



# INTER-CITY DART LEAGUE

[Home](#) ● [Story](#) ● [Constitution](#) ● [News](#) ● [Events](#) ● [Stats](#) ● [Rules](#) ● [Links](#) ● [Contacts](#)

---

---

## Rules of Play

2006 - 2007, 60th Season

1. Teams will be permitted to carry up to nine (9) players plus a captain. A team with 10 player roster will have the captain's play restricted to maximum 25% of regular season's games
2. Fees will be \$40.00 per player and \$85.00 per venue, at least 50% of which must be paid at time of registration. The balance must be paid in full by at the October meeting. Any player who has not paid in full by this date will not be permitted to play. It will be the responsibility of the team captains to collect this fee from each player and their club and submit it to the League Treasurer.
3. There will be a \$35.00 fee charge to the issuer of an NSF check. Preferred payment made by cash, certified check or money order.
4. Player rosters and player changes are subject to review and approval by the Executive. The October Captains' meeting is the cut off date for normal requests for player changes. After the cutoff date any player change request may also be reviewed by League Captains, with general limitation that any team with at least 7 players will not be allowed to add or change players.
5. All League matches will consist of twelve (12) games; the Rogers division will play fourteen (14) games and the Walker division will play thirteen (13) games.
6. There will be three matches of doubles, starting at 601 straight in and double out, three matches of doubles cricket and six matches of singles starting at 501 straight in and double out. All matches will be two out of three. This will be the order of play. The Rogers division will play two sets of triples, starting at 701 straight in and double out, to start the night. The Walker division will play one set of triples, starting at 701 straight in and double out, to start the night.
7. The home team will throw a dart first for the bull prior to each game. The team that throws closest to the bull will start the game. Anyone playing in any match may throw for the bull. If the centre bull is hit, the opposing player may request that it be removed prior to their throw.
8. All games will begin with a straight start and must finish on a double. Any dart thrown by a player after scoring the required double will not be counted as the game had been concluded when the required double was scored.
9. All scores, subtractions and additions made should be checked for accuracy by the player and by the marker after each throw, before the next player's throw. Darts should not be removed from the board until both the player and the marker confirm the score.

10. A player may ask the marker the amount scored with any number of darts thrown or the score remaining. No indication of the required double or combination shot required to finish shall be given by the marker. i.e. 32 required not double sixteen. A player may request assistance from the captain or another member of their team, provided they step back from the toe line before asking. Players should refrain from calling out the shot. Players should try to throw their darts within a reasonable time.
11. A dummy score of 25 points will be allowed in the triples 701, doubles 601 only and must be the last game. The dummy score stops when the score reaches 100 or less. Dummy matches will be allowed in cricket, i.e. cricket with a dummy will be two players against one. There are no dummy scores in cricket the player simply misses a turn. There are no substitutions allowed in 701, 601 and 501 matches.
12. Player match up will be done by blind draw. The visiting teams will submit their lineups to the home team captains. The home team captains then set their lineups without seeing the opposing team's lineup.
13. Each match will be worth one point for a total not to exceed twelve (12) points per night, fourteen (14) for the Rogers division and thirteen (13) for the Walker division.
14. It is the responsibility of the team captains to submit the score sheets to the General Secretary as early as possible.
15. Games will start at 8:00 p.m. with no period, except the Rogers Division, which will start at 7:45 p.m. with 15 minutes grace.
16. Whenever possible the schedule shall be so arranged that teams will play alternately at home and away.
17. In the event of a tie in the final standings, the team with the most number of wins against the team they are tied with will assume the higher standing.
18. Any team showing up with (3) three players or less will automatically forfeit. The opposing team will receive the full match points and individual game points as listed on the score sheet. Score sheet must be filled out by the Captain and submitted to the General Secretary.
19. Any team that forfeits (3) three times or more will be suspended at the discretion of the executive.
20. In the playoffs the highest ranked team will normally start the playoffs at home based on the venue availability. Any dispute will be resolved by an Executive decision.
21. In the Walker Cup playoff, with five divisions, the first two teams drawn shall playoff, the remaining three will wait for the first round winner. Then first and second drawn will playoff and third and fourth will playoff. Winners will play for the Cup.
22. Barring unforeseen circumstances (teams dropping out, player quitting, etc.) the teams will be realigned at the end of the season in the following manner:
  - a) The team finishing last in the Rogers Division will be moved to the Walker Division and the team finishing first in the Walker Division will be moved to the Rogers Division.
  - b) The team finishing last in the Walker Division will be moved to the Feeney Division and the team finishing first in the Feeney Division will be moved to the Walker Division.
  - c) The team finishing last in the Feeney Division will be moved to the Conium Division and the team finishing first in the Conium Division will be moved to the McDonald Division.
  - d) The team finishing last in the Conium Division will be moved to the McDonald Division and the team finishing first in the McDonald Division will be moved to the Conium Division.

23. Any situation that may arise and that is not specifically covered by these Rules or by the League Constitution may be brought up for resolution at the next captain's meeting.
24. A player must have played at least 16 matches to be eligible to play in the playoffs, except the Rogers Division, which will require 21 matches and Walker will require 18 matches. A team captain whose play has been restricted by 10 man roster will be eligible to play in the playoffs if the team has less than 7 players present at a playoff match.
25. The marking of the games shall be shared equally by both teams. The home team will mark the first game and the away team will mark the second and so on. Players shall make themselves available to mark games. Delay of games should be reported and individuals and captains will be contacted to correct this situation.
26. Physical confrontation will get an automatic suspension from the League. Any possible review will be done at the League's discretion and time.
27. Cheating will not be tolerated. Discrepancies in score sheets will result in a first time warning and loss of personal points of the offending captains for that night. A second offense will result in suspension.
28. Any team that decides to fold without a reasonable reason that can be justified by the League will result in the suspension of all the members of that team.
29. Any team whose venue closes during the season must play out of a venue already approved by the League for that season and must confirm the new location with the executive so as not to cause any scheduling conflicts.
30. Any misrepresentation of the League will result in warnings or suspension.
31. Players will act in a civil and respectful manner with their opponents in the clubs within the League. Visiting teams and players are guests of the clubs and are subject the club's authority. Players must be at least 21 years of age.
32. Captains meetings will be held each month during the season. The meeting deposit fee (\$50) will be refunded at the April captains meeting if the team has attended October meeting, April meeting and at least 3 other Captains' meetings.