

The MMDL Board of Directors reminds all captains that it is their responsibility to make sure matches start on time and to *communicate with their opposing captain* when late arrivals are unavoidable. Please read through the following guidelines regarding match start time.

Match start time is 7:30pm!
On average, matches should be completed by 11:00pm

According to league rules, prior to each game, players are allowed a maximum of **TWELVE (12) WARM UP DARTS ONLY** on the game board.

Match start and end times are to be recorded in the space provided on the match report and initialed by both the home and away team captains.

CAPTAIN'S GUIDELINES: HOW TO PREPARE FOR AND MANAGE MATCH START TIMES

1. **Encourage your team to arrive at the match by 7:00pm.** First darts of the match **MUST** be thrown by 7:30pm.
2. **Captains of HOME teams - it is unacceptable for away teams to be fully present and ready to begin before your team.** Make the effort to communicate with the visiting team as soon as they arrive to coordinate the start of the match.
3. **Do not delay filling out your rosters at the beginning of the night.** Home team captains should be ready to supply the visiting team with the match report shortly after they arrive and immediately in cases where they arrive close to the 7:30 start time.
4. **Captains of AWAY teams - it is unacceptable for your team to arrive later than 7:30 without your placing a phone call to the home team captain to inform them of your late arrival.**
5. **Keep matches flowing.** When a game is over, the next set of players should be ready to warm up and begin live darts. Downtime between games should be minimized to prevent a late night.
6. **ALL CAPTAINS must be flexible for teams who make the effort to call ahead and inform you of their late arrival.** You are advised to start matches on time and move individual games to later in the night to accommodate late arriving players. Every team faces this situation occasionally, so we must all be willing to help each other out.

The above are **GUIDELINES** for you to follow. MMDL recognizes that many people have work schedules and travel issues that delay match start times. However, too many people are taking advantage of other captains, not communicating properly with opposing teams, and are not respectful of starting within a reasonable time frame.

We understand there may be times and circumstances when matches must start later than 8pm, but it is your responsibility to avoid this as much as possible. Leniency will be afforded to teams who proactively manage this and communicate with the opposing team. Strictness and point deductions may be given for teams who are disrespectful and do not follow the above guidelines.

Your cooperation will prevent the need for stricter enforcement & penalties.
We appreciate your understanding and efforts to comply.



Order of Play & Chalker Rotation

501 Doubles / Double-In, Double-Out / Single Leg

1. 501 Game One **Away** for Bull first (not choice) – **Away** team chalks
2. 501 Game Two **Home** for Bull first (not choice) – **Home** team chalks
3. 501 Game Three **Away** for Bull first (not choice) – **Away** team chalks

Cricket Doubles / Single Leg

(Best of three in highest division ONLY. Loser has choice for Bull after first leg)

4. Cricket Game One **Home** for Bull first (not choice) – **Home** team chalks
5. Cricket Game Two **Away** for Bull first (not choice) – **Away** team chalks
6. Cricket Game Three **Home** for Bull first (not choice) – **Home** team chalks

301 Singles / Double-In, Double-Out / Best of Three

(Loser of first leg starts second leg, winner of first leg has choice for bull to start third leg, if necessary)

7. 301 Game One **Away** shoots first for Double-On– **Away** team chalks
8. 301 Game Two **Home** shoots first for Double-On– **Home** team chalks
9. 301 Game Three **Away** shoots first for Double-On– **Away** team chalks
10. 301 Game Four **Home** shoots first for Double-On– **Home** team chalks
11. 301 Game Five **Away** shoots first for Double-On– **Away** team chalks
12. 301 Game Six **Home** shoots first for Double-On– **Home** team chalks

