

Champaign Urbana Dart Association

League Rules

Membership in CUDA

Participants must be members in good standing of CUDA for the current season before scores and stats are entered for league play. Dues are \$30 per team per season. CUDA League Rules and By-Laws govern all members.

Team Structure

Team rosters consist of 2-3 players. Only 2 players from the roster may participate in a given match. The combined rating of any combination of team members must be at or below the published rating cap which is the median rating from the previous season's Overall Player Ratings list multiplied by two and one-half. A player may not be a member of another team. No substitutions are allowed; only players on your team roster are allowed to compete.

Postponements/Make-ups

When postponing a match, you must contact the opposing captain as far in advance as possible. Failure to notify your opponents prior to the match will result in automatic forfeiture of the match and possible expulsion from the league. Makeups should be played at the original scheduled location. A match can always be preplayed as long as it is played at the originally scheduled location. If the makeup cannot be played, the team originating the postponement forfeits the match. A forfeit is worth one point.

Starting the Match

Be considerate of your partner and opponents—be on time for your match. All matches start at 7:00PM unless previous arrangements have been agreed upon. If **both** of your opponents are not present by 7:30PM, they forfeit the match. Team captains shall complete the player assignments before the match, with the stipulation that a player may not compete against the same opponent in both sets of singles.

The Diddle

A coin toss shall determine which team will have the choice of who throws first in the Diddle. Each Team shall choose one player to throw one dart at the Bull. The team whose player throws closest to the Bull shall throw first in the 1st leg. If the first player throws a Double Bull, the second thrower may acknowledge the first dart as a Double Bull and ask for it to be removed prior to his throw. Darts thrown must stick in the board in order to count. Darts that bounce out may be re-thrown. A re-throw shall be called if the players cannot decide which dart is closest to the Bull, or if both darts are anywhere in the Single Bull, or if both darts are anywhere in the Double Bull. Loser of the first leg shall automatically be deemed the winner of the Diddle for the second leg. Loser of the coin toss has choice of who throws first in the Diddle for the third leg.

The Games

- 1 leg 701 Open In – Double Out (Team)
- 2 Sets Dirty Cricket (Singles)
- 1 Set Chicago Style (Team)
- 2 Sets Chicago Style (Singles)
- 1 Set Dirty Cricket (Team)

Note

Each match is worth a total of 7 points The 701 leg is worth 1 point Each set is worth 1 point A set is won when 2 out of 3 legs are won

Chicago Style Rules

Games played consist of 301 DIDO, 501 OIDO, and Dirty Cricket. No game may be played more than once. The procedure for playing Chicago Style is as follows: Winner of the Diddle CHOOSES and STARTS the game for the first leg (301, 501, or Dirty Cricket). Loser of the first leg CHOOSES and STARTS the game for the second leg with the choice of game being made from the two remaining un-played games. If a third leg is necessary, loser of the coin toss has choice of who throws first in the Diddle. Winner of that Diddle starts whichever game has yet to be played.

Keeping Stats

Stats are kept for all 01 and cricket games and awards are given at the end of the season. Stats must be assessed and recorded at the end of each turn. Stats for 01 games include TONS, TON EIGHTIES, HIGH INS, and HIGH OUTS. A TON is 100 points or more scored, it does not matter what numbers are used on the board. A TON EIGHTY is 180 points scored. Only one way to do that—three trip-twenties. HIGH INS only count in 301 where the first scoring dart must be a double. HIGH OUTS count in all 01 games, where the final dart must be a double. Stats for Cricket include 6 marks, 9 marks, Trip Bulls and Black Hats. A single bull is worth 1 mark and a double bull is worth 2 marks. A Black Hat is three double bulls and also counts as a 6-mark. If the winning dart in cricket gives more marks than are required to win the game, the extra mark(s) count towards a 6-mark, 9-mark, triple-bull, or black hat.