



Rules & Regulations

Winter 2022/23 Season



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Pre-Season Meetings

There are three (3) meetings that will take place before the season begins. These meetings are in place to discuss rules, validate team entries, and distribute the necessary documentation to the teams. The Executive Board will announce dates/times/locations of these meetings via email and/or posted on our website.

Captain's Meeting

This meeting is for league members to address any questions/concerns related to the upcoming season. All changes to the league rules will be left to a majority vote. The Executive Board, Rules Committee or Team Captains are the only people allowed to vote for these changes. Anyone outside of those groups is not allowed to vote but is allowed to participate in any conversations being held during the meeting.

Team Sign-Ups

This meeting is for team captains to sign up a team for the upcoming season. The captain is responsible for providing a list of player names, email addresses, and phone numbers at sign-ups. It is required to have at least six (6) members signed up to a team. Additionally, a sponsor's fee of \$80.00 per team will be required before the beginning of the season.

Packet Pickup

This meeting is for the league to provide the teams with important documents, score sheets, and trophies/plaques awarded from the prior season. Any delegate from a team is allowed to pick-up on behalf of their team. Player's and sponsor's fees are also accepted during this time.

Any additional meetings will be announced by a member of the Executive Board via email and/or our website.

Roster Guidelines

The rosters are limited to be between six (6) and eleven (11) players during the season. Any additional players beyond eleven (11) will be considered illegal players and all games won by that player will be deducted from the team's score and awarded to the opposing team.

It is the team captain's responsibility to monitor the number of players on his/her team, as well as the number of matches his/her players have played. Special circumstances may be reviewed by the Executive Board.

Additionally, the captain is responsible for recording and checking scores, recording all-star points, texting or emailing a picture of the score sheet for home games, and collecting player/sponsor fees.

Once a player has participated in a match for a particular team, they can no longer play for another team the remainder of the season. Additionally, once a player plays three (3) matches, they are considered an active member and are expected to pay the respective player's dues. Any active player that does not pay their dues will have their points forfeited.

In order for a player to be eligible for team awards, and to play in any play-off match/game, they must have played at least one-third of the season's matches for the team and have paid their dues.

If any team's players dues (\$20.00 per player) are not received by the Friday following the 2nd week of the season for 6 players, that team will be assessed a 3 point deduction every week. If the dues have not been paid by the 5th week that team will be removed from the remainder of the schedule and none of the players on that team will be allowed to play for the MSDL remainder of the season. It is the captain's responsibility to provide the league/Executive Board with all due payments.

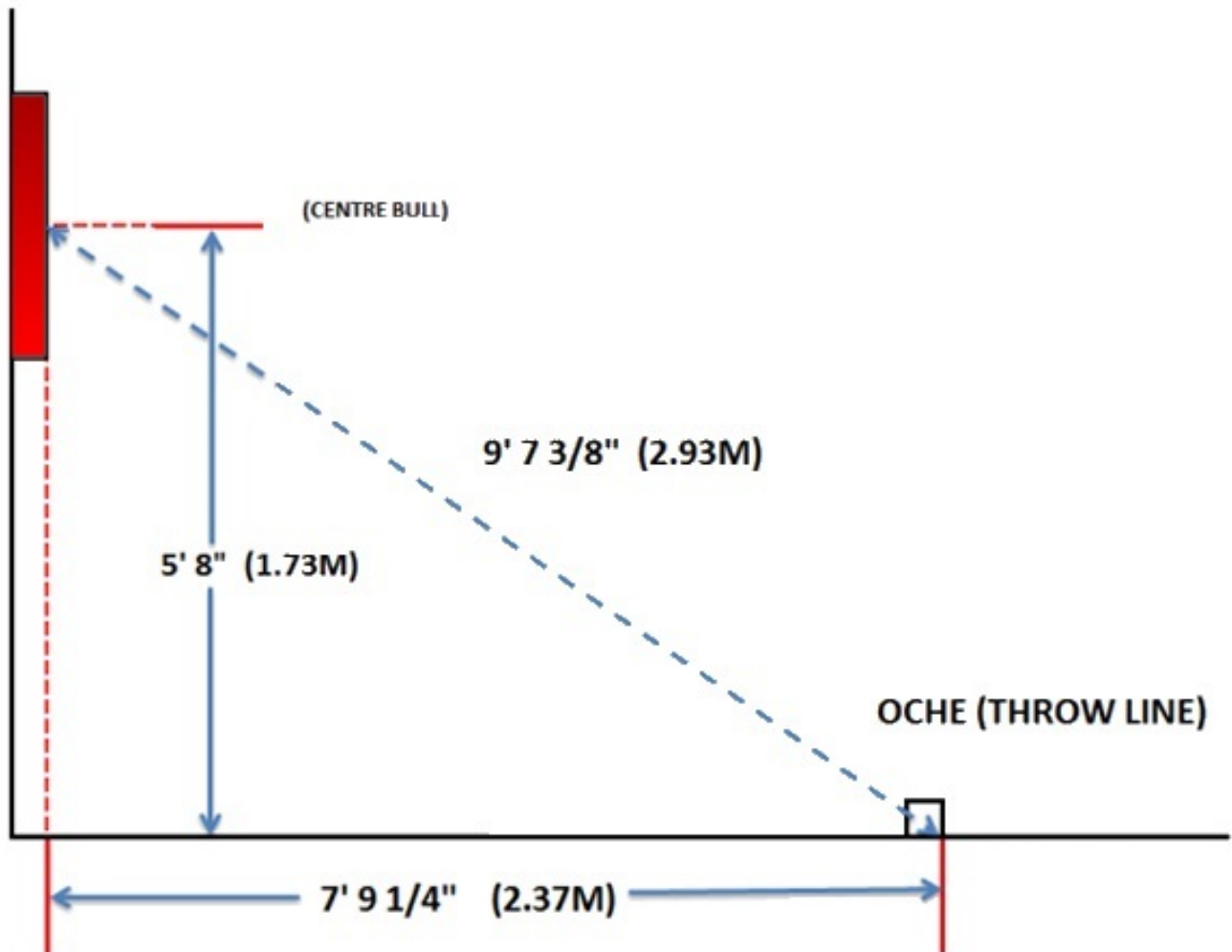
Any individual, team, or sponsor fee left unpaid from one season to the next will not be allowed to participate in League play until all debts are paid in full.

There isn't an age restriction to play in MSDL, however, state law prohibits persons under the age of 21 from being in bars. Any team that chooses to roster an underage player should understand and abide by these restrictions. Cafes and restaurants may have different age restrictions, it would be up to the captain of the team to determine if this is an applicable rule.

Game Rules

Good sportsmanship should be the prevailing attitude throughout the match and the season. Any player who is dissatisfied with another player's attitude should respectfully request that they refrain from the continued behavior. Further disregard will lead to the Executive Board's inclusion in the matter and will be handled appropriately.

The correct measurements for the playing area are shown here:



If there are any concerns about the condition of a board, or its measurements, contact the Executive Board so they can assess and take any appropriate actions to make the board suitable for competitive play.

When throwing, a player's foot cannot be past the oche but leaning over the oche is allowed. Additionally, the foul line may extend 24 inches to either side of the center of the bullseye.

Footfault Rule and Penalty: Any player whose foot extends over the foul line shall be penalized as follows: If a player observes another player with his/her foot over the foul line, that player should bring it to the attention of his/her captain. In turn, the captain will notify the captain of the offending team of the infraction. No penalty will be given for the first offense, but if it occurs on the next or subsequent turns, all throws with the player's foot over the foul line will be counted for no score. Do not interrupt a player at any time during the throwing of darts. Common sense and good sportsmanship should prevail at all times.

For a dart to score, it must remain in the board for five (5) seconds after the player has thrown the third dart.

The point of the dart must be touching the bristle position of the dartboard in order for that dart to be counted for the score. A dart's score shall be determined by the side of the wire at which point the dart enters the bristles of the board.

Match Format

All matches will be scheduled for Thursday with a start time of 8:00 p.m., with a fifteen (15) minute grace period to 8:15 p.m. The grace period may be extended only with the consent of both team captains. Captains are responsible to communicate amongst each other in the event that a match cannot be played at the standard time.

The captain will enter the team names and date on top of the scoresheet, and enter each players' names without changes. Home teams are responsible for filling out their roster first, whereas the visiting team fills out their roster second. The scoresheet should be folded in half to retain confidentiality until both team's lineups have been entered. Once a match's lineup is revealed, no changes will be allowed without both captains' consent.

Home team decides which two boards the games shall be played on as well as which board will be used for each game.

No player on either team shall practice shooting on an adjacent board on the same wall while a game is in progress. A player actively involved in a game may not practice shooting anywhere while their game is in progress.

Both captains will sign the scoresheet at the end of the match, and both captains should send a complete picture of the final scorecard to the Webmaster via text or email. If a scoresheet is not received for a match, the home team will be held accountable. A deduction of 4 pts will be applied to the home team's score if the picture is not received. For example, if the home team wins their match 24-12, they will only receive 20 points and the opposing team will receive the 4 deducted points (for an actual result of 20-16). It is suggested that the picture be a clear image of the full score sheet that is signed by both captains. Confirmation of receipt will be provided within 24 hours, if you have not received confirmation please contact the Webmaster. The carbon copies of the scoresheet should be held onto by captain in the event of any scoring disputes.

The breakdown of the match format is as follows:

Game Type	Format	No. of Points Per Game	Rules
301	Singles Best of 2	1	Double-In/ Double-Out
Cricket	Doubles Best of 2	2	Standard Scoring / Fall Out Rule
501	Doubles Best of 2	2	Straight-In/ Double-Out

Game Start: The home team will decide who will throw for Bull first. The player that shoots closest to the cork will shoot first in the game. Closeness is determined by where the closest exposed part of the dart from the tip touches the bristles. Do not straighten out the dart(s) before measuring. If the first dart thrown is a single or double cork, that dart may be removed by the chalker at the next player's request. A double cork beats a single cork. All single corks tie. All double corks tie. If a tie occurs, or the closest dart cannot be determined, the same players will shoot for cork in reverse order. When throwing cork, the dart must remain in the board in order to count. If a bounce-out occurs, additional darts may be thrown until a dart remains in the board. If the second player's dart dislodges the first player's dart, a re-throw will be made with the second player throwing first.

Two (2) 301 games will be played at a time. It is the home team's choice whether one (1) or two (2) cricket and 501 games will be played at a time. Teams will not transition from 301 to cricket or cricket to 501 until the last game of that type is over. Board availability supersedes a player's position on the lineup; the next game will be played on whatever board becomes open. This should not interrupt the game ongoing, including the potential need of switching out a scorekeeper.

A 301 or 501 game is concluded at such time as a player/team hits the double required to reduce their remaining score to zero. Any and all darts thrown subsequently shall not count for score. During the game, any combination of darts thrown which exceed the remaining score, with the exception of the above mentioned, shall be considered a "bust" and will not count as score. The score will remain as written prior to that player's turn. There is no "bust" in cricket games. Fast finishes such as 222, 111, or Shanghai, etc. will not be allowed. Once a dart is thrown which busts the out, any subsequent darts thrown are considered practice throws and are not allowed.

For doubles matches, either team member can shoot cork. Players must still play their game in the order that their names appear on the score sheet.

There will be a grand total of 36 points per match, 12 points in each of the three game types. Any discrepancies in total team scores must be brought to the attention of the League Secretary within two (2) weeks of the posted standings. Discrepancies left unchallenged after the two-week period will remain as posted.

No dart may be touched by the players, scorer, or spectators until a decision is made by the scorekeeper. Should a player touch any dart that is in the dartboard during a turn, that turn is then completed.

Errors in arithmetic ONLY, during all games, must remain as written unless they are corrected prior to the next throw of the opposing team/player. After that team/player's next throw, mistakes must stand as written.

During the game, if a player throws out of turn, his/her score will be removed and the scheduled player will shoot. The player that threw out of turn will forfeit his/her next turn as well. If an error in shooting order occurs that is not reported or discovered before the next player on that team shoots, then the incorrect order must be followed for the remainder of the game.

There is a possibility that "position week(s)" can be put into a division's schedule and these weeks will be played as a normal match. All-stars count during these weeks. Position weeks can be cancelled for inclement weather and/or league scheduling conflicts. These matches cannot be cancelled by individual team. These matches will be played based on the current standings and works as follows:

- 2nd place @ 1st place
- 4th place @ 3rd place
- 6th place @ 5th place
- 8th place @ 7th place
- 10th place @ 9th place
- 12th place @ 11th place

Playoff Structure

The playoffs will use an 36-point match system. Line-ups will be prepared in the regular fashion and the same line-up will be used throughout the entire match until one team reaches 36points. The match ends when the first team reaches 36 points.

In the interest of time, games will be played as follows:

301 games will be played two at a time. The first two cricket games will be played at the same time, followed by the third cricket games to be played singly. Once the cricket games are complete, the first two 501 games will be played at the same time. The third 501 game shall be played singly.

This format will be adhered to until one team reaches 32 points. The remaining games will be played one game at a time until a winner is decided (the team accrues 36 points).

As stated in Roster Guidelines, a player is eligible to participate in a playoff match if they played in at least a third of the season's matches and has paid their dues to the league. Both teams are still responsible to send scoresheets in like regular season matches.

There will be one "A" division winner, one "B" division winner, and one "C" division winner. Each division winner will be awarded a championship plaque. The winner of King of the Hill (KotH) will also receive a trophy or plaque for their sponsor to display.

At the end of the regular season, there will be one Thursday off prior to playoffs starting.

The amount of teams that make the playoffs is based on how many teams are initially registered in that particular division. If a division has 8 or less teams initially registered, the top 4 teams will play in the playoffs. If a division has 9 or more teams initially registered, the top 6 teams will play in the playoffs. If a team drops out/forfeits after registration or during the season, this will not affect the total number of teams for the division. Review the appropriate playoff structure based on how many teams are in your division.

4-Team Playoff Structure

Seeding will be determined on regular season results.

1st Place will be seeded as #1

2nd Place will be seeded as #2

3rd Place will be seeded as #3

4th Place will be seeded as #4

The matches will be played as follows:

Week 1 (Semifinals): The 4th seed will play at the 1st seed. The 3rd seed will play at the 2nd seed.

Week 2 (Finals): The winners of Week 1 matches will play each other for their division's Championship. Whichever team is the higher seeded will be the Home team.

Week 3 (KotH Semifinals): The two lower division champions (B & C) will play each other for a spot in the KotH Finals. The A division team is on a bye this week. In the result of differing match formats between divisions, the higher division's match format will be followed and applies for all subsequent KotH matches.

Week 4 (KotH Finals): The winner of Week 3 will play the A division champion for the KotH Championship.

6-Team Playoff Structure

Seeding will be determined on regular season results.

1st Place will be seeded as #1

2nd Place will be seeded as #2

3rd Place will be seeded as #3

4th Place will be seeded as #4

5th Place will be seeded as #5

6th Place will be seeded as #6

The matches will be played as follows:

Week 1 (Quarterfinals): The 6th seed will play at the 3rd seed. The 5th seed will play at the 4th seed. 1st and 2nd seeds are on a bye this week.

Week 2 (Semifinals): The winners of Week 1 matches will play either the 1 or 2 seed, depending on which seeds won in Week 1. The 1st seed team will play the lower seed that won in Week 1. The 2nd seed team will play the higher seed that won in Week 1. Both the 1st and 2nd seeds will be the Home team.

Week 3 (Finals): The winners of Week 2 matches will play each other for their division's Championship. Whichever team is the higher seeded will be the Home team.

Week 4 (KotH Semifinals): The two lower division champions (B & C) will play each other for a spot in the KotH Finals. The A division team is on a bye this week. In the result of differing match formats between divisions, the higher division's match format will be followed and applies for all subsequent KotH matches.

Week 5 (KotH Finals): The winner of Week 4 will play the A division champion for the KotH Championship.

KotH match locations are determined by a coin toss. Both competing captains, as well as an Executive Board member, will conduct the coin toss, where the site and time of the coin toss will be determined amongst those involved. The higher division team gets to call the coin toss and the resulting winner will be the Home team. This same process will be followed for any subsequent KotH matches. In the event that there are varying match formats between the competing division winners, the upper divisions format will be followed.

The Playoff Structure will be reviewed each year in order to accommodate League growth.

The league incorporates a "relegation/demotion" rule at the conclusion of each season. The last place team of each division will be relegated to the next lowest division. If a team is already in the lowest division, they will remain in the same division. The first place team will be promoted to the next highest division. If a team is already in the highest division, they will remain in the same division. This rule can be disregarded by the Executive Board on a case-by-case basis.

All-Star Points and Awards

All-star points are to be recorded on the score sheets in the columns provided (far left column for home team and far right column for visiting team). Remember to use a ballpoint pen on the score sheets since you will be creating three copies.

Individual awards will be given for the following all-stars at the end of the regular season:

- All ton-80's
- All 9 Hits
- All 6 Corks
- All perfect 301 games
- One High In champion per division,
- One High Out champion per division,
- One All-Star champion per division (the individual with the most all-stars at the end of the regular season).

Previous High In/Outs that are surpassed by other players will still be counted as an all-star.

The following breakdown constitutes all star points and describes how to record them:

01 All-Stars

95+ ("Ton") - A ton is scored when the three darts thrown during a player's turn in 301 or 501 games add up to 95 points or more. The total score hit should be recorded on the score sheet (i.e. 95 through 99, "T" for an even 100 points, "T-01" for 101 points, "T-02" for 102 points, etc.)

T80 - A Ton-80 is achieved by scoring a triple 20 with all three darts during a player's turn in any '01 game.

9-Dart Out - If a player shoots a 501 game in 9 darts to finish (a perfect game).

6-Dart Out - If a player shoots a 301 game in 6 darts from finish (a perfect game).

High In - Anytime a player hits a double in to start a 301 game, and the total score for all darts thrown during this player's turn adds up to a 95 or higher, it should be noted on the scoresheet as a "High In" with the total score hit.

High Out - Anytime a player hits a double out to finish either a 301 or 501 game and the score for all darts thrown during the player's turn adds up to a 95 or higher, it should be noted on the scoresheet as a "High Out" with the total score hit.

Cricket All-Stars

All-stars during a cricket match are scored based on "marks" and only count for darts that count on the scoreboard toward closing numbers or toward accumulating points. Any dart thrown that exceeds the marks needed to completely close a number will not count as hits towards all-stars.

3 Cork - If a player shoots 3 corks during his/her turn in a cricket game, this should be noted on the score sheet. Mark the number of corks hit, such as "3 Cork" or "3C".

3 Cork Out - If a player shoots 3 or more corks to finish a match, this should be noted on the score sheet with "X Cork Out", with X referring to the number of corks hit.

4 Cork - If a player shoots 4 corks during his/her turn in a cricket game, this should be noted on the score sheet. Mark the number of corks hit, such as "4 Cork" or "4C".

5 Cork - If a player shoots 5 corks during his/her turn in a cricket game, this should be noted on the score sheet. Mark the number of corks hit, such as "5 Cork" or "5C".

6 Cork - If a player shoots 6 corks during his/her turn in a cricket game, this should be noted on the score sheet. Mark the number of corks hit, such as "6 Cork" or "6C".

6 Hit - If a player shoots 6 marks during his/her turn in a cricket game, this should be noted on the score sheet with "6 Hit".

7 Hit - If a player shoots 7 marks during his/her turn in a cricket game, this should be noted on the score sheet with "7 Hit".

8 Hit - If a player shoots 8 marks during his/her turn in a cricket game, this should be noted on the score sheet with "8 Hit".

9 Hit - If a player shoots 9 marks during his/her turn in a cricket game, this should be noted on the score sheet with "9 Hit".

Cancellations & Forfeits

Game cancellations, due to weather, will be decided by the President of the League. Notification of cancellations will be sent through email and available on the website by 6:00p.m. on the night of the scheduled matches. Team captains should check to verify, and then notify their team players accordingly.

When a cancellation occurs due to conditions other than the weather, it is the responsibility of the team captain to notify the opposing team's captain. The opposing team captain may invoke the forfeit rule if he/she has not been called in a timely manner. It is solely the responsibility of both team captains to reschedule the match. The rescheduled match should be made up within six (6) weeks of the original match date or the match will be considered a forfeit. There will be no rescheduling within the last four (4) weeks of the regular season. The President of the League reserves the right to reschedule the match, within reason, if necessary. If teams have not made up the match within the required time and the forfeit rule is not invoked, zero (0) points will be awarded to both teams.

If a home team becomes aware before the day of the match of their bar's inability to host, they have until 6pm on the day of the match to source a new home venue (must be another league bar or an agreed upon venue). If they become aware the day of the match, it falls under the 15 minute grace period rule to start a match, meaning 8:15pm to announce the new venue. If a new home bar cannot be sourced by the home captain, the match will take place at the visiting bar provided that bar is capable of hosting (not already booked with enough league matches that it is at max capacity or has a conflicting event). If this change to the visiting bar occurs in the first half of the season, the Executive Board may, at its discretion, call for a switch in the home/away schedule between the two teams to make up the match for the original home bar. If neither option above is possible, the match must be rescheduled prior to the following Thursday to not disrupt the balance of the league schedule. Any further issues with rescheduling should be brought to the attention of the Executive Board for resolution.

If both teams are at the bar in which the night's match is scheduled to be played and one team does not have the required four (4) players to play the match a scoresheet will be filled out and signed by both teams. The scoresheet will notify that a forfeit has been given. The score shall be called in, a picture will be sent in to the webmaster and the score sheet will be mailed in, in accordance with the rules.

Teams forfeiting will receive zero (0) points for their scheduled match. Teams receiving the forfeit will be awarded either 22 points or the team's average, whichever is greater; or, if the forfeit is after the halfway point in the season, the team receiving the forfeit will be awarded the opposite average loss of the team forfeiting. For example, the team forfeiting has a total of 22 points, divided by the number of weeks played, (11), giving that team an average of 2 points won per week. The team receiving the forfeit will then be awarded 16 points. If a team forfeits out of the League before the midway point of the season, all teams having played or scheduled to play the forfeited team shall be awarded 10 points for those matches. All teams having played the forfeited team shall have their total team scores recalculated, receiving 10 points against that team.

Any match may be shot short-handed to avoid forfeits. A minimum of four (4) legal players are required in order to play a match. If there are fewer than four (4) players, the match must be forfeited.

When writing the roster for the night's match, the short-handed team must list their available players in a row so that absent player's position is at the end of each round of games. For example, a short-handed team has 4 available players. The first four (4) 301 positions must be filled. The first four (4) cricket positions must be filled. The first four (4) 501 positions must be filled. No team will be allowed an advantage for arriving to their match short-handed.

If a team arrives with only five (5) players, that team will be allowed to play the first five (5) 301 games. That team will be allowed to play the first two (2) cricket games with two (2) players each, and for the third cricket match, that team may challenge the opposing team's two (2) players with their remaining one (1) eligible player, however that player will not be allowed to shoot his/her absent partner's turn. The same would apply in the 501 games, in which the short-handed team may play against the opposing team's full complement but will not be allowed to shoot the absent team member's turn.

Should a team forfeit out of the league before the middle of the season, the members of that team will be eligible to play for another team at the discretion of the rules committee. If dues are owed by this player they must be paid in full before being allowed to switch.

Any team that forfeits two (2) matches during the season will not be allowed to play the remainder of the League season. This team shall forfeit any and all player's fees and sponsor's dues paid to the League for that season.

Discrepancies & Grievances Criterion

Any physical altercation stemming from a dispute during a match will result in the aggressor's season ending, at the least. The Executive Board will decide if a more severe punishment is necessary.

Any disagreements between players which are not specifically covered in this rulebook, and which can not be settled by those players or their captains, shall be settled by the Rules Committee with both opposing captains in attendance, but only after any/all other options are exhausted. If the disagreement is not covered by the Rules, the Rules Committee judgement shall stand.

If a settlement can not be reached at this level, a decision shall be made by the Executive Board. No members of the Rules Committee or any Executive Board member may vote on a decision if their team(s) are involved.

The Rules Committee is responsible for reviewing rules upon request or protest. All changes in rules must be decided upon by the beginning of any season.

Chalker's Creed

1. Scorekeepers shall **not** talk while keeping score!
2. Scorekeepers shall **not** move about while keeping score!
3. Scorekeepers shall **not** look at the shooter, stand facing the board!
4. Scorekeepers shall **not** call out a score, of one dart or all three, unless the shooter asks you!
5. Scorekeepers shall **not** tell a shooter what combination to shoot for an out!
6. Scorekeepers shall **not** change a score unless it is brought to the attention of both shooters (teams)!
7. Scorekeepers shall **not** change a score - regardless - if that player (team) has shot again and a second score written down. An error in a shooter's score must be corrected before he (team) shoots again or it stands!
8. Scorekeepers shall **not** lean out to see where a dart is or is going, nor shall he follow the darts with body or head movement!
9. Scorekeepers shall **not** show any sign of disgust or excitement while at the scoreboard!
10. Scorekeepers shall **not** change the side of the scoresheet of the player during the set. If you start a player on the left side of the scoresheet, continue to keep his score on the left- regardless of what the bull shots are!