

Toronto Summer Darts League - Rules of Play

I – Equipment

- The centre of the bullseye will be 5 feet, 8 inches from the floor. The toe line, or oche, will be 7 feet, 9 and ¼ inches from the face of the board.
- Suitable lighting will be installed and chalkboards will be available.
- Where there is a dispute regarding these conditions, the teams will play the match at the scheduled location using the established lines and boards at that location. Discrepancies will be reported to the League.

II – Player Eligibility

- Anyone may play in the T.S.D.L. except those persons who have been specifically excluded from playing in the T.S.D.L. member leagues.
- Each team consists of a minimum of 6 players. There is no maximum number.
- Players may play for only one team each season *except by permission of the League*.
- Players must have played in a *minimum of 3 matches* to qualify for the playoffs.

III – Match Procedures

- Matches begin at 7:45 P.M. When a team is short-handed, up to 15 minutes grace will be granted.
- Teams with fewer than 6 players present at 8:00 PM will follow the re-cycling rules as stated in section IV. There is no “dummy” procedure. Players must be present at a match and played the games to receive credit for wins, losses and weeks played.
- Teams must begin the first cricket leg as soon as any 2 players from both teams are present after 7:45 PM. Forfeiting legs and drawing names for re-cycling will take place after the first cricket leg.
- Matches consist of 12 best-of-three legs played in the following order: 3 legs of doubles Cricket followed by 3 legs of doubles 501 (straight in / double out) followed by 6 legs of singles Chicago.
- Chicago consists of three games, cricket, 301 double in / double out and 401 straight in / double out. Games may not be repeated. The winner of the bull selects the game to be played.
- Each game will begin with a player from each team who is scheduled to play in that leg going for the bull. The player closest to the bullseye will play first. The home team will shoot for the bull first.
- Only darts with their points touching the board will count. Darts which bounce from the board may not be re-taken except when going for the bull at the start of the game.
- Darts must be thrown from behind the toe line.
- Chalking duties will be shared by both teams.
- In cricket, when a game ends with a tie score and all of the numbers and bullseyes closed, the team which closed all of the numbers and bullseyes first will be the winner.
- When two teams which share a venue are scheduled to play each other, it will count as a home match for both teams. The team listed as the home team on the schedule will go for the bull first.
- Each captain is required to keep their own score sheet during the match. For each round of games, the captains will fill out their score sheet then copy the opposing line up onto their sheet from the opponent’s sheet. Each captain will sign both sheets at the end of the match.
- The home team captain will be responsible for entering the match results into the on-line statistics system at www.qsdl.net.
- Each home captain will have two blank score sheets available for each home match. One for either team.

IV – Shorthanded Procedures

- Individual players are allowed to play in a total of four legs in a match. If a team has fewer than 6 players available following the first cricket leg, the following procedures to “re-cycle” players will be followed:

5 PLAYERS	4 PLAYERS	3 PLAYERS
<ul style="list-style-type: none"> - 3 names drawn at random - 1st player drawn plays a 2nd Cricket - 2nd player drawn plays a 2nd 501 - 3rd player drawn plays a 2nd Single 	<ul style="list-style-type: none"> - 2 names drawn at random - Third Cricket forfeited - 2 players drawn play a 2nd 501 - remaining players play 2nd single 	<ul style="list-style-type: none"> - 2nd & 3rd Cricket forfeited - 2nd & 3rd 501 forfeited - each player plays 2 singles

- If a team has fewer than 3 players, the match is forfeited. Forfeits are scored as 10-2 for the full-strength team and 0-12 for the shorthanded team.
- The captain of a full strength team involved in a forfeit *will* submit a score sheet indicating which players on *both* teams were present and will receive credit for wins and a week played.

- If additional players from a shorthanded team arrive after play begins, or if players have to leave before the match is over, the shorthanded procedure will be adjusted to reflect the current number of players at the point in the match when the players arrive or leave. Legs that have already been forfeited cannot be re-played.
- When playing short-handed, teams are requested to place the re-cycled players in their line up in such a way as to minimize the waiting time for players on the other team.

V – General Procedures

- The team captains are the final arbiters of what is or is not legal play during a league match. The teams may disregard or adjust any of these rules, providing there is mutual consent between both captains.
- The team captains are required to settle problems arising during play. Protests will not be accepted except when there is a direct violation of a rule as stated on these pages. Protests must be in writing and they must be received by the QSDL within 5 days of the incident. Protests may be submitted via e-mail to exec@qsd.net.

Protests may only be filed by the team captain(s) involved in the incident.

- Where an ongoing problem exists with a specific player, the League executive will approach the captain resolve the issue. If the team can not, or will not handle a problem, the League will take action of probation then suspension and finally expulsion of the player.
- The League reserves the right to expel players or teams whose conduct is a source of disharmony in the League or that brings the League into disrepute.
- Fighting in a League venue during a League match will not be tolerated. Upon review, the League will discipline all persons involved in a fight.
- League standings, player statistics, news and additional score sheets are posted on the League website at www.qsd.net.

VI – Individual Scoring

- Individual players are awarded points according to the following schedule:
 - 2 points for each doubles leg won (cricket or '01)
 - 4 points for each singles leg won
 - 3 points for each all-star shot.
- All-star shots consist of:
 - In "01" games, a finish of 101 or more
 - In "01" games, a score of 170 or more
 - In Cricket for three *open triples and/or double bullseyes* in the same turn.

VII – Playoff Procedures

- Playoffs will be held at the end of the regular season. The League will determine the playoff format each year based on the number of teams in the league and the format may not include all teams.
- "Re-cycling" of players by shorthanded teams is not permitted in the playoffs except by permission of the opposing captain.
- Players must have played in a minimum of 3 matches during the regular season for their team to qualify to play in the playoffs. Teams using ineligible players, without the consent of the opposing captain, or teams entering false names on the score sheet will be deemed to have forfeited their playoff match and their opponent will move on to the next round.
- The first team to win 7 legs during a playoff match will be declared the winner. The remaining legs may be played out at the discretion of the team captains.
- When a playoff match ends in a 6-6 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 game will be the winner of the match. When one team is short-handed, the full strength team will take extra turn(s) at the end of each round of six.
- Following a playoff match, the home captain is required to phone the final score to 416-352-8919 or e-mail exec@qsd.net by 6PM Thursday.