



## 2023 – 2024 Rules & Regulations

This document shall cancel all other previous Markham Dart League Rules & Regulations and shall be used in conjunction with any approved league Constitution and is valid until it is replaced by an updated document.

Rules, Guidelines, Policies and Procedures, are an evolutionary process and as such are subject to change.

### 1. THE MATCH

1.1. All teams shall play their matches on Tuesday evenings. Team line ups to be completed and first match, Foursome 601, started no later than 7:30 pm.

- If a team has at least 4 players, games are to start on time. If a team is not ready to start on time, the opposing team is allowed to take an automatic win for that game, and so on for each game thereafter that a team is not ready to start on.
- If a team doesn't have 4 Players, they forfeit the night

1.2. Each match consists of 4 sets:

Set 1:	1 x 4-person Team Game	601
Set 2:	3 x Games of Doubles	501
Set 3:	3 x Games of Doubles	Cricket
Set 4:	6 x Games of Singles	501

- Set 1: Single Game
- Set 2 – 4: Matches are best of 3 Legs, straight in-double out (501)
- The order of play set out above must be strictly adhered to.

1.3. The team line-up will be by blind draw, ie: **DO NOT LOOK** at opponents side prior to completing.

- The team captains must fill out the score sheets as follows, then call the respective players to the board(s).
  - Set 1: To be filled out prior to 7:30pm
  - Set 2 & 3: (Doubles 501 & Cricket) Are to be filled out at the same time prior to starting Doubles 501 (Excluding Playoffs) immediately following the completion for the first Set.
    - Play as you can when able. This means that when the 3<sup>rd</sup> match of Doubles 501 is being played; you are to start a Doubles Cricket Match with the 1<sup>st</sup> match for Cricket. If the 1<sup>st</sup> matches players are in the 3<sup>rd</sup> Match of 501, then move to the 2<sup>nd</sup> slot, and so on.
  - Score sheets must be signed by both captains and emailed NO LATER than Thursday-noon following the Tuesday match.

- Scan or Photograph the score sheet and email it to [mdl\\_stats@outlook.com](mailto:mdl_stats@outlook.com).
  - Failure to submit a score sheet by deadline, will result in a 5-point penalty being levied against the home team.
- 1.4. Players will shoot “closest-to-the-bull” to determine the start.
- In 601 and 501 matches, Home team shoots closest-to-the bull first to determine who starts the 1<sup>st</sup> leg, in event of a tie home team shoots first again.
  - Loser of the bull starts the 2<sup>nd</sup> leg
  - 3<sup>rd</sup> leg, if necessary, the home team shoots for the bull first once.
  - Note: All Cricket legs are started with closest-to-the bull, with the home team shooting first each, in the event of a tie home team shoots first again.
- 1.5. All darts and games shall be played according to NDFC rules, when not covered by rules or guidelines in this document.
- 1.6. Players may ask for advice, only if they step back off the line. The Chalker may tell what is left or what is scored, only if asked. The Chalker cannot give the proper finish to end game.
- 1.7. If in an O1 Match, and both teams are on X1, both teams can agree to shoot closest to the bull to decide a winner
- ALL players in that match must agree to use this option

## 2. TEAM FORMAT

- 2.1. Each team must have a minimum of 6 players registered, called a “Roster”.
- 2.2. Once a person registers for a team and has played, they are registered for that team for the season (first 2-weeks of the season as the exception, to accommodate balancing and errors).
- Any request for a transfer to another team, after playing, must be made in WRITING to the Executive, who will make a decision on accommodation of such a move. This will only be allowed in EXTREME cases.
- 2.3. Any replacements or any new players to the team’s roster must be approved by the executive. Any team using a player without written consent will forfeit all games that the player played. Applications to add players must also be made in writing to the executive.
- 2.4. No player may be added to a roster within 6 wks prior to the start of the Playoffs
- Note: Play-off qualifier (Rule 2.5) still applies.
- 2.5. Only registered players who have played a game in 33% (rounded down) of leagues nights may play in the year–end play-offs.
- 2.6. Only the executive may approve an ineligible player/team to play.
- 2.7. The league will begin as "open"and may be divided into "A or B", following

week 22, after playing each other team 2 times.

- 2.8. The Executive will review the divisions after 22 weeks, and may make changes to team division assignments if deemed necessary. The Executive will have full discretion in doing so.
- 2.9. A team short of required 6 players, will be allowed to use a "DUMMY".

#### Placement of Dummy

- Dummy Spots must be placed in the Bottom Spot(s), in singles. In doubles matches, dummies may be placed in either spot 4 and 6, or 5 and 6 when two are needed (both matches played 2 on 1) or the last spot when one is required.

#### Scoring for the Dummy

- In 501 games;
  - The dummy scores twenty-five (25) each throw. At 100 points left (100) or under, the dummy scores nothing (0).
- In Cricket games;
  - The dummy records a "no count". Effectively it will be 2-players vs.1; or 6-darts against 3.
- NO Recycling of players allowed within a set;

### 3.0 Smoking

- Smokers need to respect the times and schedule of the game sheet.
- Smoking should be kept to between matches, **NOT GAMES.**
- Smokers should only be smoking when it is not impacting or delaying other games.
- Chalkers are needed while games are in play and often are not available due to smokers leaving while matches are in play. All chalking to be shared between home and away teams. Chalkers please remain still, **DO NOT** lean in to check the score, unless requested by the player. This is not only distracting to the player, but also dangerous. Please be patient with new chalkers and help them rather berate them.
- The same rules that apply to Start Times will apply to **games, within a match.** If a team is not ready to play due to them smoking.
- If a team is not ready to start on time, the opposing team is allowed to take an automatic win for that game, and so on for each game thereafter that a team is not ready to start on.
- This means that if you choose to smoke, you should know when you are playing so that you are back prior to the start of your match.
- The emphasis here is between matches **.NOT BETWEEN GAMES IN MATCH.**