

Players

1. Anyone 18 years of age or older may play in the Q.S.D.L. except those who have been specifically excluded by the Q.S.D.L.
2. All players must fill out/have filled out a league membership form in order to play.
3. Each team will consist of a minimum of 6 players. There is no maximum.
4. Players may play for only one Q.S.D.L. team each season except by permission of the Executive.

Play

1. Darts must be thrown with both feet **behind** the oche.
2. A set ends when one team wins the best of three legs.
3. In 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.
4. A minimum of 6 different players must be used in each Game format unless a team has fewer than 6 players, in which case the rules in section IV Shorthanded Procedures apply.
5. Teams may not use a dummy score for an absent player.
6. Doubles teams must consist of two different players.

Start Time, Lineups and Saving Time

7. Matches begin at 7:15 PM. When a team has less than 2 players available at 7:15 PM, a 15 minute grace will be granted. However, the first Doubles set will begin as soon as any 2 members of both teams are present at 7:15 PM.
8. Both Captains must complete their lineups for all Doubles sets at the beginning of the evening, with the understanding that **the next available game will be played, even if out of sequence.**
9. Players who are not present at the venue may be written into the lineup. However, if they are not present at the venue when it is their turn to play, they must:
 - a. Be replaced at that time with a team member who is available;
 - Or
 - b. Another available set must be played.
11. Once all playable doubles sets are finished, all unplayed doubles sets are forfeit.
12. **5 minute rule:** When player's name is written on the board, the time may be noted (and both captains notified). The player then has 5 minutes to present at the oche and begin the game. If a player does not show within the 5 minutes, that player forfeits one leg. After the first leg is forfeit, and 5 more minutes pass without the players

presenting themselves at the oche ready to play, the match is forfeit. If both players forfeit a leg, the final third leg will be played to decide the set.

13. If both captains agree that a set is causing excessive delay to the evening, the set may be decided by showing a bull. The team that throws closest to the bull wins the set.
14. Teams with fewer than 6 players at 7:30 PM will follow the re-cycling rules in Appendix C.
15. With the exception of forfeit rules, players must be present and have played the sets to receive credit for wins, losses, all-stars and weeks played.

Chalking and Scoring

16. Chalking will be shared equally by both teams. Each team will be assigned a board, and will chalk all games on that board throughout the match.
17. Chalkers situated in view of a player shall restrict their movements and remain silent when players are throwing.
18. Upon request the chalker may tell a player what they have scored, and/or what they have left, **but the chalker cannot coach.**
19. It is the responsibility of the player to confirm the chalker's accuracy.
20. Players must leave all darts in the board until both the player and the chalker agree on the score. If darts are removed before the player and chalker agree on the score, the score shall be as calculated by the chalker.
21. Any dart thrown after the player has achieved a finish shall not count, as the leg is over at the time the finish is scored.
22. It is considered unsportsmanlike to throw a dart after finishing, busting, or in anger.
23. Only darts with points touching the board will be counted. Darts which bounce from the board may not be retaken (except when diddling). A dart shall count only if the point remains in the board until after the player and chalker agree on the score. The player may secure the dart to prevent it from falling out while the score is being agreed upon.
24. At least two lines of math should be left on the board when erasing the board to make more room.
25. **Errors in arithmetic may be corrected prior to the finish of the leg provided the original error remains on the board for review.**

Coaching

26. If a player requests coaching, they must step off the oche and ask. Anyone can act as coach, except the chalker. In order to avoid confusion, only one person at a time may coach a player. **There is to be no shouting out of outs, scores, mistakes in scoring etc. while players are in active play.**

27. A chalker cannot act as a coach.

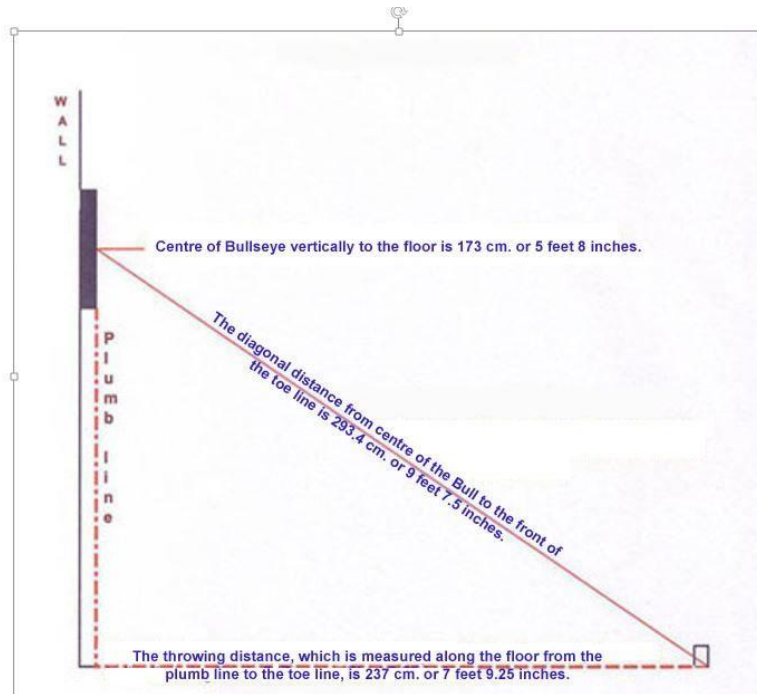
Starting a Match

- 28. The home team will start each match by throwing first in Leg 1. The away Team will shoot first in Leg 2. If a 3rd leg is required, the home team shoots for the bull 1st, away team 2nd. If the chalker cannot determine which is closer, both players will throw one more dart. The player standing at the oche shoots first.
- 29. Only the chalker shall render a decision on which dart is closest.
- 30. Until the chalker renders a decision, **no dart may be touched or moved by anyone** (including the chalker except in the event of item 33 below). If a player touches or moves the darts, that team will lose the showing of the bull.
- 31. A dart anywhere in the board will count as a throw for bull.
- 32. A dart which bounces out or misses the board does or sticks into another dart without touching the board, does not count and another dart may be thrown for the bull. If all three darts miss the board, the other player wins the showing of the bull.
- 33. Centre Bulls: If the first player throws a centre bull, the second player may ask the chalker to remove it before going for the bull. If the second player throws a centre bull, the dart is removed and both players throw again.
- 34. Outer Bulls: Both darts in the outer bull is considered a tie. Unlike centre bulls, the darts are left in the board, and both players throw again. If another outer bull tie occurs, the darts remain in the board and the players throw again. If a third outer-bull tie occurs, all 6 darts will be removed, and the process begins again.
- 35. Chicago Matches will follow the same Home team starts first protocol (see item 28 above) and will ALSO select which of the games to be played.

Scoresheets

- 36. On completion of a set, the scoresheets will be updated to show the winner and any all-star scores (see Appendix B).
- 37. Players must be present at the match to receive credit for wins, all-stars, and weeks played (other than in a match forfeit - see Forfeits: rules 3 and 4, below).
- 38. Each captain is required to keep their own scoresheet during the match. For each set the captains will record the results on their scoresheet. Each captain will sign both scoresheets at the end of the match.
- 39. All Home captains are required to enter scores into the database by Thursday 8PM, otherwise the Away captain may enter results any time after that. Both captains will retain their copy of the scoresheet in case of a disagreement with the entered results.

Appendix A – Equipment



1. All venues must be approved by the Executive.
2. The centre of the bullseye will be 5 feet, 8 inches (173 cm) from the floor. The front of the oche will be 7 feet, 9 ¼ inches (237 cm) from the face of the board. The diagonal distance from the centre of the Bull to the front of the oche will be 9 feet, 7 ½ inches (293.4 cm).
3. Dartboards will be in good repair, with suitable lighting, chalkboards/whiteboards, and chalk/markers provided for scoring.
4. Where there is a dispute regarding any of the above, the match will be played using the existing lines and boards and the discrepancies will be reported to the Executive.

Appendix B – Game Structure and Scoring

1. The Game formats are:

- Cricket
- 501 Straight-In/Double-Out
- Chicago (Cricket, 501, 301 Double-In/Double-Out)

2. Matches consist of:

15 sets consisting of:

- 3 sets of Doubles Chicago
- 3 sets of Doubles 501
- 6 sets of Singles Chicago
- 3 sets of Singles 501

3. Individual points for set wins and all-stars are as follows:

- a. 2 points for any Doubles set win.
- b. 4 points for Singles set win.

4. All-stars consist of:

- a. In Cricket: A turn consisting of a combination of 3 counting triples and/or 3 double bulls = **3 points**
- b. In any '01' leg: A score of 170 or more = **3 points**
- c. In any '01' leg: An out of 101 or more = **3 points**
- d. In 301 only: An in of 101 = **3 points**
- e. In any '01' leg: A score of 130 through 169 = **1 point**

Note: All-stars which count as more than one type should score as both. For example, a 170 double out is worth **6** all-stars, whereas a plus 130 out is worth **4**.

Appendix C – Shorthanded Procedures

1. No player may play more than 5 sets in a division match.
2. In a match, players may only play once in a game format (Doubles Cricket, Doubles 501, Singles 501, Doubles Chicago). However, a **recycled** player may play twice (but **only** in one game format). **The recycled player will always be played in the last set.**
3. If a team has fewer than 6 players available to play at the end of the first Doubles set, the following procedures apply:

5 Players	4 Players
<input type="checkbox"/> 3 players chosen by captain.	<input type="checkbox"/> No recycling is allowed – 4 games are forfeit.
<input type="checkbox"/> 1 st player plays a second Chicago set	<input type="checkbox"/> 1 Doubles Chicago set will be forfeit.
<input type="checkbox"/> 2 nd player plays a second Doubles 501 set	<input type="checkbox"/> 1 Doubles 501 set will be forfeit.
<input type="checkbox"/> 3 rd player plays a second Singles 501 set.	<input type="checkbox"/> 2 Singles 501 sets will be forfeit.

4. 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 present at that point in the match. **Sets that have already been forfeited may not be replayed.**
5. If a player leaves the venue after having played all their sets, this will not cause their team to be short-handed.
6. If a team has less than 4 players present at 7:30 PM the match is forfeit.
7. In a match forfeit, the result shall be a 12-0 win. The Captain of the winning team may add names of players who were not present to the scoresheet.
8. Players on the team which was forfeited against, who were present for the match, will receive credit for attendance toward playoff qualifications. In order to add names of players who were present, both captains have to verify the names of those present.

Appendix D - Discipline

1. The names of persons actually playing the games must be listed on the scoresheet.

The penalty for using false names on a scoresheet is:

- a. The team shall forfeit the match;
 - b. No individual game, all-star points, or match attendance will be recorded for any members of the team which made the false entry;
 - c. The captain or acting captain who falsified the scoresheet will be suspended for the next league match (playoffs included);
 - d. The non-offending team will have their individual statistics and match score recorded as played.
2. Fighting during a league event will not be tolerated. The Executive may discipline all persons involved in a fight.
3. Throwing a dart in anger during a league event will not be tolerated. Upon review, the Executive may act, including but not limited to probation, suspension, and/or expulsion of the player.
4. No player shall use offensive language or gestures towards another player. This includes, but is not limited to, derogatory comments pertaining to gender, race, religion, and sexual orientation. Should such incidents be reported to the league, appropriate disciplinary action may be taken against the player and/or team involved.
5. Where a discipline problem exists with a specific player, the Executive may approach the captain to deal with it. If the captain cannot resolve the problem, the Executive may act, including but not limited to probation, suspension, and/or expulsion of the player.
6. The Executive has the right to suspend or expel any player or team whose behaviour is destructive to the harmony of the league or that brings the Q.S.D.L. into disrepute.

Appendix E - Playoffs

1. Playoffs will be held at the end of the regular season. The Executive will determine the playoff format each season.
2. Players must have played a minimum of **3 weeks** during the summer season to qualify for the playoffs unless authorized by the Executive.
3. Captains get credit for attendance even if they don't play - however must have been in attendance the required weeks to qualify. Captains must keep signed scoresheets as proof if needed. Any changes in captains after registration must be approved by the Executive.
4. **Recycling in the playoffs is allowed only by permission of the opposing captain.**
5. **Unlike the regular season, playoff sets must be played in sequence as listed on the scoresheets.**
6. The first team to win a majority of sets wins the match. The remaining sets may be played at the discretion of the captains, but this will not affect the match outcome.

Reporting Playoff Results

1. Within 24 hours all playoff results must be emailed by the winning captain to info@qsdl.com, or text to 416-993-3013.
2. For playoffs, both captains must retain their copy of the scoresheet.

Appendix F – General Information

1. The Executive has the right to promote and realign, in the first half of the season, teams between divisions to ensure competitiveness within divisions. To minimize the impact of realignment, the Executive *may* weigh scores at the divisional level (e.g. wins in C division shall be worth 1 point, 1.5 in B, and 2 in A).
2. The captains are the final arbiters of what constitute legal play. Captains may agree to disregard or adjust any of these rules provided they both agree, with the following exceptions:
 - a. Captains may NOT override the rules pertaining to awarding of individual points and all-stars.
 - b. Captains may NOT make changes to Match Procedures or Scoring.
 - c. Captains may NOT make changes to Play and Chalking rules.
 - d. Captains may NOT override any rules in the Discipline section.
3. Captains must try to settle disputes during a match.
4. Protests will not be accepted unless:
 - a. they regard a violation of the rules as stated on these pages or a violation of league policy; and
 - b. they must be submitted in writing and within 5 days of the incident to the Executive using either the “Contact: General Inquiries” link on the Q.S.D.L Home Page or must be emailed to the Executive at “info@qsdl.com”.
5. Venues have the right to refuse entry to individual players, the Executive may act to minimize the effect of this on league operations, especially for playoffs.
6. If during the season the Executive determines that a team is upsetting the competitive balance of their division, the Executive may award the championship to that team, and that team will not participate in the playoffs.
7. To honour the Q.S.D.L. commitment to venues and maintain fairness in scheduling, if a team forfeits more than once against a particular venue, the Executive may adjust future home matches of the forfeiting team back to the original venue.