



**M. T. A. D. L.**

**Metropolitan Toronto Area Dart League**

**GENERAL RULES**

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## 1. INTRODUCTION

- a) This document contains rules and regulations that apply to all members of the Metropolitan Toronto Area Dart League. 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.
- b) 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 (applicable for all relevant rules)

For the purpose of these rules the following definitions apply:

<b>Leg:</b>	A single game of 401, 501, or Cricket.
<b>Oche/Toe Line:</b>	The back of the oche when it is significantly raised, or the front of a taped, painted, or flat line.
<b>Match:</b>	The best 2 of 3 legs
<b>M.T.A.D.L.</b>	Metropolitan Toronto Area Dart League
<b>Set:</b>	3 doubles 501 matches, 3 doubles cricket matches, 6 singles 401 matches or 6 singles 501 matches make a set.
<b>Game:</b>	The entire night of play – three sets or 12 matches.
<b>Board:</b>	An M.T.A.D.L. league approved playable dartboard.
<b>Inner Bull:</b>	The inner center ring of the dartboard.
<b>Outer Bull:</b>	The outer center ring of the dartboard.
<b>PPD:</b>	Points Per Dart – an average per dart thrown score used to rank players.
<b>Double Out:</b>	When the dart player throws his/her dart within the double such that the total points scored subtracted from the points remaining equals zero.
<b>Called:</b>	Confirmation by the chalker of a dart thrown.
<b>Unranked Player:</b>	A person who has not yet played nor earned a ranking in the M.T.A.D.L.
<b>Perfect Game:</b>	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.
<b>Valid Triple (Cricket):</b>	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. See Rules of Play 4.C for further information.
<b>Valid Double (Cricket):</b>	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. See Rules of Play 4.C for further information.

## 3. DARTS

- a) Players must have undisturbed access to a set of darts. For example: use of bar darts, sharing darts with a non-playing person, and/or sharing darts with a doubles partner will be considered undisturbed for the purpose of this section.
- b) 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 many pieces (i.e.: a flight, flight-securing device, flight protective device and a shaft/stem).
- c) any one dart may NOT:
  - i. exceed an overall length of 12 inches (30 1/2 cm)
  - ii. weigh more than 50 grams.

## 4. THROWING

- a) All darts must be released directly from the player's hand. A dart will be considered thrown if a player makes a throwing action and the dart travels more than four (4) feet towards the board.
- b) A throw consists of three darts, unless a leg, set, or match is finished in less than three (3) darts.
- c) Any dart bouncing off or falling out of the dartboard does NOT count and cannot be thrown again.
- d) No person shall touch a dart in the board until the completion of the player's throw.

## 5. STARTING AND FINISHING A MATCH

- a) 401 and 501
  - i. In all 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 remain the same as it was prior to 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. The leg is concluded by the dart scoring the required double, and the scoring darts remain in the board until the chalker announces "Game Shot" or the player retrieves all scoring darts from the board.
- b) Cricket
  - 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 the 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.

## 6. SCORING

- a) A dart will only score if the point remains in or is touching the face of the board, within the outer double wire, and having been “called” by the chalker, is retrieved by the thrower.
- b) 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.
- c) Darts will be retrieved from the dartboard only after the score has been called and recorded by the chalker.
- d) 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 with 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.
- e) All scores, subtractions and additions made must be checked:
  - i. by the chalker and the player(s) after each throw
  - ii. before the next throw by the same team
- f) 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.
- g) A player 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”. A player 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 player what to throw while that player is on the oche.

## 7. DARTBOARDS

- a) Only NDFC, ADO, FDO, BDO sanctioned dartboards (in playable condition as determined by the Board of Directors) may be used for league play. No other type of game board is allowed eg. Quadro 240, Championship Choice (practice), or Lazy Links (golf).
- b) 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 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).
  - v. 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.

## 8. LIGHTING

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

## 9. OCHE (TOE LINE)

- c) During play, a player must not deliver any dart with his/her feet, inclusive of footwear, in any position other than behind the toe edge of the oche or taped / painted toe line.
- d) 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.
- e) 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.

## 10. TIME

- a) STARTING TIME

**C Division - 7:30 pm**  
**B and Ladies Division - 7:30 pm**  
**A Division - 7:45 pm**

If requested, captains may grant a 15-minute grace period to allow for late arrivals due to traffic / weather etc. If the opposing captain is not prepared to start at the end of the requested grace period, they must forfeit the first set of matches.

- b) TIME ALLOWED BETWEEN SETS AND MATCHES

- 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.
- At the conclusion of a match, the Home Team Captain will list the players for the next match on the board. All players must immediately be notified that they are due to play. 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.

- c) FORFEIT RULE

- If a captain does not have his players listed on the game sheet within the allotted time, he/she will forfeit the set.
- If a team does not have any members present by the designated start time, and there has been no attempt to contact the opposing team, they will forfeit the night.

## 11. PLAY PROCEDURE

- a) 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. The home team will always throw the first dart at the bull. Any dart remaining in the dart board counts as a player's bull shot, regardless whether it is in the scoring area or not.
- b) In doubles, either player in a given match may shoot for the bull.
- c) Two outer bulls, no matter where they lie in the bull are considered a tie and must be thrown again by the same players, in the same order.
- d) Two inner bulls are considered a tie and must be thrown again in the same order.
- e) The home player must remove an inner bull thrown if requested by their opponent.
- f) If the second dart thrown at bull should knock out the first dart thrown, the player whose dart was knocked out may throw again.
- g) Any dart thrown for bull to determine order of play that bounces or falls out of the board may be thrown again.
- h) Prior to each set (doubles, singles, cricket) both captains will independently list their players for that set on their game sheet to ensure a blind match-up of players.
- i) All players must be entered on the game sheets prior to the start of the set.
- j) All matches must be played in the order listed on the game sheet, on the first available board.

- k) 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
- l) 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.
- m) Results of each match should be recorded immediately on game sheets, especially PPD results for singles matches.
- n) At the conclusion of the night, both teams must compare game and stats sheets and sign off on their opponent's copies. Both captains are responsible for submitting both sheets to the league within 48 hours.

## 12. 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 the League.

## 13. DISCIPLINE AND PROTESTS

- a) All members must conduct themselves with due regard and respect of all other players, bar staff, patrons and property.
- b) 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.
- c) 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.
- d) All decisions by the Board of Directors are final.

**NOTE:** Additional information regarding protests may be found in the document “**DISCIPLINE AND PROTESTS**” included in your rules package.

## 14. CHALKING

- a) Both teams are equally responsible for chalking games and should chalk 6 games per team each night of play, whether at home or visiting.
- b) Chalkers should remain still and silent while players are throwing.
- c) Any reasonable request to change or remove a chalker must be granted without question.

**NOTE:** Additional information and suggestions may be found in the document “**TIPS FOR CHALKERS**” included with your rules package.

## 15. STANDARDS

All aspects of a team's home playing area are subject to review and approval by the Board of Directors, or their appointees.

## 16. TEAM REPRESENTATIVE MEETINGS

- a) Team representative meetings will be held at various times throughout the season.
- b) Each team MUST have at least one of its own registered players, preferably the Captain or Co-Captain, present for each team representative meeting.
- c) The first time a team misses a team representative meeting, they will be penalized five (5) points.
- d) Each successive absence by a team who has already missed a meeting will result in a penalty of ten (10) points.

## 17. PENALTY POINTS

- a) Penalty points may, or may not, be applied at the discretion of the statistician and/or the Board of Directors.
- b) Team Captains may contest an assessment of a penalty by filing an Appeal to the board stating their position. Appeals should be filed with the Divisional Representative for review by the Board of Directors.
- c) 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
- d) If any team has forfeited twenty (20) or more points in a single season, the team captain and any/all players will be called before the Board of Directors to justify the team's continued existence within the League (see *Rules of Play, page 3, 1, g*)

INFRACTION	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)

### FURTHER EXPLANATION (TO HELP AVOID PENALTY POINTS)

#### Unregistered or Ineligible Player

- a) A player is not registered until he/she is issued a membership number by the league statistician.
- b) Teams with less than 10 registered players may register a new player on the first night the player appears on the sheet up to, and including, the 4<sup>th</sup> week of play in the season by providing the player's full information to the statistician with the score sheet for that night.

A Player Change Form MUST accompany the faxed/emailed game score sheet within 48-hours of the completion of the game. Failure to submit the complete player information form within the required time frame will result in the player being considered unregistered.

- c) Teams with less than ten (10) registered players may add new players up until the third week of January, at which time no player changes will be approved by the board.
- d) When a registered player plays with an unregistered player, the registered player will not receive a loss or win, but the record will show that they played that night.

#### Late and Missing Score Sheet

- a) Both team captains must fax or email the completed score sheet and PPD sheet to the statistician within 48 hours of the game or penalty points will be deducted.

#### Incorrect, Incomplete and Illegible Score Sheets



- b) Both team captains must sign the score sheet at the end of the night, attesting to the accuracy and correctness of the content.
- c) Every All-Star point must be initialed on the score sheet by both teams in order to verify and validate the All-Star points thrown.
- d) Score sheets must contain clear and legible information.
  - o Print all information
  - o Complete the entire Score Sheet and PPD Sheet including team names and date
  - o Include each player's FIRST and LAST name; do not use nicknames
  - o Compare your team score sheet with your opponent's to ensure they agree.

## 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.

### Cell Phones:

- Cell phones must be turned to silent/vibrate prior to chalking.
- If you must answer your phone excuse yourself from chalking between player turns.

### When you are chalking a match DO NOT:

- Move about.
- Let your mind wander or get into a conversation.
- Look at the shooter.
- Lean out to see where the dart has landed until the last dart is in the board unless requested by the player.
- Move your head or body to follow the flight of a dart.
- Call out the score of darts thrown or the score remaining unless asked by the player.
- Tell the shooter the combination to throw for a finish – you may, if asked tell the player what has been scored and/or the remaining score.
- Change a score written down while a player is throwing, or in the midst of a throw
- Change a score written down if that player and/or team has shot again, except for obvious errors.
- 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.
- Erase scores in a singles match without keeping track of darts thrown for PPD purposes.
- Show signs of excitement or disgust.
- Touch darts that are in the board.
- Drink while chalking unless all players in the match agree that it is okay and continue to agree (they have the right to change their minds) that it will not distract them.

### When you are chalking a match DO:

- Pay attention to what you are doing.
- Remain impartial.
- Remain still.
- Stand facing the scoreboard.
- Cross out the score thrown and previous total during 401 and 501 matches to make the remaining score clear.
- Score left to right (in '01 matches) – record the score thrown on the left side, the number required on the right.
- Mark single numbers in Cricket with a slash (/), two of a number with an "X" and a closed number with an "O".

If any player objects to your adherence to the above, that player may ask his or her captain to request a change of chalker. You are obliged to comply with this request without comment or complaint.