



MTADL General Rules 2019-20

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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). 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 scorer of a dart thrown.
Double Out	When the dart player throws the 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.
PPD	Points Per Dart is an average per dart thrown score.
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 7:45 pm.

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 four (4) players **RECYCLING** rules will apply as follows;

Circumstances in which Recycling is allowed/disallowed:

- a) In the event one or both teams are short for a set, the team that is short will be allowed to recycle up to two players in that set.
- b) There will be NO recycling in playoff games.
- c) If a team recycles or forfeits twenty (20) or more matches in a single season, the team may be called before the board to justify its continued presence in the league.

When Recycling is Allowed: Number of Players Present

- a) A player may be recycled only ONCE per night.
 - i. If a team has only 4 players present, 1 player will be chosen to recycle for doubles 501 and will play with a dummy score; 1 player will be chosen to recycle for the fifth position in singles; sixth singles will be forfeited; 2 players will be chosen to recycle for doubles cricket.
 - ii. If a team has only 5 players present, 1 player will be chosen to recycle for doubles 501; 1 player will be recycled for the sixth position in singles; 1 player will be chosen to recycle for doubles cricket.
 - iii. If a team has 6 players (or players and non-playing captains), no recycling will be allowed.
 - iv. Recycled doubles matches will be listed last in the line-up of a set.

Method for Recycling:

- a) At ALL times, recycled players will be chosen by “random selection”.
- b) When recycling a player in a set, the player will be identified by the player’s name preceded by (R) on the score sheet.
- c) Recycled players will be determined prior to setting the lineup for each set.
- d) Team captains will ensure that recycling doesn’t affect continuous play. (*i.e.* no player should be played in both the 5 and 6 singles positions) In an instance where both teams are short an equal number of players, matches should be ordered in such a way that boards are in continual use.
- e) PPDs for the game MUST be entered on the scoresheet and entered into the database. However, no personal all stars will be awarded to a recycled player, nor will PPDs count toward the player’s ranking.

When Recycle Is Not Allowed: (Forfeiture of Games)

- I. If a team is not eligible to recycle as per the rules above or if it is playoffs where recycling is not permitted, they will be subject to forfeiting games to their opponents. 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 representing the second player until their score remaining is less than 101. Once the score is lower than 101, the short team’s player will throw alone against the opposing doubles team without help from the dummy score. The sixth match of singles shall be forfeited to the opponent. The third match of cricket will be played as a one vs. two player match (3 vs. 6 darts per turn).
 - b. 4 players: The team missing two players will forfeit the third doubles 01 match, the fifth and sixth singles matches and the third cricket match.
 - c. 3 players: The team missing three players will forfeit one doubles 501 match, three singles matches and one cricket match. The second doubles 501 match will be played with a “dummy” score as described in point (a.) above.

Number of Players	Matches Forfeited
5	1 (singles)
4	4 (1 doubles, 2 singles, 1 cricket)
3	6 (1 doubles, 3 singles, 1 cricket)

- ii. 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 scores reflecting which players receive individual points for the forfeited games.
- iii. 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.
- iv. If any team has forfeited twenty (20) or more points in a single season, a team representative may be called before the Board of Directors to justify the team's continued existence within the league.
- v. **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.

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 O1 LEG

- i. In all O1 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 scorer 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 all matches, the **home team will bull first** for every 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 scorer is unable to determine which dart is closer to the centre 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 scorer 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 for their team.
- 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.
- 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 – C Division

Pertaining to **General Rule 6A: STARTING AND FINISHING AN 01 LEG**, a “Mercy” rule will be used for C division 501 singles matches only. The following restrictions and methods for enacting this rule are:

1. Circumstances in which the Mercy Rule is allowed/disallowed:

- i. 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), the leg will be stopped and both players will throw three darts at the board. The highest total score in the 3-dart count up wins the leg.
- ii. PPD’s will be accumulated up to 75 darts per leg.
- iii. There will be NO mercy rule allowed in playoff games.
- iv. NO All Stars points will be awarded for a 3-dart count up.
- v. There will be NO mercy rule allowed in 501 Doubles matches.

2. Method for enacting Mercy:

- i. At the time both players have thrown 75 darts in a single leg, both captains will intervene the game will be halted.
- ii. The player that won the diddle will throw first. He/she will throw three darts as per normal game play. The scorer will add all three darts thrown and mark the score visibly on the appropriate side of the scoreboard, **without** erasing the previous scores.
- iii. The opposing player will then throw their three darts as per normal game play. The scorer will add all three darts thrown and mark the score visibly on the appropriate side of the scoreboard, **without** erasing the previous scores.
- iv. The player highest accumulated three dart score wins the leg. If there is a tie, three more darts are thrown in the same order until there is a winner.
- v. PPDs will reflect 75 darts for each player but the losing player will have their score reflected as 75 (remaining score from the leg) vs. the winning player will be scored as 75/0 regardless of how many points they had left in the leg.
- vi. 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 has 40 left and Bob has 100. At this point, the “**Mercy**” Rule is enacted. John won the diddle at the start of the match so he throws first. John throws three darts totaling 60 points. Bob then throws his three darts and scores 55 points. John wins the leg. John’s PPDs will be entered as 75/0 and Bob’s will be entered as 75/100.

7. GAME SCORING

- i. The scoring for each game will be one point awarded to the winning team of each match with a total possible of twelve (12) points per evening.
- ii. Players winning their singles matches will receive four (4) points. Their opponent will be awarded one (1) point per leg won.
- iii. Players winning doubles 01 or doubles cricket matches receive two (2) points each.

8. ALL-STAR POINTS

- i. Both teams MUST initial stats sheets in order to verify and validate all-star points.
- 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 in all divisions.
 - 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.
 - g. Scores of 171 or higher will award two (2) all-star points in the Premier division.
- iii. **Cricket matches:**
 - a. Players will be awarded one (1) all-star point for throwing any of the following in a single turn;
 - two valid triples and one valid single
 - two valid triples and one valid double
 - one valid triple and two valid doubles
 - two valid triples and one outer bull
 - b. Players will be awarded two (2) all-star points for throwing any of the following in a single turn in all divisions;
 - three valid triples
 - two valid triples and one valid inner bull

- one valid triple and two valid inner bulls
 - three valid inner bulls
- 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 is counted when it used to close a number or if it can be used to score points. (i.e. a triple 20 is counted as a single mark, not three marks, if only one 20 was needed to close because your opponents already had 20s closed)
- 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 do so. 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 as per the rules for teams playing shorthanded.

9. POINTS PER DART (PPD)

- i. PPD averages are only tracked in singles play in B and C Divisions.
- 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 count a three-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 three dart score is 36. A busted score still counts as a three 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 three-dart turn scoring 0 points.

- iv. When a player takes out a double with fewer than three 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 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 left.

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 scorer, 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 & SCORING ETIQUETTE

A. SCORING

- i. The scorer 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 and has been called by the scorer 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 scorer.
- 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 scorer, 3 – the captains of both teams. If no resolution can be reached, 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 will not be treated as serious an offense as poor sportsmanship.
- vi. All scores, subtractions and additions made must be checked:
 - a. by the scorer 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 scorer may not indicate the required double or the combination of shots required to finish the leg. For example, a scorer 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.

SCORING ETIQUETTE

- x. Both teams are equally responsible for scoring games and each should score six games each night of play.
- xi. Scorers should remain still and silent while players are throwing.
- xii. Scorers must NOT touch the board or any thrower's dart during the throw, unless the scorer is asked to remove a double bull under the rules for "bulling."
- xiii. 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.
- xiv. Score left to right (in '01 matches) – record the score thrown on the left side, the number required on the right.
- xv. Mark single numbers in Cricket with a slash (/), two of a number with an "X" and a closed number with an "O".
- xvi. Any reasonable request to change or remove a scorer must be granted without question.

12. TIPS FOR SCORERS

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 Scoring and Scoring Etiquette section 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.
 - f. Use a calculator or other device for subtraction, unless all players and captains have agreed.
- D. Remain Still; **DO NOT** move about to:
 - a. Look at the shooter.
 - b. Lean in to see to see where the dart has landed unless the thrower requests you to.
 - c. Watch the flight of a dart.
 - d. Drink unless both throwers have agreed that the scorer 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. Touch darts that are in the board.

13. 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 venue 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.

14. TEAM AND PLAYER REGISTRATION

A. REGISTRATION OF PLAYERS

- i. A team may register a maximum of ten (10) eligible players at any one time.
- ii. Teams with fewer than ten (10) registered players may add new players until there are fewer than 5 game weeks left in the regular season.
- iii. In order to be eligible to play in the playoffs, a player must appear on at least 5 game sheets from different nights.
- iv. No player may change teams during the season without the Board of Directors' approval.

B. PLAYER RANKINGS AND ELIGIBILITY

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

- i. 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.
- ii. 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. 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.
- 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.

15. 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.

16. 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.

17. 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 may be called before the Board of Directors to justify the team's continued existence within the league.

18. 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.

19. PLAYOFFS

- i. The MTADL executive will determine the playoff format based upon the number of teams in a division.
- ii. **Regular Season Tie-Break:** If two or more teams are tied in the standings at the end of the regular season, the following tie-break rules will be applied in order to establish playoff rankings. (**Note:** If more than two teams are tied, teams are eliminated from the tie-break procedure if all other teams beat them at any stage listed below.)
 - a. Winning percentage
 - b. Head to head team record
 - c. Total team 01 wins
 - d. Total team all-stars thrown
 - e. Random draw
- iii. If two teams are tied at the end of a playoff game, that game will be decided using a single four-person 1001 leg. The home team will throw for bull first to determine order of play as per the "Starting and Finishing Legs, Matches, Sets" rules.