



Greater Orlando League Darts

G. O. L. D. is committed to providing the dart community a serious yet entertaining avenue for all things darts.

Suzan Hollar

Greater Orlando League Darts was started in 2017. It started out with just a handful of singles leagues and after 2 short years, the first Steel State Team was put together and competed in the 2019 FDA State Team Championships. The singles league and State Team have continued. The end of 2023, a new president took over and started a new era as G.O.L.D. started revamping its structure and started working to further the league. The beginning of 2024 the official website, email, and phone number was established and launched. The president, with lots of help from the primary officers, the players, and the bars will continue to grow the league as the years go on.

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President: Suzan Hollar

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Game ends when a player reaches zero exactly by finishing on a double. One, two or three darts constitutes one turn. The total score of each turn is subtracted from the total score. Exceeding a zero score (busting) ends the turn and requires the player go back to the score he or she had in the turn prior to busting.

CRICKET

The object of the game is to score three “marks” in each of the numbers 15 through 20 and the bull’s-eye. On an open number a triple scores three marks, a double scores two marks and a single scores one. Additional marks on a closed number will score points if the opponent is still open on that number. The first team to close all numbers, the bullseye, and have the highest score wins.

Determining who starts the game:

- The home player has the option to throw first at the bullseye.
- The closest to the bullseye throws the first game and from there you alternate games.
- If both players hit a single bull or a double bull you must throw again to determine who throws the game first.
- If you have a bounce out the player will throw again.
- If your opponent knocks your dart out of the dartboard you both throw again.
- If your opponent Robin Hoods a dart you will remove the darts and will throw it again. (Only in the middle)
- If the first player throws a double bull the second thrower has the choice of whether he/she wants it pulled out of the dartboard to have a clearer shot.
- You may not touch either dart, but you shall determine who is closer to the bullseye. If you are unsure both players must throw again.
- Both feet must be behind the throwline. If your opponents are not, then you can ask your opponent to stand behind it. If the player on their next throw is in front of the throwline you can ask to throw again. If the player does it a third time, they will forfeit that game.
- Breaks can be taken if both players agree, and breaks must be kept to a reasonable time.

Scoring:

- A player **must not** touch any of their darts until the score has been written down.
- If the player pulls their darts from the dartboard before the score has been scored, the penalty will be a loss of that turns score.
- If you have a scorer: The scorer may tell a player what amount is left, if asked. But if the scorer is wrong your darts count as is.
- It is the players' responsibility to know your own score.

Tie Breakers:

In case of a tie at the end of the season, the following tie breaking methods may be used:

These rules apply to any tie in any position.

- If two players are involved in the tie, then the head-to-head game they played with, the player who won will win the tie breaker.
- If there are more than two players involved in a tie, then the winner of the most head to head matches will be the winner and if still tied a tie breaker game must be played to determine the final winner.

Player Unable to Complete Regular Season

This is for anyone who cannot complete the season for any reason. The playoff bracket will not change. How many teams the season started with will be how many brackets there are at the end of the season. Any player unable to complete the season will be slotted to last position.

- Everyone that has played the player who cannot complete the season will receive 0 wins and will be refunded the amount paid.
- The player that is not able to complete the season will be placed at the bottom of the ranking and will not be reimbursed.

Player Unable to Complete (1) Regular Season Week before the start of the next week: The forfeit rule will apply and will be determined based on the reason for the reschedule and if ample attempts to reschedule have been made.

- The player unable to make the match will forfeit and receive the loss.
- The player able to make the match will receive the win.

Player Unable to Make Playoffs

The player will forfeit the game and the results will be finalized.

League's

Division Setup

- 5 Players/Teams – play each other 3x/season – 12 matches.
- 6 Players/Teams – play each other 3x/season – 15 matches.
- 7 players/Teams – play each other 2x/season – 12 matches.
- 8 players/Teams – play each other 2x/season – 14 matches.
- 9 players/Teams – play each other 2x/season – 16 matches.
- 10 players/Teams – play each other 2x/season – 18 matches.

Singles League average play time is 1 – 2 hours.

Division A: First player to 11 wins. Format 501 SI/DO

Division B: First Player to 9 wins. Format 501 SI/DO

*Note: Division B can be moved up “ONLY” if the bottom players of the higher division have lower statistics than yours.

Doubles League average play time is 1.5 – 2 hours.

11 games (2 x Singles 501 SI/DO, 2 x Singles Cricket, 3 x Doubles Cricket, 4 x Doubles DI/DO 701)

Teams League average play time is 2 - 3 hours.

11 Games (3 x Singles 301 DI/DO, 3 x singles cricket, 2 x doubles 501 DI/DO, 2 doubles Cricket, 1 team 1101 DI/DO).

*Note you can use a sub for the doubles and team leagues. That sub can be a floating sub, meaning they can sub for multiple teams as needed.

League Play

- The home team will have the advantage of picking the location.
- The home team will have the first choice of the day to play.
- If the visiting team cannot accommodate the home team, please reach out to one of the primary officers before the home player calls it a forfeit.
- Please plan prior to because if you leave it to the day of match the default will always be what is on the schedule (Home Bar and the night specified for that league)

This is a friendly league so let us please try to accommodate and be reasonable.

Rules

These rules and penalties are in place to ensure fair play, respect among players, respect for the venues, and to maintain the sport's standards. Everyone is expected to conduct themselves properly in public settings during league play and during any league related events and must always follow the rules.

Altering darts or other equipment to gain unfair advantage is not allowed.

If any person/s is found to be bringing their own alcohol into or on the premises they will be subjected to immediate dismissal from the League.

Any player who conducts themselves inappropriately including but not limited to harassment, heckling, bullying or any other display of poor sportsmanship may be subjected to disciplinary action from the league.

Any acts of violence will not be tolerated for any reason.

Disciplinary Actions

Disciplinary action may include banning a player from the league. Depending on the severity of the misconduct:

- The first offense is warning. (depending on the severity of the offense)
- Second Offense is 2-week suspension (Your league matches will be forfeited, and you must still pay).
- The third offense is suspension from the league for a determined amount of time (and could be determined permanently suspended) and all money paid is forfeited. (This decision will be made by a minimum of 3 Primary Officers)

If you disagree with any decision made by any primary officer, you may submit a request for the situation to be looked at by another primary officer. That request must be in writing and must include the reason you believe the decision was wrong.