



RULE BOOK CCDA 2026 - 2027

CCDA OFFICERS FOR 2026 – 2027

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Have fun and have a good season!

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OFFICERS

Central Connecticut Dart Association (hereafter referred to as CCDA) officers will be President, Vice President, Secretary, and Treasurer. Officers will serve a minimum of two years, unless there is a hardship. President and Secretary are voted in on even years, Vice President and Treasurer on odd years to maintain continuity. The Statistician's position is a paid position and can be changed yearly.

If an officer runs for a different office and loses, they will revert back to their original office to complete their term.

EQUIPMENT

1. All association competition, including tournaments and playoffs, shall be played on a standard English bristle board with 20-point clock face, of the hand wired variety, that is with the wires on the outside of the board separating the single, double, and the triple sections. (NO CHROME WIRES).
2. Dart boards shall be placed 5'8" from the floor to the center of the bullseye with the 20 bed at the top center. The front edge of the toe line (edge closest to the shooter) shall be 7'9 1/4" from the front surface of the board, and the toe line shall be no longer than 18" to either side of the center. (36" maximum)
3. The pub or club will be responsible for supplying and maintaining the association play dart boards, which must be approved by the CCDA President or his designate prior to the start of the season.
4. The dart board shall be firmly anchored and well illuminated.
5. The dart board shall be located so that it is readily available to the player without distraction.
6. A scoring surface must be provided and located in such a manner that it can be read by both players and spectators.
7. Captains may measure the boards before the start of the match, if in question.
8. The number of boards needed per establishment are as follows:
 - 1 Team - 2 Boards
 - 2 Teams - 4 Boards
 - 3 Teams - 6 Boards
 - 4 Teams - 8 Boards

CAPTAINS

Each team will select a captain who will be responsible for:

1. A team roster. This list of team members will be sent to the CCDA by roster registration night. Each team may have a minimum of 8 and a maximum of 12 players. Any changes made after the roster registration date will be subject to officer approval. NO ROSTER CHANGES OR ADDITIONS WILL BE MADE AFTER THE FIRST MATCH OF THE SEASON, UNLESS A TEAM FALLS BELOW 7 PLAYERS DUE TO EXTENUATING CIRCUMSTANCES, WITH OFFICER APPROVAL ONLY. Only after a team has played at least three games with 5 or less for three weeks (does not have to be consecutive) can a team request a review from the officers to determine if roster additions can be made.
2. Recording and chalking scores. **Use first and last names on score sheets (Mandatory Down The Sheet).**
3. Recording All-stars on score sheets.

4. Captains must total all the all-stars on the score sheet for that night and double check them before signing the score sheet.
5. **HOME TEAM MUST EMAIL A PICTURE OF SCORE SHEET TO STATISTICIAN** by Thursday 10:00 AM following the match. If the score sheet is late, a **5-point** penalty will be deducted from the **home** team's score.
 - a. Subject line should contain Date, Team Names, and Final Score.
 - b. Send a NEW email every week, do not reply or add on to an existing email
 - c. Send email to CCDASTATS@gmail.com before 10 AM following match night
- 5d. **Home team email rules apply to forfeits too! Email forfeits to the statistician.**
6. Any isolated problems affecting partial league, such as power failure, will require team captains to schedule a rematch within 4 (four) days and played within 2 weeks. If no rematch can be decided by the captains, CCDA officers will decide the time and date. If the match is interrupted in mid-match, the match will resume from the game in progress, with the same shooters on the score sheet.
7. **All shooters must be of the legal drinking age of 21. Each establishment has the right to ask for proper identification. If you do not have ID, they have the right to make you leave per CT State Law.**
8. Discipline and dart etiquette of team members are the responsibility of the captains. The team captain or the officers can EXPEL a player or captain from their team for UNSPORTSMAN-LIKE CONDUCT.
9. **NO FIGHTING –Any person or persons caught fighting will receive a minimum 4-week suspension to be determined by the board.**
10. Respect all shooters and all bar and club rules.
11. A player expelled from an establishment, for any reason, will not be allowed to shoot in a CCDA match in that establishment, except by permission of that establishment.
12. Any condition resulting in both Captains in full agreement of a set match will be approved without notifying the Officers.
13. Any player caught cheating or altering the score sheet will be suspended for a period of 1 year.

RULES OF PLAY

1. Chalking must be provided by each team. Shooters of the game will shoot only and not keep score for their game. Another team member is allowed to chalk. If captains agree, someone from outside the two competing teams may chalk.

REGARDLESS OF WHO IS HOME*

All teams have the option to use a tablet

While the Board encourages the use,
No teams are required to use tablets.

If one team wants to use a tablet and one does not, each team will have a designated board and must provide a scorekeeper if their board is being used for an active match.

***TABLET SETTINGS

501- It is not permissible to have the setting for the “Check out” combination displayed.

Cricket- Points may/may not be shown, marks **shall not** be entered until all 3 darts are thrown.

2. Cork:

- a) All games will begin by throwing cork.
- b) **Home team** has choice of boards. The **visiting team** will have their choice of throwing cork first.
- c) When throwing cork, all darts must remain in the board to count. Additional darts may be thrown until one remains in the board.
- d) Should the second player’s dart dislodge the first player’s dart, a re-throw will be made with the second player throwing first.
- e) A re-throw shall be made if the scorer cannot decide which dart is closer to the cork. The re-throw will be done in the opposite order.
- f) The second thrower may acknowledge a single or double cork and ask for the dart to be removed. If the second player ties the first player, a re-throw will be declared with that dart being pulled and the second player shooting first. In the event of another tie, both darts are to be removed.
- g) Cork ties cork, double cork beats single cork in any situation.
- h) The first player listed in the lineup for **CRICKET** and **501** will shoot cork and start first. The other team shooters will shoot in the order written on the score sheet.

3. Scoring:

- a) All shooting scores and remaining scores shall be recorded on the scoreboard.
- b) A dart score shall be determined by the side of the wire at which the point of the dart enters the bristle of the board.
- c) For a dart to score, it must remain in the board until it is retrieved by the shooter. The point of the dart must be touching the bristle portion of the dart board for the dart to count for score. All players will shoot for score until the game has been won.
- d) **No dart may be removed by a player, scorer, or spectator prior to the decision of the scorer. Any darts removed from the board prior to the decision will not score.**
- e) In doubles, if a player throws out of turn, his score will be removed; and the scheduled player will shoot for score. The player who shoots out of turn will also forfeit his next scheduled turn.
- f) **It is the responsibility of the player to verify his score with the scorer before removing the darts from the board. The score will remain as written by the scorekeeper if one or more darts are removed from the board (errors in math must stand as written unless corrected prior to the beginning of the team's next throw).**
- g) The scorer will inform the shooter what he has for score for 501 and/or what he has left, **ONLY WHEN ASKED TO DO SO**. The scorer WILL NOT inform the thrower what he has left in terms of number combinations. When playing 501, a shooter will be allowed to converse with teammates when unsure of possible winning combinations. It is permissible for teammates to advise the

thrower of possible combinations during a Cricket or 501 game also, provided the assistance does not interfere with the other players' turn.

- h) Once again, Captains are responsible for the conduct of their team and can demand teammates silence if the shooter requests or if the captain feels the talking is disrupting the shooter's concentration.

FINISH

If a player is shooting for a finish in 501; they should verify with the Chalker, if necessary, that the game shot has been hit.

Any subsequent darts thrown by the player after the game shot shall not be counted, as the respective leg is concluded by the game shot.

You CANNOT bust a cricket game.

PLAYER SHORTAGES

A team cannot take someone from the bar to play if they are short. All players must be on the roster. Need a minimum team of 5 people per match. Otherwise, the team with a shortage of players will forfeit.

If a team is short of a player, that team will field as many complete games as possible. Singles will have a one-point loss, Cricket will be played with two full teams and 1 one person team, and 501 will be two full person teams and 1 one person team. NOTE: The rotation of play remains as usual with the missing partner scoring zero each time he is scheduled to throw. Once the game has started, the missing player CANNOT join the game at ANY time. If you start the game with a player short, you finish the game with a player short, including best 2 out of 3 games.

Minimum team, 5 persons per match. Fewer than 5 will forfeit the match. Three shortages will be allowed per season. Any more than that, the team can be dropped from CCDA play for the remainder of the season at the discretion of the CCDA Board.

If any players are coming in late, the captains will decide (by mutual agreement) how long to wait for players to arrive.

If a team forfeits out of the CCDA for the season, ALL teams will receive ZERO points for that portion of the schedule (1st round, 2nd round, etc.). Standings will be adjusted for all teams in the affected division.

If the teams can agree, a **Postponement** may be submitted. This will require team captains to schedule a rematch within 4 (four) days and play within 2 (two) weeks. If no rematch can be decided by the captains within 4 (four) days, the team requesting the postponement will forfeit the match.

All forfeits will be dealt with in the following manner:

1. The teams that forfeit will receive ZERO points for that match.
2. Home team is responsible for emailing in a forfeit no matter who forfeits. If it's not communicated the home team will get a 5-point penalty.
3. The opposing team will be awarded points equal to that team's average for that round of scheduled play, with a 10-point minimum.
4. In the event that the forfeit occurs during the first 4 weeks of CCDA play, the average will be based on the first 4 complete matches played, again with a 10-point minimum.
5. In the case of a Forfeiture, all players on the "winning" team will receive credit for a week played.

MATCHES

Matches start at 7:30 p.m. (with a 15-minute grace period).

A match is up to 18 points.

All playoff matches start at 7:00 p.m.

Super A & A

- a. 6 individual 501 games, – SINGLE START, DOUBLE FINISH. Point value: 1 point for each match, best of 3 games. Loser of previous game corks first.
- b. 3 doubles Cricket games. Point value: 2 points for each match, best of 3 games. Loser of previous game corks first, using the same order of players.
- c. 3 doubles 501 games – SINGLE START, DOUBLE FINISH. Point value: 2 points for each match. best of 3 games. Loser of previous game, corks first, using same order of players.

B1 Division:

- a. 6 individual 501 games – SINGLE START, DOUBLE FINISH. Point Value: 1 point for each match. best of 3 games. Loser of previous game corks first.
- b. 3 doubles Cricket games. Point value: 2 points for each match, best of 3 games. Loser of previous game, corks first, using same order of players.
- c. 3 doubles 501 games – SINGLE START, DOUBLE FINISH. Point value: 2 points for each match. best of 3 games. Loser of previous game, corks first, using the same order of players.

B2, B3, C1 & C2 Divisions:

- a. 6 individual 501 games- SINGLE START, DOUBLE FINISH. Point Value: 1 point for each match. and only 1 game will be played.
- b. 3 doubles Cricket games. Point value: 2 points for each match, best out of 3 games. Loser of previous game, corks first, using same order of players.
- c. 3 doubles 501 games – **B2 & B3**-SINGLE START, DOUBLE FINISH. Point value: 2 points for each match. best of 3 games Loser of previous game, corks first, using the same order of players.
- d. 3 doubles 501 games **C1 & C2** SINGLE START, DOUBLE FINISH. Point value: 2 points for each match, and only **1 game will be played**

A shooter may play only one game per set.

All match pairings shall be selected by the exchange of lineup sheets, for each game, prior to the match.

ALL STAR POINTS

1. For 501 games: 95 or more points = 1 all star point, T71-T80 = 2 all star points.
2. For cricket games: 6,7, or 8 hits = 1 all star point, 9 hits = 2 all star points. All hits must score for the all star point(s) to count.
3. Corks in Cricket: 3, 4 & 5 corks = 1 all star point. 6 corks = 2 all star points. All hits must score for the all star point(s) to count.
4. If 3rd games are needed, all star points will **only** be given for T71-T80, 9 hits, 6 corks.
5. High Out is in 501 games. If 3rd games are played, High Out's will count as all stars only if they exceed the previous high out on record and recorded by the statistician.

PLAYOFFS – ALL PLAYOFF MATCHES START AT 7:00 P.M.

A player must have played in at least ONE THIRD (**7 different nights**) of the regular season matches to be eligible in the playoffs for all divisions except Super A. Super A players must have played **10 different nights** to be eligible for playoffs. If your division has a bye week, shooters will need 1 less week to qualify for playoffs.

1. For 8 team divisions; the top 4 teams in that division will make the playoffs with the 1st place team playing the 4th place team, and the 2nd place team playing the 3rd place team.
2. For 7 or less team divisions - top 4 teams in that division will make the playoffs with the 1st place team playing the 4th place team, and the 2nd place team playing the 3rd place team.
3. If there is a tie in any division that will affect the playoffs, a tie-breaker match will be scheduled. The team with the best regular season record against the other team that is tied will be the home team. If a tie-breaker results in a tie, a 1001 single start-double finish, 4 person per team, game will be played to determine the winner.
4. Playoff matches will be played at the house of the higher placed team in each division. The first team to score 18 points in the playoff match will be the winner.
5. You do not have to complete two score sheets before the match. You can fill out one sheet at a time.

MISCELLANEOUS

1. A member of the CCDA will remain with the team he shoots with for the entire season. Shooters may not switch teams.
2. A team must stay with the pub or club they are committed to for at least one season.
3. Teams displaced for reasons beyond their control will be allowed to find another “house” to shoot from.
4. If player or team dues are not paid in full by the appointed time, team WILL lose 5 points per week until paid.
5. Cancellation of dart matches will be decided by officers only. The Statistician will send out an email by 5:00 p.m. for cancellations. If a match is canceled due to inclement weather, make-up matches will be scheduled at the end of the year before playoffs.
6. Any playoff team that returns with 4 or more qualified shooters can move to a higher division at the discretion of the CCDA Officers.

DISAGREEMENTS/PROTESTS

Any disagreement between players, which is not covered by the bylaws and cannot be resolved by those involved, shall be settled by the team captains. Any disagreement that remains unresolved may be addressed to the CCDA officials via protest. The protest must be filed by the team captain. The opposing team captain must be notified at the time of the protest that the game/match, from that point on, is being played under protest. The match must be played to the end. The protest must also be filed within 48 hours with the CCDA officers. The protest must also be recorded on the match score sheet. **Protests will be resolved by a panel of CCDA officers and 2 team captains from a division outside the protest division.**

POINT LOSSES

Any points won by a shooter who has been expelled from the CCDA will be removed from that teams score and awarded to the opposing team. That player will also be expelled from the CCDA for the following season.

Any team thrown out of their sponsor's establishment will only be allowed to find another pub or club to shoot from if a panel of officers and captains (from outside the affected division) determines the circumstances warrant such action.

ILLEGAL PLAYERS

A team loses all points won by an illegal player (person not on roster), and the opposing team receives those points. A team with an illegal player also loses 5 points (for penalty). The maximum for all points lost or gained cannot exceed the normal 18 points per match.

FINES AND POINT DEDUCTIONS

The Captain or Representative for the team (**MUST BE ON THAT TEAM'S ROSTER**) must be present at the Dart meetings. Failure to send a Captain or Representative results in a 5-point deduction (fine) on your standings automatically. If a team has incurred 3 fines, a Board of Review will be required.

TEAM AND PLAYER DUES

There is a **\$175** fee to the Sponsor of the team to help cover league fees.

Each team is also required to pay **\$125** for player fees.

Sponsor fees are due at Roster hand in unless otherwise agreed upon with the board.

Player's fees are due by **November 11, 2026**.

Guests are required to pay **\$20.00** at banquet time.