

MTADL – QSDL Premier League

Rules of Play 2015 – 2016

I – Equipment

1. The centre of the bull's-eye will be 5 feet, 8 inches from the floor. The front of the toe line or oche will be 7 feet, 9 and one-quarter inches from the face of the board.
2. Dartboards will be in good repair, suitable lighting will be installed and chalkboards and chalk will be provided.
3. Where there is a dispute regarding any of these factors, the match will be played using the established lines and boards and the discrepancies will be reported to the League. The partner league, for which the venue is a sponsor, will take the appropriate action with the venue for repairs.

II – Player Eligibility

1. Any QSDL or MTADL member may play in the Premier League except those persons who have been specifically excluded by the Premier League.
2. Each team will consist of a minimum of six (6) players, except for the playoffs where the minimum is seven (7). There is no maximum number.
3. Players may play for only one team each season except by permission of the Premier League Grievance Committee.
4. Playoff Eligibility requires an individual to play 50% of the regular season plus one (1) night.
 - a. If there are 21 regular season matches, players must have played in a minimum of eleven (11) regular season matches to qualify to play in the playoffs.
 - b. If there are 18 regular season matches, players must play in a minimum of ten (10) regular season matches to play in the playoffs.

III – Match Procedures

1. Start Time
 - a. Lineups are due at 7:30PM. When a team has fewer than 2 players available at 7:30, up to 15 minutes grace will be granted. Teams must begin the first Doubles 501 when any 2 members of both teams are present after 7:45 PM, and a line up using the available players must be submitted by ANY present team member.
 - b. If a team has fewer than 2 players present at 7:45PM or if a team has fewer than 4 players present following the conclusion of the first Doubles 501, the match is forfeited. Forfeits are scored as a 16--0 win

for the full strength team and a 0---16 loss for the short---handed team.

Individual points are awarded for players on the team present to play.

2. Players must be present at the match to receive credit for wins, losses and weeks played.
3. When a team has more than 6 players present and the team captain does not participate in the match, the captain will be credited with a week played.
4. Regular Season matches consist of twelve (12) best of three sets (note bonus games below) played in the following order:
 - a. 3 sets of Doubles 501; a Doubles 501 Set is defined as best of 3 Legs.
 - b. 6 sets of Singles 501; a Singles Set is defined as best of 5 Legs.
 - c. 3 sets of Doubles Cricket; a Doubles Cricket Set is defined as best of 3 Legs.
5. Bonus Games (Regular Season)
 - a. When both teams have 6 or more players present, one additional set of Doubles Cricket, one additional set of Doubles 501 and two additional sets of Singles 501 will be played (total of 16 sets).
 - b. The captain will determine which players will participate in the extra sets for their teams, but players are limited to a total of 4 sets played in a match.
 - c. When either team has fewer than 6 players present, the extra sets will not be played. If one team has 6 or more players present, the extra sets will be awarded to that team as forfeits.
 - d. Players chosen to play the extra sets must play once IN THE FIRST HALF OF THE FORMAT AND THEN ONCE IN THE SECOND HALF OF THE FORMAT, *e.g. Gary Anderson (no relation) when playing doubles must play in games 1 or 2 and then games 3 or 4; Gary MAY NOT BE listed in games 1 and 2 or 3 and 4. Similarly, in singles, James Wade must play once in games 1,2,3, or 4 and once in games 5,6, 7 or 8.*
 - e. Scores for the recycled player(s) second game will be entered as recycled matches. No points will be awarded to the players for bonus matches if it is their second match of the same format.
 - f. A minimum of six players must be used in each game format. *i.e.* a player cannot play one doubles match and three singles.
6. Chalking will be shared by both teams for the entire match.
7. Bulling:
 - a. In 01 games, the home team will bull first. The loser of the bull will begin the even numbered legs. If a third leg is required in Doubles 501 or a fifth leg is required in Singles 501, the home team will show a bull to determine order.
 - b. In cricket, the home team will throw for bull first for each leg.
8. In Cricket, when a game ends with all of the numbers and bull's---eyes closed and a tie score, the team that closed the numbers and bull's---eyes first will be the winner.
9. Only darts with their points touching the board will be counted. Darts that bounce from the board may not be retaken except when going for the bull at the start of a game.
10. Darts must be thrown with both feet behind the front edge of the toe line.

11. The home captain is responsible for entering the final match stats into the statistical database at by the Sunday following the match. Both captains will retain their copy of the score sheet in case of a disagreement in the entered results.

IV - Short – handed Procedures (Regular Season)

1. Individual players are limited to a maximum of 4 sets played in a match. When a team has fewer than 6 players available to play at 7:45PM, the procedures below will be used to recycle players.
2. If a team has fewer than 2 players at 7:45PM or fewer than 4 players following the first Doubles 501, the match is forfeited (see Rule III Match Procedures).
3. Teams may not use a dummy score for an absent player. Two players from each team are required to play in each Doubles and the approved short---handed procedure used when necessary.
4. If additional players from the short---handed team arrive after play begins or if players must leave before the end of the match, the short---handed procedure will be adjusted to reflect the number of players present at that point in the match. Sets that have already been forfeited may not be replayed.
5. If a player or players must leave and they have already completed their singles set, the extra singles sets will be played (subject to the 4 set per match restriction).

5 Players	4 Players
<p><i>3 names drawn at random by the opposing teams Captain</i></p> <ul style="list-style-type: none"> • 1st drawn player plays second Doubles 501 • 2nd drawn player plays a second Doubles Cricket 	<ul style="list-style-type: none"> • Third Doubles 501 forfeited • 2 Players play a second Doubles Cricket • Remaining players play 2 singles

V - General Procedures and Discipline

1. The team captains are asked to settle disputes and address their own player’s behavior during a match.
2. Protests
 - a. Protests will not be accepted unless there is a direct violation of the rules as stated on these pages.
 - b. Protests must be in writing and must be received by the Premier League Grievance Committee within five (5) days of the incident.
 - c. Protests may only be filed by the team captain and must be submitted via email to both exec@qsdl.net and info@mtadl.com
 - d. The Premier League Grievance Committee will consist of four (4) members, two (2) representatives from each league; each league will choose their own representatives.
3. Discipline
 - a. Where a problem exists with a specific player, the Grievance Committee will inform the team captain and request the team deal

with it. When the team cannot – or will not – deal with the problem, the Grievance Committee will recommend action consisting of probation, or suspension or expulsion of the player, and it will be the responsibility of the player’s league to carry it out.

- b. Each league reserves the right to suspend or expel its own teams and players whose behavior is a source of disharmony in the Premier League or that bring the league into disrepute.
 - i. Fighting in a League venue during a match will not be tolerated. The Grievance Committee will discipline all players involved in a fight.
 - ii. Interfering with Venue business is grounds for suspension and expulsion from the league.
 - iii. Interfering with game play through disruptive behavior will not be tolerated.
 - iv. The full name (first and last) for all players will be recorded in the statistical database.

VI - Individual Scoring

1. Individual players are awarded points for regular, but not bonus, matches as follows:
 - a. 2 points for Doubles Cricket set win
 - b. 2 points for Doubles 501 set win
 - c. 4 points for each Singles set win
 - d. Points for each All---star (see below).
2. All---stars points consist of:
 - a. Cricket
 - i. Players will be awarded two (2) all---star points for each “COUNTING” (see example below) throwing of *three triples, two triples and one double bull, one triple and two double bulls, or six bulls* in a single turn.
 1. These will be scored as a 9Count or 6Bulls.

COUNTING - A 9 count in cricket is in reference to any combination of “COUNTING” triples and/or double bulls.

For example, if one team (Bill and Bob) have three 20s and the other team (John and Tim) have one 20, a throw from John and Tim’s team of T20, T19, T19 would NOT be an All Star as only 7 marks could be used. Had Bill and Bob’s team had zero 20s, that throw would count. For purposes of this All Star, a Double Bull is the same as a Triple.

- b. 01 Games
 - i. 2 points for scores of 170 or more or high finishes of 101 or more
 - ii. No points are awarded for any score less than 170, unless it is a high finish of 101 or more.

VII – PPDs

1. ALL Premier League members are responsible for reporting member PPDs in season singles games, except in those cases where that player is being recycled.
 - a. For MTADL members, failure to report PPDs may result in exclusion from any individual awards and possible future sanctions.
 - b. Rules for recording PPDs and examples are included at the end of this document.
 - c. PPDs will not be recorded for matches played as a recycled player.

VIII – Playoffs

Playoffs format - Doubles 501, Doubles Cricket, Singles

1. Teams will be expected to play an eight---person format with only TWO recycled player per set.
2. Teams will be ranked regardless of league affiliation and all games will be played over two (2) weeks, first to 17.
3. Individual players are limited to a maximum of four (4) sets played in a match.
4. In the event that both teams are short---handed on the same night (fewer than 6 players), forfeited games are not played. The match winner will be the team that won the majority of playable games over both nights.
5. If a playoff match ends in a tie, each team will declare 6 players and one game of 1,001 straight in/double out will be played. The home team will go for the bull first and will chalk the game. The winner of the 1,001 will be the winner of the match. If one team has fewer than 6 players, the full strength team will take extra turn(s) at the end of each round of 6 players.
6. All playoff results must be sent via email to both exec@qsdl.net and rules@mtadl.com. Captains must retain their copy of the score sheet for later confirmation.
7. When a team has fewer than EIGHT (8) players available to play at 7:45PM, the following procedures will be used:

7 Players	6 Players
<p><i>3 names, drawn at random prior to 501 Doubles</i></p> <ul style="list-style-type: none"> • 1st drawn player plays Fourth Doubles 501 (and either 1 or 2 doubles). • 2nd drawn player plays Fourth Cricket (and either 1 or 2 cricket). • 3rd drawn player plays Eighth Singles 501 (and 1st, 2nd, 3rd, or 4th Singles). 	<p><i>4 names drawn at random, prior to 501 Doubles</i></p> <ul style="list-style-type: none"> • 1st drawn player plays Fourth Doubles 501 (and either 1 or 2 doubles). • 2nd drawn player plays Fourth Cricket (and either 1 or 2 cricket). • 3rd drawn player plays Seventh Singles 501 (and either 1st, 2nd, 3rd, or 4th Singles). • 4TH drawn player plays Eighth Singles (and either 1st, 2nd, 3rd, or 4th Singles)
5 players	1---4 players

<p><i>3 names, drawn at random prior to 501</i></p> <p>Doubles</p> <ul style="list-style-type: none"> • 1st drawn player plays Third Doubles 501 • Fourth Doubles is forfeited. • 2nd Drawn player plays Third Doubles Cricket • Fourth Cricket is forfeited • 3rd drawn player plays Sixth Singles 501 • Seventh and Eighth Singles 501 forfeited 	<p>All 16 games will be forfeited</p>
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IX – Points Per Dart (PPD)

1. PPD averages are only tracked in singles play.
2. PPD averages are calculated using a formula of (in the case of 501 singles) 501 less the remaining score (if any), divided by the number of darts thrown. Example: Bob and George play singles 501. Bob starts the match, throws 18 darts and takes out his finish. George is left with 101 after he has thrown 15 darts. The formula is as follows for both players:
 - a. Bob – $501 - 0 = 501$. $501 / 18 = 27.83$ PPD
 - b. George – $501 - 101 = 400$. $400 / 15 = 26.67$ PPD
3. For PPD statistics, any turn with darts bouncing or falling from the board onto the floor still counts as a 3---dart throw; for example, Fred throws two darts in the single 18, and his third dart bounces from a wire and falls to the floor. Fred's 3---dart score is 36. A busted score still counts as a 3---dart turn, even if the score is busted with the first dart; for example, Karen has 51 required, but hits a triple 19, busting her score. The turn is recorded as a 3---dart turn scoring 0 points.
4. When a player takes out a double with fewer than 3 darts, only the darts required to finish the leg will be counted; for example, Joyce has 32 remaining after 7 throws (21 darts). Joyce finishes the 32 on her second dart. Joyce's total will be recorded as 23 darts.
5. In any match, the largest difference in number of darts thrown between opponents is three (3). If the winner started the leg, he/she may have thrown either one, two, or three darts more than his/her opponent. The winner may have thrown one or two darts less than the opponent if the opponent started the leg first. The loser of any leg MUST have a number of darts divisible by three (3). A winner's score can have a number of darts thrown not divisible by three; for example, Bill vs. Bryan
 - a. Leg 1: Bryan starts and finishes in 18 darts – Bill has 20 required. Bill must have a PPD tracking of 15 thrown, 20 required, as he had yet to throw his 6th turn.
 - b. Leg 2: Bryan starts, and Bill finishes in 17 darts – Bryan has 52 required. Bryan must have a PPD tracking of 18 thrown, 52 required, as he had completed his 6th turn prior to Bill's

- attempt on his finish.
- c. Leg 3: Bill starts and finishes in 13 darts – Bryan has 154 required. Bryan will have a PPD tracking of 12 thrown, 154 required.
 - d. Leg 4: Bryan starts, and Bill finishes in 15 darts – Bryan has 40 required. Both players will have 15 thrown. Bill will have 15 thrown, 0 required. Bryan will have 15 thrown, 40 required.
6. PPD averages are cumulative throughout the entire season, averaged over the total number of games, darts thrown and the total number of darts remaining.

Scorer's Tip: DO NOT ERASE SCORES DURING A LEG WITHOUT COUNTING THE NUMBER OF TURNS / DARTS. In the case of a leg where you run out of room on the chalkboard, make a small note on the corner of the chalkboard as to how many turns were thrown prior to erasing the scores.