

Steel Tip In Cincinnati & Kentucky By Laws and Rules

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Section I By Laws

Article I PRINCIPAL OFFICE

1. The principal office of the corporation is 2750 Westonridge Drive Cincinnati, Ohio 45239 Email: stickdartleague@gmail.com

Article II DEFINITION

1. Whenever the initials STICK is used in these bylaws, they shall mean Steel Tip In Cincinnati & Kentucky, Inc.
2. Whenever the word BOARD is used, it shall mean the elected officials described in Article 6, Section
3. Whenever the word MEMBER is used in these bylaws, it shall mean a person who has paid the membership fee set by the Board.
4. Whenever the term APPOINTED POSITION is used in these bylaws, it will refer to an appointed board member appointed by the Board to represent STICK.

Article III OBJECTIVES

1. To promote competitive darts and good sportsmanship for social and recreational purposes.
2. To help coordinate and support activities, tournaments and functions of affiliated organizations, leagues, dart clubs, and other similar groups.
3. To sanction league, play according to the rules in effect.
4. To improve and establish conditions of play in local establishments and throughout the Greater Cincinnati area.
5. To promote long format/tournament format style of play.

Article IV MEMBERS

1. Membership – Membership to STICK is open to any person who meets the criteria for membership regardless of their ethnicity, religion, sexual preference, or physical limitation(s). There are two criteria for membership – a) the person must be at least 18 years of age (discretion of the bar location if permissible) and b) the person must not be prohibited from participation due to action by the Board for violations of League policy as defined in Rule I Section 3. To maintain their membership a person must pay or have paid on their behalf the Board-established membership fee.

Membership Fee – STICK provides two sessions of League play for every calendar year, a Spring Sessions and a Fall Session. The membership fee for the current session is due prior to the member participating in any League events for the current session.

2. Team Fee – The Board of Directors shall set the per-session team fee. The team fee for the current session is due prior to the team participating in any League events for the current session.
3. Bar Fee – The Board of Directors shall set the per-session bar fee. The bar fee for the current session is due prior to the bar participating in any League events for the current session.
4. Membership Assignment – A member may request that their membership be assigned to a non-league person for the purpose of terminating their membership without requiring an additional membership fee. Such requests must have Board approval and meet the membership criteria outlined in Article IV Section 1.
5. Membership Revocation – Membership can be revoked for any of the following reasons: violation of the membership criteria outlined in Article IV Section 1; violation of the rules of Sportsmanship outlined in Rule I Section 3; instances of fraud resulting in damage to the League, its Board and/or members of the League.
6. Refund - Membership in STICK is not refundable. If circumstances beyond the Boards control and the current session is not able to continue refunds may be granted at the discretion of the Board.

Article V THE BOARD

1. The STICK Board of Directors shall be comprised of the President, Vice President, Corresponding Secretary, Treasurer, Playing Conditions Supervisor, four (4) Members at Large and a Sergeant at Arms.
2. The Board shall be elected for a period of two years. The President, Corresponding Secretary, Playing Conditions Supervisor, and 2nd & 4th Member at Large will be elected in even numbered years. The Vice President, Treasurer, First and Third Member at Large and Sergeant at Arms will be elected in odd numbered years. They will take office no later than two weeks after the Spring Banquet President, provided two-thirds (2/3) -majority vote of the Board approves the appointment, may fill board vacancies. Such additions should be made no later than thirty (30) days following the creation of the vacancy.
3. If a Board member is absent from three (3) consecutive Board meetings without "good reason" accepted by the majority of the board, he/she shall be disqualified as a Board member and shall be immediately replaced per these articles and shall not be eligible to run for office at the subsequent election.
4. No joint offices may be held.

5. Eligibility: A candidate for a position on the STICK Board must be, at the time of nominations, in good standing with the league. If between nominations and voting, the Board should discipline a person, his/her name will be taken off the ballot. No person who is on probation or suspended from the league shall be permitted to run for or hold an office. Should a current Board member be put on probation or suspended, he/she will be disqualified as a Board member and immediately replaced per these articles and shall not be eligible to run again until in good standing with the league. To hold the President Position, two years Board experience will be required. To hold the Treasurer Position, an accounting background and/or two years Board experience will be required.

Article VI BOARD DUTIES/QUORUM

1. The Board must meet at least once a Quarter. The President will determine the meeting date, time, and location. Attendants shall be excused if notice of the meeting is not given to and received by Board members at least seventy-two (72) hours prior to the meeting.
2. Board meetings should have a time limit of 2 1/2 hours with a maximum of fifteen (15) minutes allowed for the purpose of completing a point under discussion. This section may be waived by the two-thirds (2/3) vote of the Board members in attendance.
3. Two-thirds (2/3) Board members in attendance shall constitute a quorum. In the absence of the President and Vice-President, the Treasurer shall assume the chair.
4. If at any meeting of the Board there is less than a quorum present, the majority of the members present may adjourn the meeting. Any business that must have transacted at the meeting will be taken up at the next scheduled meeting or can be rescheduled.

Article VII DUTIES OF BOARD OF DIRECTORS

1. President -- The President shall be chief executive of the organization and, as such, shall preside over all meetings of the General membership of the organization. As stated in the "no vote proviso", he/she may vote only to break a tie. The President shall decide all questions on order, appoint all committees, and he/she shall be an ex- officio member of all committees, unless excused by virtue of the "no vote proviso." The President's signature is one of the three valid signatures (President, Vice President, and Treasurer) on the Organization's checking account. The President shall also be responsible for updating the checking account's signatures when new officers are elected to these positions. The President will serve as the statutory agent for the league. The corporation paperwork must be updated

no later than 30 days after a new President takes office.

2. Vice President – The Vice President, collaborating with the President, shall perform, direct, or coordinate all public relations for the Organization and its functions. The Vice President shall assume all the duties of the President in the event of the President's resignation or unavailability: as well as assist other officers as needed. The Vice President's signature is one of three valid signatures (President, Vice President, and Treasurer) on the Organization's checking account. The Vice President shall keep (or direct someone to keep) the minutes of all the meetings of the Board and/or the general membership of the Organization and shall distribute all meeting notices to the general membership. In addition, he/she shall be responsible for maintaining and keeping a current list of all members of the Organization. The Vice President shall also have charge of such books, papers and documents as the Board may direct, and after terminating his/her office, he/she shall turnover said materials to his/her successor immediately. He/she shall also be responsible for scheduling all STICK matches and shall assist the Treasurer in the collection of all overdue moneys due the Organization. He/she is always subject to the direction and control of the Board and/or the President.
3. Corresponding Secretary – The Corresponding Secretary shall be responsible for the reporting and compilation of weekly results. He/she shall also be responsible for compiling and reporting all awards, both individual and team. Upon the approval by the President or the Vice President, he/she shall publish announcements of special tournaments being held by sponsoring establishments, provided such tournaments do not conflict with STICK matches or events following matches.
4. Treasurer – The Treasurer shall receive all money paid the Organization and shall have sole custody and control over the accounts and books of the Organization, subject to the Board's direction. All money received by the Treasurer shall be promptly deposited in the Organization's accounts. The Treasurer shall keep complete and accurate records of the moneys received and expenditures made by the Organization, and shall be prepared to make a current report on the Organization's accounts at each regularly scheduled meeting of the Board. The Treasurer shall be responsible for the development and coordination of a budget for the Organization and its projected functions. The budget shall be subject to approval of the Board. The Treasurer shall perform all other duties, which are always incident to the office of Treasurer subject to the direction and control of the Board and/or President. At the expiration of his or her term of office, the Treasurer shall turn over all pertinent books and papers to his or her successor. To be eligible for this position you should have accounting background or two years board

experience.

5. Playing Conditions Supervisor – The Playing Conditions Supervisor is to evaluate the playing conditions & lighting of all member bars. He/she will report back to the Board to ensure immediate compliance with STICK standards. He/she is responsible for checking out all complaints about playing conditions.
6. Four Members at Large – Together with the Board of Directors, the four Members at Large shall have and exercise general supervision of the affairs of the Organization and shall manage and control its properties and effect. They shall also perform any other duties the board may assign, pertinent to the operations of the Organization.
7. Sergeant at Arms – He/she shall assist in the administration policy and provide and enforce all penalties for infractions committed by members. He/she shall be responsible for order at all times.
8. No Vote Proviso – The President may vote only to break a tie vote.
9. No Board member may serve on a committee nor vote on a protest that involves the team for which he/she plays.
10. If the President and Vice-President leave office at the same time, the remaining board will hold a special election within 30 days to re-elect those positions.
11. Checking Accounts – All checks issued by STICK must be signed by two of three designated people. (President, Vice President, or Treasurer)

Article VIII APPOINTED POSITIONS

1. Appointed Positions – Shall be appointed by the majority of the Board and shall be appointed for special occurrences and shall vote only on that topic for which they are appointed. The majority of the Board shall determine the duration of the appointment.

Article IX MEETINGS

1. Board Meetings – Board Meetings shall be comprised of Board members and appointed positions and shall be subject to the provisions set forth in Article VI. Attendance is open to all members.
2. General Membership Meetings – General Membership Meetings will be open to all Members of STICK. At least one member from each team must be present at the meeting. In the event a team is not represented at the meeting by a current team member, the Board will penalize the team.

3. Captain's Meetings – Captain's Meetings will be open to all team captains or acting team captains. Attendance is expected provided all captains have been notified one (1) week prior to the meetings. Each team will have one (1) vote.
4. Unless otherwise specified, all meetings shall be called at the discretion of the Board.
5. Unless otherwise specified, meeting announcements must be published at least one (1) week in advance of the meeting.

Article X **RECALL OF BOARD MEMBERS**

1. Any Board Member may be recalled from office by a three-fourths (3/4)-majority vote of the entire Board at any Board meeting or general membership meeting.
2. A petition to recall a Board member must be sent via registered mail to the Board with two-thirds (2/3) of the members signatures attached.
 - a. A \$25.00 fee must accompany the petition.
 - b. A general membership meeting will be called no later than two (2) weeks after receipt of the petition to recall for the purpose of airing both sides' view.
 - c. Secret ballots will be handed out at the end of this meeting to all Members.
 - d. The petition to recall must be ratified by at least 51% of Members.
 - e. The officer that is recalled will be relieved of office and election held for that position.
3. If a recall is approved, the \$25.00 fee will be refunded. If not approved, the fee will be deposited in the STICK account should the President be recalled and appeal his/her case, his/her duties shall be assumed by the Vice President from the date the petition is received until final determination is made by the Board. In the absence of the Vice President, the Treasurer will assume his/her duties.
4. Any Board member who is recalled will not be eligible for office for a period of one (1) year from the date of recall.

Article XI ELECTIONS

1. A general membership meeting shall be held no later than two (2) weeks before the end of the Fall session for the purpose of nominating Board members.
2. Ballots will be distributed to all members at the annual Fall Banquet.
3. Ballots will be collected, and a non-partisan committee will tabulate results, which will be announced at the Spring Banquet.

Article XII GENERAL

1. These bylaws may be amended by the majority of the Board at a meeting called especially for this purpose. As for all legislation proposed by the Board, a two-thirds (2/3)-majority vote of all members in attendance is required.
2. Rules and regulations to supplement these bylaws shall be devised for the purpose of clarity and uniformity. Any additions, deletions, or changes may be made according to the provisions set forth in Section 1 of this article.
3. The order of business and/or procedures of any Board meeting or election meeting called, or any subject not covered by these bylaws or noted Board minutes shall be subject to "Roberts Rules of Order Revised." However, should there be a conflict with the bylaws and/or "Roberts Rules of Order Revised," the bylaws shall prevail.

Article XIII CONTRACTS AND AGREEMENTS

1. The Board shall have sole authority to enter into contracts and agreements in the name STICK. Such contracts and agreements must bear the signature of the President to make them binding upon the Organization.

Article XIV POLICY

1. Policy changes, temporary rulings, and general information as approved by a single majority vote of the Board members, will be in the form of announcements issued by the Board of STICK. These policy changes and temporary rulings will be in force immediately upon their receipt by team captains. Notices sent via email and/or STICK website will be considered received when sent/posted.
2. It is the responsibility of the Board members and League members to read any announcements issued by STICK.
3. It is the responsibility of each team captain to relay the information contained in the announcements to the team members whom he/she represents.

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Article XV INDEMNIFICATION

If any claim or suit is brought against a Board member for any action taken as a Board member, the Corporation will indemnify the Board member and pay for all damages including his/her attorney fees.

Section II Rules

Rule I MEMBERSHIP, REGISTRATION, AND SPORTSMANSHIP

Section 1 Membership Responsibility

1. It is the member's responsibility to prove they are eligible for League play according to the membership criteria outlined in Article IV Section
2. It is the members' responsibility to provide all the fees necessary to participate in League events. These fees are outlined in Article IV Sections 2-

Section 2 Registration

1. Each team, team captain and sponsoring establishments must be registered and all dues paid by packet pick-up, unless other previous arrangements with the Board have been made. This date shall be announced at least one month prior to registration deadline.
2. Team rosters (team name, member names, email addresses and phone numbers of ALL team members) must be turned in and STICK membership fees paid by packet pick up.
3. It is the captain's responsibility to collect and submit to the league the fees due.
4. A team's competitive level (A – D) must be requested at registration. Every effort will be made to accommodate a team's competitive level request; however, a team's competitive level request may be changed according to the proven ability of team members or the scheduling requirements of the League. If changes to a team's competitive level request are necessary, the affected team's captain(s) will be notified, and the team(s) will be given the opportunity to withdraw from the League prior to the commencement of match play.

Section 3 Sportsmanship

1. Good sportsmanship should be the prevailing attitude during all STICK sponsored events.
2. Attempts to distract an opponent while he/she is throwing will not be tolerated.
3. No form of intimidation will be allowed before, during or after match play. Specific forms of intimidation prohibited include, but are not

limited to threats of physical violence, sexual harassment, verbal abuse, implied violence, and taunting.

4. Physical violence between League members will result in disciplinary action by the Board whether it occurs between members of different teams or between members of the same team.
5. Darts is a spirited game where common courtesy is necessary and a handshake between players after a game is an outward gesture of good sportsmanship.
6. It is not considered unsportsmanlike conduct for a captain to protest a direct violation of any rules herein.
7. Complaints may result in the Board of Directors taking disciplinary action.

Rule II **EQUIPMENT & BAR CONDITIONS**

Section 1 **The Dart Board**

1. All league competition shall be conducted on a Standard English Bristle, 20-point, clock faced board, and maintained to a high standard and condition.
2. An acceptable board must be secured to the wall so that the distance from the center of the board to the floor measures 5' 8" plus or minus 1/4".
3. The scoring wedge indicated by 20 shall be the darker of two wedge colors and must be the top center wedge.
4. The dartboard wire spider must not be broken. Double and triple rings must be within a tolerance of 1/32" of the normal space measurement of 3/8".
5. The dartboard should be positioned so that it is readily available to the players without distraction to the thrower. The ceiling (or other obstructions such as pipes or beams) must be approximately 9" or more above the top of the dartboard so as not to interfere with the flight of the dart.
6. Any bar entering STICK must have a minimum of two dartboards available for league play.

Section 2 **The Lighting**

1. 1. Lights must be affixed in such a way as to brightly illuminate the

board, reduce to a minimum the shadows cast by the darts and not physically impede the flight of the darts.

Section 3 The Scoreboard

1. A scoreboard must be provided and located in such a position that players may easily read the score.

Section 4 The Toe Line

1. There shall be a 1" wide stripe at least 36" long on the floor. From the front of the board (scoring surface) to the front edge of the stripe, the distance shall be the minimum throwing distance of 7' 9- 1/4", plus or minus 1/4".
2. The distance from the center of the bull, diagonally to the toe line shall be 9' 7-3/8".

Section 5 The Conditions

1. All comments concerning the equipment of a particular establishment shall be sent in writing to the STICK Board who, with sufficient cause, will request replacement or repair of such equipment. All decisions as to the acceptability of an establishment's dart playing areas are to be made by quorum of STICK League Officers.

Rule III THE TEAM, PLAYER STATUS, AND NEW PLAYERS

Section 1 The Team

1. Team Composition: Teams must have at least 2 and no more than 8 players on the roster. A legal but incomplete team can start with 2 or 3 players, but specific rules apply if a player is late.
2. Late Arrivals: Teams must notify the other team captain before play starts if they will play with only 2 players or if a late player will arrive. While playing with 2 or 3 players, turns will not be skipped in the Family game only due to the uneven number of players. Any matches that can be played without the late arrival should proceed. If the late arrival does not show, all matches involving that player will be forfeited.
3. Match Restrictions: If the team has 4 or more players, no player can compete more than once per event.
4. Forfeits: If a team has fewer than 2 players and no rescheduling occurs, that team forfeits the game and receives no points. The opposing team will receive their weekly average.
5. Substitution: A player on one team cannot substitute for another team.

6. Upper Division Darter: Each team is allowed one upper division player, but appeals can be made to the Board of Directors.

Section 2 Player Status

1. A per-session membership fee is required to be paid within 24 hours of league match being played for an individual to be a member in good standing of STICK. The player need to be approved prior to playing the match by contacting the STICK Board or division representative assigned to his/her division.
2. A player may register for any team he/she wishes; however, he/she does not officially become a member of any team until the first night he/she shoots for a particular team. He/she shall then be considered "locked in".
3. Once "locked in" to a team, a player may change teams during the season if the team withdraws from the league, or if given permission from his/her previous team's captain as well as written permission from STICK League officers. If "locked" player plays for another team without meeting above criteria - ALL of that players points will be forfeited and awarded to the opposing team .
4. Prior to playing, any player added to a roster after the start of the season must be approved by a member of the STICK Board. See Rule VIII, Sec. 4, No. 3.
5. To be eligible to attend the STICK banquet and receive awards, a player must have participated in at least two matches in each of two nights during that season.

Section 3 New Players

1. New players may be added until the third to last week of the season.If a team or a team captain plays a non-member under an absent team member's name, all match points, won on the night of the infraction, can be forfeited.

Rule IV THE SCHEDULE, MATCH, SUBSTITUTION, TIME FACTOR

Section 1 Schedule

1. Team captains (or acting team captains) must meet prior to the start of the match to schedule players for events. All events may, but do not have to be, scheduled at one time. The captains prior to the start of the match should decide this. If no agreement can be reached, the

schedule will be filled out one event at a time.

2. Line-ups must be made BLIND by each captain, and they are not to prearrange players against certain opponents.
3. Each player's full name must appear at least once on the score sheet used for that particular night. See Rule VIII, Sec. 4, No. 1.

Section 2 The Match

1. Each "301" game shall start and end on a double.
2. Each "401" game shall start and end on a double.
3. Each "501", "601" and "801" game shall consist of a free start (no double required to start) and a double to finish
4. Cricket – The first person (or team) to "close" all numbers (20 through 15 and bulls) and have the most points, wins the game. Should both persons (or teams) have the same number of points, the first person (or team) to "close" all numbers win. In the case of a game played in which neither person (or team) has accumulated points the first person (or team) to "close" all numbers (20 through 15 and bulls) wins the game.

Section 3 Substitutions

1. No substitutions can be made after the start of a game without the approval of the opposing captain.

Section 4 Time Factors

1. All matches are scheduled to start at 7:300pm on the date and place scheduled.
2. A 15-minute grace period of the scheduled nights play will be given after which Rule VIII, Sec. 3, No. 1 applies.
3. No more than 5 minutes may elapse between events, games, round of play, or turn in a game. If a member feels their opponent is in violation of the five-minute rule, either the player making the complaint, or their captain must notify the offending team member's captain or acting captain. Once the opposing captain has been notified of the violation any future delays may result in a complaint. – NOTE: The 5-minute delay allowed between a turn in a game is ONLY for unforeseen events i.e., bathroom visit, emergency phone call, etc. NOT TO BE UTILIZED EACH TURN. Excessive delay between shots could be considered unsportsmanlike.

4. Times may be altered with the approval of both team captains.

Section 5 Number of Dart Boards

1. A minimum of two dartboards must be available for each A and B division match.
2. One dartboard must be available for each division C and D match. If more than one board is available, they can be used only if both team captains and/or bar owner agree.

Rule V THROWING THE CORK, BEGINNING THE GAME

Section 1 Throwing the Cork

1. All games begin by throwing a cork (center bull). The visiting team will have the first option in determining who throws first at the bull. The team who throws closest to the cork shall shoot first when starting the game. For divisions A, A-, and B, the loser of the first game has the option of corking first in the second game. If the match goes to a third game, then the home team has the option of corking first.
2. Only players scheduled in that individual game may throw for the cork.
3. Should the scorer call for a re-throw at the cork, the order of shooting shall reverse from the previous throw.
4. The dart must remain in the scoring surface of the board to count. Additional throws may be made (only when throwing the cork), until such a time as the player's dart remains in the board. Should the second thrower dislodge the dart of the first thrower, a re-throw will be made with the second thrower now throwing first.
5. Two outer bulls or two inner bulls shot at cork shall be considered a tie and be re-thrown. Darts must not be touched prior to the decision of the scorer. Should the scorer or thrower be in doubt, both team captains shall add their opinions with the majority ruling.
6. The order in which players shoot shall be left to their captain or participating partner. Cork shooters need not be the one who throws first to start the game.
7. A single or double bull must be acknowledged and removed at the request of the second thrower.

Section 2 Beginning A Game

1. To commence scoring in double-start-double-finish events, a player must land a dart in the outer (double) ring or the double bull. All subsequent darts shall be counted for score; inner bull (50) is considered a double 25 for starting, scoring, and finishing a game.

Rule VI SCORING, MARKING, FINISHING AND BUSTING

Section 1 Scoring

1. All "01" games are scored by subtracting the score shot from the starting number.
2. At all times, the scorekeeper shall refrain from smoking or drinking while in the performance of his/her duties.
3. For the dart to score, it must remain (independent of human assistance) in the dartboard until the darter retrieves the dart after that player has thrown his/her final dart.
4. Propelling a dart by mechanical or other such means is not allowed.
5. To score, the point of the dart must be touching in the bristle portion of the dartboard.
6. A dart's score shall be determined from the side of the wire at which the dart enters the board. In the case where bands, instead of wires, bend the double and triple rings, a dart lodging between the bands where they overlap, shall be scored as the double or triple.
7. Prior to the decision of the scorer the thrower, another player, scorer, captain, or spectator may touch no dart.
8. Both feet must be behind the toe line. This line must not be stepped over before the dart contacts the dartboard. If a player violates this rule, advancing him or her within the minimum distance, the opposing captain will warn the player and his/her captain. Further violations will result in the forfeiture of the score obtained from the dart(s) thrown.

Section 2 Marking

1. It is the responsibility of the player to mark and verify his score before removing his darts from the board; the score remains as written if one or more darts have been removed from the board.
2. The scorer may inform the thrower what he/she has scored. The scorer

may not inform the thrower what he/ she has left in terms of number combinations (out shots). It is permissible, from behind the toe line, for any team member, unless that member is scoring, to advise the thrower during the game.

3. Errors in arithmetic must stand as written unless corrected prior to the start of the team's next throw. The aforementioned may be waived in the interest of sportsmanship provided both captains agree.
4. If a player throws out of turn, his score is removed and the correct scheduled player for that team is to throw. The out-of- turn player forfeits his scheduled turn (his next scheduled turn) in the game. The opposing player shoots his round. This rule may also be waived if agreed to by both captains.

Section 3 Finishing

1. To finish all "01" games, a player's dart must land in a double which is equal to half of his remaining score. A leg/match is concluded at such a time as a player/team hits the 'double' required to reduce their score to zero. All darts thrown subsequently shall not count for score.
2. For the purpose of starting or finishing a game, the inner bull (50) is considered a double 25.
3. Cricket - The first person (or team) to "close" all numbers (20 through 15 and bulls) and have the most points, wins the game. Should both persons (or teams) have the same number of points, the first person (or team) to "close" all numbers win. In the case of a game played in which neither person (or team) has accumulated points the first person (or team) to "close" all numbers (20 through 15 and bulls) win the game.
4. No fast finishes such as "Three in a Bed," "222," "111" and "shanghai," etc. are permitted.

Section 4 Busting

1. A player busts when his three (or less) darts score more points than remain in the game, or, if the three darts score one less point than remains in the game. When this occurs, the score remains as it was prior to that throw. The next scheduled player then takes his regular turn to throw. This rule pertains to "01" games only. It is not possible to BUST a Cricket game.

Rule VII CAPTAIN'S DUTIES, REPORTING RESULTS, PROTEST PROCEDURES

Section 1 Captain's Duties

1. Each captain is responsible for the conduct of his/her team and the accuracy of the score sheet and the signing of the same. See Rule VIII, Sec. 4, No. 1.
2. The captain is responsible for his/her team's league fees.
3. Captains shall be responsible for his/her team knowing any rule changes made during the season or any other information given out during STICK meetings.
4. Attendance at the STICK general membership and captains meeting is required (a representative or substitute team captain is acceptable).
5. Team captains will file any protests on behalf of his/her team and its members.
6. Captains must immediately inform League Directors of any change in their team roster. See Rule III, Sec. 2, No. 4 and Rule VIII, Sec. 4, No. 3.
7. On the spot decisions concerning substitutions within the team (Rule IV, Sec. 3), scoring errors, rule clarifications, etc., can be resolved by the team captains.

Section 2 Reporting Results

1. Both captains shall verify the accuracy of the score sheet, including completeness for team name, division, date, players full name, etc., by signing it prior to submitting it to the STICK email. It is the responsibility of each team captain (or acting team captain) to put his/her team's name on the score sheet.
2. The official score sheet (the home team's score sheet) shall be completed and emailed by the winning captain. This sheet must be in by 5:00pm the Monday following regularly played Thursday night match.
3. The official score sheet shall be used to calculate weekly results for teams and divisional standings.
4. All results as posted by the Board shall be considered final unless protested in writing within 10 days of posting.
5. Where position rounds exist in the schedule and a team's score sheet is missing, the Board will use that team's average to calculate their position. When the missing sheet is received the correct score, less

any penalty points, will be posted.

6. Valid scoresheet delivery method and destination
 - Email: scores@stickdarts.com

Section 3 Protest Procedures

1. Only team captains may file a protest.
2. Protests may be initiated by stating it on the back of the score sheet or on a separate piece of paper.
3. Details must be submitted in writing to the STICK Board no later than five (5) days after the alleged infraction took place, or the protest will be considered invalid. Upon receipt of the written protest, the Board will contact both team captains and request their attendance at the next Board meeting. (A representative or substitute team captain is acceptable.) At that time both captains will be able to give their account of the situation. If either team captain does not attend, the Board will decide based on the information they have. The Board will then appoint three (3) available members, not directly involved in the protest, to a committee that will meet promptly and rule on the matter. No Board member may vote on protests for which the team he/she is playing is involved.
4. Any team captain may file a protest whether it involves his team or another team.

Rule VIII GAMBLING, POSTPONEMENTS, FORFEITURES/WITHDRAWN TEAMS (VOLUNTARY/INVOLUNTARY), POINT DEDUCTIONS

Section 1 Gambling

1. Gambling is neither sanctioned nor authorized at STICK sponsored events.

Section 2 Postponements

All requests to reschedule matches require a minimum of 24-hour advanced notice to the opposing team and to the Board via your division rep (or email to Board), except in the case of an emergency. Both captains are required to notify the Board of a postponement. All rescheduled matches must have a rescheduled date submitted within two weeks of the scheduled match to your division rep. If a date cannot be agreed upon, the team who requested the reschedule will be required to take a forfeit.

Exception – if league night is canceled. A rescheduled match is considered approved by the Board when noted on the standings/webpage.

1. The Board reserves the right to review any postponements caused by the inability to field a full team on the date of the scheduled match.
2. In the case of snow or other bad weather, check the STICK website or Facebook page to find out if matches have been canceled.
3. All matches must be played at the time and place indicated on the schedule unless previous permission has been obtained from the STICK Board.
4. An emergency is defined and approved by the Board. Any requests not meeting emergency criteria after the 24-hour deadline will be considered a forfeit by the requesting team.

Section 3 Forfeitures/Withdrawn Teams (Voluntary/Involuntary)

1. In the event that a team is not present at the end of a 15-minute grace period of the scheduled match or forfeits a match, which will be referred to as the winning team will receive the average of their wins up to that match that is being forfeited. The losing team or the team that forfeited will lose half of the max number of wins possible for that night, up to this first half of the session. After the first half of the session, they will lose their average wins up to that match.
2. A minimum of two players must be present from one team to be awarded the points forfeited by the team not present.
3. A score sheet must be presented to the STICK email and must be signed by the captain or acting captain of the present team at a forfeiting match. See Rule VIII, Sec.4, No.'s 2 and 3.
4. The STICK officers reserve the right to replace a team withdrawn from the League, with a new team. The team replacing the withdrawn team will receive all the points that the withdrawn team had previously acquired.
5. If a team is withdrawn within the first 6 weeks of the season and not replaced by the STICK Board, all teams in the division will receive ZERO points.
6. A team that forfeits a match must notify the Board within 48 hours of the scheduled match. If a second forfeiture occurs, the team may be suspended for the remainder of the season plus the following season. Their suspension will include ALL STICK functions. Appeals will be

considered by the Board on a "per case" basis, with the Board decision being final.

7. The team that forfeits, loses their average number of wins up to that scheduled match

Section 4 Match Point Deductions

1. There will be a 1-point deduction for all divisions if the scoresheet is not completed with all information. Team captains are responsible for completing their team's name and each player's full name (at least once) on the score sheet. The winning team captain is responsible for completing the date and division.
2. A team not following Rule III, Sec. 2, No. 4, regarding new players will lose all points won by the ineligible player on the night of the infraction. The ineligible player's points will be awarded to the opposing team.
3. FIVE (5) points (A & B divisions) - (3 in lower) (C+ division and lower), will be deducted from the winning team's score if the score sheet is not emailed, by the Monday at 5:00 pm following a regularly scheduled match, or within no more than three (3) days following the date of a rescheduled match .
4. Failure to have appropriate representation at the General Membership Meeting or captains meeting, will result in a three (3) point deduction in lower (C+ division and lower), and 5 points in upper (A & B divisions).

Rule IX PLAYOFFS, TOURNAMENTS, AND AWARDS

Section 1 Standings - Playoffs – Ties

1. The team with the highest number of points at the end of the season is the Division's winner. Each member of this team will then be considered an upper division player for that Division. (See Rule I, Sec. 2, No. 3. and Rule III, Sec. 1, No. 8.)
2. In the event of ties for ANY of the top 3, the following will be used to determine the "tie breaker" in following order.
 1. Overall Points
 2. Head-to-Head wins
 3. Head-to-Head Total Points

4. Win % of overall during session
 5. Head-to-Head Match
3. All teams in contention of the League championship must be prepared to playoff ties within ten (10) days following the last regularly scheduled match in the Division. If a tie breaker cannot be determined utilizing the first two criteria, a playoff may be utilized.
 4. The STICK Board will determine the number of teams involved in the playoffs. The STICK officers will decide the format.
 5. No new players may participate on a team involved in the playoffs. Only registered STICK members already on the official team roster are eligible.
 6. If three (3) teams tie, #1 will host #2, #2 will host #3 and #3 will host #1. The team accumulating the most points will be judged the Division champion.
 7. If four teams tie, #1 plays #2 and #3 plays #4. Following the completion of the first two (2) matches, the winners of those matches will play to determine the Champion. Number designations shall be drawn by lot.

Section 2 Tournaments

1. The STICK League Directors, or a committee appointed by them, shall decide fees, rules, and procedures for all tournaments.

Section 3 Awards

1. All special awards will be decided by The STICK Board. To receive a special award, the back of the score sheet must be filled out with all the appropriate information pertaining to the award and the opposing captain must sign it. If the opposing captain does not sign by the award, then it is considered invalid. What is posted will be printed. If spelling or other errors are not notified to us by specified date, correction will be made with the cost to that player.
2. It is the captain's responsibility to EMAIL (to the designated address) the list of players and sizes (if awards are clothing) within 7 days of the end of that division. Faxes, texts or listed on back of score sheet will NOT be accepted. If no list is received -no awards will be presented. A return email will serve as confirmation of receipt.

Rule X POLICY, RULE CHANGES

Section 1 Policy Changes

1. Policy changes, temporary rulings, and general information may be announced on the weekly standings sheet or a supplementary sheet. These policies will be in effect immediately. It is the responsibility of each League member to read these announcements.
2. Any situations not covered by STICK's Rules and Bylaws will be governed by ADO standards.

Section 2. Rule Changes

1. These rules may be amended or revised for the purpose of clarity and uniformity at any STICK Board meeting by majority vote.

Rule XI Premier Division Rules

STICK Premier Division

Below are the Guidelines and Format of the Premier Division

Guidelines:

- Tuesday night League
- Bars that participate will be asked to pay a \$10 bar fee per player.
- A nightly match can be played on 1 board.
- Players can choose their own home bars. However, since this will be conflicting with another dart league night, we ask that you ensure the accommodations will be made available by the bar owner/manager.
- No Shirts or Plaques will be given except for a champion's trophy.
- This trophy will be held at your home bar and will be passed along with the winners names and session/year on it much like the Cincinnati All Star trophy is.
- Players will pay \$130 a person
- \$10 collected from the bar will go toward banquet expenses
- If you do not play in the Thursday night STICK league, this division allows you to come to our normal banquet, participate and receive all the food/drink/fun that our Thursday night players get to enjoy. This is also extended to the bar owners/managers of players that participate.
- All remaining money to be paid out will be known when money is collected for the league. First place will be paid 40% of the pot collected. 2nd place will be paid 30% of the remaining money after first place is paid out. All other moneys will be paid out to remaining players.
- Information on all moneys collected for this division will be openly shared with members.
- Players MUST have their player fees and bar fees the night of signups. If fees cannot be paid IN FULL, the night of sign ups players will not be considered for the Premier Division.

- Moneys will be paid out no more than 3 weeks after the session is over. Depending on if there are rematches.

Format:

- Single Person Leagues
- Singles 501 race to 7, Cricket singles best of 3
- Each leg will count as 1 point, whether it is a match win or a loss.
- While we differ to most ADO rules on Thursday night, This “division” will adhere to CDC/PDC rules of play as listed below.
- Corking Rules:
 - For long format 01 matches (Singles and doubles), there will be 1 cork before the match. The flip of the coin determines who will have the option to cork first, with alternating start every leg. In the event of a tie, a flip of the coin will determine who will have the option to cork first.
 - For cricket matches, Cork each leg. Losing player to have option on the cork round.
 - For all matches, only 1 individual from a team can cork. No alternating player corks.
 - There is no “closest to the bullseye” rule. Teams or players will have to win the cork by hitting bullseye. All darts thrown during the cork will be pulled.
- Examples:
 - I cork first, do not hit a bullseye. I pull my darts. You then throw and hit a bullseye; you win.
 - You cork first and hit a bullseye. You pull your dart. I throw and hit a bullseye. This is a tie. I pull my dart and we alternate who shoots the cork first. In this case I do.
- Corking will continue until 1 person is the only one to hit a bullseye in a corking round.
- Double Bulls trump single Bulls, and the corking round is over with the person hitting double as the winner.(formal 501 (DI/DO) rules apply).
- Normal Cricket w/ points rules apply.
- All other rules, such as Sportsmanship, Tardiness, Reschedules, Player Conduct, Scoresheet Submission fall under Normal STICK Rules and By-Laws