



MTADL General Rules, 2015

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1. INTRODUCTION

This document contains rules and regulations that apply to all members of the Metropolitan Toronto Area Dart League (MTADL) unless the members are participating in conjunction with a second organization. At the beginning of the season, each team captain is provided with a copy of these rules for their reference. In the event an occurrence is not covered under these rules, NDFC rules apply.

In the event that no specific penalty is mentioned in these rules and a team player, captain and/or the team violates one or more of the rules herein, a penalty may be imposed, such penalty being determined solely by way of a motion passed by the Board of Directors.

2. DEFINITIONS

For the purposes of this and other MTADL documents, the following definitions apply:

TERM	DEFINITION
Board	An MTADL approved playable dartboard
Called	Confirmation by the chalker of a dart thrown
Double Out	When the dart player throws his/her dart within the double such that the total points scored subtracted from the points remaining equals zero
Game	The entire night of play – three (3) sets or 12 matches
Inner Bull	The inner center ring of the dartboard
Leg	A single game of 401, 501, or Cricket
Match	The best two of three legs
MTADL	Metropolitan Toronto Area Dart League
Oche/Toe Line	The back of the oche when it is significantly raised, or the front of a taped, painted, or flat line
Outer Bull	The outer center ring of the dartboard
Perfect Game:	A nine (9) dart game in 501, a seven (7) dart game in 401, and an eight (8) dart game in cricket where the player is tied or ahead in score
PPD	Points Per Dart is an average per dart thrown score used to rank players
Set	Three (3) doubles 501 matches, three (3) doubles cricket matches, six (6) singles 401 matches or six (6) singles 501 matches make a set
Throw	A throw consists of three darts, unless a leg, set, or match is finished in less than three (3) darts.
Unranked Player	A person who has not yet played nor earned a ranking in the MTADL.
Valid Triple (Cricket)	Is the triple of any number, 15 through 20, which is open to either the player throwing or to both teams. A number closed by both teams is not valid. For the awarding of all-star points, all three marks must be usable; if only two marks are usable it is considered a double; if only one mark is usable it is considered a single.
Valid Double (Cricket)	Is the double of any number, 15 through Bull, which is open to either the player throwing or to both teams. A number closed by both teams is not valid. For the awarding of all-star points, both marks must be usable; if only one mark is usable it is considered a single.

3. GAME TIME

For all divisions, games should begin at or prior to 7:45PM.

If requested, captains may grant a 15-minute grace period to allow for late arrivals due to traffic / weather, etc.; see rules for starting a game below.

4. TEAMS

- i. All players must be listed for each set (Doubles 501, Singles, and Cricket) prior to commencement of that set. Once players are listed for a set, no substitutions will be allowed. All players listed in a set must be present at the start of their match.
- ii. If a team shows up for a game with fewer than six (6) players, but at least three (3) players, the shorthanded team will be subject to forfeit games to their opponents, should the opposing team have the minimum required six (6) players. The schedule of forfeited games is as follows:
 - a. 5 players: The third match of Doubles 501 will be played with one player, using a “dummy” score of 25 to be subtracted from their remaining score in between his/her throws, where their partner would normally throw, until their score remaining is less than 101. Once the score is lower than 101, the short player will throw alone against the opposing doubles team without help from the dummy score until the leg concludes. The sixth match of Singles shall be forfeited to the opponent. The third match of cricket will be played as one player vs. two – example: the single player will throw one turn against the opposing pair’s two turns. Use of “dummy” scoring is not allowed in the playoffs. Shorthanded teams will forfeit these games.
 - b. 4 players: The team missing two players will forfeit the third doubles 01 match, two (2) singles matches and the third cricket match.
 - c. 3 players: The team missing three players will forfeit one (1) doubles 501 match, three (3) singles matches and one (1) Cricket match. **No dummy scoring or handicapped Cricket matches will be allowed when a team fields fewer than five (5) players.**

Number of Players	Matches Forfeited to Opposing Team
5	1 (singles)
4	4 (1 doubles, 2 singles, 1 cricket)
3	5 (1 doubles, 3 singles, 2 cricket)

- iii. A team showing up to a game with fewer than 3 eligible players, or no eligible players, shall forfeit the night. In the event of a forfeited night, the winning team shall be awarded a 12-0 decision in their favor. The winning team is responsible for submitting score and stats sheets reflecting which players receive individual points for the forfeited games.

- iv. In the event that both teams are short, the above forfeit schedule shall apply to both teams; for example, if two teams show with 4 players each, both teams would forfeit 4 matches, and the night would be decided out of a possible 8 points. If one team had 5 players and the other had 4, the team with 5 would forfeit one match (singles) and the team with 4 would forfeit 4 matches, and the night would be decided out of a possible 11 points.
- v. The use of recycled players will be determined by the sitting MTADL prior to the season, and procedures for recycling will be added to the General Rules. In the instance that the board has not approved recycling for the season, any team found to be recycling or allowing recycled players will have all matches using recycled players forfeited.
- vi. If any team has forfeited twenty (20) or more points in a single season, a team representative will be called before the Board of Directors to justify the team's continued existence within the League.
- vii. Cancelled or Rescheduled Games
 - a. In the event of poor weather or other emergency, as confirmed by the Board of Directors, captains MUST attempt to contact the opposing team's captain as early as possible if they are unable to field a team for the scheduled game.
 - b. In the event of a game cancellation, the respective captains must reschedule the game within a two (2) week period from the originally scheduled game's date.
 - c. In the event of an inability to mutually reschedule, the board of directors reserves the right to reschedule the game or award points to either or both teams.

5. GAMES

An MTADL regular season game consists of the following sets.

A and B Divisions

Three (3) Doubles	501 straight in, double out
Six (6) Singles	501, straight in, double out
Three (3) Cricket Doubles	As per the rules of Cricket

C Division

Three (3) Doubles	501 straight in, double out
Six (6) Singles	501, straight in, double out
Three (3) Cricket Doubles	As per the rules of Cricket

6. STARTING AND FINISHING LEGS, MATCHES, SETS

A. STARTING AND FINISHING AN 01 LEG

- i. In all 01 matches each leg will be played with a straight-in start, and a double-out finish.

- ii. The first player (or team) to reduce their score to zero (0) by throwing the required double-out shall win the leg.
- iii. Bulls: The outer bull scores 25 points. The inner bull shall count as 50 points and as a double 25 for finishing purposes.
- iv. Busts: If a player's throw exceeds the number of points required to finish the leg, the player has thrown a "bust" score and their score shall be 0 for the throw.
- v. A "Game Shot" called by the chalker is valid only if the darts thrown achieve the required finish and if all darts remain in the board until retrieved by the thrower.
- vi. Any darts mistakenly thrown by a player after scoring the required double will not be counted.

B. STARTING AND FINISHING A CRICKET LEG

- i. Cricket is a game using only the numbers 15 through 20 and the bull. The object of cricket is to "close" all numbers and the bull before your opponent while having a score equal to or higher than your opponent.
- ii. A single count on any number is represented by a slash (/), two is counted by an X, and a closed number is represented by a circle (O).
- iii. To close a number you must score three of that number e.g., three singles, a triple, or a double and a single. The inner bull counts as two bulls.
- iv. Once a number is closed, points may be scored on that number provided your opponent has not yet closed the number. Once both teams have closed a number, there can be no further scoring on that number.
- v. A team that closes all numbers but is behind in score may continue to score on any number their opponent has open. Should the team erase the point deficit before their opponents close all open numbers, they win the leg.
- vi. If a player counts more than required to close a number and that number has not been closed by their opponent the additional count shall be added to the player's point total. For example, if a player throws five (5) 20's, three will count to close the number and 40 points are recorded.

C. STARTING AND FINISHING A MATCH

- i. One player from each team will shoot for the bull to determine which team shoots first in each leg of a match. The player closest to the bull starts first. Any dart remaining in the dart board counts as a player's bull shot, regardless whether it is in the scoring area or not.
- ii. In 01 matches, the home team will bull first in all legs. In cricket matches, the home team will bull first in the first and third legs, and the away team will bull first in the second leg.
- iii. Any dart thrown for bull to determine order of play that bounces out of the board, falls out of the board, or is knocked out of the board by an opponent's dart must be thrown again.
- iv. If the chalker is unable to determine which dart is closer to the center of the board, OR two outer bulls are thrown, OR two inner bulls are thrown, it will be considered a tie, and the same players will throw again in reverse order. **The chalker MUST NOT touch darts in the board when judging distance.**

- v. The home player must remove an inner bull thrown if requested by their opponent. All other darts should remain in the board until the order of play is determined.
- vi. In doubles, either player in a given match may shoot for the bull.
- vii. All matches must be played in the order listed on the game sheet on the first available board.
- viii. In order to accommodate players and speed up game play, matches can be played out of order if both captains agree prior to the set.
- ix. At the conclusion of each match, the home captain must list the players for the next match upon the board. All players must be immediately notified that they are due to start their match. Once all players have been notified, they shall have a maximum of five (5) minutes to be present at the assigned board and start the match. If any player is not present within the five (5) minutes of notice, they will forfeit the match. No player shall leave a match while in the middle of a leg, except for emergency circumstances with the agreement of your opponent
- x. During a set, only the players listed for the next match may warm up on an adjacent board. No practicing will be allowed on adjacent boards during the last match of any set.
- xi. Results of each match should be recorded immediately on game sheets, especially PPD results for singles matches.

D. STARTING AND FINISHING A SET

- i. Captains must list all players or teams in order of play on the game sheets prior to the beginning of the first match.
- ii. At the conclusion of each set the team captains have a maximum of ten (10) minutes to list the next set on the game sheets, or they will forfeit the set.
- iii. All sets should be played in the order listed on the game sheet.
- iv. In order to speed up game play, if both captains agree, a following set may begin prior to the completion of the previous set, *i.e.* Captains can agree to begin the 1st Cricket Match while the 6th Singles Match completes.

E. 501 Singles Mercy Rule 3rd Division

Pertaining to *General Rule 6ii: STARTING AND FINISHING AN 01 LEG*, a “Mercy” rule will be used for 3rd Division 501 **Singles matches** only. The following restrictions and methods for enacting mercy will apply:

1 Circumstances in which Mercy is allowed/disallowed:

- a) In the event that both players in the same singles match have reached 75 darts thrown in 1 leg (25 turns each at the board), then both players will throw a 3-dart count up.
- b) PPD's will be accumulated up to 75 darts per leg.
- c) There will be NO mercy rule allowed in playoff games
- d) NO All Stars points will be awarded for a 3-dart count up.
- e) There will be NO mercy rule allowed in 501 Doubles matches

2 Method for enacting Mercy:

- a) At the time both players have thrown 75 darts in a single leg, both Captains will intervene and pause the game.
- b) The player that won the diddle will throw first. He/she will throw 3 darts as per normal game play. The chalker will add all three darts thrown and mark the score visibly on the appropriate side of the scoreboard, **without** erasing the previous scores.

- c) The opposing player will then throw their 3 darts as per normal game play. The chalker will add all three darts thrown and mark the score visibly on the appropriate side of the scoreboard, **without** erasing the previous scores.
- d) The player highest accumulated 3-dart score wins the leg. See example below
- e) PPD's will reflect 75 darts over each players remaining score. See example below
- f) Only darts in the scoring area of the dartboard will be counted. Any dart that is knocked out of the board will NOT be counted towards the total accumulated score.

Example

John and Bob are playing 501 singles and they have each thrown 75 darts. John is left with Double 20 (40) and Bob has 100 left. At the 75-dart mark, both team captains will momentarily pause the game to enact the Mercy Rule. John won the original legs diddle so he will throw first, followed by Bob. John throws 3 darts totaling 60 points. Bob throws next and his 3 darts total 55 points. John has won the leg.

John's PPDs will be entered as 75/0 and Bob's will be entered as 75/100.

In the event that both players throw the exact score during the count up, each player will throw 3 more darts in the same order until a clear winner is determined.

7. GAME SCORING

- i. The scoring for each game will be one point awarded to the winning team per best match, with a total possible of twelve (12) points.
- ii. Players winning their respective singles matches will receive four (4) points. Their opponent will be awarded one point per leg won.
- iii. Players winning their respective Doubles 01 or Doubles Cricket matches will receive 2 points each.

8. ALL-STAR POINTS

- i. Both teams MUST initial stats sheets in order to verify and validate all-star points thrown.
- ii. 501 matches:
 - a. Scores of 130 or higher will award one (1) all-star point
 - b. Scores of 170 or higher will award two (2) all-star points
 - c. Finishes of 101 or higher will award two (2) all-star points

- d. A perfect game (9 darts in 501) will award four (4) all-star points
 - e. In a case where both players have an opportunity to throw a perfect game, both players will be allowed their attempt at a perfect game. If both players score perfect games, both players will receive four (4) all-star points for their perfect games, and the player who takes out the game first shall receive credit for the leg win.
 - f. Team captains will record all scores of 130 or higher and double out finishes of 101 or higher on the sheet provided. High scores above 170 and high finishes must be noted on the score sheet exactly as thrown. For example: 177 or 134 HF. A perfect game should be noted as "PG" on the score sheet.
- iii. Cricket matches:
- a. Players will be awarded one (1) all-star point for each throwing of two valid triples and one valid single, two valid triples and one valid double, one valid triple and two valid doubles, or two valid triples and one bull in a single turn.
 - b. Players will be awarded two (2) all-star points for each throwing of three valid triples, two valid triples and one valid double bull, one valid triple and two valid double bulls, or six valid bulls in a single turn.
 - c. A valid single is the single of any number, 15 through bull, which is in play for either or both teams. A valid double is the double of any number, 15 through bull, which is in play for either or both teams, provided that both marks may be used. A valid triple is the triple of any number, 15 through 20, which is in play for either or both teams, provided that all three marks may be used. For purposes of determining all-star points only, a valid double bull shall be counted as a valid triple.
 - d. A mark may be used if it is necessary to close a number or if it can be used to score points.
 - e. Players will be awarded four (4) all-star points for a perfect game. A perfect game in Cricket is defined as an eight (8) dart game with all numbers and the bull closed and leading or tied in points. In the case of a leg where both teams have an opportunity to throw perfect games, both teams will have an opportunity to finish their attempts at a perfect game. If both teams score perfect games, the team to shoot first in the leg will be given the win, while all players will be awarded four (4) all-star points.
 - f. Players will be awarded one (1) all-star point for playing alone and winning a doubles cricket match against two opponents, when a team has fewer than 6 players at both the commencement of play that night and at the start of the round.

9. POINTS PER DART (PPD)

- i. PPD averages are only tracked in singles play.
- ii. PPD averages are calculated using a formula of (in the case of 501 singles) 501 less the remaining score (if any), divided by the number of darts thrown. Example: Bob and George play singles 501. Bob starts the match, throws 18 darts and takes out his finish. George is left with

101 after he has thrown 15 darts. The formula is as follows for both players:

- Bob – $501-0 = 501$. $501/18 = 27.83$ PPD
- George – $501-101 = 400$. $400/15 = 26.67$ PPD
- iii. For PPD statistics, any turn with darts bouncing or falling from the board onto the floor still counts as a 3-dart throw; for example, Fred throws two darts in the single 18, and his third dart bounces from a wire and falls to the floor. Fred's 3-dart score is 36. A busted score still counts as a 3-dart turn, even if the score is busted with the first dart; for example, Karen has 51 required, but hits a triple 19, busting her score. The turn is recorded as a 3-dart turn scoring 0 points.
- iv. When a player takes out a double with fewer than 3 darts, only the darts required to finish the leg will be counted; for example, Joyce has 32 remaining after 7 throws (21 darts). Joyce finishes the 32 on her second dart. Joyce's total will be recorded as 23 darts.
- v. In any match, the largest difference in number of darts thrown between opponents is three (3). If the winner started the leg, he/she may have thrown either one, two, or three darts more than his/her opponent. The winner may have thrown one or two darts less than the opponent if the opponent started the leg first. The loser of any leg **MUST** have a number of darts divisible by three (3). A winner's score can have a number of darts thrown not divisible by three; for example, Bill vs. Bryan
 - a. Leg 1: Bryan starts and finishes in 18 darts – Bill has 20 required. Bill must have a PPD tracking of 15 thrown, 20 required, as he had yet to throw his 6th turn.
 - b. Leg 2: Bryan starts, and Bill finishes in 17 darts – Bryan has 52 required. Bryan must have a PPD tracking of 18 thrown, 52 required, as he had completed his 6th turn prior to Bill's attempt on his finish.
 - c. Leg 3: Bill starts and finishes in 13 darts – Bryan has 154 required. Bryan will have a PPD tracking of 12 thrown, 154 required.
 - d. Leg 4: Bryan starts, and Bill finishes in 15 darts – Bryan has 40 required. Both players will have 15 thrown. Bill will have 15 thrown, 0 required. Bryan will have 15 thrown, 40 required.
- vi. PPD averages are cumulative throughout the entire season, averaged over the total number of games, darts thrown and the total number of darts remaining.

Scorer's Tip: DO NOT ERASE SCORES DURING A LEG WITHOUT COUNTING THE NUMBER OF TURNS / DARTS. In the case of a leg where you run out of room on the chalkboard, make a small note on the corner of the chalkboard as to how many turns were thrown prior to erasing the scores.

10. THROWING

- i. All darts must be released directly from the player's hand. A dart will be considered played if a thrower makes a deliberate throwing action and the dart travels more than four (4) feet towards the board.
- ii. With the exception of rules pertaining to "bulling", any dart bouncing off or falling out of the dartboard will **NOT** score and cannot be thrown again.

- iii. No person, including the thrower and chalker, shall touch a dart in the board until the completion of the throw. If a thrower touches any dart in the dartboard during a throw, that throw shall be deemed complete.
- iv. During play, a player must not deliver any dart with his/her feet, inclusive of footwear, in any position other than behind the front edge of the oche or taped / painted toe line.
- v. A player wishing to throw from a point to the left or right of the oche must keep his/her feet behind an assumed straight line extending from the side of the oche.
- vi. Any player found throwing from past the oche should be reminded politely, preferably by the opposing captain and in the presence of the offending player's captain.
- vii. Throwers must be granted reasonable space during a throw.
- viii. Other players MUST NOT make intentionally distracting, actions, noises or comments during a throw. Repeated violations will be considered as unsporting conduct, as covered in the Discipline and Protest Handbook.

11. SCORING AND CHALKING

A. SCORING

- i. The chalker is the primary official for a match.
- ii. A dart will only score if the point remains in or touches the face of the board, within the outer double wire, and has been called by the chalker, and retrieved by the thrower.
- iii. The score is counted from the side of the segment wire in which the point of the dart enters and remains in or touches the face of the dartboard.
- iv. Darts will be retrieved from the dartboard only after the score has been called and recorded by the chalker.
- v. Any dispute over score obtained, marked or called after the darts have been retrieved by the thrower will require resolution by discussion among first: 1 – the players, 2 – the chalker, 3 – the Captains of both teams. If no resolution can be reached by these means, the leg is to be continued by observing the score as marked and sending a written request for resolution to the Board of Directors. Please remember that mistakes will happen during scoring, and mistaken scores will not be treated as serious an offense as poor sportsmanship; therefore, limit your discussions politely to the issue(s) at hand.
- vi. All scores, subtractions and additions made must be checked:
 - a. by the chalker and the player(s) after each throw
 - b. before the next throw by the same team
- vii. The actual score required by a player or team must be shown on the chalk board and be clearly visible to the players and the marker.
- viii. During a throw, a thrower may ask the amount scored and/or the score remaining with any number of darts thrown. The chalker may not indicate the required double or the combination of shots required to finish the leg; for example, a chalker may indicate that a player requires 32, but MUST NOT tell the player that he/she requires "double 16".
- ix. A thrower who requires assistance with counting or finishing combinations may request assistance from another player, providing he/she steps off

the oche prior to asking for help. Other players MUST NOT tell a thrower what to throw for while that thrower is on the oche.

B. CHALKING

- i. Both teams are equally responsible for scoring/chalking games and each should chalk 6 games each night of play.
- ii. Chalkers should remain still and silent while players are throwing.
- iii. Chalkers must NOT touch the board or any thrower's dart during the throw, unless the chalker is asked to remove a double bull under the rules for "bulling."
- iv. The actual score required by a player or team and past scores must be shown on the chalk board and be clearly visible to the throwers.
- v. During a throw, a thrower may ask the amount scored and/or the score remaining with any number of darts thrown. The chalker may not indicate the required double or the combination of shots required to finish the leg; for example, a chalker may indicate that a player requires 32, but MUST NOT tell the player that he/she requires "double 16".
- vi. A thrower who requires assistance with counting or finishing combinations may request assistance from another player, providing he/she steps off the oche prior to asking for help. Other players MUST NOT tell a thrower what to throw for while that thrower is on the oche.
- vii. Score left to right (in '01 matches) – record the score thrown on the left side, the number required on the right.
- viii. Mark single numbers in Cricket with a slash (/), two of a number with an "X" and a closed number with an "O".
- ix. Any reasonable request to change or remove a chalker must be granted without question.

Additional information and suggestions may be found in the section "Tips for Chalkers."

12. STANDARDS

A. OFFICIALS

All aspects of a team's home playing area and player equipment are subject to review and approval by the Board of Directors or their appointees. MTADL conforms to NDFC standards regulations, and any regulations not specifically covered in this document are covered in the NDFC rulebook.

B. DARTS

- i. Players must have undisturbed access to a set of darts; use of bar darts, sharing darts with a non-playing person, and/or sharing darts with a doubles partner are considered undisturbed.
- ii. Each dart will consist of a point that is fixed to a barrel ("Hammerhead", "Power Point", etc. styles of points are acceptable). A shaft/stem and flight will be attached at the rear of the barrel, which may consist of multiple pieces, e.g. a flight, flight-securing device, flight protective device and a shaft/stem.
- iii. Any one dart may NOT:
 - a. exceed an overall length of 12 inches (30 1/2 cm)
 - b. weigh more than 50 grams.

C. DARTBOARDS

- i. Approved boards
 - a. Only NDFC, ADO, FDO, BDO sanctioned dartboards may be used for league play. No other type of game board is allowed e.g. Quadro 240, Championship Choice (practice), or Lazy Links (golf).
 - b. Boards must be in “playable” condition, to be determined by the board’s representative. Faults may include but are not limited to blisters, broken, bent or missing wires, overly dry faces and areas with overuse.
- ii. Board placement
 - a. The board must be set-up so that:
 - i. the 20 segment is at the top centre of the dartboard
 - ii. the height from the floor to the centre of the bull is 68 inches (5 feet 8 inches or 173 cm)
 - iii. the distance from the front of the oche or toe line to the face of the dartboard is 93 ¼ inches (7 feet 9 ¼ inches or 237 cm)
 - iv. the diagonal measurement from the centre of the bull to the oche is 115 ½ inches (9 feet 7 ½ inches or 293 ½ cm)
 - b. A discrepancy of ¼ inch will be accepted as a true measurement
 - c. A player or a team captain has the right to request that a board be rotated or changed during the course of play, providing that the opposing player or team captain agrees with the request. Requests, and therefore compliance with a change or rotation of a board will only occur between legs.

D. LIGHTING

- i. All dartboards must be adequately and evenly lit. Each board is to have its own light source (150 watt minimum or fluorescent strip).
- ii. All lighting fixtures must be fit to divert light away from players’ eyes when standing at the oche.

13. TEAM AND PLAYER REGISTRATION AND RELEASE

A. REGISTRATION AND RELEASE OF PLAYERS

- i. A team may register a maximum of ten (10) eligible players at any one time.
- ii. Adding Players after Registration:
 - a. In an Open or Unranked Division (the highest-ranked division for that season), teams with fewer than ten (10) registered players may add eligible players until there are fewer than five (5) game weeks left in the regular season. Player eligibility should be confirmed by the MTADL board prior to play, but it is ultimately the responsibility of the captain to confirm that a player is eligible to participate in MTADL events.
 - b. In Ranked Divisions, teams with fewer than ten (10) registered players may add eligible players until there are fewer than five (5) game weeks left in the regular season. Player eligibility and division suitability must be confirmed by the MTADL board prior to play, and it is ultimately the responsibility of the captain to confirm

- that a player is eligible to participate in MTADL events and play for that team.
- c. At no time may a sitting member of the board make decisions regarding the addition or release of players in his or her own division without consultation from other members of the board.
- iii. Releasing Players after Registration
 - a. After the first week of play, a maximum of three (3) player release forms will be accepted per team, after which the Board of Directors' approval will be required.
 - b. A player may be released by a captain or may request to be released from a team, but in all cases the MTADL board, the captain, and the player must be notified before the player may be eligible to play on another MTADL team.

B. PLAYER ELIGIBILITY AND RANKING

The board of directors will be responsible for determining players' rank and eligibility, and the following methods MAY be used as a guideline:

- i. Determining Eligibility
 - a. All players must be of legal drinking age to play in the league.
 - b. Failure to adhere to league rules will subject teams and/or players to forfeiture of team points and/or further disciplinary action such as suspension to be determined by the board of directors.
 - c. Any player having appeared on an MTADL score sheet is ineligible to play for a second MTADL team unless they have been officially released from their prior team.
 - d. In order to be eligible to play in the playoffs, a player must appear on at least 5 game sheets for their playoff team from 5 different regular season games.
 - e. Individual Awards Eligibility
 - i. To qualify for a season individual award for high PPDs or Overall Player, a player must have played 51% of possible regular season singles matches.
 - ii. To qualify for the Season High Finish Award, players must be eligible to play in that year's playoffs.
- ii. Ranking Players
 - a. Ranking is determined primarily by the previous year's statistics; however, the Board of Directors reserves the right to rank and/or alter the rank of any playing member.
 - b. Any player who has held a ranking in the league and has been absent for a time may be assigned the rank they last held within the league.
 - c. Any player with a ranking in another league may be ranked similarly in the MTADL.
 - d. An unranked player may be assigned a rank based upon information from reliable sources.
 - e. A player or captain who feels that a player's rank has been unfairly determined may apply in writing to the board to have that rank reviewed.

C. TEAM RANKING AND ELIGIBILITY

The board of directors will be responsible for determining eligibility of and ranking of teams and creating divisions for the benefit of the entire MTADL membership, and the following criteria MAY be used as a guideline:

- i. All teams must have a minimum of six (6) eligible players to be accepted into the League.
- ii. The board will attempt to create a reasonable number of teams in each division.
- iii. The board will do its best to keep higher-ranked players, both those ranked by PPDs and those assigned ranks according to the rules above, in a division separate from lower ranked players. However, when assigning teams to divisions, the overall ability of a team will take precedence over individual abilities of players.
- iv. If the number of teams permits, divisions based on location will be created.
- v. The average PPDs of the top 6 players of a team MAY be used to determine a team's ranking.
- vi. MTADL Divisions or team rankings will not equate with individual player rankings, ranking systems used in other leagues, or with the four-tiered system used by Darts Ontario.
- vii. If a completely new team enters the league, the board should contact other leagues in order to add them to MTADL in a fair manner.

14. DISCIPLINE AND PROTESTS

- i. All members must conduct themselves with due regard and respect for all other players, bar staff, patrons and property.
- ii. Unfair or unsporting conduct by a team or any of its members will subject the player(s) and/or team to forfeiture of team points and/or disciplinary action as determined by the Board of Directors and the Disciplinary Committee.
- iii. All protests must be sent in writing to the Board of Directors by the team Captain(s) within ten (10) days of play, including contact information for all players involved.
- iv. All decisions by the Board of Directors are final.

Additional information regarding protests may be found in the Discipline and Protest Handbook provided with the rules package.

15. TEAM REPRESENTATIVE MEETINGS

- i. Team representative meetings will be held at various times throughout the season, and representatives from each team will be invited.
- ii. Meetings will be announced using MTADL media outlets well ahead of time and planned respecting other dart related events in the area.
- iii. An agenda will be published one week prior to the meeting.
- iv. Minutes of the meeting will be published within 8 days following the meeting.

16. PENALTY POINTS

- i. Penalty points may, or may not, be applied at the discretion of the statistician and/or the Board of Directors. In the event that no specific penalty is mentioned in these rules and a team player, captain and/or the team violates any of the MTADL rules, a penalty may be imposed; such penalty being determined solely by way of a motion passed by the Board of Directors.
- ii. Team Captains may contest an assessment of a penalty by filing an Appeal to the board stating their position.
- iii. If any team has forfeited twenty (20) or more points in a single season, the team captain and any/all players can be called before the Board of Directors to justify the team's continued existence within the League.

INFRACTION	RECOMMENDED PENALTY
Unregistered/Ineligible Player	Minus 2 points, plus minus all games played
Late Score Sheet	Minus 2 points
No Score Sheet Received	Minus 3 points
Incorrect Score Sheet	Minus 2 points
Incomplete Score Sheet	Minus 2 points
Illegible Score Sheet	Minus 2 points
Team not represented at a Team Rep's Meeting	Minus 5 points (the first time) Minus 10 points (subsequent times)

Tips for avoiding penalty points:

- Both team captains must scan or email the completed score sheet and PPD sheet to the statistician within 48 hours of the game.
- Both team captains must sign the score sheet at the end of the night, attesting to the accuracy and correctness of the content.
- Score sheets must contain clear and complete information.
- Print all information legibly.
- Complete the entire Score Sheet and PPD Sheet including team names and date.
- Include each player's FIRST and LAST name; do not use nicknames
- Compare your team score sheet with your opponent's to ensure they agree.

17. SPONSORS

Any team and/or player may have sponsors and the sponsors may support that player or team in any manner that does not conflict with the best interests of MTADL.

18. TIPS FOR CHALKERS

The following is provided for the benefit of all members of the league. Captains should ensure that each member of their team is familiar with them:

- A. DO follow the Rules for Chalking and Scoring provided above.
- B. DO remain impartial.
- C. Remain Silent; DO NOT

- a. Answer cell phones. Phones must be turned to silent/vibrate prior to chalking; if you must answer your phone excuse yourself from chalking between player turns.
 - b. Converse with non-playing persons.
 - c. Speak with the throwers unless answering a request or resolving a conflict.
 - d. Call out scores unless requested by the thrower.
 - e. Offer advice or finishes to throwers or comment on their game.
- D. Remain Still; DO NOT move about to
- a. Look at the shooter.
 - b. Lean in to see where a dart has landed, unless the thrower has requested.
 - c. Watch the flight of a dart.
 - d. Drink unless both throwers have agreed that the chalker may do so (throwers reserve the right to change their minds during the leg).
- E. Keep track of the score; DO NOT
- a. Change a score written down while a player is throwing, or in the midst of a throw.
 - b. Change a score written down if that player and/or team has shot again, except for obvious errors.
 - c. Change the side of the scoreboard used for a player / team in a match. For example, if a team's score is recorded on the left side for the first leg, that team's score must be recorded on the left side for the entire match.
 - d. Erase scores in a singles match without keeping track of darts thrown for PPD purposes.
 - e. Cross out the score thrown and previous total during 401 and 501 matches to make the remaining score clear.
 - f. Score left to right (in '01 matches) – record the score thrown on the left side, the number required on the right.
 - g. Mark single numbers in Cricket with a slash (/), two of a number with an "X" and a closed number with an "O".
- F. DO NOT touch darts that are in the board except when required during the bulling process.