

Inter-City Dart League Rules of Play

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Players

1. Anyone 19 or older may play in the Inter-City Dart League (I.C.D.L) except those not in good standing due to prior review that led to a suspension or ban from the League.
2. Teams can carry up to nine players plus a captain.
3. Players may play for only one I.C.D.L. team each season unless the Executive Board approves a move to another team for reasonable circumstances.
4. Player rosters and player changes are subject to review and approval by the Executive Board. Final rosters must be submitted by the November Executive Council meeting. After the cut-off date, any player change request may also be reviewed by the I.C.D.L. captains, with the general limitation that any team with at least seven players will not be allowed to add or change players.
5. Captains must submit a registration form with their players' home address or email to guarantee correspondence with any member if necessary.

Match Procedures

1. All League matches will consist of 14 sets (best out of three legs, with the victor winning two legs to win a set). A match will consist of (in this order):
 - a) Team 701 (three players per set; two sets)
 - b) Doubles 601 (two players per set; three sets)
 - c) Doubles Cricket (two players per set; three sets)
 - d) Singles 501 (one player per set; six sets)
2. During the regular season, the home team will throw first in the first leg, with the away team throwing first in the second leg. If a third leg is required, both teams must throw at the bull ("diddle for the middle" or "diddle") to identify which team starts the first in the leg (refer to the **Diddling** section; pg.2, rule 1).
3. During the playoffs, both teams are also required to diddle in the first leg of a set. The winner of the diddle will start the first leg, with the loser starting the second leg (refer to the **Diddling** section; pg.2, rule 2). Darts must be thrown with both feet behind the oche.
4. In Doubles Cricket, the game is won by the first team to close all numbers and bullseye(s) with a score equal to or greater than the opposing team.
5. All "01" game formats will begin with a "straight-in" start and must finish on a double. Any dart thrown by a player after scoring the required double will not be counted, as the

game has concluded when the required double was scored.

6. A minimum of 6 different players must be used in each game format (if a team has less than six players, refer to the **Shorthanded Play** section (pg.5)).
7. Whenever possible, the schedule shall be so arranged that teams will play alternately at home and away.

Diddling

1. If a third leg is required in a regular season or playoff set, both teams must diddle to identify which team starts the leg. The home team will always diddle first, followed by the away team. The team that throws closest to the bull will start the leg.
2. In the playoffs, both teams must also diddle in the first leg of a set. The winner of the diddle will start the first leg, with the loser throwing first in the second leg. The assigned home team will always diddle first.
3. In situations where the darts look as if they may be the same distance away from the bull (or it's too close to call), in which both shooting players cannot decide who won the diddle, only a chalker can make the decision on which dart is closest. If a chalker deems it too close to call, they can request a reshoot.
4. A chalker's ruling is final. The League will not tolerate any verbal abuse. If there is a disagreement, the chalker's ruling shall stand, and the dispute may be reported to the League. The captain of any chalker who has been reported two or more times will be issued a warning to ensure fairness and consistency moving forward.
5. When a chalker is in a position to decide who is closest to the bull because both players cannot agree on who won, no dart may be touched or moved by anyone. If a player touches or moves the darts, that team will lose the diddle.
6. For a reshoot, darts must remain on the board (except when a double bull is hit; refer to the **Diddling** section; pg.2, rule 10) with the player who threw the last dart in the tie going first. If the second set of darts thrown is deemed a tie, the player who threw the last dart in the second tie will throw the first for the second reshoot at the bull. If all three sets of darts are deemed a tie, all darts are pulled from the board, and the last player who threw a dart in the tie will throw first; the process will begin again with the players alternating between who throws first in a reshoot.
7. A dart anywhere in the board will count as a diddle.
8. If both players' darts end up in the outer bull (single bull), it is considered a tie, regardless of how much closer one dart is to the inner bull (double bull), and both players must throw again.
9. A dart whose tip is not in the board (i.e., bounces out, misses the board, or sticks into another dart) does not count, and another dart may be thrown. If all three darts from a player miss the board, the other player wins the diddle.
10. If the first player throws a center bull (double bull), the second player may ask the dart to be removed before their attempt. If the second player throws a center bull, the dart(s) shall be removed, and both players will reshoot for the bull.

Start Time and Lineups

1. Matches begin at 7:30 p.m. A 15-minute start time grace period will be awarded for bad weather days only (at the discretion of the Executive Board).

2. Players' match-ups will be done by blind draw. The visiting teams will submit their lineups to the home team captains after the home team captains have set up their lineups.
3. Lineups:
 - a) Both captains must complete their lineups for the game format they are starting (Team 701, Doubles 601, Doubles Cricket, or Singles 501) and ensure that the next available game will be played, even if out of sequence.
 - b) If the last set of a game format is the only game being played, both captains must complete the lineups for the following game format (Doubles 601, Doubles Cricket, or Singles 501). The next available game should be played on the available board. This only applies to the next game format to be played, and any captain can refuse to play a set that skips a game format (For example, if only one Team 701 set is left, captains must complete their lineups for Doubles 601 since it is the next game format and play the next available set. If one captain decides to play a Singles 501 set out of turn, the other captain can refuse their request, as the Singles 501 game format does not follow the Team 701 game format; however, this is at the discretion of both captains.
4. Players who are not present may be written into the lineup; however, if they are not present at the time when it is their turn to play, they must:
 - a) Be replaced at that time with a team member who is available and eligible to play,
Or
 - b) Be replaced with a dummy (refer to the **Chalking** section; pg.4, rule 9) provided it is the last set in any Team 701 or Doubles 601 being played,
Or
 - c) Be replaced with a loss of turn, provided it is the last set in the Doubles Cricket being played.
5. If a player arrives in the middle of a leg where a dummy is being used or a loss of turn is in play, they are not allowed to replace the dummy or the loss of turn in that leg. If another leg is needed in the set, the new player is eligible to play if they are present for the start of the leg.
6. Captains should note the time when players' names are written on the board. The players then have five minutes to present at the oche to start the game. If the players do not show up within five minutes, they forfeit one leg. After the first leg is forfeited, and five more minutes elapse without the players appearing at the oche ready to play, the match is forfeited. If both teams forfeit a leg, the next leg will be played to decide the set.

Scoresheets

1. On completion of a set, the scoresheets will be updated to show the winner and any all-star scores (refer to the **Individual Scoring** section; pg.7).
2. Players must be present to receive credit for wins, all-stars, and games played. If absent players are written on scoresheets to accumulate games towards their playoff qualification requirements, it should be reported to the Executive Board.
3. Only in the second Team 701 set can a present player be awarded a game towards their playoff qualification requirements for a forfeited set (refer to the **Shorthanded Play** section; pg.5, rule 5).
4. Each match will be worth one point for a total not to exceed 14 points per night.

5. Both captains are responsible for keeping their scoresheets during the match and recording each set's results. Individual all-stars should be reported to the captain by the players; although it is the captain's responsibility to provide an accurate scoresheet, they cannot be accountable for noticing every individual statistic as they may be playing, chalking, or otherwise busy with other duties. Each captain will sign both scoresheets at the end of the match once they have verified that both sheets match (refer to the **Scoresheet Marking Example** section on how to fill out the scoresheet; pg.8).
6. It is the responsibility of the team captain to submit their scoresheet to the General Secretary as early as possible. Both captains will retain a copy of their scoresheet in case of a disagreement with the entered results.

Chalking

1. The marking of the match shall be shared equally by both teams. The home team will mark the first set, and the away team will mark the second set (and so on). The board on which a team marks first will be the assigned board for that team, and they will chalk all games on that board throughout the match.
2. Captains will make sure that players are available to mark games. Delays of games should be reported to the Executive Board, and both the players and captains will be contacted to correct this situation.
3. A chalker shall restrict their movements and remain silent when players are throwing.
4. A chalker may tell a player what they have scored or what they have left if asked by the throwing player, but the chalker cannot provide a finish or coaching. No indication of the required double or combination shot required to finish shall be given by the chalker (i.e., if 32 is required, the chalker cannot tell them to shoot at the double 16). Regardless of what score the chalker provides to a player, it is still the responsibility of the player to confirm the chalker's accuracy.
5. All scores, subtractions, and additions made should be checked for accuracy by the player and by the chalker after each throw. Darts should not be removed from the board until both the player and the chalker confirm the score. If a player pulls their darts before agreeing on the score with the chalker, the chalker's score stands (unless both teams agree on what was scored).
6. It is the captain's responsibility to make sure that any of their players who consistently pull their darts from the board and disagree with the chalker are told to leave their darts on the board until an accurate score is marked. Should this be an ongoing issue, it should be reported to the Executive Board.
7. Only darts with points touching the board will be counted. Any darts that fall off the board will not count if the player and the chalker have not agreed on the score; however, the player may secure the dart to prevent it from falling out while the score is being agreed upon.
8. Errors in subtractions may be corrected before the finish of the leg, provided the original error remains on the board for review.
9. If a team is short one player for a Team 701 or Double 601 set, a dummy score of 25 points is awarded for the turn where the missing player would have thrown. The dummy score stops after the team playing with the dummy reaches 100 points or lower; the dummy will then be replaced with a loss of turn.
10. If any discrepancies are noticed in the score marked on a board, active play should not be interrupted until a player has thrown their three darts. The only exception to this rule is when a player has the possibility of finishing an out (i.e., they are attempting to finish a 60 when the score is an 80).

11. It is considered unsportsmanlike to throw a dart after finishing, busting, or in anger.

Coaching

1. A player may request assistance from the captain or another member of their team, provided they step back from the oche before asking. A player should try to throw their darts within a reasonable time.
2. To avoid confusion, only one team member should coach a player. There is to be no shouting out of finishes while players are in active play.
3. A chalker is impartial and cannot act as a coach regardless of which team they are on.

Shorthanded Play

1. No player may play more than four sets in a nightly I.C.D.L. match.
2. In a match, a player may only play once in any game format (Team 701, Doubles 601, Doubles Cricket, Singles 501).
3. A dummy score of 25 points is allowed in the Team 701 and Doubles 601 only, but it must be in the last set of that specific format. The dummy score stops when the score reaches 100 or less. The dummy will then be replaced with a loss of turn.
4. If there is only one player available to play a Doubles Cricket set, a loss of turn will take place for the turn that their partner would have thrown. There is no dummy in Doubles Cricket, and a score will not be marked.
5. If a team only has four players at the start time, the team must play the first set of the Team 701 with three players and forfeit the second set. The fourth player who sits out for the forfeited second Team 701 set will be awarded a game played towards their accumulated games for playoff qualification requirements for being present, but unlike full match forfeits where the present players from the winning team will receive the full match points and individual game points on the scoresheet, it will be considered a loss.
6. Present players' names who are unable to play due to the opposing team having to forfeit will be written on the scoresheet and will receive the set points and individual game points.
7. Any team showing up with only one player will forfeit the night. The opposing team will receive the full match points as listed on the scoresheet. The scoresheet must be filled out by the captain and submitted to the General Secretary.
8. A team can play with a minimum of two players (1 Team 701 set, 1 Doubles 601 set, 1 Doubles Cricket set, and 2 Single 501 sets).
9. No spares or recycling of players are allowed.
10. If additional players from the shorthanded team arrive after play begins, or if players must leave before the end of the match, the shorthanded procedure will be adjusted to reflect the number of players who are present at that point in the match. Sets that have already been forfeited may not be replayed.
11. An absent player's name may not be added to the scoresheet in place of the dummy or where a loss of turn occurred in a Doubles Cricket set to accumulate games for playoff qualification requirements. If this occurs, it must be reported to the Executive Board.

Shorthanded Formats, Sets, and Number of Players Table

Team 701			
5 Players	4 Players	3 Players	2 Players
Set #1 – 3 Players	Set #1 – 3 Players	Set #1 – 3 Players	Set #1 – 2 Players & Dummy
Set #2 – 2 Players & Dummy	Set #2 – Forfeit (Player Sits)	Set #2 - Forfeit	Set #2 - Forfeit

Doubles 601			
5 Players	4 Players	3 Players	2 Players
Set #1 – 2 Players	Set #1 – 2 Players	Set #1 – 2 Players	Set #1 – 2 Players
Set #2 – 2 Players	Set #2 – 2 Players	Set #2 – 1 Player/Dummy	Set #2 - Forfeit
Set #3 – 1 Player/Dummy	Set #3 - Forfeit	Set #3 - Forfeit	Set #3 - Forfeit

Doubles Cricket			
5 Players	4 Players	3 Players	2 Players
Set #1 – 2 Players	Set #1 – 2 Players	Set #1 – 2 Players	Set #1 – 2 Players
Set #2 – 2 Players	Set #2 – 2 Players	Set #2 – 1 Player/Loss of turn	Set #2 - Forfeit
Set #3 – 1 Player/Loss of Turn	Set #3 - Forfeit	Set #3 - Forfeit	Set #3 - Forfeit

Singles 501			
5 Players	4 Players	3 Players	2 Players
5 Single Sets played	4 Single Sets played	3 Single Sets played	2 Single Sets played
1 Single Set forfeited	2 Single Sets forfeited	3 Single Sets forfeited	4 Single Sets forfeited

Forfeits

1. If a team has less than one player present at 7:30 PM, the match is forfeited (A 15-minute start time grace period will be awarded for bad weather days only at the discretion of the Executive Board).
2. A match that is forfeited will result in a 14-0 win for the opposing team. The winning team's captain may only add the names of the players present to the scoresheet.
3. A player on a forfeiting team who was present for the match will be awarded four played games for their attendance towards their playoff qualification requirements, but unlike the winning team's players, who will receive the full match points on the scoresheet, their games will be considered losses.
4. Any team that forfeits three matches or more will be suspended at the discretion of the Executive Board.

Individual Scoring

1. Cricket all-stars – three triples, a combination of all three darts hitting triples or double bulls, or 5 bulls (all triples and bulls must score; hitting a triple when only a double can be scored does not qualify as an all-star point).
2. Individual points for wins are as follows:
 - a) A win in any “01” set = one individual point
 - b) A double-out finish in any “01” leg = one individual point
 - c) A win in a Doubles Cricket set = two individual points
3. Individual all-star points consist of:
 - a) In any “01” game format leg: A score of 130 through 169 = one individual point
 - b) In any “01” game format leg: A score of 170 or more = two individual points
 - c) In any “01” game format leg: A finish of 101 or more = two individual points
 - d) In Cricket: A turn consisting of three counting triples, a combination of all counting triples or double bulls, or five counting bulls = two individual points
 - e) Note: Multiple points may be awarded to certain all-stars. A 170 double-out is worth five points (two all-star points for the 170 scored, two all-star points for the 101 plus finish, and one point for the double out); whereas a 130 double-out is worth four points (one all-star point for the 130 scored, two all-star points for the 101 plus finish, and one point for the double out finish).
 - f) The numerical score for a high finish (101 and above) should be recorded on the scoresheet.
 - g) Although a score of 180 is recorded separately on the scoresheet, the player still only gets two individual all-star points.
4. Awards:
 - a) The President’s Trophy will be awarded to the male player with the highest winning average.
 - b) The Premier Cup will be awarded to the female player with the highest overall winning average.
5. A player must have a minimum of 70 games to qualify for each award.
6. The top 16 players with the highest all-star points are eligible to play in the All-Star Tournament. In the case of a tie for the final entry spot, it will be decided by:
 - a) The player with the most double-out finishes (if tied, see below)
 - b) The player with the most Singles 501 wins (if tied, see below)
 - c) The player with the most combined Doubles 601 and Doubles Cricket wins (if tied, see below)
 - d) The player with the most Team 701 wins

Playoffs

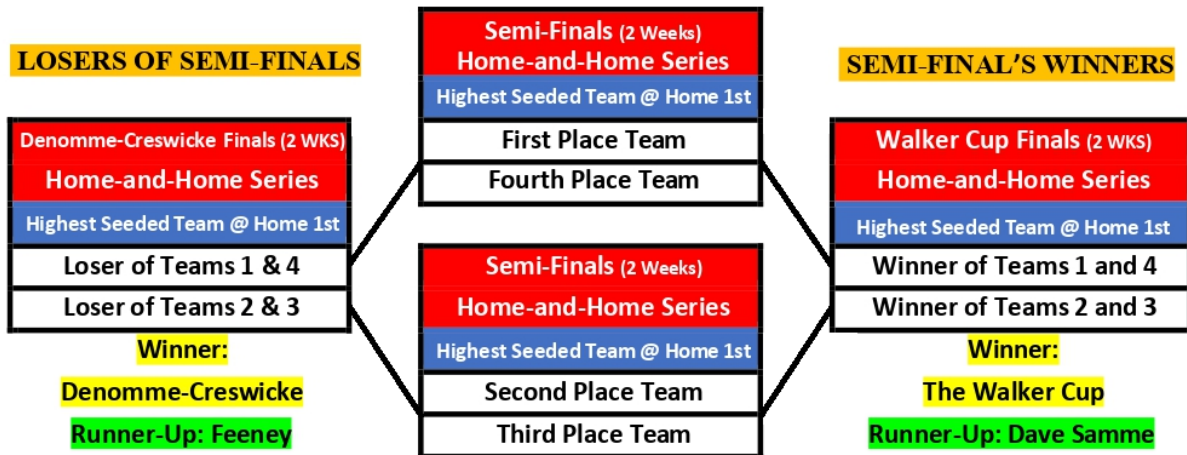
At the start of every season, the Executive Board will determine the playoff structure based on how many teams are registered. This section will be reviewed and updated annually for any changes. Below is last year's playoff structure (2024-2025 season), and the most current reflection of how next season's playoffs will likely be structured.

Playoffs will be held at the end of the regular season, with the final team standings determining the playoff structure. The top four teams finishing in the regular season will play in the Walker Cup Bracket. The bottom four teams will play in the Conium Trophy Bracket.

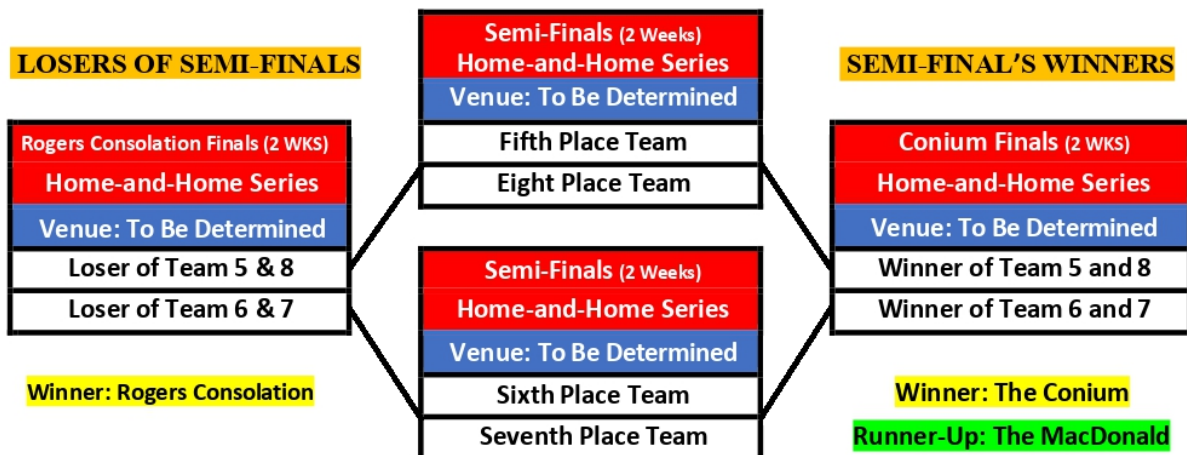
1. If teams are tied in the final regular season standings, the higher seed will be determined by:
 - a) Their record versus each other (if tied, see below)
 - b) Single sets won (if tied, see below)
 - c) Double sets won (if tied, see below)
 - d) Team sets won (if tied, see below)
 - e) Total Individual all-star points
2. All players must play a minimum of 45 games to be eligible to play in the playoffs. Exceptions may be made under reasonable circumstances at the discretion of the Executive Board.
3. Unlike the regular season, both teams are also required to diddle in the first leg of a set. The winner of the diddle will start the first leg, with the loser starting the second leg. The assigned home team will always diddle first (refer to the **Diddling** section; pg.2, rule 2).
4. If a third leg is required, both teams must diddle to identify which team starts the first in the leg (refer to the **Diddling** section; pg.2, rule 1).
5. The first playoff round, the Semi-Finals, will consist of all teams playing a two-week home-and-home series, with the first team winning 15 sets advancing to the finals. The team with the highest ranking during the regular season will host the match at their venue during the first week of the playoff round, with the other team's venue hosting the second half of the playoff round in the second week.
6. The only exception to the above rule is if more than two teams that play out of the same venue win home advantage for the first week of a playoff round. If this occurs, the two teams from the venue who were seeded higher at the end of the regular season will play at home, with the other team(s) having to play away.
7. If both teams are tied at 14 sets apiece after both weeks, four players will be selected from each team to play a Team 1001 leg (not a set; straight-in and double-out format) to establish a winner.
8. Unlike the regular season, playoff sets must be played in sequence as listed on the scoresheets, with the first team to reach their 15 sets winning the match (no other sets need to be played after winning their playoff round).
9. The second playoff round, the finals, will also consist of all teams playing a two-week home-and-home series, with the first team winning 15 sets becoming their respective finals' winner. All the rules mentioned above will apply to these two weeks as well.
10. Both team captains will submit the scoresheets to the General Secretary to confirm the results. Both captains will retain a copy of the scoresheet in case of any disagreements.

Inter-City Darts League Playoff Structure

The Walker Bracket (Top Four Teams)



The Conium Bracket (Bottom Four Teams)



*In the event of a tie of 14 sets to 14 sets in any match, one leg of 1001 will be played by four players from each team to determine the winner.

Disciplines

1. Captains (or acting captains for a match) must work together in resolving any issues during match play. Although the I.C.D.L. sets rules about time and chalking to maintain a steady flow throughout the match, captains may show leniency on the time restraints and allow one team to mark two boards (i.e., if one team is shorthanded) if agreed upon; however, this is an allowable exception and not a rule and therefore not mandatory. Apart from these two exceptions, captains must follow all other rules.
2. Any other situations that may arise that are not specifically covered by the *I.C.D.L. Rules of Play* or the *Inter-City Dart League Constitution* may be brought up for resolution at the next Executive Council meeting. An Executive Council meeting will be held each month during the season.
3. The Executive Board cannot override any venue's right to refuse entry to certain players who have, for whatever reason, been banned from the venue. If this happens during the regular season, the captain must report it to the Executive Board for them to investigate the incident, as all members are a direct reflection of the League.
4. Any team whose venue closes during the season must play out of a venue already approved by the Executive Board for that season and must confirm the new location with the Executive Board, so as not to cause any scheduling conflicts.
5. Players will act civilly and respectfully with their opponents in the clubs within the League. Visiting teams and players are guests of the venues and are subject to the venue's authority.
6. Fighting or any form of physical aggression will not be tolerated by I.C.D.L., and it will lead to an automatic suspension and may also lead to expulsion from the League. Any possible review will be done at the Executive Board's discretion and time.
7. Cheating will not be tolerated. Discrepancies in score sheets will result in a first-time warning and loss of individual points for the offending captains for that night. A second offense will result in suspension. Penalties for manipulating the scoresheet also include:
 - a) Captains (or acting captains for a match) who are found to purposely manipulate the scoresheet to show games played for an absent player (or a player playing under another teammate's name) will be penalized. All sets played under the names of players who did not play will be forfeited (if won by another player), and the game will be subtracted from the player whose name was used to show the accurate number of games played.
 - b) Both captains (or acting captains for a match) and players who are found to purposely manipulate the scoresheet to give extra all-stars to any player will be penalized. All all-stars for the match that a player is purposely caught claiming extra all-stars will not be recorded, regardless of whether some were legitimate. A player who is caught more than once claiming extra all-stars may be removed from eligibility for the President's Cup to ensure its integrity.
8. No player shall make offensive comments about race, ethnicity, age, gender, religion, sexual orientation, gender identity, gender expression, disability, or economic status. The Executive Board will investigate and issue appropriate disciplinary action against any player (or players) found to intentionally bully or disparage anyone, regardless of membership in the League.
9. Throwing a dart in anger will not be tolerated as it can unintentionally injure the chalker. It is the captain's responsibility to warn any players who break this rule. If a player (or players) continues to break this rule repeatedly, the Executive Board may suspend or expel any player.
10. Any player who uses abusive language or behaves in a threatening manner towards another

member during league play will be immediately suspended from the match, and their actions will be reviewed by the Executive Board.

11. The Executive Board has the right to suspend or expel any player or team whose behaviour is destructive to the League or that brings the I.C.D.L. into disrepute.

Fees

1. The player fee is \$50. The venue fee is \$85 for one team, \$75 for two teams (per team), and \$70 for more than two teams (per team); at least 50% of which must be paid at the time of registration. The balance must be paid in full by the December Executive Council meeting. Any player who has not paid in full by this date will not be permitted to play. It will be the responsibility of the team captains to collect this fee from each player and their club and submit it to the League Treasurer.
2. All venue and membership fees are due by the December Executive Council meeting.
3. There will be a \$50.00 fee charged to the issuer of an NSF check. The preferred payment is by cash, certified check, or money order.

