*MID-MICHIGAN DART ASSOCIATION*

BYLAWS

1. MISSION STATEMENT
	1. The Mid-Michigan Dart Association (herein referred to as MMDA) is dedicated to the promotion of the sport of steel-tip darts in a manner that encourages competition and good sportsmanship.
2. PURPOSE
	1. The MMDA was conceived for the purpose of interaction, growth, and the promotion of the amateur sport of darts in the Mid-Michigan area. With that in mind, and with the cooperation and involvement of dedicated players, establishment owners and team captains, we will work to better our sport, increase our competition, and respect all supporters of the MMDA.
	2. The MMDA shall be a nonprofit, non-political and non-sectarian organization.
3. SPORTSMANSHIP
	1. **Please remember that the first and foremost important rule of darts is GOOD SPORTSMANSHIP**. The MMDA was formed to create a competitive venue for players to develop their games and compete with fellow darters in a respectful atmosphere. Dart competition is meant to be fun; we’re just out to have a good time and everybody should always keep that in mind.
	2. Remember - darts begin and end with a handshake.
	3. All players, captains, establishment owners, and Board members should conduct themselves in a professional manner when involved with league matters.
4. ETIQUETTE
	1. Players are to remember to be respectful of your teammates and opponents and observe the following:
		1. One person beyond the toe line per board (not two people at the board).
		2. While at the dartboard, do not cause distraction to other player(s) on the board next to you; please refrain from exceptionally loud or celebratory outbursts at the dartboard while there are other players present.
		3. Do not ‘crowd’ the player at the board. The person scoring their darts has ownership of that space until he/she crosses the toe line after returning from the board.
5. CONDUCT
	1. At no time will unsportsmanlike conduct be accepted or tolerated. This includes, but is not limited to, the following:
		1. Abusive or threatening language
		2. Throwing of darts at anything other than the dartboard
		3. Physical actions towards other players
		4. Kicking/punching of walls
		5. Unwelcome sexual advances or comments
		6. Any action designed to make other players uncomfortable
	2. On any league night or at any league-sponsored event including banquets, meetings, sign-ups, etc., violent physical action towards another player or venue patron will not be tolerated and automatic suspensions will take place against the aggressor(s).
	3. League members are reminded to ensure that any guests of their team members be respectful to all members and do not heckle, harass or intentionally distract any player.
6. MMDA MEMBERSHIP
	1. Membership in MMDA is open to all who evidences an interest in darts as a sport. No players will be discriminated against because of race, religion, gender or skill level.
	2. All MMDA members must be at least eighteen (18) years of age, however, if the hosting establishment has an ‘over 21 only’ policy this shall be adhered to by all players.
7. SUSPENSION OF MEMBERSHIP
	1. The Board has the authority to suspend any player with due cause such as displaying unsportsmanlike manner or otherwise refusing to adhere to the rules and bylaws established by the MMDA.
		1. The player will not be allowed to participate in any MMDA event until the Board has rescinded the suspension.
		2. A second suspension against an individual member may result in permanent expulsion from the league.
8. MEMBERSHIP APPLICATION
	1. All members are required to complete a membership application.
9. TEAM AND SPONSORSHIP FEES
	1. Membership dues and sponsorship fees will be set by the Board and are due by the third week of play.
	2. Team fees cover the cost for league operation, supplies, and awards. Proceeds may be used for recognition awards, banquets, point money, league promotion events, to defray the cost of league social events, and for incidental items related to running the league such as printing, stamps, website registration, etc.
10. MEETINGS
	1. Captain’s Meetings:
		1. There will be at least one captain's meeting per season. The time and place will be designated by the President.
		2. Attendance at captain’s meetings is mandatory, although captains may designate another team member to represent them at any meeting and vote in their place.
		3. Special meetings may be called by the Board to decide a score protest, or to rule on suspension or expulsion of a member due to unsportsmanlike conduct. All neutral captains and each Board member present shall vote at such meetings. The league president will cast the deciding vote in the event of a tie.
	2. Organizational Meetings:
		1. Organizational meetings for each conference will be held at 7:00 pm on the Thursday prior to the first night of play (or other date established by the board). The number of teams in a conference will be determined by the Board based on the number of players, and the number of available boards.
		2. Amendments: MMDA rules and by-laws may be amended by a three-fourths majority at a special meeting held for this purpose.
11. CAPTAIN’S RESPONSIBILITIES
	1. Provides the rules to the members of their team.
	2. Determines team roster.
	3. Prepare a reliable roster and have at least 4 eligible players present for each match. Team captains should have their roster sheet completed before 7:00 so the matches can be started on time.
	4. Ensures that all score sheets are properly completed, signed, and submitted.
		1. Score sheets will be provided at the organizational meeting held before the beginning of the season. They are also available on the website ( [www.mmdasite.com](http://www.mmdasite.com) ).
		2. Score sheets are completed in a ‘blind’ fashion, meaning that the opposing teams are not permitted to see the individual opponent’s names.
		3. It is both captains responsibility to make sure the scores posted on the match score sheets are accurate, include individual player wins, tons, and any exotic darts thrown (i.e.: Ton-Eighty, Round-of-9, etc).
		4. No individual statistics will be changed unless accompanied by a written request signed and verified by both of the captains of the questioned match.
		5. Each captain shall complete the score sheet during the match, and verify the results with the opposing team captain prior to submitting the sheets.
		6. Again, both team captains should be aware of the scoring during the match and should verify all team and individual totals before signing the score sheet. If you see anything that does not seem right, discuss it with the other team captain and correct it before submitting the sheet.
		7. Score sheets shall be submitted by 6:00 p.m. the Friday following match play by the home team captain. Score sheets may be dropped in the designated box at Moriarty’s; or scanned and emailed before 5:00 PM to: MMDALansing@gmail.com or to the Statistician. Failure to submit the score sheet by the designated time will result in a deduction of 3-points to the home team for that week. An additional three points will be deducted for each subsequent week for failure to properly submit the score sheet.
	5. Provides the Board with an operable email address, mailing address, telephone and fax number (if possible), so statistics and league information can be delivered on a timely basis.
	6. Captains are responsible to be a liaison between the Board and their establishment owner.
12. TEAM REQUIREMENTS
	1. There must be a minimum of four persons on a team and have a maximum of six persons.
	2. A team must have a minimum of two regular players from the team participating in order to play a match. If there are less than two players a forfeit shall be called, and all points awarded to the opposing team. Any team forfeiting two consecutive matches or three matches in one season shall be dropped from the league and shall forfeit all winning points.
	3. A team member must have played at least two weeks before the ninth week of league play in order to qualify for playoffs.
	4. If there are less than four players to begin the night’s match, you may play with a minimum of two persons with the consent of the other team’s captain. The absent player(s) will receive a ‘brick’ or zero in scoring. If the player(s) show up late, they may play but may not make-up any games missed.
	5. If only two players are present, they may not play a doubles match together, rather each player shall compete as one of a two-player match. This requires recording a zero score for the absent player. The player may NOT shoot for the absent player. This will result in three darts per round for the player short a partner and six darts per round for the opposing 2-person team.
13. SUBSTITUTES AND NEW PLAYERS
	1. If a player withdraws from a team during a season, he/she may not play as a substitute for any other team for the duration of that season. A permanent replacement of comparable skill level may be selected by the remaining team members subject to approval by the Board.
	2. Substitutes may only play in the division that they signed up for, or a higher division.
	3. Any established player in a division may not sign up to play in a division more than one division lower than what he/she was previously in.
	4. If a team knowingly or unknowingly uses an illegal player, all points acquired during games to which the offending player was a participant shall be forfeited to the opposing team.
	5. Players may change teams with the approval of both team captains. If they do so, they must notify the Board.
	6. Teams may change or add players. If they do so, they must notify the Board. A team member must have played at least two weeks *before* the ninth week of league play in order to qualify for playoffs.
14. MATCH AND PLAY START
	1. Starting time is no later than 7:00 p.m. (real time, not bar time). A ten-minute grace period is allowed.
	2. Boards will be available for practice by 6:30 p.m. All boards are open to all players at this time (See 22C, *Establishment Requirements*).
	3. Each player is permitted a maximum of three warm up turns prior to each of his/her matches once the night’s play is underway.
	4. Teams may have luck-of–the-draw or a set line-up to be determined by the team captain.
	5. Each event is the best two-out-of-three legs except the team event which is only one leg.
	6. If you are playing a game on one board, you may not go to another board and practice.
	7. All divisions will play double-in/double-out 501 for a doubles match and double-in/double-out 301 in the singles match.
	8. Team event will be decided by cork’s choice for team event and shall be 701 (double-in and double-out) or Cricket-to-12.
15. CORKING
	1. A coin flip will determine choice of the first cork. Winner of the coin flip has the option of shooting first or second. Loser of the first let has corking choice for the second leg to go first or second. When corking, the dart must remain in the board in order to count. Additional darts may be thrown until such a time that a dart remains in the board.
	2. A re-throw shall be called if it cannot be determined which dart is closer to the bull’s eye. A re-throw is made with the players throwing in the opposite order. If a dart is in the bull’s eye (single or double) the second thrower may ask that the dart be pulled before his or her throw. A double bull beats a single bull.
	3. It is permissible for one team member to cork and another member to shoot first for score in any doubles and team game or leg.
16. SCORING
	1. It is the responsibility of the players to verify their score and record the score BEFORE pulling their darts from the board. The score will remain as written if one or more of the darts are removed from the board and there is a question as to the score.
	2. Error in arithmetic must stand as written unless corrected prior to the beginning of the opposing team’s next throw. It is very important that all participants pay attention to scoring for both teams.
	3. For a dart to score the tip of the dart must be in contact with the bristle of the dartboard and it must remain in the board until removed by the player. A dart’s score shall be determined by the side of the wire at which the point of the dart enters the bristle of the board.
	4. For a dart to score, it must remain in the board after the third or final dart has been thrown, and the score recorded by the player.
	5. In a double or team event, if a player throws out of turn, the score will be removed and the scheduled player will shoot for the score. The player who threw out of turn will forfeit his or her next scheduled turn and will receive zero as the score for that turn.
	6. The foul or toe line must be observed. Do not put your foot or shoe over the line, or your turn will be forfeited.
	7. For a dart to be considered a thrown dart versus a dropped dart, the player must have his or her arm in a forward throwing motion and the dart land in front of the toe line. The dart may not be thrown again; however, the player may throw any remaining darts for score.
17. FORFEITS
	1. A team forfeit can occur if a team is not prepared to play by 7:15 PM. If a problem exists where a team cannot be at a match on time, it is the team captain’s responsibility to contact the opposing team captain and agree on the amount of the delay to expect or agree to reschedule the match. If no contact is made, or if no agreement can be made, the unavailable team shall forfeit all points. Please remember that team forfeits are absolutely NOT GOOD for the league and for the establishment’s business that is affected that night.
		1. Teams forfeiting two matches during a dart season may be removed from the schedule for the remainder of that season with no compensation.
	2. No individual wins/losses will be recorded for forfeited matches.
	3. If a player is on the lineup sheet and is unavailable for his or her match, the team captains can agree to insert a substitute player for that game. The player removed would not be eligible to play any remaining games for the rest of that night.
18. PROTESTS AND COMPLAINTS
	1. At all times, captains should intervene and try and work out agreements and amicable solutions to avoid bad feelings. At no time will this league inhibit the sportsmanship practiced by two agreeable teams and captains while trying to work out a disagreement.
	2. Any dispute that cannot be resolved by team captains at the time of occurrence becomes a protest and should be the last option. Protests and complaints must be put in writing and sent to the Board as soon as the occurrence takes place. Any protests brought to the League shall be:
		1. In writing, witnessed and dated.
		2. Accompanied with a $25.00 cash or check payable to the MMDA.
		3. A decision will be forthcoming within 7 days of receipt of protest.
		4. If protest is decided upon in your favor the $25.00 will be refunded.
19. ACHIEVEMENT AWARDS
	1. League awards are given for first and second places in all divisions.
	2. To be eligible for an award, a person must qualify as a team member.
	3. Awards for playoffs are given out only to first place. First place winners may choose trophies (to be determined by the Board) or $100.00 in cash added to their point monies awarded.
	4. Individual awards are given for the following: High In, High Out, Most Tons (score of 100 or more in an ’01 game), Round-of Nines, and Ton-Eighties (three triple twenties in an ‘01 game). Men’s and women’s awards will be separate.
	5. In order to qualify for an award, a member must throw at least half of the season.
	6. The MMDA Board determines the awards to be distributed.
20. GAMBLING
	1. Gambling is neither sanctioned nor condoned by MMDA.
21. INJURY
	1. MMDA assumes no responsibility for any accident or injury in any premises.
22. ESTABLISHMENT REQUIREMENTS
	1. Each bar or establishment shall pay a $100.00 minimum sponsorship per season until such time as the board changes this by a two-thirds vote.
	2. Each bar and/or establishment is required to provide two dartboards per scheduled match.
	3. Playing areas in participating establishments should be made available to the league by 6:30 PM on match nights for players to warm up.
	4. Any bar or establishment sponsoring MMDA dart team(s) shall remain a wet bar throughout the sponsored season. Any bar or establishment that is unable to provide a wet bar for whatever reason, may be subject to their team’s home-scheduled matches to be played elsewhere.
	5. If a playing area is not suitable for competition, or if distractions are present to not lend opportunity to competition, the Board may determine whether to relocate the affected team until said conditions are improved.
	6. The throwing area should be away from traffic and in a place visible to the players watching.
	7. Dartboards shall be kept in good condition. .
	8. Lighting should be set up so that no shadows are cast on the board after a dart is thrown. Team players and captains should assist their home establishment in setting up their dart area. We also ask that teams and owners provide ample room in the pit area so as to not unnecessarily have distractions to players during a match.
	9. MMDA encourages establishment owners to sponsor the teams from their place of business. There is no better advertising then making people feel welcome. At the same time, we encourage players and guests to support our establishments on non-league nights. We also ask that you post the league statistics near the dartboard to build interest and curiosity from non-league players and patrons.
	10. MMDA encourages establishment owners to be involved in the league development, including league promotion with other owners. Signs, posters, specials, and any other means of promotion would be welcomed. We also encourage each owner to sponsor their dart team by contributing towards the teams dues. Team Sponsorship, while beneficial to the league in general, is a great way to bring patrons into the establishment on a regular basis.
23. PLAYOFFS
	1. Any team winning first place in the regular season will have a home-bar advantage throughout the entire playoffs.
	2. Games shall be played in the order listed on the score sheet as provided by MMDA.
	3. An event shall be completed before the next event may begin.
24. BANQUET
	1. The MMDA banquet will be scheduled approximately two weeks after the playoffs to allow time adequate preparation and the ordering of awards. If a dinner or event is to be planned, team captains will supply the Board with a head count for their team.
25. BOARD OF DIRECTORS
	1. The MMDA Board of Directors (hereafter referred to as the Board) consists of President, Vice President, Secretary/Treasurer, Statistician/Webmaster, and Sergeant-at-Arms.
	2. No elected Board Member shall receive payment or remuneration for their services (except for reimbursement of approved expenses at the direction of the Board).
	3. The Board shall consider and report to the general membership and captains on all proposed measures for general welfare of the organization. The Board shall make at least semi-annual reports to the general membership.
	4. A simple majority of the members of the Board shall constitute a quorum for the transaction of business at Board meetings.
	5. The Board will meet at least once every other month during the league year. Time and place will be determined by the President and communicated to all Board members within an appropriate time frame to allow for attendance.
	6. A quorum of the Board shall have the power to make any decisions it deems necessary to conduct the business of the league.
	7. All elected Board members shall serve a term of two years (*see 27A*). No one person shall serve more than three consecutive terms in the same position.
	8. Any elected Board member may be removed from his/her office at any time for incompetence or misconduct by a two-thirds vote of the Board of Directors.
26. BOARD POSITION DUTIES
	1. PRESIDENT - The president shall preside at all meetings of the MMDA. He/she may vote only to break a tie. He/she shall decide all questions of order, sign all orders upon the treasurer for all sums of money ordered by the league to be paid, appoint all committees (i.e. trophy committee, banquet committee, etc. ) and shall be ex-officio a member of said committees. He/she shall also lead and direct the affairs of the Organization, carry out the by-laws and rules of the Organization; call and chair meetings of the Board, captain's meetings and general membership of the league. He or she shall familiarize him or herself with all aspects of darts that could affect the general membership and to be at all times responsible to the needs and desires of the general membership.
		1. Should both the president and vice president take leave of office, the senior board member shall assume the duties of the president with the provision that he/she will call for the elections meeting within thirty (30) days of their leaving office.
	2. VICE PRESIDENT - the vice president shall assist the president in maintaining the efficiency of the operation, and in the absence of the president, the vice president shall exercise the duties of the president. Upon resignation or recall of the president he/she will assume the office of the president for the remainder of the president's term of office. He or she will act as the principal point of contact between the Board and the general membership and perform such lawful duties delegated to him/her by the President.
	3. SECRETARY/TREASURER - the secretary/treasurer shall receive and maintain custody of all MMDA funds and shall promptly deposit all monies received. He or she shall keep a correct account thereof and pay all orders properly drawn on him; shall be responsible for the collection of all fees, dues or other monies from MMDA members, and shall be required to submit a treasurer's report monthly. His or her signature must be one of two valid signatures on the league checking and/or savings account(s). He or she will, at the discretion of the board, submit the books for an annual audit at the end of each calendar year. In addition, he or she will also:
		1. Maintain systems to comply with the tracking of funds as may be required by funding sources outside the league.
		2. Maintain disbursement controls to comply with state and federal guidelines.
		3. Maintain financial records and documentation in compliance with current law and good accounting practice.
		4. Provide all financial records for inspection by the Board or the general membership.
		5. Maintain dual signature accounts in financial institutions selected with the approval of the Board of Directors.
		6. Complete financial reports to be submitted to the general membership at least semi-annually.
		7. Disburse funds, with approval of the Board, in such a manner as to keep a good credit rating for the league.
		8. Be responsible for invoicing.
		9. Upon the expiration of his term of office turn over all books and papers to his successor.
		10. Shall keep accurate minutes of the proceedings of the league, notify members of elections, and issue notices of meetings. He or she may conduct correspondence of the MMDA.
	4. SERGEANT AT ARMS - The Sergeant-at-Arms shall assist in the administrative policy and provide and enforce all penalties for infractions committed by members of MMDA. He or she shall be responsible for order at all times and at all general membership meetings *and MMDA events*.
	5. STATISTICIAN/WEBMASTER - The statistician/webmaster shall be responsible for providing the schedules for the season's league play *as well as maintain the scores and statistics throughout the season*. In addition, he or she shall maintain the Organizations website thereby providing statistics, important notices, forms, general information, etc.
27. BOARD ELECTIONS
	1. Board members shall be elected by a general election of general membership. The term of office will be two (2) years, unless the vote is to confirm an interim appointee.
	2. A board vacancy must be filled no later than the next scheduled meeting following the creation of the vacancy, and will be filled by a two-thirds (2/3) majority vote of the board members present, provided the proposed general member appointee is a member in good standing
	3. All elections shall be effected by secret ballot. It shall be the responsibility of the secretary to construct such a ballot and distribute it to all member captains.
	4. All league members shall have the right to vote in board member elections.
	5. Each voting league member may vote once for each board member position.
	6. General board member positions shall be determined to be the candidate receiving the largest number of votes cast on the first ballot. A tie for the position will be settled by a runoff.
	7. The general membership may verbally nominate candidates, and then vote by secret ballot. The nominated candidate may accept or decline said nomination.
28. BOARD DUTIES/QUORUM
	1. The board must meet at least every two (2) months. The meeting date, time and place will be determined by the president.
	2. Board meetings shall have a time limit of three (3) hours from the time the meeting is called to order. A maximum of fifteen (15) minutes may be allowed for completing a point under discussion. This section may be waived by a unanimous vote of the members in attendance.
	3. Two-thirds (2/3) of the sitting board shall constitute a quorum. In the absence of the president and vice president, the senor board member shall act as the chairman of the meeting.
	4. No more than two individuals from one team will be permitted to serve on the board. Exception: those board members appointed after the date of elections shall be permitted to complete their term of office.
	5. A board member's status may be automatically terminated when, without prior notice, he/she fails to appear at three (3) board meetings per term or is over twenty (20) minutes late for three (3) consecutive board meetings.
	6. Board members are subject to recall, for cause, by a unanimous vote of the team captains at a special meeting called for this purpose. Sufficient cause must be submitted and approved by the board prior to any action taken.
	7. Board members may resign from office at any time during their term of office by submitting oral or written notice to that effect to the remaining members of the board of directors. Such resignation shall be effective immediately upon receipt by the board of directors.

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