

# Seoul International Dart League Rules

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# Seoul International Dart League

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### 1. SEOUL INTERNATIONAL DART LEAGUE

- 1.1. The name of the organization shall be the **Seoul International Dart League**, herein after referred to as **SIDL**.
- 1.2. A **SIDL** season shall establish a minimum of two (2) seasons per calendar year.
- 1.3. All **SIDL** schedules, playoffs, and tournaments will be handled by the Board of Directors.
- 1.4. The **SIDL** shall form a governing body to establish rules and by-laws, known as the Rules & Awards Committee (see section 2).
- 1.5. All teams, members and sponsors shall play and abide by these rules.
- 1.6. Any teams, members, or sponsors who, during the course of the season or a **SIDL** sponsored event, fails to comply with any of these rules, shall be subject to censure, probation, suspension, or expulsion (see section 25).
- 1.7. The interpretation of these rules will rest with the Board of Directors and Rules & Awards Committee.
- 1.8. Good sportsmanship shall be the prevailing attitude throughout the **SIDL**.
- 1.9. The **SIDL** assumes no responsibility for accidents or injury during **SIDL** sponsored events.
- 1.10. The Board of Directors and/or Rules & Awards Committee reserves the right to add or amend any or all of the **SIDL** rules or by-laws at any time or for any purpose deemed necessary, and in the best interest of the **SIDL**.

### 2. RULES & AWARD COMMITTEE

- 2.1. The **SIDL** shall establish a Rules & Awards Committee, known hereinafter as RAC, consisting of the Board of Directors and a minimum of two (2) players from each division.
- 2.2. The RAC will meet at a minimum three (3) times per season.
  - 2.2.1. Prior to the start of each season to discuss any rules and by-laws changes.
  - 2.2.2. Middle of season to discuss end of season awards.
  - 2.2.3. End of season to finalize the procurement of agreed upon awards.

### 3. AMENDMENTS

- 3.1. Any amendment to the **SIDL** by-laws or rules may be proposed at any **SIDL** meeting or submitted in writing to any Board of Directors officer at any time during the year.
- 3.2. All amendments shall become effective immediately after being voted in, unless otherwise stated.

### 4. EQUIPMENT

- 4.1. **Darts**
  - 4.1.1. Players shall provide their own darts.
  - 4.1.2. Darts shall not exceed 12 inches or 30.5 centimeters in length.
  - 4.1.3. Darts shall not exceed 50 grams in weight.

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4.1.4. Darts shall consist of a recognizable point, barrel, and flight.

### 4.2. Dartboard

4.2.1. All **SIDL** sponsored events shall be conducted on a standard 18 inch or 457 millimeter bristle board, with the standard one (1) to twenty (20) clock pattern.

4.2.2. The dartboard shall be in good shape prior to each match. Good shape is defined as:

4.2.2.1. Having no writing on the face or any portion of the dartboard.

4.2.2.2. The playing surface shall not be excessively worn and be able to hold a dart thrown at reasonable force in any segment within the triple or double ring.

4.2.2.3. The center of the board (bulls-eye) must be able to hold a dart that is thrown with reasonable force in both the single and double segment of the bull. If the bulls-eye is bad, then the board is considered unusable regardless of the appearance of the rest of the board and must be replaced.

4.2.2.4. The playing surface shall be flat without any signs of warping or bulging on any portion of the board.

4.2.3. Venues with more than one (1) dartboard, shall space them a minimum of 4 feet or 1.23 meters apart, from bulls-eye to bulls-eye.

### 4.2.4. Standard Dimensions:

4.2.4.1. Double and triple rings inside width measurement = 5/16 inches or 8 millimeters

4.2.4.2. Inner bulls-eye inside diameter = 0.5 inches or 12.7 millimeters

4.2.4.3. Outer bulls-eye inside diameter = 1.5 inches or 31 millimeters

4.2.4.4. Outside edge of double wire to center bulls-eye = 6.75 inches or 170 millimeters

4.2.4.5. Outside edge of triple wire to center bulls-eye = 4.25 inches or 117 millimeters

4.2.4.6. Outside edge of double wire to outside edge of double wire = 13.5 inches or 342

millimeters

4.2.4.7. Overall dartboard diameter = 18 inches or 457 millimeters

4.2.4.8. Spider wire gauge (swg) (maximum standard wire gauge) = 16 swg

4.2.5. The scoring wedge indicated by twenty (20) shall be the darker of the two wedge colors and must be the top center wedge.

4.2.6. No alterations or accessories shall be added to the dartboard setups.

4.2.7. The inner narrow ring, or triple ring, shall score triple the segment number.

4.2.8. The outer narrow ring, or double ring, shall score double the segment number.

4.2.9. The inner bulls-eye ring, or double bulls-eye, shall score fifty (50) points.

4.2.10. The outer bulls-eye ring, or single bulls-eye, shall score twenty-five (25) points.

4.2.11. The minimum throwing distance shall be 7 feet 9.25 inches or 2.36855 meters.

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4.2.12. The dartboard height shall be 5 feet 8 inches or 1.7272 meters from the floor to the center of the bulls-eye and 9 feet 7.5 inches or 2.9337 meters measure diagonally from the center of the bulls-eye to the back of the foul line (oche).

### 4.3. Lighting

4.3.1. All dartboards shall be suitably positioned with light fixtures. Adequate lighting shall be considered to have at least two (2) “spot” style lights set a minimum of 2 feet or 0.6096 meters apart per dartboard, or fluorescent tube lights to illuminate the dartboards.

4.3.2. Lights shall be affixed in such a way as to brightly illuminate the dartboard, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of the dart.

### 4.4. Foul Line (Oche)

4.4.1. Whenever possible, a raised foul line (oche), at least 1.5 inches or 38.1 millimeters high and 2 feet or 0.6096 meters long, shall be placed in position at the minimum throwing distance. The distance to the dartboard shall measure from the back of the raised foul line(oche) 7 feet 9.25 inches or 2.36855 meters along the floor to a plumb line at the face of the dartboard.

4.4.2. In the event that a foul line (oche) is a tape or similar “flush” marking, it shall be placed in position at the minimum throwing distance. The distance to the dartboard shall measure from the back of the raised foul line (oche) 7 feet 9.25 inches or 2.36855 meters along the floor to a plumb line at the face of the dartboard.

4.4.3. Should a player have any portion of their feet or shoes over the foul line (oche) during a throw, all darts so thrown shall be counted as part of their throw, but any score made by said darts shall be invalid and no score counted. One warning by the team captain shall be considered sufficient before invoking this rule.

4.4.4. A player wishing to throw a dart or darts, from a point either side of the foul line (oche), must keep their feet behind an imaginary straight line extending from either side of the foul line (oche).

### 4.4.5. Standard Dimensions

4.4.5.1. Height of raised foul line (oche) = 1.5 inches or 38 millimeters

4.4.5.2. Length of raised foul line (oche) = 2 feet or 0.6096 meters

### 4.5. Score Board

4.5.1. Scoreboards shall be mounted within 4 feet or 1.2192 meters laterally from the dartboard and at no more than a forty-five (45) degree angle from the dartboard.

4.5.2. Scoreboards shall be mounted in the shooters general range of view, so the scoreboard can easily be viewed from the foul line (oche) without requiring movement.

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### 4.6. Out Chart

4.6.1. A standard out chart shall be mounted in the shooters general range of view, so the out chart can easily be viewed from the foul line (oche) without requiring movement.

### 5. THROWS

5.1. Darts shall be thrown one at a time, from and by the hand.

5.2. A throw shall consist of a maximum of three (3) darts, unless a leg is finished in less than three(3) darts.

5.3. Any dart that falls from the throwing hand while the hand is in a throwing motion, is considered a thrown dart.

5.4. Any dart bouncing off or falling out of the dartboard shall not be re-thrown, except for diddles.

5.5. All throws shall be made from behind the foul line (oche).

5.6. Any player involved in the match may not practice on any other dartboard or the game dartboard once the match has begun, unless it has been approved by both team captains and it does not interfere with any games being played. Players that arrive after the match has begun may warm-up if both team captains agree.

5.7. If a player knowingly wins the leg in less than three (3) darts or busts in less than three (3)darts, any additional darts thrown are considered practice and are not allowed.

5.7.1. For the first offense of this rule, the player will be given a warning by the opposing team captain.

5.7.2. A second offense by the same player and match will cause the forfeiture of that leg.

5.7.3. A third offense by the same player and match will cause the dismissal of that player from the match for the rest of the night.

5.8. In no case shall any dart(s) be thrown in anger, either towards the floor, the dartboard or another player. This rule also covers the throwing of any objects other than darts, or physical abuse caused by a player. This is cause for dismissal of that player from the match for the rest of the night.

### 6. VENUE

6.1. Each team shall have a regular venue, which must be available for **SIDL** matches.

6.2. A regular venue shall be defined as a licensed club, bar, pub, or restaurant offering refreshments on a regular basis.

6.3. Venues shall be located in the Itaewon-dong or surrounding neighborhoods of Haebangchon or Hongdae. Other surrounding neighborhoods of Itaewon-dong may be brought to the Board of Directors for consideration.

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6.4. A temporary change of venue may only occur with the approval of both team captains. This venue must be a regularly used and approved **SIDL** venue (see section 6.2) by a team within the **SIDL**.

6.5. A permanent change of venue during the season must be approved by the Board of Directors and two (2) weeks notice given to the Secretary, when possible to allow for the approval process.

6.6. The playing area must be adequate in height, width, and depth, with no obstructions, to allow for unrestricted dart throwing by players standing at the foul line (oche).

6.7. The number of teams sponsored by a venue shall be determined by the number of legal dartboards the venue has. For example, one (1) dartboard – no more than two (2) teams, two(2) dartboards – no more than four (4) teams, etc.

6.8. There shall be at least one (1) dartboard in good shape (see section 4.2.2) which is adequately lit to sponsor a team in a division classified as all others. A minimum of (2) dartboards in good shape are required to sponsor a team in a division classified as competitive.

6.9. Each playing area shall have a foul line (oche), a scoreboard, a suggested out chart, and a cushioned runway in front of it.

6.10. No playing of pool will be allowed where any portion of the pool table falls within 8 feet or 2.4384 meters of a perpendicular line from the center of the dart board to the foul line (oche) or 10 feet or 3.0480 meters behind the foul line (oche). See the diagram below.

### **7. FEES & DUES**

#### **7.1. Membership Fees**

7.1.1. Membership fees are not currently collected on a seasonal basis.

7.1.2. Any member failing to pay their membership fees, will not receive credit for any legs played, marks thrown or quality points earned, until their membership fee is paid.

#### **7.2. Weekly Fees**

7.2.1. Weekly fees are due each night of **SIDL** match play, except during play-offs.

7.2.2. Any member failing to pay their weekly fees, will not receive credit for any legs played, marks thrown or quality points earned, until such weekly dues is paid.

7.2.3. Weekly fees for the **SIDL** are KRW 5,000 or \$5.00.

#### **7.3. Sponsorship Fees**

7.3.1. Sponsorship fees are due the first night of league play. Sponsorship fees are collected every season.

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7.3.2. Any team failing to pay their sponsorship fee shall not receive credit for any legs played by the team and will not be in the ranking until their sponsorship fee is paid.

7.3.3. Sponsorship fees for the **SIDL** are KRW 30,000 or \$30.00.

### 7.4. Tournament Fees

7.4.1. Tournament fees will be collected prior to tournament play.

7.4.2. Tournament fees are KRW 6,000 or \$6.00 for current **SIDL** members in good standing or non-**SIDL** members that have played in another **SIDL** sponsored tournament during the same season having met section 7.4.3 requirements.

7.4.3. Tournaments are closed to non-**SIDL** players, with the exception of legacy players. A legacy player is defined as a player (version 2.6 – January 25, 2012) who has played in at least two previous seasons.

7.4.4. Sponsoring venue fees are KRW 2,000 or \$2.00 per player registered.

### 8. OWING MONEY TO THE SIDL

8.1. Any member, who owes money to the **SIDL**, will not receive credit for any legs, games or matches played until the money owed has been paid. Deadline is two (2) weeks after the scheduled match or event.

8.2. Any member, who owes money to the **SIDL**, will not be eligible for any awards or special prizes until the money owed has been paid. Deadline is two (2) weeks after scheduled match or event

8.3. Any member, who owes money to the **SIDL** and has not paid money within two (2) weeks of match or event, will lose any legs won and quality points earned. The opposing player's legs and quality points will remain as earned as a result of the match or event. The opposing team will receive credit for all legs won by said individual.

8.4. Any team, who owes money to the **SIDL**, will not receive credit for any matches played until the money owed has been paid. Deadline is two (2) weeks after originally scheduled match.

8.5. Any team that owes money to the **SIDL** and has not paid money within two (2) weeks of match or event will lose any legs won. The opposing team's points will remain the same as earned as a result of the match or event. If in the event a team has not paid money within the first (2) weeks of the season and has played at least one game, any game that has not been played as scheduled will be treated as a forfeit.

### 9. TEAMS

9.1. A team eligible for the **SIDL** shall consist of a minimum of four (4) players, with all players being in good standing with the **SIDL**.

9.2. A minimum of three (3) players is required to play a match.

9.3. Team registrations.

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9.3.1. Shall be turned in no later than fifteen (15) days prior to the start of the season, or as posted by the Board of Directors.

9.3.2. Shall include the sponsor fee (see section 7.3).

9.3.3. Shall include a roster of a minimum of four (4) eligible players.

9.3.4. Shall identify a captain and co-captain.

9.3.5. Shall include captain and co-captains contact phone number (home, cell or work) and email address.

### 10. MEMBERS

10.1. A member eligible for the **SIDL** is one in good standing with the **SIDL**. This means that all monies due the league are paid and a player is not involved with any type of unresolved dispute within the league.

10.2. A member may only play for one (1) team during the season with the exception of 10,3

10.3. A member may change teams one (1) time during the season, to a higher level, lower level or same level division under the following conditions:

10.3.1. It is prior to the last three (3) weeks of the season.

10.3.2. The team the member is leaving will have a minimum of four (4) active members.

10.3.3. All the team captains of the gaining division, excluding the member's team captain, agree (only applies when moving to lower division).

10.3.4. A member whose team has withdrawn may freely change teams if it is prior to the last three (3) weeks of the season.

10.4. There is no seasonal membership fee.

10.5. A member must pay the weekly fees for each night of match play (see section 7.2).

10.6. A member joining the **SIDL** shall provide their first and last name. Members may also provide an e-mail address, a nickname and contact phone number.

10.7. A member must play a minimum of one third of the season games, excluding team game, either singles or doubles to be qualified for end of season playoffs and championship awards.

10.8. A member must play a minimum of qualifying legs, according to the posted **SIDL** ratings, to be eligible for ranking and/or special awards (i.e. top 10, pins, etc.).

### 11. DIVISIONS

11.1. A **SIDL** season shall consist of a minimum of one (1) division.

11.2. A **SIDL** division shall consist of a minimum of four (4) and a maximum of eight (8) teams.

11.3. The Board of Directors shall retain the right to place a team within a division.

### 12. DATE AND TIME OF MATCHES

12.1. The Board of Directors shall build and post the season schedule.

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12.2. Match play shall be on Monday nights starting at 07:30 PM.

12.3. Match play shall begin no later than 07:30 PM.

12.4. Dartboards shall be made available at 07:00 PM for warm-up or practice.

12.5. No more than five (5) minutes may elapse between matches.

### 13. MATCH PLAY

#### 13.1. Competitive Divisions

13.1.1. Shall consist of an fifteen(15) game format: two (2) Singles 501 Single-In-Double-Out (SIDO), two (2) Singles Cricket, four (4) Singles Mix 501/Cricket/Choice, one (1) Doubles 501 SIDO, one (1) Doubles Cricket, two (2) Doubles Mix 501/Cricket/Choice, and three (3) team games of 301 DIDO..

13.1.2. An additional dartboard may be used, if this does not interfere with other **SIDL** matches.

13.1.3. If an additional dartboard is used, only games in the same series may be played at simultaneously. For example, if a Singles Cricket is being played on dartboard #1, then another Singles Cricket game can be played on dartboard #2. If time is becoming an issue and both team captains agree, then this rule can be made an exception.

13.1.4. The maximum number of games a player may play is four (4) and the team game.

13.1.5. Players may only play in a maximum of two (2) series of Singles games, complying with one of the following options: If the team does not have a minimum of 4 players than a ghost player must be placed in one of the singles matches as per minimum team rules 13.3.2.2

13.1.5.1. Singles 501 SIDO and Singles Cricket, but not Singles Mix 501/Cricket/Choice.

13.1.5.2. Singles 501 SIDO and Singles Mix 501/Cricket/Choice, but not Singles Cricket.

13.1.5.3. Singles Cricket and Singles Mix 501/Cricket/Choice, but not Singles 501 SIDO.

13.1.6. Players may only play in a maximum of two (2) series of Doubles games, complying with one of the following options: If the team does not have a minimum of 4 players than a ghost player must be placed in one of the doubles matches as per minimum team rules

13.3.2.3

13.1.6.1. Doubles 501 SIDO and Doubles Cricket, but not Doubles Mix 501/Cricket/Choice.

13.1.6.2. Doubles 501 SIDO and Doubles Mix 501/Cricket/Choice, but not Doubles Cricket.

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13.1.6.3. Doubles Cricket and Doubles Mix 501/Cricket/Choice, but not Doubles 501 SIDO.

### 13.2. All Other Divisions

13.2.1.1 B Division shall of an nine (9) game format:, four (4) Singles Mix 501/Cricket/Choice, two (2) Doubles 501 SIDO, two (2) Doubles Cricket, two (2) Doubles Mix 501/Cricket/Choice, and one (1)team 1001 SIDO.

13.2.1.2 C and Divisions shall consist of a seven (7) game format: four (4) Singles Mix 501/Cricket/Choice, one (1) Doubles 701 SIDO, one (1) Doubles Cricket, and one (1)team 1001 SIDO.

13.2.2. Only one (1) dartboard may be used.

13.2.3. The maximum number of games a player may play is two (2) and the team game.

13.2.4. Players may only play in one (1) Singles and one (1) Doubles series games.

### 13.3. Minimum Players

13.3.1. Teams must have a minimum of two (2) players to begin match or play a match. All players do not need to be present at the start of the first match, but third player must be present by the time it is his/her time to throw.

13.3.2. Teams with less than four (4) players.

13.3.2.1. Must play with a ghost player for each position not available for Singles, Doubles, and Team games. In divisions classified as competitive a ghost player must be placed in the Singles, Doubles, and Team games

13.3.2.2. Captains shall place the ghost player in the position of their choosing for Singles. The opposite teams opponent automatically wins three (3) legs for that game.

13.3.2.3. Captains shall place the ghost player in the position of their choosing for Doubles. The position with the ghost hand will be played as if the player had thrown. The ghost player will earn zero (0) points in -01 games and zero (0) marks in cricket games. If a single player with ghost partner defeats the two (2) player team, they will earn double quality points and legs for that game. The position with the ghost hand will be played as if the player had thrown. The ghost player will earn zero (0) points.

13.3.2.4. Captains will play a ghost player in any position for Team game, when there are less than four (4) players. The position with the ghost hand will be played as if the player had thrown. The ghost player will earn zero (0) points.

### 13.4. Score Sheet

13.4. Prior to the beginning of the singles matches, each captain will list their players in the projected throwing order on the score sheet for the singles matches. After the home captain has listed their players for the singles game, the sheet should be folded so the players are not visible. Then the visiting captain will fill out the throwing order for their team for the singles matches. After that is complete the sheet is unfolded and play may begin. After the completion of the singles games, the captains will list the throwing order for the double matches. Home captain fills out

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the line up for doubles, folds the score sheet over so the names are not visible. The visiting captain will list the throwing order for the doubles matches. Then the sheet is unfolded and play may begin.

13.4.2. Once match play has started or the sheet has been completely filled out, there may be no substitutions unless both captains agree. A substitution may only take place if a player is called away for work related reasons, sickness, or emergency.

13.4.3. Players do not need to be present to be added to the score sheet for match play.

13.4.4. All players listed on the score sheet shall be required to pay the weekly dues (see section 7.2). If a player listed on the score sheet does not show up, it is the responsibility of the team captain to pay the weekly fees.

13.4.5. A player can be added to the score sheet at any time during the match, as long as both captains agree.

13.4.6. All players must be registered **SIDL** members. If it is a player's first match, they must pay the membership fee (see section 7.1) and weekly dues (see section 7.2).

13.4.7. All players on the score sheet shall be required to play at least one (1) game during the match.

13.5. Once match play begins, players may only take a nine (9) dart warm-up after their game has been called and there is at least one (1) opponent present.

### 13.6. **Game Start**

13.6.1. Games shall begin with a diddle.

13.6.2. The home team shall have the option to diddle first or second for the first leg. The loser of the first leg will start the second leg. If the game requires a third leg, the visiting team shall have the option to diddle first or second.

13.6.3. The dart closest to the middle or bulls-eye will go first. If both darts hit the single or double bull, the players will diddle again, with the player who just diddled first going second.

13.6.4. When diddling, the dart must stick in the board to count.

13.6.5. The score keeper shall call the closest dart. The score keeper will call a re-throw for ties.

13.6.6. A player may acknowledge the first dart as a double bull and ask for that dart to be removed prior to the second dart being thrown. (NOTE: Single bulls will not be pulled)

### 13.7. **Reschedule of Match**

13.7.1. A match may be rescheduled for a different date or venue (see section 6) by mutual agreement of team captains.

13.7.2. Requests for rescheduled must be given twenty-four (24) hours prior to the scheduled match.

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13.7.2.1. Insufficient time notification allows the opposing team captain the right to receive the wins as a forfeit.

13.7.2.2. E-mail notification is considered sufficient notification if time-stamp is no later than twenty-four (24) hours prior to the match or Sunday at 8:00 pm, and both the captain of the opposing team and at least one (1) Board of Directors (preferably the Secretary) is included.

13.7.2.3. A phone call is considered sufficient notification if the captain of the opposing team is called and one (1) Board of Directors (preferably the Secretary) is called no later than twenty-four (24) hours prior to the match or Sunday at 8:00 pm.

13.7.3. Any work commitments or emergencies are considered valid reasons for reschedules.

13.7.4. The team captain requesting the reschedule is responsible to notify the opposing team's captain and at least one (1) of the Board of Directors by e-mail or phone.

13.7.5. The team captain requesting the reschedule is responsible for setting up the new match date.

13.7.6. Any match taken as a forfeit is final and entered into the stats. These games cannot be played later under any circumstance.

13.7.7. Rescheduled matches occurring within the first seven weeks shall be made up prior to the Monday of the eighth scheduled week. Reschedules from week 8 through 15 shall be made up prior to the Thursday before playoffs begin. Any game not made up following these guidelines will be entered as a forfeit against the team requesting the forfeit.

13.7.9. The standings and stats posted following the last scheduled Monday night of play within said division will be **Final**. No additional stats will be added after that time.

13.7.10. It is not the responsibility of the Board of Directors to verify reasons for reschedules.

### 14. MATCH FORMATS

#### 14.1. Rules of Cricket

14.1.1. Games of cricket shall include the following numbers: 15, 16, 17, 18, 19, 20, and the bulls-eye.

14.1.2. In order to win, the player(s) must close all of the numbers (see section 14.1.1) and have a score equal to or higher than their opponent.

14.1.3. To close a number, the number must be hit three (3) times in any combination:

14.1.3.1. One (1) triple of the number.

14.1.3.2. One (1) double and one (1) single of the number.

14.1.3.3. Three (3) singles of the number.

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14.1.4. Players score points by hitting a number that they have closed and their opponent(s) have not closed.

14.1.5. If both teams have closed a number, neither team can score points on that number.

14.1.6. Players can shoot at the numbers in any order.

14.1.7. The outer bulls-eye counts as a single bulls-eye. The inner bulls-eye counts as two bulls-eyes.

### 14.2. Rules of -01

14.2.1. Games of 301 and 401 shall be double-in and double-out (DIDO).

14.2.2. Games of 501, 701, and 1001 shall be single-in and double-out (SIDO).

14.2.3. In double-in start games (301 & 401), to commence scoring, a dart must land in the double ring of any number or the inner bulls-eye (double bull). That double and all following darts shall count for scoring.

14.2.4. In single-in start games (501, 701 or 1001), all darts sticking in the scoring surface of the dartboard shall count for score.

14.2.5. In order to win, the player's dart must stick in the double ring of the number equal to one half of the remaining score.

14.2.6. Any dart thrown by a player after hitting the required double-out shall not count.

14.2.7. The score shall be subtracted from the starting number specified on the score sheet for all games of -01.

14.2.8. The Bust Rule. If a player scores more points than remain in the leg, or the same points as the remaining score without finishing on the required double-out, or leave a remaining score of one (1) point, that throw score shall not count and remains the same as it was prior to that throw.

### 15. SCORING AND SCORE KEEPER

15.1. For a dart to score, it must remain in the dartboard until after the final dart is thrown, the player collects their darts, and the score keeper acknowledges the score.

15.2. In order to score, the point of the dart must enter the surface of the dartboard.

15.3. A dart(s) score shall be determined from the side of the wire at which the point of the dart enters the dartboard.

15.4. No one is allowed to touch the dart(s) until the player at the foul line (oche) has touched them. If a dart is touched, that constitutes the end of that player's turn. In the case of a diddle, both players will throw again.

15.5. It is the responsibility of the player to verify their written score before removing the darts from the dartboard.

15.6. The score shall be entered on the scoreboard by the score keeper after the throw is completed.

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15.7. Players are responsible to throw the correct numbers on the dartboard. If the player hits the wrong number, based on being given a wrong number to throw; the dart(s) stand as thrown and the correct score prevails.

15.8. In games of -01, errors in the math shall stand as written on the scoreboard unless corrected prior to the next throw by the player or team whose score is in error.

15.9. In games of cricket, errors in the math shall stand as written on the scoreboard unless corrected prior to the next throw by the player or team whose score is in error.

15.10. The score keeper for each game shall be a person acceptable by both team captains. The home team shall keep score first followed by the visiting team, alternating each game.

15.11. When asked, the score keeper shall only tell the player how many points have been scored and/or how many points remain.

15.12. The score keeper shall not tell the player how to shoot to finish a leg of a game.

15.13. The score keeper shall abide by the Score Keepers 10 Commandments (see Appendix B).

### **16. QUALITY POINTS (QP)**

16.1. Teams shall receive one (1) quality point for each leg that is won.

16.1.1. For divisions with seven (13) games, the maximum points a team can earn is nineteen (39).

16.1.2. For divisions with eleven (9) games, the maximum points a team can earn is thirty-one (25)

16.1.3. For divisions with seven (7) games, the maximum points a team can earn is nineteen (19).

16.2. Players shall receive ten (10) quality points for each leg that is won.

16.3. Quality points for marks thrown shall be annotated next to the player's name that earned the marks.

16.4. See section 18 for quality points from forfeits.

### **17. SCHEDULE**

17.1. Each team shall play at least one (1) home and one (1) away match against every other team in their respective division.

17.2. Each team can request a preferred division during season registration.

17.3. The Board of Directors reserves the right to make the determination as to which division a team will be placed, dependant upon:

17.3.1. Where the team played during the previous season(s).

17.3.2. The ability of the team members of the current season's team.

17.4. At the end of each season the top two (2) teams of each division will move to the next higher division and the bottom two (2) teams of each division will move to the next lower division whenever possible. This can be waived at the discretion of the Board of Directors to keep **SIDL** integrity.

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17.5. The top three (3) individuals, based on ranking, who have played twenty-five percent(25%) or more of the matches, will be required to move to the next higher division whenever possible. This can be waived at the discretion of the Board of Directors to keep **SIDL** integrity.

17.6. If there are more than eight (8) teams in the **SIDL**, the **SIDL** shall be divided into divisions with the highest ranking place in the competitive division, those of the next ranking in the other divisions, and so on.

17.7. Each division shall consist of no less than four (4) and no more than eight (8) teams.

17.8. All reasonable measures shall be taken to try to ensure that any sponsoring venue that has more than one team, will have a game scheduled at their bar every night of regular season play.

### **18. FORFEIT**

18.1. A team will be considered in forfeiture if they cannot field at least three (3) players at the scheduled match time (7:30 pm).

18.2. Any match taken as a forfeit is final and entered into the stats. These games cannot be played later under any circumstance.

#### **18.3. Forfeiture (regular season play)**

18.3.1. A score sheet shall be turned in showing a forfeiture, including the names of the players and the weekly fees (see section 7.2) of the team that is receiving the win.

18.3.2. Players of the winning team shall be placed on the score sheet in the game positions.

18.3.3. Team points shall be awarded as follows:

18.3.3.1. In the A division with thirteen(13) games: The winning team shall receive twenty-nine (29) win points and ten (10) loss points. The forfeiting team will receive negative ten (-10) win points and twenty-nine (29) loss points.

18.3.3.2. In the B division with nine (9) games: The winning team shall receive nineteen (19) win points and six (6) loss points. The forfeiting team will receive negative six (6) win points and nineteen (19) loss points.

18.3.3.3. Divisions with seven (7) games: The winning team shall receive fifteen (15) win points and four (4) loss points. The forfeiting team will receive negative four (-4) win points and fifteen (15) loss points.

18.3.4. Player points for the winning team shall be awarded as follows:

18.3.4.1. Players on the winning team shall pay the weekly fees (see section 7.2).

18.3.4.2. Players on the winning team shall receive credit for games, as long as section 13.3.1 has been met.

18.3.4.3. Players shall receive credit for three (3) legs for each game they would have played in the match. These legs will not count towards a players win

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percentage or quality point per leg average. These legs will count towards a players qualifying points.

18.3.4.4. Players shall receive quality points for marks equal to their average quality points for marks for that season. The average will be based on a minimum of three (3) weeks of league play. If three (3) weeks of play have not been met, then the quality points will be added once the three (3) weeks have passed.

### 18.4. Forfeiture (lost score sheet)

18.4.1. In the case of a lost score sheet, the home team responsible for the score sheet will owe the **SIDL** KRW 40,000 or \$40.00 (equal to the weekly dues (see section 7.2) for the minimum of four (4) players on each the home and visiting team). See section 8 for owing money to the **SIDL**.

18.4.2. Team points shall be awarded as follows:

18.4.2.1. Divisions with thirteen (13) games: The winning team shall receive twenty-nine (29) win points and ten (10) loss points. The forfeiting team will receive negative ten (-10) win points and twenty-nine (29) loss points.

18.4.2.2. Divisions with nine (9) games: The winning team shall receive nineteen (19) win points and six (6) loss points. The forfeiting team will receive negative six (-6) win points and nineteen (19) loss points.

18.4.2.3. Divisions with seven (7) games: The winning team shall receive fifteen (15) win points and four (4) loss points. The forfeiting team will receive negative four (-4) win points and fifteen (15) loss points.

18.4.3. Player points for the winning team shall awarded as follows:

18.4.3.1. All players on the team shall receive credit for half (1/2) the maximum number of legs a player could play (see section 13.1, 13.2, or 13.3): six (6) for the thirteen (13) game series or three (3) for the seven (7) game series matches. These legs will not count towards a players win percentage.

18.4.3.2. Players shall receive quality points for marks equal to half (1/2) their average quality points for marks for that season.

### 18.5. Forfeiture (score sheets collected after end of season)

18.5.1. In the case of a score sheet not turned in by the end of season deadline, which is then turned in after the cut-off time shall be treated as a forfeiture.

18.5.2. Team points shall be awarded as follows:

18.5.2.1. Divisions with thirteen (13) games: The winning team shall receive twenty-nine (29) win points and ten (10) loss points. The forfeiting team will receive negative ten (-10) win points and twenty-nine (29) loss points.

18.5.2.2. Divisions with nine (9) games: The winning team shall receive nineteen (19) win points and six (6) loss points. The forfeiting team will receive

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negative six (-6) win points and nineteen (19) loss points.

18.5.2.3. Divisions with seven (7) games: The winning team shall receive fifteen (15) win points and four (4) loss points. The forfeiting team will receive negative four (-4) win points and fifteen (15) loss points.

18.5.3. Player points for the winning team shall awarded as follows:

8.5.3.1. All players on the team shall receive credit for half (1/2) the maximum number of legs a player could play (see section 13.1, 13.2, or 13.3): six (6) for the thirteen (13) game series; five (5) for the nine (9) game series or three (3) for the seven (7) game series matches. These legs will not count towards a players win percentage.

18.6. A team that forfeits two (2) games during the season will be penalized KRW 30,000 or \$30 (paying sponsorship to re-establish team to good standing with the **SIDL**). See section 8 for owing money to the **SIDL**.

### 19. WITHDRAWAL

19.1. A team shall be considered to have withdrawn from the **SIDL** for the following cases:

19.1.1. Two (2) of the Board of Directors receive an e-mail or written notice from the team captain.

19.1.2. A team forfeits two (2) times during a round of play during the season.

19.2. Upon withdrawal during the season, all points scored against the withdrawing team shall stand only for completed matches and shall be voided for any incomplete matches.

19.3. Players who do not show up for two (2) of the last three (3) matches of the season, which result in their team having to forfeit, shall be subject to possible censure, probation, suspension or expulsion from the **SIDL**. The Board of Directors will take appropriate action.

19.4. Venues whose team(s) withdraws during the season shall be subject to a possible penalty. The Board of Directors will determine the action to be taken.

### 20. SCORE SHEETS / STATISTICS

20.1. Score sheets shall be placed in the drop box at a location decided upon prior to the start of the current season. Currently this is at the 3 Alley Pub under the dartboard.

20.2. Home team captains shall be responsible for dropping off the score sheets at the proper location (see section 20.1).

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20.3. Score sheets shall be turned in no later than the end of season cut-off (see section 13.7.7).

20.4. Score sheets shall be picked up by the Secretary at 11:15 PM on Monday's. Any score sheet turned in after 11:15 PM will be picked up the following Monday.

20.5. Home team captains shall be responsible to ensure the score sheets are completed: date, week, total money collected, both team captain signatures, home and visitor team names(first and last).

20.6. Score sheets that are missing or lost, shall be considered a forfeit. The forfeit will go to the home team and the visiting team will receive the win, unless proven otherwise (see section 20.2 and 20.3).

20.7. Score sheets not turned by the end of season shall be considered a forfeit (see section 18.4). The score sheet is the responsibility of the home team captain.

20.8. Player and team statistics will be posted to the **SIDL** website within one (1) week of being picked up.

20.9. Any questions, problems, or issues with posted statistics should be e-mailed to the Secretary (secretary@seouldarts.net).

### **21. PROTEST**

21.1. Protests concerning the violation of any of the **SIDL** rules may only be made by the team captain, co-captain or representative.

21.2. Any protests or concerns to **SIDL** rules during the course of a match that cannot be resolved by the two (2) team captains, can be decided by any member of the Board of Directors. If you call a member of the Board of Directors to make a decision or ruling on the interpretation of the rules or clarification or a dispute; the ruling is **FINAL** and cannot be challenged.

21.3. Protests must be submitted to the Secretary within one (1) week of the match by an explanation on the score sheet or other means in writing.

21.4. The Board of Directors and RAC rules on all protests.

21.5. The decision of the Board of Directors and RAC may be appealed within one (1) week of the decision.

### **22. PLAY-OFFS**

22.1. Separate criteria will be used to determine which teams shall be in the play-offs, if playoffs are conducted.

22.2. No play-offs shall begin until regular season play of that division has finished and team rankings have been determined.

22.3. No play-offs shall begin until all protest dealing with regular season play have been heard by the Board of Directors and/or RAC, and action been taken.

22.4. During play-offs, if multiple teams from a venue have home team advantage, the team with the higher win percentage (regardless of division) shall have home venue advantage. In the case the teams have the same ranking, the higher division will have home venue advantage.

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22.5. During seasons with multiple divisions where one division starts play-offs before another division; the team with regular season matches scheduled shall have home venue advantage over the team with play-off matches scheduled (regardless of ranking or division).

22.6. During play-offs, no weekly dues shall be collected.

22.7. During play-offs, the team with the higher division ranking shall have home venue advantage throughout the playoffs

22.8. During play-offs, no quality points shall be scored for players or teams.

22.9. During play-offs, only single marks that earn a pin shall be counted: Ton 80, 9 Mark, 8 Mark, 5 Bulls, 6 Bulls, High Ton (152 – 179) and Ton Outs (101 or higher).

### 23. PLAYER CONDUCT

23.1. Heckling or other harassment is forbidden.

23.2. A team may make as much noise as they want while their team is throwing, but must remain quiet while the other team is throwing.

23.3. All players and spectators must give the player throwing plenty of room to throw, and must refrain from undue movement in or near the player throwing.

23.4. Physical abuse will not be tolerated and can result in censure, probation, suspension or expulsion from **SIDL** (see section 25).

### 24. PROCEDURAL

24.1. Decisions regarding the award structure and event schedule, the method of player registration, and the choice of the match paring system shall be left at the discretion of the Board of Directors and/or RAC.

24.2. Players may have a maximum of a nine (9) dart warm-up.

24.3. Players and scorers **ONLY** are allowed inside the playing area.

24.4. Opposing players must stand at least 2 feet or 0.6096 meters behind the player at the foul line (oche).

### 25. CENSURE, PROBATION, SUSPENSION AND EXPULSION

#### 25.1. Perspective:

25.1.1. Categorically, and without restriction, the **SIDL** reserves the rights to censure, suspend, or expel (terminate) any member who willfully creates disharmony, behaves in a manner prejudicial to order and discipline or tarnishes the image of the sport of darts. No member, official, sponsor or spectator needs to tolerate harassment, belligerency, defamation, or poor sportsmanship from any **SIDL** member. However, remedy for such infractions is not the sole purview of the **SIDL**.

25.1.2. **SIDL** sponsored events: An infraction or altercation at a **SIDL** sponsored event would definitely be cause for disciplinary action – censure, probation, suspension or expulsion –by the **SIDL**.

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### 25.2. Procedure:

25.2.1. The Board of Directors shall prepare a list of charges based on verbal and/or written documentation or observation.

25.2.2. The Secretary will prepare, within three (3) days of section 25.2.1, a letter to the accused informing them of **SIDL's** intent to take disciplinary action and requesting that they submit their side of the issue. The accused may include a statement from one witness with their statement.

25.2.3. Upon receipt of the accuser's statement or three (3) days, whichever comes first, the Secretary will send copies of all documentation to each of the Board of Directors and RAC, asking for individual votes on recommended action(s).

Disciplinary action requires two thirds (2/3) majority vote of Board of Directors and RAC with the President abstaining except in the case of a tie vote.

25.2.4. The Board of Directors and RACs decision in such a matter may be appealed by the accused member to an Arbitration Board comprised of five (5) current, active and available members drawn by lot. Such appeals must be in writing and have been received by the President no later than four (4) days after the ruling. The Secretary/Treasurer shall notify the selected members within four (4) days of receipt of the appeal and correspondence. Their decision is final and binding on the **SIDL**.

25.2.5. The Arbitration Board will be instructed to vote pro (for) or con (against), after consideration within two (2) days of receipt of the appeal and correspondence. Their decision is **FINAL** and **BINDING** on the **SIDL**.

25.2.6. The Secretary will formally notify the accused and the President of the decision.

25.2.7. **SIDL** individual special achievements to be awarded may, as a result of disciplinary action, be disallowed.

25.2.8. Censure, probation, suspension or expulsion may result in forfeiture of part or all of the member's fees.

### 26. TOURNAMENTS

26.1. The **SIDL** will sponsor a minimum of two (2) tournaments per season, depending upon funding and participation.

26.1.1. Doubles Tournament (mixed blind draw)

26.1.2. End of Season Tournament. An end of season tournament shall be take place once all regular season match play and all play-offs matches completed.

26.1.3. Possibly another type of tournament provided funding is available. This may include a holiday tournament, a singles event, or other such tournament.

26.2. Tournament formats and rules will be determined by the Board of Directors and/or RAC.

26.3. The sponsoring venues shall pay KRW 2,000 per player registered for the tournament.

26.4. The **SIDL** shall pay KRW 2,000 for one (1) drink per game for the score keeper.

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26.5 All **SIDL** sponsored tournaments shall be open to all members of SIDL in good standing with the league and playing in the current season as the tournament. Any past **SIDL** officers, currently playing or not, are allowed to play in any tournament after finishing their term(s) in office. Legacy players are also allowed to play in tournaments as well. A "Legacy" player is defined as any player who has played and qualified for playoffs in a minimum of two seasons prior.

### 27. AWARDS

27.1. An awards presentation will be held at the end of a season following scheduled **SIDL** season.

27.2. The date and place of the awards presentation will be determined at the discretion of the Board of Directors and/or RAC.

27.3. Pins shall be awarded based on the following table:

Award	Category	A Division	B Division	C Division	D Division
5 Mark	5 Mark	1 Mark per 1.5 Games Played	1 Mark per 2.5 Games Played	1 Mark per 3 Games Played	1 Mark per 4 Games Played
6 Mark	6 Mark	1 Mark per 8 Games Played	1 Mark per 10 Games Played	1 Mark per 10 Games Played	1 Mark per 14 Games Played
7 Mark	7 Mark	1 Mark per 8 Games Played	1 Mark per 15 Games Played	1 Mark per 20 Games Played	1 Mark per 33 Games Played
8 Mark	8 Mark	1 Mark per Season			
9 Mark	9 Mark				
Bull Shooter	5 or 6 Bull				
Bronze Ton Pin	Ton 100 -114	1 Mark per 1.5 Games Played	1 Mark per 2.5 Games Played	1 Mark per 3 Games Played	1 Mark per 4 Games Played
Silver Ton Pin	Ton 115 – 132	1 Mark per 8 Games Played	1 Mark per 10 Games Played	1 Mark per 10 Games Played	1 Mark per 14 Games Played
Gold Ton Pin	Ton 133 – 151	1 Mark per 8 Games Played	1 Mark per 15 Games Played	1 Mark per 20 Games Played	1 Mark per 33 Games Played
Low Ton Pin	Ton 152 – 170	1 Mark per Season			
High Ton Pin	Ton 170 – 179				
Ton 80 Pin	Ton 80 (180)				
League Elite Pin	Top 10	Top 10 for Divisions with $\geq$ 31 Players or Top 5 for Division with $\leq$ 31 Players			
1 <sup>st</sup> Place League Pin	1st Ranked Individual	Player is Ranked #1 for Division			
2nd Place League Pin	2nd Ranked Individual	Player is Ranked #2 for Division			

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### 27.4. Qualifying.

27.4.1. Players must be qualified to earn special pin awards. To qualify, a player must have played a minimum of 50% of the total legs for a division's season.

27.4.2. Total legs per night depend on the division format.

27.4.2.1. Thirteen (13) Game Format: Twelve (12) legs total per match. Average of six (6) legs per week. Minimum legs to qualify for A Division are 84 legs.

27.4.2.2. Nine (9) Game Format: Nine (9) legs total per match. Average of four and a half (4.5) legs per week. . Minimum legs to qualify for B Division are 68 legs.

27.4.2.3. 7 Game Format: Six (6) legs total per match Average of three (3) legs per week. Minimum legs to qualify for C & D Division are 42 legs.

### 27.5. Division Awards.

27.5.1. **Venues (Bar).** A plaque (or similar award) shall be given to the venue of the regular season divisional winner (1<sup>st</sup> Place).

27.5.2. **Individuals.** None.

### 27.6. Play-Off Awards.

27.6.1. **Venues (Bar).** A plaque (or similar award) shall be given to the venue of the 1<sup>st</sup> and 2<sup>nd</sup> place divisional play-off winners.

27.6.2. **Individual.** A plaque (or similar award) shall be given to each of the players (maximum six (6) players) of the 1<sup>st</sup> and 2<sup>nd</sup> place divisional play-off winners. If a team has more than six (6) players, additional individual awards can be purchased at the team or individuals expense.

27.8. **Top Shooter Award.** This award shall be given to the player with the highest quality point per leg average in each division. Only one per season will be given, the player must be qualified as per above rule 27.4 to be considered eligible for this award.

### 27.9. Tournament Awards.

27.9.1. **Trophies.** During any SIDL sponsored tournament, 1<sup>st</sup> and 2<sup>nd</sup> place winners shall receive a trophy, plaque or similar award.

27.9.2. **Cash Prizes.** Cash prizes will be broke down depending on the total number of players registered to participate.

### 27.10. Tournament Awards.

27.11.1. **Trophies.** Will be determined by the Board of Directors and RAC.

27.11.2. **Cash Prizes.** Will be determined by the Board of Directors and RAC.

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27.11.2.1. Singles: Less than Twenty (20) Players:

Place / Award	% of League Money	% of Entry Fee
1 <sup>st</sup> Place	35%	13%
2 <sup>nd</sup> Place	25%	13%
3 <sup>rd</sup> Place	15%	13%
4 <sup>th</sup> Place	9%	11%
5 <sup>th</sup> Place	7%	10%
6 <sup>th</sup> Place	7%	10%
Entry Fee*	2%	-----
High Dart	-----	10%
High Out	-----	10%
High Mark	-----	10%

27.11.2.2. Singles: Twenty (20) or More Players:

Place / Award	% of League Money	% of Entry Fee
1 <sup>st</sup> Place	30%	12%
2 <sup>nd</sup> Place	20%	12%
3 <sup>rd</sup> Place	14%	10%
4 <sup>th</sup> Place	8%	10%
5 <sup>th</sup> Place	6%	8%
6 <sup>th</sup> Place	6%	8%
7 <sup>th</sup> Place	5%	5%
8 <sup>th</sup> Place	5%	5%
9 <sup>th</sup> Place*	4%	-----
Entry Fee*	2%	-----
High Dart	-----	10%
High Out	-----	10%
High Mark	-----	10%

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## 27.11.2.3. Doubles: Less than Thirty-Two (32) Players:

Place / Award	% of League Money	% of Entry Fee
1 <sup>st</sup> Place	35%	13%
2 <sup>nd</sup> Place	25%	13%
3 <sup>rd</sup> Place	15%	13%
4 <sup>th</sup> Place	10%	11%
5 <sup>th</sup> Place	7%	10%
6 <sup>th</sup> Place	7%	10%
Entry Fee*	1%	-----
High Dart	-----	10%
High Out	-----	10%
High Mark	-----	10%

## 27.11.2.4. Doubles: Thirty-Two (32) or More Players:

Place / Award	% of League Money	% of Entry Fee
1 <sup>st</sup> Place	32%	12%
2 <sup>nd</sup> Place	20%	12%
3 <sup>rd</sup> Place	12%	12%
4 <sup>th</sup> Place	9%	12%
5 <sup>th</sup> Place	6%	8%
6 <sup>th</sup> Place	6%	8%
7 <sup>th</sup> Place	5%	3%
8 <sup>th</sup> Place	5%	3%
9 <sup>th</sup> Place*	2%	-----
10 <sup>th</sup> Place*	2%	-----
Entry Fee*	1%	-----
High Dart	-----	10%
High Out	-----	10%
High Mark	-----	10%

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## 27.12. Longevity Awards.

27.10.1. Longevity awards will be presented to those players who have reached a milestone for continued support to the SIDL.

27.10.2. Milestones and awards will be presented as follows:

27.10.2.1. 5-Years Support: Certificate and SIDL Coin.

27.10.2.2. 10-Years Support: Shadow Box.

27.10.2.3. 15-Years Support: TBD.

27.10.2.4. 20-Years Support: TBD.



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### APPENDIX A – GLOSSARY OF TERMS

**BREAKFAST or CHIPS** - Scoring 26 points in 1 throw when hitting a single 20, a single 1, and a single 5.

**DIDDLE** - Throwing at the bull to decide which player throws first.

**DOUBLE IN (DI)** – Hitting a double of any number to start 301 or 401 game

**DOUBLE OUT (DO)** - Hitting a double of a number to win in -01.

**EIGHTS** - Slang for 18's in Cricket. **FIVES** - Slang for 15's in Cricket.

**GAME** - A game constitutes 3 legs. .

**HAT TRICK** – Hitting 3 double bulls on one turn

**HIGH DART** – Term used in tournaments for the highest score shot during the tournament.

**HIGH (DI/DO)** – Term used in tournaments for the highest double in or double out shot during the tournament.

**HIGH MARK** - Term used in tournaments for the highest amount of cricket marks shot in three darts during the tournament

**LEG** - A leg is 1 portion of 3 in a game.

**MATCH** - A match is the complete total of all games or all series. The North division is currently playing 11 games or 7 series. The complete total of 11 games or 7 series is considered a match.

**NINES** - Slang for 19's in Cricket. **SERIES** - A series is a set number of games. For example a division playing 11 games will play 2 games of single 501, both games of 501 are considered a series.

**NINE MARK** – Hitting any three triples on any “open” cricket numbers.

**SEVENS** - Slang for 17's in Cricket. **SIXES** - Slang for 16's in Cricket.

**SPLASH/SPLASHING** - Throwing 2 darts at the a time to determine partners. Both darts must score and that score is calculated. The people throwing the highest and lowest are partners, the next to highest and lowest are partners, and so on.

**TON** - Scoring 100 points in a throw in -01.

**TON #** - Scoring 100+ points in a throw in -01 (Ton 20 would be 120).

# Seoul International Dart League Rules

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## APPENDIX B – SCORE KEEPER 10 COMMANDMENTS

1. Scorekeepers **SHALL NOT** talk while keeping score!
2. Scorekeepers **SHALL NOT** move about while keeping score, stand still!
3. Scorekeepers **SHALL NOT** look at the shooter, stand facing board!
4. Scorekeepers **SHALL NOT** call out a score, of one dart or all three -- unless the shooter asks you!
5. Scorekeepers **SHALL NOT** tell a shooter what to shoot or what combination to shoot for an out!
6. Scorekeepers **SHALL NOT** change a score unless it is brought to the attention of both shooters(teams)!
7. Scorekeepers **SHALL NOT** change a score - regardless - if that player (team) has shot again and a second score written down. An error in a shooter's score **MUST** be corrected before he (team) shoots again or it stands.
8. Scorekeepers **SHALL NOT** lean out to see where a dart is or is going, nor shall he/she follow the darts with body or head movement!
9. Scorekeepers **SHALL NOT** show any sign of disgust or excitement while at the scoreboard!
10. Scorekeepers **SHALL NOT** change the side of the score sheet of the player in three leg matches...if you start a player on the left side of the score sheet, continue to keep his score on the left - regardless of what the bull shots are.