specifications in this paragraph and in the Dart Board Throwing Area Set-Up Diagram (Appendix 1 to the Rules and Regulations).

**B. Lighting:** Dart boards are to be illuminated by spotlight-type lighting of at least two bulbs per board--each of 100 watts or more--or other type lighting determined by SIDA inspecting personnel to be adequate.

**C. Scoring Boards:** A scoring board must be provided for each dart board located immediately adjacent to the dart board. It must also be of such size that scores may be marked on it so as to be easily read by both the players and spectators. Scoring boards also must be in such condition that scores can easily and legibly be entered or erased.

**D. Floor Mats/Carpeting:** If the floor of the dart board throwing area consists of concrete, ceramic, or any other hard surface determined by SIDA inspecting personnel to be damaging to darts that fall, a carpet or mat measuring at least 3 ft. x 5 ft. must be placed on the floor in front of the board to cushion the impact of darts falling to the floor. (See [Appendix 1 \(Dart Board Throwing Area Set-Up Diagram\)](#)).

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**2. LEAGUE PLAY:**

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SIDA league play consists of two seasons: Fall and Spring. Scheduled play is divided into six leagues as follows: Monday Open League, Tuesday Open Doubles Cricket League, Wednesday Open Singles League, Wednesday Mixed Doubles League, Thursday Open Doubles League, and Sunday Mixed Triples League

After Sign-Ups each season, the SIDA Board of Officers sorts the team Sign-Up Sheets by night of play (league) requested. The Board then further sorts the teams into three divisions for each night of play. Bronze (least skilled), Silver (skilled), and Gold (most skilled). Further divisions of Bronze, Silver and Gold may be necessary to accommodate the number of teams placed in each division. For example, there may be a large enough number of Monday Open Silver teams to necessitate creating three subdivisions: Silver 1 (most experienced), Silver 2 (average experience), and Silver 3 (least experienced). Teams are placed in divisions by the Board after careful consideration of the previous playing records of all players on the team. Because the number of teams signed up and the membership of most teams change from season to season, placement of teams into identical divisions season after season is unlikely.

**A. League Schedules:** League schedules are drawn up by the SIDA Board to conform with the two seasons of play (Fall and Spring). Start dates are announced during SIDA general membership meetings and also in information sent to team captains and sponsoring establishments throughout the year.

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**B. Start Time for League Play:** Start time for all weeknights of play (Monday through Thursday) is 7:30 PM. (Provided we have a division of Sunday Mixed Triples, start time for that league will be 3:00 PM in the afternoon.) A 15-minute grace period is allowed during regular season play if a team is still awaiting the arrival of additional players before starting the match. If none of the members of the missing team show up to play within the 15-minute grace period, the team that is present may call the match in to the Secretary as a complete match forfeit. (Also see paragraph D, below, regarding postponement of scheduled matches, and [Rules paragraph 5 \(Forfeits\)](#), below, concerning other matches or games that qualify as forfeits.) No grace period is allowed during end-of-season playoffs or during SIDA championships.

**C. Weekly Standings Reports:** Weekly Standings for each league are prepared and e-mailed to team captains by the Secretary. The Secretary prepares the Standings from information that home team captains reports to the Secretary upon completion of a match. (Copies of these weekly standings are also e-mailed to the appropriate Division Coordinators and put on the SIDA WEB site [sidadarts.org](http://sidadarts.org).)

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**D. Postponement of Scheduled Matches:** A scheduled match may be postponed (re-scheduled) by **mutual agreement** of both team captains. (See [By-Laws paragraphs 5C \(6\) and \(7\)](#) for details on postponement responsibilities of team captains.)

**E. Out-of-Order Play of Match Games:** Games may be played out of order only with the consent of both team captains. (See [Appendices 2 through 7 for games played in each league and the order of play for those games.](#))

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**F. Designating Players and Score Sheet Entries:** The roster (score-sheet) for each game to be played will be completed first by the visiting captain. The visiting captain then informs the home captain of the name(s) of that player(s). In turn, the home captain informs the visiting captain of the name(s) of his/her opposing player(s). Once a name(s) has been reported to an opposing captain, it (they) cannot be changed without the consent of the opposing team captain. Neither team captain is required to reveal his/her lineup for more than one game at a time. To ensure timely completion of league play, the use of 2 boards is required for doubles and singles matches if 2 boards are available. (Also, for Monday Open League and Sunday Mixed Triples League, see [the rule in Appendices 2 and 7](#) regarding the scheduling of individual players in Singles games in the order of most wins continuing in descending order).

**G. Reporting Match Results to SIDA Recorder/Send E-mail/Send Photo via Text:** The home team captain is responsible for reporting the scores to the SIDA Secretary via Text, E-mail, or Recorder phone number; no later than midnight of the following day. Failure to call in scores and names of individual game winners and losers by the deadline will result in the home team being assessed a penalty. (See [paragraph 2E of the By-Laws](#) (Penalties for No-Call-Ins of Play Results)).

**H. Choice of Boards - Home Team Privilege:** The home team has the choice of choosing the two dart boards the matches are to be played on. Higher division home teams have first choice of boards over lower division home teams provided a player of the higher division home team is present to claim the boards no later than 30 minutes before match start time, i.e., 7:00 PM on week nights, or 2:30 PM on Sunday afternoon.

**I. Warm-Up Practice Prior to Match:** No later than 30 minutes before match start time, the boards to be used must be cleared to allow warm-up by players of the two teams scheduled for the nights match. No later than 10 minutes before match start time; the board on which the first team game will be played must be made available to the visiting team exclusively for their warm-up.

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**J. Minimum Number of Players Required:** The minimum number of players required in all leagues and in all games is 1.

**K. Scoring Zero Blinds for Missing Players:**

(1) **Monday Open League and Sunday Mixed Triples League:** Monday teams using fewer than 4 players and Sunday teams using fewer than 3 players in the team game must score a zero blind for each missing player for each rotation of team players.

(2) **Doubles Matches:** In Doubles matches for any night of play where the team captain uses less than 2 players in a game, that team must score a zero blind for the missing player for each rotation of play. Also, no one player may compete in both doubles games of the same kind in any night of play.

(3) **Singles Games in Monday Open and Sunday Mixed Triples Leagues:** In Singles games, Monday teams having less than four players and Sunday teams having less than three players shall forfeit one game for each singles player missing for any scheduled game.

(4) **Singles Games in Doubles Leagues:** A doubles team having less than two players

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shall forfeit one game for each singles player missing for any scheduled game.

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**L. Late Arrival of Players:** A player arriving after match start time will be allowed to play as long as he/she arrives in time for his/her scheduled game and the roster has not been submitted to the other captain showing another named player. Late arriving players may not enter a second or third leg of a game if they were not present to begin the first leg of the game.

**M. Smooth, Orderly Match -- Both Captains' Responsibility:** The two team captains are responsible for the smooth running of each game of the match. Any disputes that arise during the course of play must be settled in private conference of the captains only. (For additional information on captains' responsibilities, see [paragraph 5C of the BY-LAWS.](#))

**N. Practice During League Play:** No player may practice between turns once his/her game has started, either on the game board or any other board. (Examples: If you are currently playing in a league doubles cricket match, you may not practice on another board while awaiting your next turn to play. You may, however, if you are not one of the players currently playing a league game, practice on a free board away from the game currently being played.) If in violation of this you will be given a warning the first time and any time after that your turn will be skipped.

**O. Dart Courtesy - Awaiting Return of Opposing Player to Behind the Throw Line:** No player may throw a dart before the opposing player has returned from the board to behind the throw line. Any dart thrown before return of the opposing player behind the throw line will count as a thrown dart but no score made by such dart shall be counted.  
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**P. Cork Constitutes Start of the Game:** : The home team has the choice of corking (throwing for the bulls-eye) first or second, EXCEPT in Singles, where the loser of the first game calls the second game and starts. The cork will consist of each player throwing a single dart which sticks in the scoring portion of the board. The player whose dart is closest to the bull wins the cork. (If a player's thrown dart causes the opponent's dart to fall from the board while corking, both players will re-cork the same as in a tie. In the case of a tie (both darts are either double-bulls, single bulls, or equal distance from the bulls-eye), each player will rethrow the cork with the player who threw first in the preceding cork throwing second until one player wins the cork. If the dart thrown by the first player is a single or a double-bull, the second player throwing a cork has the option of requiring the first player to remove his/her dart from the board. A double-bull beats a single-bull. In any doubles or team event, the players throwing the corks have the option of allowing a teammate to start the game.

**Q. Dart Scores Where the Point Penetrates the Board:** A dart shall be scored where its point first penetrates the board.

**R. Re-throw of Darts:** Any dart which does not strike a vertical surface may be rethrown. (Example: A player throws a dart which sticks in the floor without first reaching the board or wall, etc.) Any dart which does strike a vertical surface will count as a thrown dart. (The dart need not stick in said vertical surface to count as a thrown dart.)

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**S. Scoring:**

(1) **Throw Line Will be Strictly Enforced:** Should a player have any portion of his/her feet or shoes over the front edge of the throw line (foul line) during his/her throw (in the judgment of both captains or a witnessing SIDA officer), all darts so thrown shall be counted as part of his/her throw; however, any score made by such darts will not be counted. (One warning must be given before enforcing this rule.) A throw under this rule is from the time the dart is first put in motion until it strikes a vertical surface stopping its forward motion. [TOC](#)

(2) **Scoring Darts Before Touching or Removing from Board:** Players may not touch or remove their darts from the board until their score is recorded and acknowledged by their opponent. A player may walk to the board to see what they have scored but may not touch the dart(s). Once a player touches a dart in the board before marking their score, their turn ends. Score for that dart and any previously thrown dart is counted.

(3) **Use of a Scorekeeper During League Play:** A scorekeeper (person other than those engaged in throwing the game in process) may be used during league play only when both team captains are in agreement on the use of such person.

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**3. GENERAL RULES OF THE GAMES:**

**A. 01 Games:** Each team (player) starts with the prescribed number of points with the aim of reducing the score exactly to zero by finishing with a double (the outer ring of the dart board or a double bullseye). In some doubles games (301 and 401 for example, the player must start their play by scoring a double-in. No score for darts thrown before they score the double are counted in those games. (See the specific rules in paragraphs (4) through (7), below, for each type of 01 game to determine the rules for the specific game being played.) In 01 games, the inner bulls-eye counts 50 points and a single (outer ring bull) counts 25 points. If, when a player's score is reduced to the point where they can possibly win the game by scoring the necessary double-out to reduce the score to exactly zero, the player instead scores more than the needed score to win, the player "busts" (reduces the score to one or more points less than zero) and the score reverts to what it was before the player's turn began. Once the final dart has been thrown, the game is over. Any dart(s) thrown afterward do not count. (See [Appendices 2 through 7 for games played in each league.](#))

(1) **Advising a Player on Numbers to Hit:** A Scorekeeper (if used), or a teammate, may advise a player as to what amount is left to attain or the total amount scored by darts already thrown. It is the player's responsibility, however, to select the number(s) to throw at during a game. If the player is told a wrong number, either as a total for darts thrown or as a remainder left to attain, and they throw based on the wrong number, the darts stand as thrown and the score actually attained is counted.

(2) **Special 5-Turn Rule for Teams Reduced to Throwing for a Double-One:** For Gold and Silver teams, if, prior to the beginning of the match, both captains consent to limit throwing to attain a double-one to win a game, five turns per team will be thrown and if neither team attains the double-one, the next player in rotation on each team will throw one dart for the cork (bulls-eye) with the closest one winning the game. (See [paragraph 2P](#), above, for the corking procedure.) **The 5-Turn Rule shall be standard for all Bronze teams.**

(3) **Correction of Scores in 01 Games:** In 01 games, an error in arithmetic may be corrected if detected by the beginning of the same team's next turn. Arithmetic errors detected after the beginning of the same team's next turn will stand as written. ([Return to Appendix 7](#))

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(4) **1001 Free-In, Double-Out (FIDO) Team Game:** (See [Appendices 2 through 7 for games played on each night of play](#). Also see the general rules for 01 games in paragraphs 3A (1), (2), and (3), above.) Only one 1001 Team Game is played. In Monday Open Leagues it may be played with up to eight players on each team. In Sunday Mixed Triples League it may be played with up to six players on each team. (In Monday Open League or Sunday Mixed Triples League the number of players on one team does not have to be the same as the number on the opposing team. (In Monday Open League, a team using less than four players (and in Sunday Mixed Triples, a team using less than three players) must score a zero blind for each missing player for each rotation of players. The object of the game is: Starting with 1001 points, each team has its players throw in rotation to reduce the score by totals for the darts thrown until one player is able to reduce the score to exactly zero by finishing with a double-out dart. ([Return to Appendix 4](#)),([Return to Appendix 5](#)),([Return to Appendix 6](#)) [TOC](#)

(5) **501 Free-In, Double-Out (FIDO) Game:** 501 (FIDO) is played sometimes as a “doubles” game and sometimes as a “singles” game. (See [Appendices 2 through 7 for games played on each night of play](#). Also, see the general rules for “01” games (paragraphs 3A (1), (2), and (3), on previous page.) Whether played as a doubles or a singles game, 501 is played two out of three legs with the winner being the team (player) who first wins two legs. (If the same team (player) wins the first two legs, the third leg is not played.) The object of the game is for the team (player) to start with 501 points and with the scores for darts thrown reduce the score until one player is able by doubling out to finish the game through reducing the score to exactly zero. ([Return to Appendix 5](#)),([Return to Appendix 6](#))

(6) **401 Double-In, Double-Out (DIDO) Game:** (See [Appendices 2 through 7 for games played on each night of play](#). Also see the general rules for 01 games in paragraphs 3A (1), (2), and (3), on previous page.) The game is played two out of three legs with the winner being the team (player) who first wins two legs. (If the same team (player) wins the first two legs, then the third leg is not played.) The object of the game is for the team (player) to first “double-in” by hitting a double (any double) in the outer ring of the board or a double bulls eye. No darts thrown before a double-in is attained can be counted. Starting with the number represented by the double-in thrown, each team (player) reduces the 401 points to where one team (player) is able to reduce the score to exactly zero by finishing with a double-out dart.

(7) **301 FIDO and 301 DIDO Games:** ([Return to Appendix 5](#)),([Return to Appendix 6](#))

(a) **301 Free-In, Double-Out (FIDO):** (See [Appendices 2 through 7 for games played on each night of play](#). Also see the general rules for 01 games in paragraphs 3A (1), (2), and (3), on previous page.) 301 FIDO is played two out of three legs with the winner being the person who first wins two legs. (If the same person wins the first two legs, the third leg is not played.) Object of the game is: Starting with 301 points to reduce the points with darts thrown until the player is able to reduce the score to exactly zero by finishing with a double-out dart. ([Return to Appendix 4](#)),([Return to Appendix 5](#))

(b) **301 Double-In, Double-Out (DIDO):** (See [Appendices 2 through 7 for games played on each night of play](#). Also see the general rules for 01 games in paragraphs 3A (1), (2), and (3), on previous page.) The game is played two out of three legs with the winner being the team (player) first winning two legs. (If the same team/player) wins the first two legs, the third leg is not played.) Object of the game is: Starting with 301 points to first throw a “double-in” by hitting a double (any double) in the outer ring or by hitting a double-bulls eye. No darts thrown before a double-in is attained can be counted. A player wins the game when they are able to reduce the score to exactly zero by finishing with a double-out dart.

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**B. Cricket Games:** (See [Appendices 2 through 7 for games played on each night of play.](#)) In Cricket the board numbers used are 20 through 15 plus the bulls-eyes. (See separate rules in paragraphs (2) and (3), below for the special Cricket games of Spanish Cricket and Minnesota Cricket.) Cricket is played two out of three legs with the winner being the team (player) first winning two legs. (If the same team (player) wins the first two legs, the third leg is not played.) In Cricket, any dart landing in any valid Cricket number (20 through 15 and bulls-eyes) will be counted when scoring. The object of the game is to finish by closing all the numbers before your opponent does. (A number is “closed” by scoring three hits in it. A dart in the triple (inner) ring scores three hits; a dart in the doubles (outer) ring scores two hits; a dart in the remaining area of the number counts as one hit. A dart in the center bulls-eye counts as two hits and one in the outer bulls-eye counts as one hit. Merely closing all the numbers first does not win the game if the opponent is ahead in points. (Points are scored during the game when additional hits are made on numbers subsequent to closing them and before the opponent closes the same number.) Points can only be scored on the Cricket numbers (20 through 15 and bulls-eyes.) A hit in the triple (inner) ring is worth three times the value of the number hit; a hit in the doubles (outer) ring is worth twice the number hit; a hit in the remaining area of a number is worth the actual value of the number hit. Twenty-five points are scored for single bulls-eyes and 50 points for double bulls-eyes. A game tied in points is won by the team first closing all Cricket numbers and the bulls-eyes. For all Honor Call Cricket games including (Minnesota and Spanish) **Honor Call: Call is not a verbal response. It is understood if you hit a number that you weren't throwing at that you should not count those darts in the number not throwing at.**  
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(1) **Correction of Scores in Cricket Games:** In Cricket, arithmetic errors must be corrected before the opposing team begins its turn or the score will stand as written.  
[\(Return to Appendix 3\)](#), [\(Return to Appendix 4\)](#), [\(Return to Appendix 6\)](#)

(2) **Spanish Cricket:** (See [Appendices 2 through 7 for games played on each night of play.](#)) Spanish Cricket is played two out of three legs with the winner being the team (player) first winning two legs. (If the same team (player) wins the first two legs, the third leg is not played.) Only the numbers 20 through 10 are used in Spanish Cricket. No bulls-eyes are used in Spanish Cricket. A dart landing in the doubles (outer) ring scores two hits; a dart landing in the triples (inner) ring scores three hits, and a dart in the remaining area of the number called scores one hit. Merely closing all the Spanish numbers (20 through 10) does not win the game if the opponent is ahead in points. Points are scored during the game when additional hits are made on numbers after first having closed the number and before the opponent closes his/her same number. A dart landing in the triples (inner) ring is worth three times the value of the number hit; a dart landing in the doubles (outer) ring is worth twice the value of the number hit; a dart landing in the remaining area of the number is worth the actual value of the number hit. Points can only be scored on the Spanish numbers (20 through 10). A game tied in points is won by the team (player) closing out all the Spanish numbers ahead of the opposing team (player).

[\(Return to Appendix 3\)](#), [\(Return to Appendix 6\)](#), [\(Return to Appendix 7\)](#)

(3) **Minnesota Cricket:** (See [Appendices 2 through 7 for games played on each night](#)

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[of play.](#)) Minnesota Cricket is played as a Monday Open, Doubles, or Triples team game. Only one game is played. The numbers 20 through 15 plus the bulls-eyes are used. Minnesota, however, has three additional “special numbers” to be closed. They are called: “Doubles”, “Triples”, and “Three-in-a-Bed”. You do not need to specify that you intend to hit a triple, double, or single. As in “Cricket”, you must score three hits in each of the numbers 20 through 15 and bulls-eyes in order to close them. A dart in the triple ring of a number equals three hits; a dart in the doubles ring equals two hits; a dart in the remaining area of the number equals one hit. In addition to closing out the regular Cricket numbers, you also must close out the “special numbers” of “Triples”, “Doubles”, and “Three-in-a-Bed”. After attaining three triples, doubles, or three three-in-a-bed’s, you may score the hit(s) in these additional “special numbers.” As in Cricket, the object of the game is to close all the numbers (20 through 15 and bulls-eyes) plus the added “special numbers” of Triples, Doubles, and Three-in a-Bed. To close Triples, you must hit 3 triples in any of the numbers 20 through 15. To close Doubles you must hit 3 doubles in any of the numbers 20 through 15 including the doubles bulls-eye. To count as Three-in-a-Bed all 3 darts must be in same number 20 through 15 or bulls eye, (Example: 3 single hits, a double and 2 singles, 2 doubles and a single, or 3 doubles or triples, or three darts all in the bulls-eyes (any combination of single and/or double-bulls). Merely closing all the numbers including the “special numbers” does not win the game if the other team is ahead in points. As in Cricket, points are scored during the game when additional hits are made on numbers that you have closed and before the opponent closes his/her same number. A dart in the triple area of a is worth 3 times the value of the number hit, one in the doubles of a number is worth twice the value of the number hit, one in the remaining area is worth the actual value of the number hit. Points may also be scored in the “special numbers” (Triples, Doubles, and Three-in-a-Bed) once you have closed one of them and before your opponent closes the same “special number.” (See paragraph (a), below, for additional rules for value of points in the “special number” of Three-in-a-Bed.) After each throw of darts, a player may choose where he/she wishes to score the darts thrown. (For example, if a double and two singles are attained in the same number, the player may: (1) take a “double” and score two single hits on the number, (2) score all darts closing the number (and taking points for the extra hits if the opponent’s same number is not closed), or (3) score a hit in the Three-in-a-Bed “special number.” Darts thrown can only be scored once, however. For example, the player must elect which way to score the three darts thrown: he/she cannot use the same double to score both a “double” and also use it as the third dart completing Three-in-a-Bed.

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[\(Return to Appendix2\)](#), [\(Return to Appendix3\)](#), [\(Return to Appendix 6\)](#),[\( Return to Appendix 7\)](#)

(a) **Pointing in Three-in-a-Bed:**

(1) **All Divisions:** Players pointing in Three-in-a-Bed in All Divisions may take the total value of the three darts thrown. For example, if you throw a triple-19, a double-19, & a single-19, the throw is worth the actual total valued of the darts thrown (in this case, 114 points).

[\(Return to Appendix 7\)](#)

C. **Belleville Singles Format:** (See [Appendices 2 through 7 for games played on each night of play.](#)) Best 2 out of 3 match with a choice of 4 different games. Each game can only be played once during match. The 4 game choices are 501 FIDO, Cricket, 301 DIDO, or Spanish (Spanish is Honor Call for all divisions except Bronze). Order of play will be determined as follows: 1<sup>st</sup> game will be chosen by the winner of the cork and that person will start the game,

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the 2<sup>nd</sup> game will be chosen by the loser of the first game and that person will start, and the 3<sup>rd</sup> game (if needed) will be chosen by the winner of the cork and that person will start the game.  
([Return to page R10](#))

4. **PROTESTS:**

Team captains may file written protests regarding violations of either (a) the Rules of the Games, or (b) the sponsoring establishment's environment. These protests must be made known verbally to the opposing team captain at the time of the match. (The captain lodging the protest may elect to play the match at the time even though it is being played under protest.) Written protests are to be submitted to any Board Officer within one week of the protested match.

**A.** Protests will be heard by a panel of at least three team captains, none of whom shall be from the protesting division (except during playoffs), and the chairperson will be the SIDA Vice-President. Advance notice of the hearing will be given by the chairperson to the affected captains. The Vice-President will be disqualified if his/her team is involved in the protest and the President will appoint a chairperson.

**B.** A protest must be filed with a Board Officer in writing within one week of the protested match. If mailed, postmark date will control. In the last three weeks of the season, the protest must be made orally by 9:00 P. M. of the day following the match.

**C.** During playoffs, protests must be made before the match is completed and will be heard immediately if at all possible. If the protest is dropped on completion of the match because the protested game would not alter the outcome of the match, the fee will be refunded.

**D.** A fee of \$25.00 must accompany the protest. If the protest is upheld, the fee will be refunded.

**E.** The Vice-President will keep a written, permanent record of all protests, including the names of the parties, the nature of the protest, names of the hearing panel, and the results.

**F.** The Vice-President will establish the rules to govern the hearings. It is strongly suggested that oral evidence is allowed.

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5. **FORFEITS:**

- **No-show of Opposing Team:** When no one from the opposing team shows up for a scheduled match (within the 15-minute grace period--when allowed) the team present may call in to the SIDA Recorder a complete match forfeit. (Also see [paragraph 2B \(Start-Time for League Play\)](#), and [paragraph 2D \(Postponement of Scheduled Matches\)](#), and [paragraph 2J \(Minimum Number of Players Required\)](#)).

**B. Suspension of Team for Forfeiture of Two Full Matches:** A team forfeiting two full matches during a season schedule shall be suspended from the SIDA for the balance of the season.

- (1) When a team is suspended after forfeiting two full matches, all scores for the teams

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opposing the dropped team shall become zero wins and zero losses if the drop occurs during the first half of the season.

(2) If a team is dropped during the middle of the season when all opposing teams in that division have played the dropped team an equal number of times, the scores of opposing teams up to that time shall stand and the opposing teams will treat further scheduled nights of play against the dropped team as “byes.”

(3) If the dropped team’s two full match forfeits are split between the first and second halves of the season, the scores for opposing teams will be zero wins and zero losses for the entire season.

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**C. Use of Ineligible Players:** Forfeits shall be declared for use of ineligible player(s) to the extent that all game wins involving use of the ineligible(s) shall be forfeited to the opposing team or teams. Use of an ineligible player shall be grounds for a protest by the opposing team. (See paragraph 6B, below, regarding what constitutes an ineligible player, and [paragraph 4](#), Protests on previous pages.

**D. Full Match Forfeiture During the Last Three Weeks of Season:** If a team forfeits a full match in the last 3 weeks of a season, the team captain shall be held responsible. The captain of said team will have to put up a \$30.00 deposit before he/she is eligible to play in SIDA the following season. (The deposit will be returned at the end of the season if the team completes the season without suspension for forfeiture of full matches.)

**E. Singles Games against Forfeits(Ghost player):** All singles games will count as a game won against forfeits (Ghost players).

**6. TEAM AND PLAYER ELIGIBILITY:**

[\(Return to page R11\)](#)

A. **Team Eligibility:** Teams must be in good standing in order to be eligible for play during the current season. “In good standing” includes not owing SIDA money for previous seasons and not having an unresolved protest (see [paragraph 4](#) on previous pages) from previous seasons. Any team captain who knowingly and willfully plays a person known to be ineligible to play on that team, and all members including the ineligible player, shall be suspended from playoff participation for that season. In addition, any team captain forfeiting a full match during the last three weeks of the previous season is ineligible to play during the current season until he/she posts a \$30.00 fee (see paragraph 5D, above).

B. **Individual Player Eligibility:** Team captains are responsible for the integrity of their team roster and for ascertaining the eligibility of team members. If an opposing team captain doubts the legitimacy of a player on an opposing team, he/she should consult the current standings roster, and, if necessary, ask the opposing team captain to produce proper identification of the player in question.

(1) **Players Must Be in Good Standing:** Individual players “in good standing” are players for whom the \$10.00 fee has been paid and who have not be suspended or terminated from play in SIDA for cause and who do not have any unresolved protests pending or any unpaid fines pending. (See [paragraph 3C\(1\)](#) (Individual Memberships) of the BY-LAWS.

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([Return to page B1](#)) ; ([Return to page B6](#)); ([Return to page B9](#)) ;

(2) Add-On Procedures: Team captains must call the names of prospective add-on players to their Division Coordinator who either approves or disapproves the add-on depending on whether the prospective add-on is a member in good standing and whether the person is an appropriate player to be added to that particular division. Players can be added to a team until the completion of the mid season meeting.

(a) **Approved Add-Ons**: If the Division Coordinator approves the add-on, he/she calls the name to the Secretary. Teams are allowed to have the maximum number of players as follows: For Monday leagues, 8 is the maximum; for Tuesday, Wednesday and Thursday leagues, 4 is the maximum; and for the Sunday league, 6 is the maximum. When a team wants to add a player, a \$10.00 add on fee applies. In order to add another team member once the maximum has been reached, an existing team member **will have to be removed** from the team. The number of team members **will not exceed** the maximum number of players allowed. When a team adds a player which requires the \$10.00 add on fee, the Secretary will notify the Treasurer who will ensure the add-on fee (\$10.00) is received within 7 days of calling in the name. If the add on fee is not received by the Treasurer within 7 days, the Treasurer notifies the Secretary who then drops the player and scores all games played by the added player as forfeits. [TOC](#)

(b) **Disapproved Add-Ons**: If the Division Coordinator disapproves the prospective add-on, he/she must so notify the team captain and state the reason for the disapproval. (A team captain that disagrees with the Division Coordinator's disapproval has the option of protesting under the procedures in paragraph 4 (PROTESTS) above. The written protest must be accompanied by the \$25.00 protest fee.

(3) **Individual Player Eligibility During Division Playoffs and/or SIDA Season Championship Competitions**: In order for players to be eligible for play in the Division Playoffs and/or the SIDA Season Championship Competition, they must have substantially contributed to regular season play as evidenced by played on at least two singles games.

**C. Willful Play of Player Under an Assumed Name/Identity**: Any player caught playing under an assumed name or false identity for the purposes of deceiving SIDA as to his/her true dart skills and identity shall be automatically suspended from SIDA for two consecutive seasons. Any team captain or acting team captain who knowingly uses an illegal player shall also be suspended for two consecutive seasons. (See [paragraph 5C](#) and [paragraph 6A](#).)

## **7. DIVISION PLAYOFFS:**

### **A. Teams Eligible for Playoffs:**

In each division the first place team plays the fourth place team and playoffs are held at the first place team's home establishment. The second place team plays the third place team and playoffs are held at the second place teams home establishment. A match is over as soon as one team wins a majority of games of the format. (For example, wins 4 out of a 7-game format, 5 out of a 9-game format or 6 out of a 11-game format.) In an effort to ensure timely completion of the playoffs, both singles will be played at the same time even though the result of only one of the singles could determine the winner of the match. The winner of these Playoffs advances to the SIDA Championships, i.e. Cities. (In the event of ties at the end of the season, the tied teams will play each other prior to the scheduled playoffs date. The Sponsors

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location for the tiebreaker match will be determined by team captains with a toss of a coin.)

**B. Individual Player Eligibility in Division Playoffs:** In order for a player to be eligible for play in the Division Playoffs, he/she must have played on at least two single games.

**C. Resolution of Protests Prior to Playoffs:** In any given division, no Playoffs shall begin until all protests dealing with regular season play in that division have been heard and appropriate action taken.

**D. Designation of Home Teams During Playoffs:** In division Playoffs, the higher ranked team is designated the “home team.”

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**E. Throwing Order of Singles in Playoffs for Monday Open and Sunday Mixed Triples Leagues:** The throwing order for singles matches is determined by the number of singles wins as described in Appendix 2 for Monday Open League and in Appendix 7 for Sunday Mixed Triples League.

**8. SIDA SEASON CHAMPIONSHIP COMPETITION:** The Board determines the overall format of the SIDA Championships; their location and whether or not they are to be played on one or two dates of play. SIDA Championships will consist of the winner of the Playoffs match played between the first place team vs the fourth place team and the winner of the Playoffs match played between the second place team vs the third place team (i.e., Monday Open, Tuesday Cricket, etc) playing each other until a winner for each night of play is determined. In all cases the higher ranked team will be considered to be the “home” team. The SIDA Championship will be played at the higher place team establishment (because Top Gun is played at the same location, the hosting establishment MUST have 4 boards). If the hosting establishment does NOT have 4 boards, a combination of either permanently mounted/portables, consideration is to be given to the next higher place team to host the Championship. A match is over as soon as one team wins a majority of games (e.g., wins 4 out of a 7-game format, 5 out of a 9-game format or 6 out a 11-game format). In order for a player to be eligible for play in the SIDA Championship Competition, he/she must have played on at least two single games. For players competing in singles games in Monday Open League and Sunday Mixed Triples League, they must play in order of the number of wins during regular season play as described in Appendices 2 and 7.

**9. PLAQUES, PINS, SHIRTS, OR OTHER AWARDS:** In order for any player to be eligible for Division Playoffs or SIDA Season Championship Competition awards, he/she must have played on at least two singles games.

**A. Awards:** Winner awards for sponsoring establishments will be awarded for teams finishing in first place for all divisions in all leagues and for SIDA Season Championships. Individual awards will be awarded for players finishing in first place in all divisions,

(1) **Most Valuable Player (MVP) Awards:** The player in each division with the highest win record in Singles during regular season play will receive a MVP award. In the event of a tie for MVP in any division, the players tied will play a tiebreaker match before the SIDA Championships date(s) of play.

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(2) **Top Gun Award:** The Top Gun award will be awarded each season to the “ A “ Division and “ B” Division Top Gun Shoot-Out winner who wins the Top Gun competition held during the SIDA Championships. To be eligible for the “Top Gun Shoot-Out, players must have won more the 50% of the total number of single games that they were eligible to shoot. Byes are not included in the amount of wins needed. For example, for Monday Open or Thursday Open Doubles League, players are only eligible to shoot one “singles” per night of play. Thus, if the season is 10 weeks, total number of “singles” they could have shot is 10, 50% would be 5, so they must have won at least 6 “singles”. For the “Tuesday and Wednesday Doubles leagues, players are eligible to shoot twice per night of play. Thus, if the season is 10 weeks, total number of “singles” they could have shot is 20, 50% is 10, so they must have won at least 11 “singles”. If there were 2 byes within that season, the amount of wins would change to 5 for the Monday League and 9 for the Doubles Leagues. Forfeits of play do change the amount of wins needed for eligibility in the Top Gun Shootout.

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(3) **Traveling Plaques:** The overall (finals) SIDA Championship team for each league (night of play) will have its name inscribed on the permanent traveling plaque. In addition, the individual players on that team will receive individual awards. The establishment sponsoring the winning team will have possession of the traveling plaque for the following season, after which it is to be returned to SIDA for inscription of the finals winner of the following season.

**B. Selection of Plaques or Other Awards:** The Vice President or his/her appointee will select the awards within price guidelines given by the Treasurer.

**10. PERSONAL CONFLICT:** Heckling or other harassment during league play is forbidden. A team may make as much noise as it wants while it is throwing but must remain quiet while the opposing team is throwing. All players and spectators must give the thrower plenty of room to throw and must refrain from undue movement in or near the dart throwing area. Repeated harassment or abuse will not be tolerated and can result in suspension or termination per paragraph 3C of the BY-LAWS. Likewise, unsportsmanlike conduct is also grounds for suspension or termination in SIDA.

**11. ENVIRONMENT:** It is the responsibility of the Sponsor’s owner and the home team captain to see that a normal type of environment is maintained during league play. Excessive noise, loud machines near dart throwing areas, and extremely loud and boisterous behavior is to be avoided. Repeated offenses of this nature may result in the Sponsor’s establishment suspension or termination as a sponsor. (Also see By-Law paragraph [3C\(2\) \(Terminations/ Suspensions of Sponsoring Establishments and Rules\)](#) paragraph [1 \(Equipment\)](#), above, for more information on sponsoring establishments’ responsibilities.)

**12. GAMBLING:** SIDA believes that an official rule against gambling would be redundant since there are existing state and federal laws on the same subject. However, SIDA takes the position that SIDA is a law-abiding organization, and will not encourage betting, gambling, or any other illegal acts during sanctioned events. Further, the Board reserves the right to suspend or terminate any member or team that does not conduct itself in a manner that is in the best interests of SIDA.

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**13. AMENDMENTS:**

Amendments to the CONSTITUTION, the BY-LAWS, or the RULES AND REGULATIONS will be in accordance with Article IV of the CONSTITUTION. All amendments shall become effective upon approval of the general membership unless otherwise provided for in the amendment.

**A. Interim Amendments:** As provided for in paragraph 2 of Article IV (Amendments) of the CONSTITUTION, Interim Amendments may be made by the Board of Officers in coordination with the Rules Committee through a two-thirds vote of the Board of Officers at any Board meeting called by the President. (The Rules Committee must be given the opportunity to write the proposed amendment in final form before it is voted on by the Board) As provided for in Article IV of the CONSTITUTION, interim amendments are to be held to an absolute minimum and prepared only for extraordinary issues necessary to the smooth running of SIDA. Interim Amendments, to remain valid, must be presented by the Board to the general membership for ratification at the next general membership meeting.

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**14. FORMAT AND RULES OF PLAY FOR EACH LEAGUE:**

**A. Formats of Games:** Formats of games to be played in each league (night of play) are contained in Appendices 2 through 7, attached.

**B. Rules of Play:** Rules of play for each league (night of play) are as outlined in paragraph 3 (GENERAL RULES OF THE GAMES), above, and as noted on the attached Appendices 2 through 7.

**List of Appendices:**

**Appendix 1:** Dart Board Throwing Area Set-Up Diagram

**Appendix 2:** Monday Open League

**Appendix 3:** Tuesday Open Doubles Cricket League

**Appendix 4:** Wednesday Singles League

**Appendix 5:** Wednesday Mixed Doubles League

**Appendix 6:** Thursday Open Doubles League

**Appendix 7:** Sunday Mixed Triples League

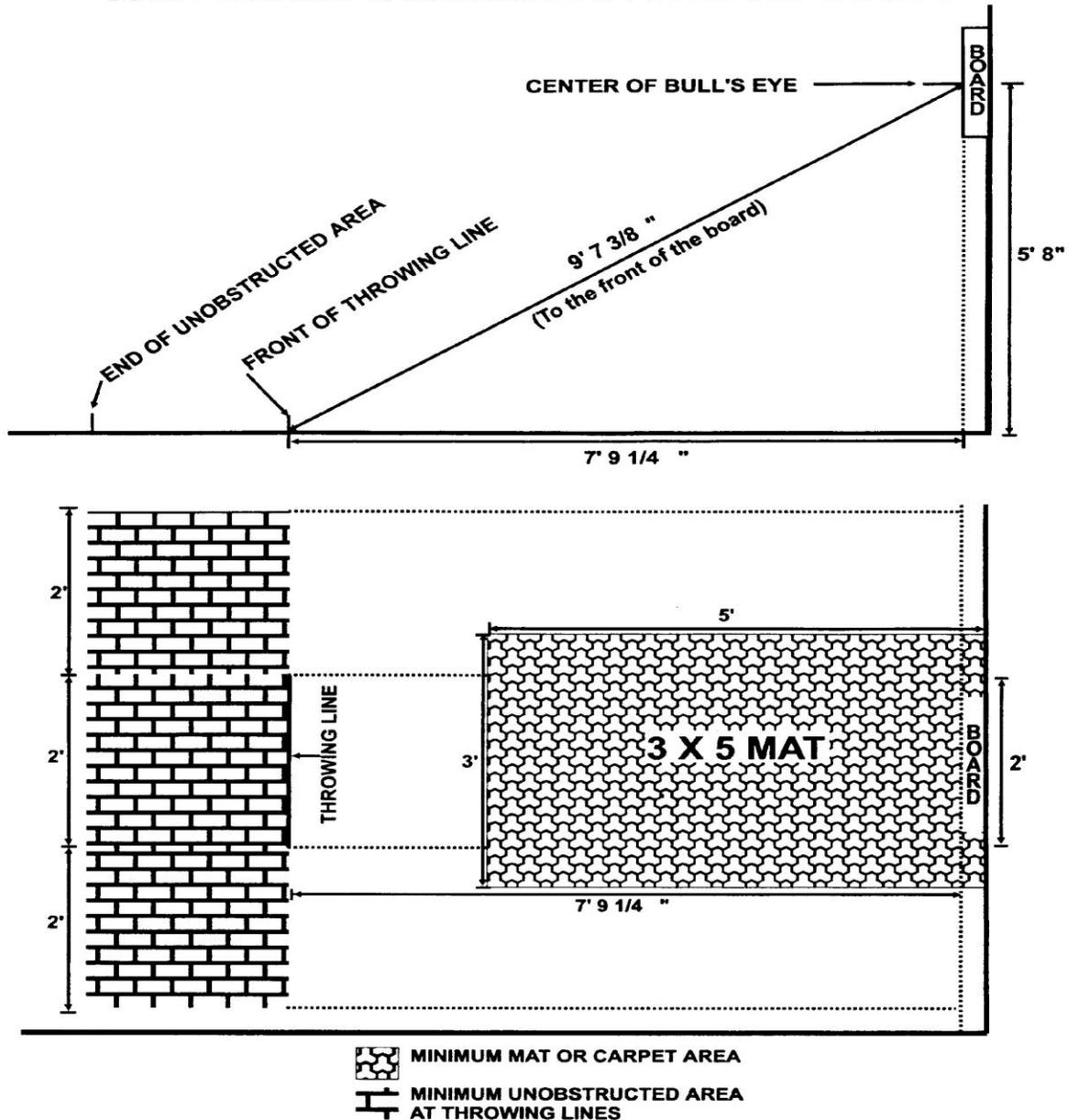
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APPENDIX 1

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DART BOARD THROWING AREA SETUP DIAGRAM



APPNDX 1

1. A minimum of 6 feet from center bullseye to center bullseye for each board.
2. The mat is only required if you don't have a wooden floor.

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**APPENDIX 2**

Format and Rules of Play for:  
**MONDAY OPEN LEAGUE**

**GOLD 1 DIVISION:** (11-Game format with order of play as follows):

**Game No:** NOTE: ALL CRICKET GAMES ARE HONOR CALL

1. Team Game - Minnesota Cricket - (1 Game only)
2. Doubles Spanish Cricket (1 Game)
3. Doubles Spanish Cricket (1 Game)
4. Doubles - Cricket - (2 out of 3 legs)
5. Doubles - Cricket - (2 out of 3 legs)
6. Doubles - 501 FIDO - (2 out of 3 legs)
7. Doubles - 501 FIDO - (2 out of 3 legs)
8. through 11: Belleville/Singles - Singles format (2 out of 3 legs)

**SILVER DIVISIONS:** (11-Game format with order of play as follows):

**Game No:**

1. Team Game - Minnesota Cricket - (1 Game only)
2. Doubles Spanish Cricket (1 Game)(Honor Call)
3. Doubles Spanish Cricket (1 Game)(Honor Call)
4. Doubles - Cricket - (2 out of 3 legs)
5. Doubles - Cricket - (2 out of 3 legs)
6. Doubles - 501 FIDO - (2 out of 3 legs)
7. Doubles - 501 FIDO - (2 out of 3 legs)
8. through 11: Belleville/Singles - Singles format (2 out of 3 legs)

**BRONZE DIVISIONS:** (9-Game format with order of play as follows):

**Game No:**

1. Team Game - Minnesota Cricket - (1 Game only)
2. Doubles - Cricket - (2 out of 3 legs)
3. Doubles - Cricket - (2 out of 3 legs)
4. Doubles - 501 FIDO - (2 out of 3 legs)
5. Doubles - 501 FIDO - (2 out of 3 legs)
- 6 through 9: Belleville/Singles - Singles format (2 out of 3 legs)

**Notes:**

1. See Rules paragraph [3 \(General Rules of the Games\)](#) for more details of play for each game.
2. **Team Game:**
  - a. **Minnesota Cricket (Gold Divisions – Honor Call/Silver and Bronze Divisions - Slop):** Can be played with any number of players, up to 8 on each team. A team using less than 4 players must score a zero blind for each missing player under four for each rotation. See Rules paragraph [3B\(3\)](#) for rules of the game and Rules paragraph [3B\(3\)\(a\) Pointing in Three-in-a-Bed](#)
  3. **Doubles Games:** Two players from each team compete in the Cricket, 501 and Spanish Cricket doubles games; however, no one player may compete in both cricket, both 501 or both Spanish cricket doubles games.
  4. **Singles Games:** Belleville/Singles format. See Rules paragraph [3.C.](#) for rules of the game. Players must compete in order of their singles record for the current season. The player with the most singles wins plays first followed by the player with the second highest number of wins playing second and so on. When one player or more does not compete in a Singles game, the order of play is still determined by the singles records of those players who are present to compete. If players on one team have the same number of wins, the team captain may play them in any order as long as no player on that team with less wins plays before them.

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APPENDIX 3

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Format and Rules of Play for:  
**TUESDAY OPEN DOUBLES CRICKET LEAGUE**

**GOLD DIVISION** (9-Game format with order of play as follows):

**Game No: NOTE; ALL GAMES ARE HONOR CALL CRICKET**

1. Team Game - Minnesota Cricket (1 game only)
2. Doubles - Cricket (2 out of 3 legs)
3. Doubles - Spanish Cricket (2 out of 3 legs)
4. Doubles - Cricket (2 out of 3 legs)
5. Singles - Cricket (Home "A" vs Visitor "A") (2 out of 3 legs)
6. Singles - Cricket (Home "B" vs Visitor "B") (2 out of 3 legs)
7. Singles - Cricket (Home "B" vs Visitor "A") (2 out of 3 legs)
8. Singles - Cricket (Home "A" vs Visitor "B") (2 out of 3 legs)
9. Doubles - Cricket (2 out of 3 legs)

**SILVER DIVISION** (9-Game format with order of play as follows):

**Game No:**

1. Team Game - Minnesota Cricket (HONOR Call) (1 game only)
2. Doubles - Cricket (2 out of 3 legs)
3. Doubles - Spanish Cricket (HONOR Call) (2 out of 3 legs)
4. Doubles - Cricket (2 out of 3 legs)
5. Singles - Cricket (Home "A" vs Visitor "A") (2 out of 3 legs)
6. Singles - Cricket (Home "B" vs Visitor "B") (2 out of 3 legs)
7. Singles - Spanish Cricket (HONOR Call) (Home "B" vs Visitor "A") (2 out of 3 legs)
8. Singles - Spanish Cricket (HONOR Call) (Home "A" vs Visitor "B") (2 out of 3 legs)
9. Doubles - Cricket (2 out of 3 legs)

**BRONZE DIVISIONS** (7-Game format with order of play as follows):

**Game No:**

1. Team Game - Minnesota Cricket (HONOR Call) (1 game only)
2. Doubles - Cricket (2 out of 3 legs)
3. Doubles - Spanish Cricket (HONOR Call) (2 out of 3 legs)
4. Singles - Cricket (Home "A" vs Visitor "A") (2 out of 3 legs)
5. Singles - Cricket (Home "B" vs Visitor "B") (2 out of 3 legs)
6. Singles - Spanish Cricket (HONOR Call) (Home "B" vs Visitor "A") (2 out of 3 legs)
7. Singles - Spanish Cricket (HONOR Call) (Home "A" vs Visitor "B") (2 out of 3 legs)

**NOTES:**

1. **Number of Players:** Any number of the 2 to 4 person doubles teams can compete on a given night of play with the following limitations:
  - a. The person (or persons) who begins a particular game must complete the 2 or 3 legs of the game for it to count as a win, and
  - b. After designating the "A" and "B" players for singles games, if the team captain later in the match replaces either the "A" or "B" player, the substitute player takes on the same designation ("A" or "B") of the player he/she replaces. (See Singles Games below, regarding designation of "A" and "B" players.)
2. **Minnesota Cricket (Honor Call):** See Rules [paragraph 3B\(3\)](#) for rules of the game and Rules [paragraph 3B\(3\)\(a\)](#) for Pointing in Three-in-a-Bed.
3. **Spanish Cricket (Honor Call):** See Rules [paragraph 3B\(2\)](#) for rules of the game.
4. **Cricket:** See Rules [paragraph 3B](#) for rules of the game.
5. **Singles Games:** For the Singles Games, each team designates one player as "A" player and one player as "B" player. These designations remain the same for the rest of the match. (Singles games winners are those persons who wins 2 out of 3 legs of the game.)

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APPENDIX 4

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Format and Rules of Play for:  
**WEDNESDAY SINGLES LEAGUE**

GOLD, SILVER AND BRONZE DIVISIONS (5-Game Format with order of play as follows:

NOTE: ALL GOLD DIVISION CRICKET GAMES ARE CALL

**Game No:**

1. 701 (FIDO) (1 Game only)
2. Cricket (2 out of 3 legs)
3. 301 (DIDO) (2 out of 3 legs)
4. Spanish (Honor Call) (2 out of 3 legs)
5. 501 (FIDO) (2 out of 3 legs)

**NOTES:**

1. **No substitute players are allowed in the Singles League.** (If both opposing players are not available on a scheduled night of play, the match is to be postponed (see procedures in Rules [paragraph 2D](#)) and made up on a later mutually agreed date and time.
2. **701 (FIDO): 701 (FIDO)** is played the same as 501 (FIDO) (see Rules [paragraph 3A\(5\)](#)) except that the game starts with 701 points instead of 501 points.
3. **Cricket:** See Rules [paragraph 3B](#) for rules of this game.
4. **301 (DIDO):** See Rules [paragraph 3A\(7\)\(B\)](#) for rules of this game.
5. **Spanish (Honor Call):** See Rules [paragraph 3B\(2\)](#) for rules of this game.
6. **501 (FIDO):** See Rules [paragraph 3A\(5\)](#) for rules of this game.

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Format and Rules of Play for:  
**WEDNESDAY MIXED DOUBLES LEAGUE**

(One male and one female playing on a team at all times)

**GOLD AND SILVER DIVISIONS** (7-Game format with order of play as follows):

**NOTE: ALL GOLD DIVISION CRICKET GAMES ARE Honor CALL**

**Game No:**

1. Team Game - 501 (FIDO) (2 out of 3 legs)
2. Team Game - Cricket (2 out of 3 legs)
3. Team Game - 401 (DIDO) (2 out of 3 legs)
4. Singles - 301 (DIDO) (Male vs Male) (2 out of 3 legs)
5. Singles - 301 (DIDO) (Female vs Female) (2 out of 3 legs)
6. Singles - Cricket (Male vs Male) (2 out of 3 legs)
7. Singles - Cricket (Female vs Female) (2 out of 3 legs)

**BRONZE DIVISION** (7 Game format with order of play as follows).

**Game No:**

1. Team Game - 501 (FIDO) (2 out of 3 legs)
2. Team Game - Cricket (2 out of 3 legs)
3. Team Game - 401 (DIDO) (2 out of 3 legs)
4. Singles - 301 (FIDO) (Male vs Male) (2 out of 3 legs)
5. Singles - 301 (FIDO) (Female vs Female) (2 out of 3 legs)
6. Singles - Cricket (Male vs Male) (2 out of 3 legs)
7. Singles - Cricket (Female vs Female) (2 out of 3 legs)

**NOTES:**

1. **Number of Players:** Any number of the 2 to 4 person doubles teams can compete on a given night of play with following limitations:
  - a. The person (or persons) who begins a particular game must complete the 2 or 3 legs of the game for it to count as a win, and,
  - b. The balance of one male and one female player must be maintained throughout the match (i.e., no two males or two females playing on a team at the same time).
2. **501 (FIDO):** See Rules [paragraph 3A\(5\)](#) for rules of the game.
3. **Cricket:** See Rules [paragraph 3B](#) of for rules of the game.
4. **401 (DIDO):** See Rules [paragraph 3A\(6\)](#) for rules of the game.
5. **301 (DIDO):** See Rules [paragraph 3A\(7\)\(b\)](#) for rules of the game.
6. **301 (FIFO):** See Rules [paragraph 3A\(7\)\(a\)](#) for rules of the game.

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Format and Rules of Play for:  
**THURSDAY OPEN DOUBLES CRICKET LEAGUE**

**GOLD DIVISION** (7-Game format with order of play as follows):

**Game No NOTE: ALL CRICKET GAMES ARE Honor CALL**

1. Team Game - Minnesota Cricket (1 game only)
2. Doubles - 501 (FIDO) (2 out of 3 legs)
3. Doubles - Spanish Cricket (2 out of 3 legs)
4. Doubles - 401 (DIDO) (2 out of 3 legs)
5. Singles - Belleville format (Home "A" vs Visitor "A") (2 out of 3 legs)
6. Singles - Belleville format (Home "B" vs Visitor "B") (2 out of 3 legs)
7. Doubles - Cricket (2 out of 3 legs)

**SILVER DIVISION** (7-Game format with order of play as follows):

**Game No:**

1. Team Game - Minnesota Cricket (Honor Call) (1 game only)
2. Doubles - 501 (FIDO) (2 out of 3 legs)
3. Doubles - Spanish Cricket (Honor Call) (1 game only)
4. Doubles - 401 (DIDO) (2 out of 3 legs)
5. Singles - Belleville format (Home "A" vs Visitor "A") (2 out of 3 legs)
6. Singles - Belleville format (Home "B" vs Visitor "B") (2 out of 3 legs)
7. Doubles - Cricket (2 out of 3 legs)

**BRONZE DIVISIONS** (7-Game format with order of play as follows):

**Game No:**

1. Team Game - 501 (FIDO) (2 out of 3 legs)
2. Doubles - Cricket (2 out of 3 legs)
3. Doubles - 401 (DIDO) (2 out of 3 legs)
4. Singles - Belleville format (Home "A" vs Visitor "A") (2 out of 3 legs)
5. Singles - Belleville format (Home "B" vs Visitor "B") (2 out of 3 legs)
6. Singles - Belleville format (Home "B" vs Visitor "A") (2 out of 3 legs)
7. Singles - Belleville format (Home "A" vs Visitor "B") (2 out of 3 legs)

**NOTES:**

1. **Number of Players:** Any number of the 2 to 4 person doubles teams can compete on a given night of play with the following limitations:
  - a. The person (or persons) who begins a particular game must complete the 2 or 3 legs of the game for it to count as a win, and
  - b. After designating the "A" and "B" players for singles games, if the team captain later in the match replaces either the "A" or "B" player, the substitute player takes on the same designation ("A" or "B") of the player he/she replaces. (See Singles Games below, regarding designation of "A" and "B" players.)
2. **Minnesota Cricket (Honor Call):** See Rules [paragraph 3B\(3\)](#) rules of the game and Rules [paragraph 3B\(3\)\(a\)](#) for pointing in Three-in-a-Bed.
3. **501 (FIDO):** See Rules [paragraph 3A\(5\)](#) for rules of the game.
4. **Spanish Cricket (Honor Call):** See Rules [paragraph 3B\(2\)](#) for rules of the game.
5. **401 (DIDO):** See Rules [paragraph 3A\(6\)](#) for the rules of the game.
6. **Cricket:** See Rules [paragraph 3B](#) for rules of the game.
7. **301 (DIDO):** See Rules [paragraph 3A\(7\)](#) for the rules of the game.
8. **Singles Games:** For the Singles Games, each team designates one player as "A" player and one player as "B" player. These designations remain the same for the rest of the match. (Singles games winners are those persons who wins 2 out of 3 legs of the game.)

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Format and Rules of Play for:

**SUNDAY MIXED TRIPLES LEAGUE**

**GOLD, SILVER, AND BRONZE DIVISIONS:** (5-Game format with order of play as follows):

**NOTE: ALL GOLD DIVISION CRICKET GAMES ARE Honor CALL**

**Game No:**

1. Team Game - 1001 (FIDO) (1 Game Only)
2. Team Game - Minnesota Cricket (Honor Call) (1 Game only)
3. Singles - Belleville format (2 out of 3 legs)
4. Singles - Belleville format (2 out of 3 legs)
5. Singles - Belleville format (2 out of 3 legs)

**NOTES:**

1. **Number of Players:** Three of the six players allowed on a team can compete with the following limitations:
  - a. The person (persons) who begins a particular game must complete the necessary number of legs of the game for it to count as a win, and,
  - b. The balance of one male and two females (or one female and two males) playing on a team must be maintained throughout the match, i.e., at no time can three males or three females play on the team at the same time including the three singles games.
2. **Team Game - 1001 (FIDO):** Played with 3 players on each team in the gender balance described in paragraph 1b, above. A team using less than 3 players scores a zero blind for each person missing under 3 players for each rotation of play. See Rules [paragraph 3A\(4\)](#) for rules of the game.
3. **Team Game - Minnesota Cricket (Honor Call):** Played with 3 players on each team in the gender balance described in paragraph 1b above. A team using less than 3 players scores a zero blind for each rotation for each person missing under 3 players. See Rules [paragraph 3B\(3\)](#) for rules of the game and [paragraph 3B\(3\)\(a\)](#) for Pointing in Three-in-a-Bed.
4. **Singles Games:** Belleville format. See Rules [paragraph 3.C.](#) for rules of the game. For the Singles games, each team plays their players in order of their singles wins for the current season, with the player with the most singles wins playing first followed by the player with the second most singles wins but keeping the gender balance requirements set forth in paragraph 1b above. When one player or more does not compete in a Singles game, the order of play is still determined by the singles records of those who do play singles during the match. If players on the same team have the same number of wins, the team captain may play them in any order as long as no player with less wins plays before them.

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## Changes and Updates to the Constitution

**Change: Number, Date Changed: date, All Changes, Pages to remove and replace if needed.**

**Change: 1 , Date: November 17, 2017 (Baseline)**

1. Added Appendix 8 change page. In the future this page will also contain pages to remove and replace and the secretary will send out those pages only along with updates to appendix 8.
2. Added email in place of mail for corresponding with anyone.
3. Removed all references to he/she and changed to: them, they...accordingly.
4. Defined Sponsor at the beginning of document and used throughout document and removed all repetitive references to pub, bar, and other establishments.
5. Removed ADO representative and all references to such.
6. Added responsibility to Captain to notify their sponsor of playoffs.
7. Added the way of reporting scores to the Secretary; texting a photo to Secretarys phone.
8. Added more links in document. This is so if there is a reference to look somewhere else in the document you will be able to go there and come back to what you were reading.
9. Added penalty if practicing during game match.

**Change: 2, Date: August 9, 2018.**

1. Changed call to Honor Call in Appendixes 2-7.
2. Put definition of Honor Call on Cricket Rules page.
3. Removed all references to call from other parts of Cricket games rules.