



Minute Man Dart League, Inc.

RULES AND REGULATIONS

ALL RULES AND REGULATIONS, ADDITIONS, DELETIONS OR CHANGES THEREOF, MAY BE MADE AT THE DISCRETION OF THE BOARD OR DIRECTORS OF THE MMDL BY A MAJORITY VOTE

ARTICLE I - EQUIPMENT

- A) ALL LEAGUE COMPETITION, including tournaments and playoffs, shall be played on a standard English bristle board with a 20 point clock-face of the hand wired variety, that is, with the wires on the outside of the board separating the single, the double and the triple sections.
- B) Dartboards shall be placed 5' 8" from the floor to the center of the bulls-eye with the 20 bed at the top center. The front edge of the toe line/oche (edge closest to the shooter) will be 7' 9 1/4" from the surface of the board. The diagonal measurement from the center of the bulls-eye to the toe line/oche shall be 9' 7 3/8". The toe line/oche shall be no longer than 36" or 18" to either side of center.
- C) The Pub owner will be responsible for supplying and maintaining the League play dartboard which must be acceptable to both the home and visiting teams.
- D) The dartboard shall be firmly anchored and WELL ILLUMINATED, with lights that cast minimal shadows on the dart board.
- E) The dartboard shall be positioned so that it is readily available to the players without distraction to the thrower.
- F) A scoring surface must be provided and located adjacent to the dart board so that the shooters and score keeper can see the location of the darts thrown.
- G) Any non-compliance with the above should be reported to your Area Director. The home team will have until the next scheduled home match to fix violations to area director's approval. Violations that are not fixed will result in the loss of 2 points for each week until fixed.
- H) All darts must have a single one-piece metal point, fixed or movable. (Soft tips are also allowed, but not recommended.) No "split-tip" darts are allowed.

ARTICLE II - DATES & TIMES OF MATCHES

- A) All League competition is scheduled for Tuesday night except where noted on the schedule of play.
- B) Any match rescheduled through the mutual consent of the involved team Captains MUST be played prior to the Saturday before the next regularly scheduled match. The Area Director MUST approve all rescheduled matches.
- C) STARTING TIME for the match is between 7:30pm and 8:00pm. A match MUST be underway by 8:00pm SHARP or the LATE team will be subject to a 2-point penalty at the discretion of the Area Director/Board of Directors.
- D) The MMDL Board of Directors reserves the right to reschedule any match or matches in order to maintain an equitable and efficient competition schedule, during the regular season and playoffs.

ARTICLE III - MATCH PROFILE

- A) The playing line-up must be completed by both team Captains before 7:30pm and must be completed in the blind. The visiting Captain must submit a complete line-up to the home Captain after the home Captain has completed his/her side of the Match Report. All players' spots must be filled in with a registered player's full name. All 9 registered members of a team can be used in any order in any spot on their team's line-up. No player may be used more than once in each event, i.e., no player may play 2 or more 301 games, 2 or more cricket games or both 601 games.
- B) Each match will be structured as follows: (1) 2 games of 601, 3 person teams, double start, double finish and each win will gain 1 match point; (2) 3 games of doubles, American cricket, with points. Each win will gain 1 match point; (3) 6 individual games of 301, each to be best 2 out of 3 games, double start, double finish. The player who wins 2 games will gain 1 match point.
- C) The highest recognized division (eg, Super A, or if no Super A in any division, A) will play a best 2 out of 3 in doubles (abbreviated cricket) during the regular season and playoffs. The doubles team who wins 2 games will gain 1 match point. The loser of the first game shoots first for cork in the second game. If a third game is necessary, the loser of the second game will call the coin toss. The winner of the coin toss has the choice of throwing first or second for the cork. The player closest to the cork starts the third game.
- D) ORDER OF PLAY - (1) 601 - The visiting team starts the first 601 game and the home team starts the second 601 game. (2) Cricket - At the start of each cricket game, one person from each team will throw for cork. The closest to the cork starts the game. The visiting team throws first for cork in the first and third games; the home team throws first for cork in the second game. (3) 301 - The visiting team starts the first, third and fifth 301 games. The home team starts the second, fourth and sixth 301 games.

In each 301 game, the loser of the first game starts the second game. If a third game is necessary, the loser of the second game will have choice of throwing first or second for cork. The player closest to the cork starts the third game. (4) The submitted line-up will be the playing order of the match. Each of the games in each event will be played by the players in the order that their names were submitted on the line-up

- E) THROWING FOR CORK - A throw for cork is valid if the dart remains anywhere in the dartboard. A single or double cork may be pulled from the dartboard when recognized by the second shooter. Darts will be re-thrown in reverse order if (1) the second dart knocks out the first dart from the dartboard; (2) both darts are in the single cork, (3) both darts are in the double cork, (4) the scorekeeper is unable to determine which dart is closest to the cork. A DOUBLE CORK BEATS A SINGLE CORK!!!!
- F) SUBSTITUTION - If a posted player is not present for his/her turn to play, one of the team's registered players can play in the absent player's place provided that the substitute is not being used in the same event. Once the substitution has been made, the original player will be ineligible to play in that event. If no substitute has been made and the original player on the match line-up arrives to play, he/she may step in and play at his/her regular turn in the rotation without warm-ups.
- G) A match is deemed legal with a minimum of 3 players per team. A match can start without a full team in attendance. When a scheduled player is not there to play his/her 301 game, that particular game point will be awarded to the opposition in attendance. If scheduled players are absent from both teams, no points for the game will be awarded to either team.
- H) In the team events (601 & cricket), the team with fewer player(s) will lose a turn in rotation for each absent player in that game, e.g., a 2 person team playing against a 3 person team would have only 2 turns for every 3 turns the opponents have. The cricket games would have the shorthanded team throw once to the full teams twice.
- I) The home team has the prerogative of choosing the board on which the match is to be played if there is more than one board in the Pub and provided that the board and set-up meet the requirements set forth in Article I of these rules.
- J) No later than 30 minutes prior to the time competition is scheduled to begin, the game board shall be cleared of play by the management. The board will then be declared open and will be available for player warm-up. All warm-up activities must be completed by 7:30pm.
- K) WARM-UP BEFORE EACH MATCH PLAY: A Player is allowed only 4 rounds (12 darts) for practice before each match.
- L) The Captains are responsible for the smooth running of each match.
- M) The Captains alone must settle any disputes that arise during the course of play in private conference only.
- N) In 601 and 301, when a double is thrown that ends the game, the game is over regardless of subsequent throws.

ARTICLE IV - PLAYOFFS

- A) All teams in the playoffs must call their Area Director to be certain they are playing the correct team. Week #14 match results are not always complete. If a team's score is not reported on the week #14 Match Report, it is the Captain's responsibility to call his/her Area Director immediately.
- B) The team to reach 12 points in each playoff round advances and has the responsibility of calling or emailing their results to the Area Director by 12 noon the following day.
- C) In the event of a playoff tie (11-11), the visiting team will call the coin toss. The winner of the coin toss will begin the first tiebreaker game (alternating format thereafter). The playoff tiebreaker will be structured as follows: (1) one game 3 person 601, double start, double finish; (2) one game doubles cricket; and (3) one game singles 301, double start, double finish, best 2 out of 3 games. The first team to win 2 of these 3 tiebreaker games advances.
- D) Playoff matches must be played on Tuesday and Thursday nights (home and home) unless different nights are agreed to by both Captains and approved by the Area Director. All playoff matches are scheduled to start between 7:30 - 8:00 (Travel Time should be considered, call opposing captain if start time is an issue).
- E) Playoff matches must be played at both sponsors pub/club. Finishing out a match on one night is not recommended, unless agreed upon by both captains.
- F) Highest Division teams will refer to ARTICLE III Section C of MMDL Rules and Regulations.

ARTICLE V - TEAM PROFILE

- A) A team shall consist of no more than 9 players. All current players must be registered and in good standing with the MMDL. All players must be at least 21 years of age.
- B) All team rosters must be submitted at the first Captain's Meeting and will have a minimum of 7 players. This shall become the teams MASTER ROSTER at <http://stats.mmdl.org/> and can be found there by opposing team

captains. MASTER ROSTER must be filled out completely and be legible. That is your roster and must be able to be read by everyone. This is your FINAL roster unless the team falls to six (6) or less players (see section C).

- C) A team is allowed to make up to 3 roster changes per season with the Area Director's approval. The new player(s) cannot have played for another team in the current season and must be of a similar caliber as the other players in that division. The player(s) removed from the roster will not be eligible to play for any team for the remainder of that season.
- D) Roster changes must be requested by phone or email and approved by the Area Director at least 24 hours before their next scheduled match.
- E) NO ROSTER CHANGES CAN BE MADE AFTER WEEK 8!!!! (Regardless of the number of players)
- F) If the Franchised Pub or Club owner does not want to field a team any longer, the team may move its rostered players to another Pub or Club to finish the season with the approval of the Area Director.
- G) A team Captain has the right to request of the opposing Captain positive identification of any player(s) of that team. Any player(s) who do not comply with the identification request will not be allowed to continue playing.
- H) No player may play in more than one MMDL area or on more than one MMDL team during any one season. A player may change MMDL areas from season to season, but may not play in two (2) or more MMDL areas during one season. Violators will be suspended for 1 year (2 Seasons).
- I) A registered, sponsored team is obligated to the Franchised Pub or Club for the duration of that season. In the event a team wishes to move or relocate during the season, that team is responsible for compensating the Franchised Pub or Club accordingly. Any team that wishes to relocate and has satisfied any and all conditions may do so with the Area Director's approval.
- J) A player must play at least 3 matches (weeks) to QUALIFY for the playoffs.
- K) A team submitting a roster with 5-7 players that were on a roster from previous seasons' will be considered the same team.

ARTICLE VI - PENALTIES

- A) The use of an unregistered / ineligible player(s) in any match will result in the following penalties: (1) the offending team will lose 2 points for using an unregistered / ineligible player(s), (2) the offending team will lose 1 point for every game the unregistered / ineligible player(s) participated in, (3) any game won by the unregistered / ineligible player(s) will be awarded to the opposing team, and (4) the immediate suspension of the offending team's Captain indefinitely and can be reviewed by the Board of Directors upon request.
- B) Use of an unregistered / ineligible player(s) in the playoffs will result in the immediate expulsion of the offending team. The illegal player(s) and the entire team will be suspended for one year of play (two seasons) in the MMDL.
- C) Should an unregistered / ineligible player(s) be discovered after the first (or any subsequent) round of the playoffs and the team in question has won that round, the losing team will advance to the next round of the playoffs.
- D) Should an unregistered / ineligible player(s) not be discovered until after the playoffs/finals, the runner-up shall be declared the MMDL playoffs/finals champion.
- E) A 1 POINT penalty will be deducted from both teams if the Match Report is not filled out correctly and completely.
- F) A 1 POINT penalty will be deducted from the home team for a Match Report that is received late.
- G) Any team that does not call or show for a scheduled match will be penalized 2 POINTS. All matches must be played (see section Article X)

ARTICLE VII - SCORING

- A) The Captain of each team is responsible for providing a scorer for each match. The option of scoring by the players themselves during the match can be exercised. The scorekeeper does not have to be a member of either team, but must meet the approval of both teams and is subject to section L below.
- B) The home team is responsible for providing a "score-recorder" who will attend to the match's entries on the Match Report. The visiting team is responsible for having someone check the Match Report entries as they are made to verify that information and names are correct. Entries must be made as they occur. A signed Match Report that is received by the MMDL will remain as received for record purposes.
- C) The scorekeeper must acknowledge the player's score for each turn prior to the player taking his/her thrown darts from the dartboard. For a dart to score it must remain in the board until the score has been called and acknowledged. A player must not touch or move his/her darts while they are in the board until the scorekeeper acknowledges his/her score. Touching the darts before scorekeeper's acknowledgement will result in the disqualification of that throw or turn. The Scorekeeper is not allowed to touch "Live" darts for any reason during match play.
- D) A player must have both feet behind the toe line/oche for each throw. If he/she has one or both feet over the toe line/oche, the violating player

should be warned upon completion of his/her turn by the opposing Captain. Repeated violations will result in his/her throw being invalid.

- E) Any changes made to correct mistakes in scoring or calling must be made before the next turn of the player or team whose score is incorrect. Should a mistake not be noticed and corrected, the number that is thrown for is the number that stands (obvious mistakes such as deducting 50 from 601 and having a total of 351 left can be corrected at anytime during the match as these are inadvertent mistakes which sometimes go unobserved for many turns).
- F) If a player throws out of turn, the opposing team has the option of having the round re-thrown or allowing the round to stand as thrown.
- G) The scorekeeper can only tell a player how much is left and/or what has been scored with the darts thrown. The scorekeeper cannot tell the shooter what to throw at.
- H) It is the player's responsibility to know his/her own score. If the scorekeeper inadvertently tells the player the incorrect score, the score thrown stands.
- I) COACHING IS ALLOWED!!!! Exception: SCOREKEEPER/ CHALKER!
- J) All scoring in the 301 and 601 games should show the score for each turn and the remaining score. The use of Electronic Scoreboards is NOT RECOMMENDED unless a written score is kept by the Captains or teammates at the same time the games are being played.
- K) A scorekeeper shall face the scoreboard, remaining still as not to disturb the shooter in any way, until all three darts are thrown.
- L) Any player(s) who deem a scorekeeper incompetent or distracting may request another scorekeeper without explanation and/or recourse.

ARTICLE VIII - PROTESTS

The Captain of any team may file a protest with the Area Director and MMDL Commissioner for perceived violations of MMDL rules and regulations or behavior deemed to be detrimental to the League. Protests should immediately be phoned in to the Area Director. Play should be suspended until conclusions reached by the Area Director and/or Commissioner upon which time the match must be completed (See Article X). Area Directors should be contacted first and the the Commissioner if necessary. The protest also must be filed with the MMDL in writing within 24 hours of the conclusion of the match in question. Protests should be mailed or emailed to the Area Director and MMDL Commissioner, not sent in with the Match Report.

ARTICLE IX - PERSONAL CONDUCT

- A) Heckling or other harassment is strictly forbidden. It is the home team's responsibility to maintain the best of order during League play.
- B) The repeated use of foul or insulting language shall be considered just cause for the penalizing of the offender and his/her team by the Area Director and/or the MMDL Board of Directors.
- C) ANY ACTS OF PHYSICAL VIOLENCE OR PROPERTY DAMAGE SHOULD BE REPORTED TO LOCAL POLICE DEPARTMENTS AND THE AREA DIRECTOR.
- D) Talking by members of the opposing team, within earshot of the shooter, about the current game or match, or any other subject, for the express purpose of distracting the shooter is not only impolite but poor sportsmanship and could result in a penalty to the offending team
- E) Any acts of violence will not be tolerated for any reason! If a player is found guilty of an unlawful act at a match they will be BANNED from future play in MMDL.

ARTICLE X - FORFEITS

- A) THERE ARE NO FORFEITS IN THE MMDL.
- B) A team that does not show or refuses to show for a scheduled or rescheduled match will be removed from play for a period of one year (2 seasons).
- C) Points won and lost by this team during the current playing season will be adjusted within the division to maintain a fair and equitable playoff schedule.
- D) A team submitting a falsified Match Report (Not Played) will lose 2 POINTS and be required to play the match. Captains will be suspended for the remainder of the current season and the 2 subsequent seasons. Offenders will NOT be allowed to be a Captain in the future.

ARTICLE XI - DISPUTES

The Board of Directors reserves the right to settle any disputes in accordance with the facts presented in the individual cases in question.

Approved - July 19, 1978

Revised - July 1980
 Revised - Sept 1982
 Revised - Dec 1983
 Revised - Sept 1986
 Revised - Jan 1990
 Revised - Sept 1994
 Revised - Nov 2004
 Revised - Dec 2008
 Revised - Jul 2009