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. When enough teams allow for multiple divisions, the "A" league will have no ratings cap. If there is only one division and for divisions after "A", 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. When assigning teams to a division, the average rating of the highest rated two players will be used. A player may not be a member of another team. Substitute players are not allowed unless both teams agree. The league should be notified prior to the match to make sure the substitute is added to DartConnect. Substitutes can't be a member from another team's roster, even if it is a third player that has not yet played in the season. However, a team can choose to add a third player to their roster in mid season as long as that player meets the ratings guidelines for the division. For "A" league there is no cap on the third player's rating. For leagues after "A", the third player addition can't make the total team rating exceed the rating of the highest rated team in the division.

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. All efforts should be made to play makeups at the original scheduled location. Exception examples would be if you were scheduled to play at Hubers, but you can only make it up on a Thursday, you could play somewhere else, or if the bar you are scheduled at is not open on your reschedule day. A match can always be preplayed as long as all efforts are made to play at the original scheduled location. It is incumbent upon the postponing team to reach out to reschedule. However, both teams should make a good faith effort to complete the match. If the makeup cannot be played, the circumstances of the postponement and attempts to make up the match will be considered by the league board to determine the outcome. Purposely not completing a match could result in expulsion from the league.

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 determine 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. For team sets, the player that diddles can't start that leg for their team. For 'A' league, a diddle can be Double Bull, Bull, or Out. If both players are out, it is a re-throw, even if one player is closer to the bull. After the third attempt, players can agree to just throw and determine who is closer. Each player will retrieve their dart after each throw announcing whether it was a DB, Bull, or out, unless they have tried three rounds and agreed to go closest wins. For all other divisions, 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)

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 or STARTS the game for the first leg (301, 501, or Dirty Cricket). If the winner of the diddle chooses to go first, the loser chooses the game. If the winner of the diddle chooses the game, the loser goes first. 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. W nner 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 are automatically recorded via DartConnect. 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.