



M. T. A. D. L.

Metropolitan Toronto Area Dart League

RULES OF PLAY

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1. TEAMS

- a) All teams must have a minimum of six (6) eligible players to be accepted into the League. Each team may have a maximum of ten (10) players registered at one time. Who actually plays in each match is up to the respective team Captains.
- b) 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.
- c) 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. At the conclusion of each match, the home captain must list the players for the next match upon the board.
- d) No player shall leave a match while in the middle of a leg, except for emergency circumstances and with the agreement of their opponent.
- e) 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:
 - 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.
 - 4 players: The team missing two players will forfeit one (1) doubles 501 match, two (2) singles matches and one (1) Cricket match.
 - 3 players: The team missing three players will forfeit two (2) doubles 501 matches, three (3) singles matches and two (2) Cricket matches. No dummy scoring or handicapped Cricket matches will be allowed when a team fields less than five (5) players.

Number of Players	Matches forfeited to opposing team
5	1 (singles)
4	4 (1 doubles, 2 singles, 1 cricket)
3	7 (2 doubles, 3 singles, 2 cricket)

- f) A team showing up to a game with less than three (3) 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.
- g) In the event that both teams are short, the above forfeit schedule shall apply to both teams, where each match where no players are available for either team will be forfeited by 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.
- h) **RECYCLING OF PLAYERS WILL NOT BE ALLOWED UNDER ANY CIRCUMSTANCES. ANY TEAMS FOUND TO BE RECYCLING PLAYERS WILL HAVE ALL MATCHES USING RECYCLED PLAYERS FORFEITED.**
- i) If any team has forfeited twenty (20) or more points in a single season, the team captain and / or any and all players will be called before the Board of Directors to justify the team’s continued existence within the League.
- j) **INCLEMENT WEATHER:** In the event of poor weather, 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.
- 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.
- In the event of an inability to mutually reschedule, the Board of Directors reserves, but is not limited to, the right to reschedule the game or award points to either or both teams.

2. GAMES

All sets must be as follows and in order. All sets will be played as best 2 of 3 legs, except A division singles, which are best 3 of 5 legs.

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 and Ladies Divisions	
Three (3) Doubles	501 straight in, double out
Six (6) Singles	401, straight in, double out
Three (3) Cricket Doubles	As per the rules of Cricket

3. TEAM POINT SCORING

- 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.
- Players winning their respective singles matches will receive four (4) points. Their opponent will be awarded one point per leg won. Example: Joe beats Fred two legs to one – Joe receives 4 points, Fred receives 1 point. In A division: Edwin beats Doug 3 legs to two – Edwin receives 4 points, Doug receives 2 points.
- Players winning their respective doubles 501 or Cricket matches will receive 2 points each.

4. ALL-STAR POINTS

- Both teams **MUST** initial stats sheets in order to verify and validate all-star points thrown.
- 501 and 401 matches:
 - Scores of 130 or higher will award one (1) all-star point
 - Scores of 170 or higher will award two (2) all-star points
 - Finishes of 101 or higher will award two (2) all-star points
 - A perfect game (7 darts in 401, 9 darts in 501) will award four (4) all-star points
 - 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.
 - 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.

- c) Cricket matches:
- 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.
 - 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 doubles bulls, or five or six valid bulls in a single turn.
 - 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.
 - A mark may be used if it is necessary to close a number or if it can be used to score points.
 - 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.
 - 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 less than 6 players at both the commencement of play that night and at the start of the round.

5. PLAYERS

REGISTRATION OF PLAYERS

- A team may register a maximum of ten (10) eligible players at any one time.
- Teams with less than ten (10) registered players may add new players until there is less than 5 game weeks left in the regular season, at which time no player changes will be approved by the Board.
- 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.
- No player may change teams during the season without the Board of Directors' approval.

CURRENT RANKINGS PRACTICES & RESTRICTIONS

The following restrictions are placed on teams:

A Division	No restrictions
B Division	Maximum of 2 'A' ranked players per team No 'Premier' ranked players No limit to 'B' and 'C' players
C Division	Maximum of 2 'B' ranked players per team No 'A' or 'Premier' ranked players No limit to 'C' ranked players

- A player's rank is determined as follows:
 - 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.
 - 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.
 - Any player with a ranking in another league may be ranked similarly in the M.T.A.D.L.
 - The Board of Directors reserves the right to rank any player as the Board so determines. A player or captain who feels that a player's rank has been unfairly determined by any of the above methods may apply in writing to the Board to have that player's rank reviewed.

- An unranked player is a person who has never played in the M.T.A.D.L. and is not recognized by the Board as having a rank in the M.T.A.D.L. or any other league recognized by the Board.
- f) All players must be of legal drinking age to play in the league.
- g) Failure to adhere to the rules will subject teams and/or players to forfeiture of team points and/or further disciplinary action as determined by the Board of Directors.
- h) A player must appear on five (5) separate score sheets in a single season to be eligible to play in that season's playoffs.

6. POINTS PER DART (PPD)

- a) PPD average is the primary method used for ranking and comparison of players within the M.T.A.D.L. Open divisions and is the most accurate method of comparing players within and across divisions.
- b) PPD averages are only tracked in singles play.
- c) 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
- d) For PPD statistics, any turn with darts bouncing or falling from the board onto the floor still counts as a 3-dart turn. Example: Fred throws two darts in the single 18, and his third dart bounces from a wire and falls to the floor. Fred's three dart score is 36. A busted score still counts as a 3-dart turn, even if the score is busted with the first dart. Example: Karen has 51 required, but hits a triple 19 for a score of 57, busting her score. The turn is still recorded as a 3-dart turn.
- e) When a player takes out a double with less than 3 darts, only the darts required to take out the finish the leg will be counted. Example: Joyce has 32 remaining after 7 turns (21 darts). Joyce finishes the 32 on her second dart. Joyce's total will be recorded as 23 darts, 0 remaining.
- f) Chalker'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.
- g) 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. Both opponents may have an equal number of darts thrown if the winner finishes using all three darts and did not start the leg. The winner may have thrown one or two darts less than the opponent if the opponent started the leg first. In any case, the loser of any leg of 401 or 501 **MUST** have a number of darts thrown divisible by three (3) as they have completed all turns and have a score remaining – only a winner's score can have a number of darts thrown without being divisible by three.
 Example of three legs: Bill vs. Bryan
 - 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.
 - 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.
 - Leg 3: Bill starts and finishes in 13 darts – Bryan has 154 required. Bryan will have a PPD tracking of 12 thrown, 154 required.
 - 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.
- h) PPD averages are cumulative throughout the entire season, averaged over the total number of games, darts thrown and the total number of darts remaining.