

Passaic Morris Dart League Assoc.

Rules & Regulations 2010 / 2011 Revision

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All dart events played under the supervision of the **Passaic Morris Dart League Association** (P.M.D.L.A.) will be played in accordance with the American Dart Organization (ADO) rules (enclosed) - even though the P.M.D.L.A. is not directly associated with the ADO. As stated in Section I of the ADO rules, "any supplemental rules stipulated by local Tournament Organizers" will govern.

In any differences between the following P.M.D.L.A. rules and the ADO rules, the P.M.D.L.A. rules shall take precedence.

Good sportsmanship is the required attitude before, after, and during our events. Heckling or other harassment is strictly forbidden. It is the home team's responsibility to maintain order during league match play. (This applies to anyone present, even if they are team members). Repeated use of foul or insulting language, or threats or actual physical violence shall be considered just cause for disciplinary action which can include being penalized match points or other such penalties - up to and including being dropped from the league. The P.M.D.L.A. does **not** preempt any of a host establishment's options for dealing with unruly patrons, including members of either team. So, behave accordingly please. [As far as we are concerned, if a member of a P.M.D.L.A. team behaves in a manner that is not permissible in that establishment - they should be warned once. If they fail to modify their behavior, the bar personnel **should** ask them to leave. Being a member of the league **DOES NOT** give any extra "protection" or right to stay in the bar during a match].

We are not asking that everyone in our league become best friends, but we do expect that you can get along for the length of time it takes to play a match. Any team witnessing or experiencing poor sportsmanship should notify the league in writing. (The more information we

have, the better we can deal with an issue). All such incidents will be taken seriously, investigated, and dealt with to the best of our ability. Players, teams, and even bars will be warned and if necessary expelled from the P.M.D.L.A.

If a dispute in the interpretation of the P.M.D.L.A. rules occurs during an event, there are two options:

1. Contact the League Management by phone if we are not present at the event.
2. If you are unable to contact us by phone, the event should be continued, **BUT** the fact that it is being played under protest must be recorded on the score sheet. There will be a box for either captain to indicate the match is being protested. A brief description of the dispute must be written on the back of the mailing copy and sent to the league. The league will contact both captains and after discussion, make a ruling.

The P.M.D.L.A. assumes no responsibility for accident or injury during events.

The P.M.D.L.A. reserves the right to amend or add to these rules for any purpose deemed necessary at any time.

Section 1 - Playing Court

1. The home team captain is responsible for the host establishment's playing court. All attempts should be made to follow the ADO regulations, however all teams should understand that they are sponsored by these pubs and modify their expectations accordingly. For example, the 2' clearance to either side of the hockey may not always be available.
2. The dart board shall be a standard 18" bristle board with the standard 1 - 20 clock pattern. (*See ADO rule for specifics if needed.*)
3. The scoring wedge for 20 shall be at the top (12:00) position and shall be the darker of the two wedge colors.
4. The home team will supply a good quality board for league play. It is suggested that the board is used for league play and then switch to ensure quality boards throughout the season. If there is more than one board in the establishment, it is the home team's right to choose the board to be used.
5. The center of the bull's eye shall be at 5' 8" (68") from the floor assuming a flat, non-sloping floor). If there is a slope to the floor, take this into account. By using correct length to the foul line (hockey) and the diagonal measurement, the sloped floor can be compensated correctly.
6. The diagonal from the center of the double bull to the hockey line is 9' 7 1/2" (115.5").
7. The foul line or hockey shall be 7' 9 1/4" (93.25") from the **front** of the dart board and at least 2' wide. (Note: This measurement is taken from the front edge of the board, not the wall under the board.)

If possible the hockey should be raised. Again, because of our establishments, this may not be feasible. If the hockey is a line on either the floor or a mat, the line is officially the front edge (closest the dart board).

8. There should be at least 3' of clearance behind the line. Including all players except for the player currently shooting.

9. The board must brightly illuminated with a minimum of shadows. The lights should be affixed so that they do not get in the way of the normal flight of a dart.

10. The score board should be located where it can be easily read by both the players and the spectators of the match. Here too, it may not be possible to follow the ADO guidelines. **Again, a "best effort" must be made.**

11. The dart and score boards should be located in an area where the players will not be subject to distractions while throwing.

12. The playing courts are subject to inspection and acceptability for league play is at the discretion of the league management and the appropriate captains' counsel. Certainly the acceptability of a playing court would be a reason to play a match under protest. Such a protest **must** be made by the visiting team captain **prior** to the match commencing.

However, it should be remembered that we do play in **bars**, the playing areas will indeed be less than perfect. The object of this section is to allow for proper and consistent playing areas. It is not intended to create strife or arguments. **Play the match.** Both teams are playing on the same dart board.

Section 2 - Throws

1. All darts are to be thrown by, and from, the hand.

2. A "Throw" consists of 3 darts unless the game is completed in less.

3. Any dart bouncing off, or falling out of the board, shall not be rethrown. (No, you do not get to throw it again if you catch it!)

4. If any player touches a dart in the board during a turn or throw, the throw is then deemed completed. In other words - don't touch the darts in the board until all 3 are thrown.

5. **Foot Faults** - If a player throws from across the line, the darts thrown count as part of his or her turn, but they do not score.

One warning to the player is sufficient before this rule is invoked!

Section 3 - Team Profile

1. A team will consist of **at least 4 players**. The **maximum number** of players on the roster as active at any time **is 9 players**. Therefore, if your roster is at 9 players and you wish to add

someone, someone else must be removed. *There is no additional charge for roster adjustments with the P.M.D.L.A.*

2. Only players on a team's roster are eligible to participate in either a league match or league special event (Singles &/Or Doubles competitions).

3. A player must be at least 21 years of age.

4. A new player must be registered with the league office at least one day in advance of his or her participation in an event.

5. A new player may be added to the roster at match time if permitted by opposing captain.

6. **No roster changes will be accepted after week 13.** (See # 6a below.)

6a. No 'new' players may be added after week 13. However, if a player had been removed from a team, and the player has already qualified to participate in the playoffs, they can be re-added up until week 17. This means the player already has the mandatory 9 weeks attendance before being re-added. All the standard rules for re-adding still apply. Adds for week 17 must be done the day before the match.

7. *A player must have participated in at least 1/3 of the weekly matches to be eligible for playoff competition.* For all players except the captain, participation means that they have played at least once during the evening. For captains we are adding the following special exception: If the captain is present during the match, but does not play, and signs the score sheet that is mailed in - that will count as a week's participation towards playoff eligibility.

In calculating the number of different weeks a player is credited with participating; only one of the BYE weeks can be counted. Full Team forfeits or a week where the player's only listing is an individual game forfeit, can still be counted towards the 8 different week's requirement.

8. Any player that is dropped from one team can not be added to another team during the same season if he or she has already played in one match unless majority approval is received from division captains. If they had not played, they may be "re-signed" by another team.

Dropped players can be re-signed by their former team if 4 playing weeks have passed since they were dropped. If they are dropped a second time, they may not be re-signed a third time.

9. **If a team utilizes a player who is not on their roster, that player is "illegal". At a minimum any games played by that person are forfeit losses to the other team. The guilty team will be subject to further penalties - up to and including forfeiting the entire match and possible disqualification for the remainder of the season.** (First infraction - all points scored by the illegal player will be moved to the other team. Second infraction - either double the points scored by the illegal player or double the point the illegal player could have scored will be deducted from the 'offending team'. The other team will receive points only for the actual games, the doubled penalty is subtracted from the violating team, but the other team does not receive those extra points. Third infraction - the match can be declared a forfeit loss.)

If an "illegal" player is used, but does not score any points, that players team will have 1 point per event deducted from their team score. Those points will not be added to the other team, since they will already have received the points for winning those games.

If there is a question as to a player's eligibility, contact the league by phone.

10. All players should be able to show proof of identity if they are questioned by the opposing team. (We play in bars, you should have "proof" with you.) If there is a question if identity, and the player has no proof with them, they must print and sign their name on the back of one of the copies that is to be mailed in to the league office. It will be compared to the original signatures. If we find that illegal players have been used by a team during the season, we reserve the right to drop that team from the league and withhold any trophies or awards the team or it's members may have won.

11. Players who play in a division far below their abilities at darts are subject to this rule. The league does not want to tell anyone that they cannot play on their friend's team, but on the other hand we don't want to have a top Division A player playing in Division C and collecting all the individual trophies precluding the other true C players from a fair chance. If the league decides that this situation exists from a registration received before the deadline, the captain will be contacted and given the choices listed below. If the player is added to the roster after the scheduling draw, choice 'a' will not be available since the team has already been placed in it's division.

Choices:

a) The captain may agree to have the team "bumped" up to the next division.

b) The player may remain on the team, but be "sanctioned" in the lower division. There are 2 levels of sanctioning. The first is '**full sanctions**' - the players would not be eligible for any of the "individual awards" (singles, doubles, all star team, high score, etc.) *except* for the 171+ Club, the Marks Club, & the Corks Club. The second level is '**modified sanctions**' - here the player will be required not to participate in the singles and doubles competitions, but they will retain their all star points and be eligible for the all star team, high on, high out, & high score.

c) The player can choose to transfer to another team as long as they have not yet played for the team.

d): A player from the A division that would be fully sanctioned **will NOT be permitted to play in Division C under any circumstances.**

If the league finds that a player's true ability was intentionally hidden to prevent the league from giving the captain these choices or preventing the superior player from joining a lower division team, the league reserves the right to remove the player from the roster immediately, withhold any awards won prior to this issue coming to the attention of the league, and take further sanctions against either the team (such as removing points scored by the individual), the captain directly, and / or the player.

11a. If a team has one 'full' sanctioned player, that player may only take part in 2 of the 3 events of a regular league match. (Three events = 501 Singles / Doubles Cricket / 501 Doubles.) This applies even if it means that the team will play shorthanded in the third event. It is up to the team captain to choose which event not to play the sanctioned player. Conversely, 2 events is the *maximum* - the captain can choose to play the sanctioned player only once, or not at all.

If a team has two 'full' sanctioned players, those players may only participate in up to 3 events total between them. (Out of six possible slots for those 2 players' names - they may only be listed 3 times.) Again, this is true even if it causes the team to play short in some events.

If a player is under 'modified sanctions' - this limitation will **not** apply.

If the team violates these limits - the first infraction will be the loss of **all** the points the sanctioned player(s) earned for the match. Second occurrence means double the points earned or possible to earn. Third occurrence = match declared a forfeit loss.

11b. During the post season (play offs & special tie breaking matches) - each 'full' sanctioned player may only participate in one event a night. Once in the "regular" or single match, or twice in the finals - because it is a double match, home & away, but only once each night.

Again, modified sanctioned players are not limited in this manner.

Penalty for using a full sanctioned player more than the one time limit means the match is a forfeit loss for the offending team.

12. If a team wins it's subdivision or division, at the minimum, it will be moved up to the next division. The teams from C move up to B, and the teams from B move up to A. Obviously, the teams from A can not move up. [ps - The numbering of the subdivision is strictly for record keeping. It does **not** carry any rank information. In other words, B is B and it does not matter if you are in B-1 or B-2, etc.]

If a team designated to be advanced disbands, this can not be used to avoid being moved up. The players on the team designated to be advanced will only be permitted to play in the newly designated division, they can not find a team in the lower division to play on. We will make exceptions for individual players, if requested, and decide based upon that player's previous individual statistics and on the team or bar history.

This rule is intended to keep the skill levels in our divisions as equitable as possible.

In order to keep the "A" division and subdivision(s) as competitive as possible, the league management will have greater latitude in setting up the subdivisions within the "A" division. If more than one "A" subdivision is possible, Subdivision A-1 will be populated with the 8 strongest teams - as decided by the management. (Or 7 teams if a bye is necessary.) Additional "A" subdivisions may contain teams too strong for Division "B", as demonstrated by obtaining a win in a "B" subdivision, the prior "B" playoffs, or by a low placement in the A-1 subdivision. However, winners from the prior season in "B" may still be moved into A-1 depending on the new season's registrations.

13. The P.M.D.L.A. reserves the right to ban any player from P.M.D.L.A. sanctioned events **for unsportsmanlike conduct**, falsifying match report information, playing illegally on a second team during the same season, or other reasons of a similar nature.

We also reserve the right, if the league management deems it necessary, to ban members of a team for walking out on a match prior to it's completion. This is for teams leaving because of season point standings, not those leaving to avoid unsportsmanlike activities. The ban would be placed on those players leaving, not against those players who stay and are willing to play, even if there are not enough team members remaining to allow the match to be played.

This rule can be applied any week of the season at the discretion of the League Management. It is not limited to the weeks at the end of the season. Other team's comments will be taken under advisement and the banned players can appeal using the captains counsel process.

Section 4 - Match Formats

A Division:

4 "matches" of singles 501 (SS/DF) - 3 legs per match - 1 point per game.
2 "matches" of doubles Cricket - 3 legs per match - 1 point per game.
2 "matches" of doubles 501 (DS/DF) - 3 legs per match - 1 point per game.
Total games = 24. Total points = 24.

B Division:

2 "matches" of singles 301 (DS/DF) - 2 legs per match - 1 point per game.
2 "matches" of doubles Cricket - 3 legs per match - 1 point per game.
2 "matches" of doubles 501 (DS/DF) - 2 legs per match - 1 point per game. 2
"matches" of Singles Cricket - 2 legs per match - 1 point per game
Total games = 18. Total points = 18.

C Division:

4 "matches" of singles 301 (DS/DF) - 2 legs per match - 1 point per game.
2 "matches" of doubles Cricket - 2 legs per match - 1 point per game.
2 "matches" of doubles 501 (DS/DF) - 2 legs per match - 1 point per game.
Total games = 16. Total points = 16.

Section 5 - Dates & Start Time

1. Start time is **7:45 PM**.
2. The match board shall be cleared for warm ups at least 30 minutes prior to match time for player practice.
 - a) After the initial practice session, each player is limited to 3 practice rounds (9 darts) between games or events.
 - b) Once play has commenced, the play should continue without delays. A player is permitted 5 minutes to repair damaged equipment. Otherwise all three darts in a round should be thrown without delay to be considerate of your opponent(s).

Hint - don't disappear to buy a drink in the middle of a game or set. Have another member of your team get it for you.

3. Matches can be rescheduled or delayed by mutual consent of both captains prior to the match. If the opposing captain requests such a postponement one day prior to the match (by Sunday night), it should be granted. A team is *not required*, but may elect to, grant a postponement the night of the match. (See rule 7.)

If you are requesting the match be rescheduled, notify the league at the time you make the request of the other team. This way the League can verify the advance warning aspect of this

rule. Both teams should notify the League separately of the postponement - who made the request and when you intend to make up the match.

3a. A team may only request to postpone twice during the season. Postponements granted at other teams' request do not count towards this limitation. In addition, only matches postponed for 4 or more days count towards the limit. (If a postponed match is played in 3 days or less, it does not count towards the limitation.)

4. There is official "make up" date scheduled during the regular season which will be included in the schedule. The make up date should be mutually agreed upon by both teams. At which point **you must notify the League** with the time and place of the make up match. The team that "granted" the postponement to the "requesting" team has final approval of the make up date.

However, all matches must be made up before the 2nd to last match of the regular season. You are not permitted to postpone the 2nd to last match by more than 2 days. And you are not permitted to postpone the last match at all. (Special cases will be addressed by the League management. Based upon the circumstances it may be possible to play those matches early.)

The postponed match must be played on the confirmed make up date. A three day extension can be allowed if both teams agree to the additional delay. Otherwise the league may penalize the 'offending' team(s) by deducting 2 points per week until the match is played.

If a postponed match is not made up before the end of the season and the League Management has not awarded a forfeit, the League can split the team points involved, ½ for each team. Providing that those points would have **no effect** on the playoff standings. If those points would affect the playoffs, both teams failing to make up the match would receive zero points for that match.

You must notify the League Managers if there is a problem with scheduling the make up match. We will assist in obtaining a mutually agreeable date. It is the responsibility of the team that requested the postponement to get the match made up. The League Managers reserve the right to award a forfeit win to either team based upon our involvement in trying to get the match played.

5. You **must** notify the League when a match is being postponed.

6. You **must** notify the League when a postponed match is being made up.

7. A match can be started as long as there is **one** player from a team present. If there is at least one player, but less than a complete team, present the rules are as follows:

a) At **8:00 pm**, the player(s) present must submit the lineup of players for the singles 501 section of the match. All players *present* (for the team(s) that are "short") at that time **must** be listed to play in this section. Other players from the team not present are also to be listed in order to complete this section. Unless an agreement is made between the captains on how the empty slots will be filled. (i.e. - in the order the missing players arrive.) Under no circumstances should a match be delayed waiting for a specific player if there is another team member available to play.

b) **Immediately** after submitting the lineup the play shall commence with the players who are present. (Maximum warm ups only - 9 darts.)

c) As the missing players arrive they shall play. If they are present in order to match the lineup, it shall be played that way. If they arrive so that the play is out of order, that is acceptable. So long as each match ends, another follows immediately.

d) If All the players present from the short team have played and the missing player(s) are still not present, the short team will have 5 minutes after the singles match last played, if **2 players** have not yet arrived, the match is a forfeit win for the team that is not short. The games already played are wiped out for both teams' individuals, and a full match forfeit will be scored. **ALL PLAYERS PRESENT FROM BOTH TEAMS MUST PRINT & SIGN THEIR NAMES TO BE CREDITED WITH BEING PRESENT AND IN ORDER TO RECEIVE THEIR ALL STAR POINTS.** If the team is still short, but 2 players have played - the short team must then submit the cricket lineup. Again, **immediately** after submitting the lineup the play shall commence with the players who are present. (Maximum warm ups only - 9 darts.)

e) As soon as the first dart of the first cricket match is thrown, the team with a full compliment is **no longer required** to "go back and play any missing singles games". (See the scoring section for recording the 'forfeit wins'.)

f) The same method applies if the team is still short after the conclusion of the cricket. (5 minutes to submit the 501 doubles lineup, maximum warm ups - 9 darts, and then commence. As soon as the first dart of the first 501 doubles game is thrown, the team with a full compliment is **no longer required** to "go back and play any missing cricket games". (See the scoring section for recording the 'forfeit wins'.)

g) During the doubles events, one player playing against two gets only one turn. For example - Team 1 Player 1, Team 2 Player 1, Team 2 Player 2, then Team 1 Player 1, Team 2 Player 1, Team 2 Player2, etc.

If the solo player's partner arrives, he or she **may not** join a game in progress, but they may join subsequent legs of the same match.

h) Based upon this rule, an entire match is forfeit **if no one from the opposing team is present at 8:00 pm or if the second member** of the opposing team does not arrive at the match by the time the first player present has completed their singles match. If this is the case, the team present should call the League immediately, we will confirm the time and score the match accordingly (see below). While we intend to man the phone during match nights, if you do get the machine, it will timestamp the call.

i) A team may substitute for a missing player with another legal player who is not already scheduled for play in that event of the evening. You can not substitute for a player in an event once that person's set has started. (A player can only play in one set of each event. If you lay as one person's partner in cricket, you can not play a second set of cricket that evening.)

However, the person who was substituted for, is no longer allowed to play for the remainder of the night's match.

This rule is designed for situations where a player fails to make it to the match or for some unforeseen reason has to leave before his or her turn to play is reached. The 2 captains should discuss this situation together before the substitution is made. These changes should be made in good faith, not as a method to view the opposing team's line-up and react to it. If a player is changed because they believe they must leave, then finds out that they do not need to leave - they should play as originally scheduled. Again, after the captains discuss the situation

8. In order to properly record the score the forfeit and everyone's all star points, the team present must still mail in a score sheet. All players present must **sign** the back of the sheet attesting to their presence. If you are playing away, the bar should still supply you with the score sheet and envelope. If they do not, note this in your call and use a blank sheet of paper instead.

Remember to include the following information:

- Date
- Division and Subdivision
- Home Team Name and Pub
- Away Team Name and Pub
- Team present and players present (all players must **sign** the form)

[Both Teams].

9. Any team forfeiting three full matches can continue the season. That team will be eligible for the division team awards. However, that team will **not**, repeat **NOT**, be eligible for the playoffs.

10. If a team forfeits four full matches in the season, that team will be removed from play immediately and will not be allowed to complete the season. That team will not be eligible for the subdivision awards and will not be eligible for the playoffs.

Do Not Forfeit Matches !!!

12. If a team forfeits the last match, **or the second to last match of the season**, all that team's players who are not present will be reviewed to be **BANNED** from participation in any P.M.D.L.A. events for one full year. (1 season)

League Management is permitted to make exceptions in banning players under extenuating circumstances.

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Section 6 - Scoring

1. Full forfeit Matches Team Scores

- **A Division** = The team present receives the higher of either **13** points or their avg previous score against that opponent. (Other team = **0** points)
- **B Division** = The team present receives the higher of either **10** points or their avg previous score against that opponent. (Other team = **0** points)
- **C Division** = The team present receives the higher of either **9** points or their avg previous score against that opponent. (Other team = **0** points)

Avg score will be forwarded to the nearest whole number. EX: 17.3 = 17 and 17.5 = 18

However, if it is the fourth forfeit, we will be adjusting the team scores by removing points scored against that team by the rest of the subdivision. This will be done based upon when the four forfeits take place. If both forfeits take place before week 8, we will remove the team points from any team that had "met" the team forfeiting out back to week 1. If both forfeits take place after week 7, we will remove the team points thru week 8. If one forfeit is in the first half of the season, and one in the second half, the team points will be removed back to week 1.

Any team that has a scheduled BYE match will receive 1/2 the points available for their division. (A Division teams will receive **12** points, B Division teams will receive **9** points, and C Division teams will receive **8** points.

Individual all star points will still be the weekly average for each player participating, to avoid situations where the players ignore winning the game in order to roll up extra all star points.

2. Full Forfeit Matches Individual All Star Scores - each player signing the score sheet as present will receive their average weekly all star point total. (If this occurs before week 5, the adjustment will be made after week 5 to allow for a fair average to be compiled. The captain will be notified of the adjustment amounts with the week 5 score sheet.) This will now include the all stars for the forfeiting team's players who **are** present, providing they also print and sign the sheet being mailed in.

Only team points will be adjusted if a team forfeits out. The individual all stars scored or assigned will not be removed.

3. Individual Event (501 Singles / Doubles Cricket / Doubles 501) Forfeits - each player or players slotted on the playing roster to play against missing opponents will be credited for game or games played and won. In addition, they will receive their average all star points for that event. (Again, if this occurs prior to week 5, we will adjust after the fifth week to achieve a fair average.) They will not be credited with any award levels, such as high ons, high outs, corks, etc. They will not be credited with any award levels, such as high on, high out, corks, etc.

4. All Star Points - the individual all star point levels will differ by division. Captains are responsible for correct scoring on the score sheets, incorrect all stars will be invalidated and could cause disciplinary action.

	A Division:	B Division:	C Division:
501	On = 95 & up.	On = 95 & up.	On = 95 & up.
	Out = 95 & up.	Out = 95 & up.	Out = 95 & up.
	Throws = 95 & up.	Throws = 95 & up.	Throws = 95 & up.

In 501 games, if you bust, the score for that turn does not count towards the game and it does not count towards all star points either.

Cricket	Rounds = 6 & up.	Rounds = 5 & up.	Rounds = 5 & up
	Corks = 4 & up.	Corks = 4 & up.	Corks = 4 & up.

In cricket games, marks - either rounds or corks, only count if they are included in the scoring. For example, if the opponent already is closed on 16's and you have two 16's, and then you throw a triple 16 and triple fifteen's - no all star points are scored because only one of the 16's count.

5. All Star Points Score Sheet Notations - shall be made using the following convention:

Please make sure to use the correct method for the different events. **a) 501:**

- Points as thrown (95 = 95, 8T0 = 180, etc.).
- Circle special items (High On, High Out, 171 and up).
- High ons are only scored in Doubles 501. To indicate a high on, write **IN** + the score, and circle it. Use commas or parentheses between other scores.
- High outs are scored in both singles and doubles 501. To indicate a high out, write **out** + the score, and circle it.

b) Cricket:

- Points will be scored as follows:

Round 5 = 100.	4 Cork = 100.
Round 6 = 120.	5 Cork = 125.
Round 7 = 140.	6 Cork = 150.
Round 8 = 160.	
Round 9 = 180.	
- Write the scores as usual - C5, 4B, etc. - we will translate them into the point values.
- Circle rounds of 9 and 5 or 6 corks. Otherwise, use commas or parentheses between the scores.

6. The line-up for the evening's events is completed by both captains in "the blind" and posted before each event. **For doubles events**, the players must play in the same order they are listed on the line-up for either the two games or the three games involved. (The players can **NOT** switch the order of play.)

Each team's captain is responsible to inform their players what is the playing order. You can ask the person holding the score sheet, but it is not their job to stop and tell you.

7. The home team will start the first leg in the first match. Subsequent legs for the same participants are "mugs away". For every match after that the home and away teams will

alternate. H & A will be identified on the score sheets. EX – Home team will start the match for the 1st singles 501 game. The next 501 match, Away will begin.

8. The home team is responsible for supplying the chalker. The chalker must be a member of any P.M.D.L.A. team or a league official. Chalkers should be made aware of the proper etiquette of chalking. No unnecessary movement or talking. / Do not look at the player on the line. / Do not call out a score or if the dart is in or out unless asked by the player. / Time any drinking or smoking to avoid distracting the players. / etc.

9. **The player's score must be chalked or called out prior to removing the darts from the board.** This is to prevent arguments. If there is a question about the score for that round, the darts will still be in place to authenticate it. Only the player may remove his or her darts. (Unless previously agreed cases where the player has a physical reason that would delay the play.) The opposing player(s) or the opposing captain may request that the darts not be removed until the scoring is checked and approved.

10. For 501, any changes to correct mistakes in scoring or chalking must be made before the next turn of the player or the player's partner in doubles. This includes mistakes due to either the score marked or mathematical errors in either addition or subtraction. Once the same team has thrown again, no corrections are allowed. In cricket, corrections are not permitted after the opponent has thrown.

11. If a player throws out of turn, the opposing team has the option of either requiring the correct player to throw or allowing the score made to stand. If the score is allowed to stand, the same player must throw for the next turn to get the play back in synch. In which case, his or her partner has effectively lost a turn.

12. Coaching is allowed. A player can ask the chalker what was hit or what score is remaining at any time. **The chalker can not advise the player what to throw with remaining darts.** When a chalker is giving a score remaining in a 501 game, he or she should always give the total points, **not the double out information** (eg. the chalker would say eighteen, not double nine). However, other members of the team or the person's partner can advise the player with strategy.

However, the opposing team can not call out numbers or strategies while their opponent are on the line. This includes loudly talking about possible outs for their own team, as overhearing these numbers may confuse the player on the line.

13. The visiting team is responsible for recording the score in games and the all star points on the score sheet. The home team must check the accuracy of the score sheet information, **including the all stars**. When both captains (or their designate) have signed the form, the P.M.D.L.A. then considers the information correct and final.

The captain's [or the designee's] signature is attestation to the scoring **and the all star points** on the sheet. Both captains are responsible that the information they have signed for is correct. Falsification of any of the data will be cause for league sanctions. We do not alter the all stars unless it arrives in *writing* from both captains with the original mailings. (Use the correct notation - R6 does not count in 501 games and 120 does not count in cricket games.)

If the match is being protested, indicate it on the appropriate box of the score sheet. Then write a brief description of the problem on the back of your mailing copy. (See following rule.) If necessary, both captains can give their versions. The score sheet must still be completed and mailed.

14. The score sheets are to be made available to other "interested parties" providing they are league members - such as members of other teams in your division or subdivision. **However**, the match is **not** to be interrupted. The score sheets need only be made available at the natural break points of a match. They are between the singles and the cricket - after the cricket line-up is completed but before play has started, between cricket and 501 doubles - again after the doubles line-ups are complete but before play has started, and after the completion of the match.

15. The forms are 3-ply carbonless copies. The first copy is mailed to the league by the home team captain. The second copy is for the visiting team's records and the third for the home team's records. See example.

Print the players full names.

Write neatly. (If we can't read it, we will not be able to properly credit the team and players their correct point values.)

Mail the two top copies to the league.

After the 3 copies are separated, each captain MUST circle their team name on the copy that they are mailing in to the league. (This is so we can identify the teams that are mailing late or mailing the wrong copies.)

Mail the copies separately. (Do not entrust your mailing to the other team.)

Mail the copies immediately. Late score sheets are a problem. If a score sheet is missing from only one team, the league will contact the opposing captain to confirm the score from the sheet received, at which point the records will be updated with that information. Consistent late score sheets from a team may bring disciplinary action.

16. If any of the information listed below is missing, **1** team point will be deducted from both teams. If the information is incorrect, **2** team points will be removed from both teams.

Date, Division Letter, Sub-Division Number, Home Team Name, Visiting Team Name.
Between both teams, there is **no** reason not to get this information completed correctly.

17. Players are now required to sign the back of the **LEAGUE COPY** (the one you mail in) the first time they play, **AND** the back of week 14's if they play, **AND** any playoff match they play in as well. If a player's identity is questioned, and no signature sample is found, it will be considered the same as an obvious mismatch. (See the rules pertaining to illegal players.)

12 Commandants of Score Keeping

1. The Scorekeeper Shall Not move about while keeping score, stand still.
2. The Scorekeeper Shall Not look at the shooter, stand facing the board.
3. The Scorekeeper Shall Not calls out a score, of one dart or all three---- unless the shooter asks you.
4. The Scorekeeper Shall Not tell a shooter what to shoot for or what combination to shoot, for an out.
5. The Scorekeeper Shall Not change a score unless it is brought to the attention of both shooters (teams).
6. The Scorekeeper Shall Not change a score - regardless - if that player (team) has shot again and a second score written down. An error in a shooters score **MUST** be corrected before the player (team) shoots again or it stands.
7. The Scorekeeper Shall Not lean out to see where a dart is or is going nor shall he follow the dart with body or head movement.
8. The Scorekeeper Shall Not show any sign of disgust or excitement while at the scoreboard.
9. The Scorekeeper Shall Not change the side of the score sheet of the players in three legs.
10. The Scorekeeper Shall Not nor may not leave the board until all legs have been completed unless replaced between legs.
11. The Scorekeeper Shall Not leave the scoreboard area between legs or within a game unless a replacement is standing ready to fill in.
12. The Scorekeeper is a instrument in the game and should no way influence the outcome

Section 7 - Season Standings and Playoffs

1. The season standings for first, second, third, and fourth place within the various subdivisions will be determined in the following manner.

a) Highest point total.

b) If a tie exists for first place, the tie breaker will be the head to head scores of the two teams. If the head to head score is also a tie, a special match will be played following the last regular season match. Special matches will be governed under the play off rules. (1st team to score 1 point more than 1/2 is the winner, full sanctioned players may only take part in one event, and a player must have played 5 times during the regular season to be eligible.) Since each team will have played each other 2 times, the match site will be determined by either a toss of the coin (by the League) or if both captains mutually agree that one pub is preferable. That team will be the home team.

If the special match ends with a tie score, then a 1001 point (SS/DF) tie breaker will be played. Each team will use 4 players. If a team is "playing short" that night, no one throws twice in a round. For example, the short team would get three turns per round to the opponents full 4 turns. A flip of a coin will decide which team starts.

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The team losing the tie breaker will be considered the runner up.

c) If the tie is for either 2nd and 3rd, the same method will be used. (Ties for 3rd & 4th will not be broken as no awards are given to those places.) Ties for 4th place, therefore playoff eligible, will also use this method.

If there is a tie for 4th place that can not be resolved by the tie breaker head to head scoring rule, or there is insufficient time to complete the 'special matches' need to resolve the issue, the League Management will have the option of adding the additional teams to the play off bracket, provided there is room to do so without extending the number of playing dates required to complete the division's post season play.

2. Teams placing 1st, 2nd, 3rd, **and 4th** in their subdivisions will "make the playoffs". The 1st place teams will be seeded in the playoff bracket. *If possible* the 1st place teams will also be given a bye in the first round of the playoffs.

If there are extra bye's to be awarded in the bracket, the 2nd place team with the best overall winning percentage will receive the extra bye. (The next 2nd place team by winning percentage would get the next, etc.)

3. Subdivision Champions first playoff match will be scheduled at home. If a bar has more than one subdivision winner, the league will determine how many playoff matches can be held in the establishment. The bar &/or teams will be asked to choose which team will be scheduled at home.

4. **If a division is composed of only one subdivision**, the playoffs will be seeded. The semifinal match will be the first place team vs. the fourth place team and the second place team vs. the third place team.

5. The playoff schedule dates are firm dates. The league may agree to allow the teams to reschedule to another mutually agreed upon date, if it will not impact the rest of the playoffs or the awards. But it is highly unlikely. Both teams should plan to play on the dates listed.

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Section 8 – Awards

1. The awards ceremony will be held at one of the full divisions' winners pubs. (Space permitting.) "Sister" bars are acceptable or if need be, a neutral location.

2. Team Awards:

- a) Division Winners - individual awards for team members and the host bar.
- b) Division Runners Up - host bar award.
- c) Division Champions - individual awards for team members and the host bar.
- d) Division Champions Runners Up - host bar award.

4. Individual Awards by Division:

- a) Singles Division Tournament Champion
- b) Doubles Division Tournament Champions
- c) Division High On
- d) Division High Out
- e) Division High Single Night All Star Score
- f) Individual All Star Points (Top 5 in each division).
- g) Individual Win Points (Top 5 in each division).
- h) Division Most Valuable Player – This will be based on a point system. The player in each division with the most points will receive the league MVP.

MVP Point System							
Win Pts	Points Earned		Allstar Pts	Points Earned		Win %	Points Earned
1st Place	10		1st Place	10		1st Place	10
2nd Place	9		2nd Place	9		2nd Place	9
3rd Place	8		3rd Place	8		3rd Place	8
4th Place	7		4th Place	7		4th Place	7
5th Place	6		5th Place	6		5th Place	6
6th Place	5		6th Place	5		6th Place	5
7th Place	4		7th Place	4		7th Place	4
8th Place	3		8th Place	3		8th Place	3
9th Place	2		9th Place	2		9th Place	2
10th Place	1		10th Place	1		10th Place	1

Tie Breaker							
Hi In	Points Earned		Hi Out	Points Earned		Total Count C9, 180, B6	Points Earned
1st Place	3		1st Place	3		1st Place	3
2nd Place	2		2nd Place	2		2nd Place	2
3rd Place	1		3rd Place	1		3rd Place	1

5. Other Individual Awards

- a) 171+ (including Ton - 80's)
- b) Round 9 (C9)
- c) 6 Corks (B6)
- d) Best 501 Round (This will be singles 501 for the least amount of darts indicated on the score sheet) To be considered for this award you must (Only 1 presented per division):

- A Division = 15 darts or less
- B Division = 18 darts or less
- C Division = 21 darts or less

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Section 9 - Singles and Doubles Championships Events

1. The Doubles & Singles Events will be moved again and played during the weekend. These events will be separated by division unless there are not enough players to complete the brackets, divisions may be merged.

One divisional award for 'division champion' will be given for the player or partners that advances the furthest during each event. If necessary, playoff matches will be used to break any ties.

2. Singles - all 501 SS/DF, Cricket - alternating.
Doubles - 501 Ds/DF, Cricket - alternating.

3. Modified ADO format - coin toss for bull on first game, mugs on each subsequent game, loser of original toss has choice on bull shot for tie breaking game if needed. Winner of the cork for the tie breaker decides **either** to go first **or** picks the game. (See section 4 g below.)

4. Because we are switching to play the Singles and Doubles Events on a weekend, there will be no penalty points or bonus points awarded for attendance at these events.

5. The sanctioning rules no longer apply again because of the handicap system.

6. A player must have 'actually' already played in 3 weekly team matches for the fall tournament and 9 weekly matches for the spring tournament in order to be eligible. (A Full Team Forfeit or a BYE week does not count for this requirement. However, an individual game forfeit as described above would still be allowable.)

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Section 10 - Captains' Counsel

1. In addition to regular captains' meeting, where all captains or their representatives may discuss topic pertinent to the league, there will be captains' counsels for each night and by full division.

The purpose of these counsels is to allow for a captain to appeal a decision made by the league management personnel. The decisions that are eligible for appeal involve interpretation of the rules. The captains' counsel will not change the rules during a season of play. After the season is completed the rules may be changed.

The captains' counsel will be the highest authority of these interpretation, not the league management personnel.

2. **One Bar = One Vote** on the counsel. If your bar has more than one team in the division, all the teams must decide who will cast the bar's vote.

3. These meetings will be open to the entire league membership.

4. Counsel members representing the teams bringing the dispute can and should attend the meeting and aid in presenting their side's case. However, they will not be able to vote on the issue. To avoid " conflicts of interest" only the 'uninvolved' members shall be eligible to vote.

5. To call a counsel meeting all one needs do is notify the league. The league will contact the appropriate captains to schedule the meeting.

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Section 11 - Fees & Payment

1. The P.M.D.L.A. sponsor fee is currently \$250.00 per team. This payment is due prior to the beginning of the season.

2. Team / Player fee is \$400 per team. Captains will be responsible for collecting fees from individual players. A payment schedule will be provided.

3. Any team, not on a payment schedule, failing to pay by week 8 can be dropped from the league. Bars on payment schedules should keep pace with the progress of the season. When the season reaches the halfway point, the bar should have paid ½ it's fees. All payments are due before the end of the season.

4. For bars whose payment history has had "problems", team(s) from that bar will be refused registration unless all outstanding fees have been paid **and** the new registration fee is paid **by the deadline date** of the new season registration.

6. Each team is required to pick up their package containing the items for the season at the site specified by the League Management. Usually, it is the Tuesday Night before the first night of play for the season. Someone other than the captain of the team may make the pick up, especially for bars with more than one team. It is the responsibility of the captain and team to be at their first match **and** to have the League materials at their home matches.

➤ **THESE RULES WILL BE APPLIED FAIRLY AND EQUALLY TO ALL TEAMS.**

➤ Just as a reminder, the idea is to have a nice friendly (but competitive) dart match and season. We are not looking to create lawyers to "use the rules" to anyone's advantage. Nor are we trying to stifle the enjoyment we all get from playing darts. Try to play the matches with these intentions and not be a "stickler". If you have a problem - **CALL US IMMEDIATELY**. Perhaps we can solve it right then on the phone.

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