

# The Queen Street Dart League - Rules of Play 2011/12

## I - Equipment

- 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.
- Dartboards will be in good repair, suitable lighting will be installed and chalkboards and chalk will be provided.
- 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 League will take the appropriate action with the venue for repairs.

## II - Player Eligibility

- Anyone may play in the Q.S.D.L. except those persons who have been specifically excluded by the League.
- Each team will consist 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 7 regular season matches to qualify to play in the playoffs.

## III - Match Procedures

- Matches consist of 12 best of three sets (note bonus games below) played in the following order:
  - 3 sets of Doubles Cricket
  - 3 sets of Doubles 501 SI/DO
  - 6 sets of Singles
- In 'A' Division, Singles will be 501 straight in/double out. In 'B' and 'C' Divisions, Singles will be 401 straight in/double out.

### Bonus Games

- 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 16). The
  - Captain will determine which players will participate in the extra sets. Players are limited to a total of 4 sets played in a match.
  - 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.
  - Players chosen to play the extra sets must play the last two matches of each format. Scores for the player(s) 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.
  - A minimum of six players must be used in each game format. i.e. a player cannot play one doubles match and three singles.
- Matches begin at 7:30 PM. When a team has fewer than 2 players available at 7:30 up to 15 minutes grace will be granted. Teams will begin the first Doubles Cricket when any 2 members of both teams are present after 7:30 PM.

- If a team has fewer than 2 players present at 7:45 PM or if a team has fewer than 4 players present following the conclusion of the first Doubles Cricket, 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.
- Only darts with their points touching the board will be counted. Darts which bounce from the board may not be re-taken except when going for the bull at the start of a game.
- Darts must be thrown with both feet behind the front edge of the toe line.
- 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.
- Players must be present at the match to receive credit for wins, losses and weeks played.
- Chalking will be shared by both teams.
- Each game will begin with a player from each team who have been assigned to play in that set going for the bull. Closest to the bull goes first. The home team will go for the bull first.
- 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.
- 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.
- 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.
- In any case where both team captains agree that a single match length is causing excessive delay to the evening (i.e. both players shooting for double one for several turns each), the individual leg may be decided by each player throwing one dart for a bulls eye. The home team will shoot first and closest to the bull wins the leg.

#### IV - Short-handed Procedures

- 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 7:45 PM, the following procedures will be used to re-cycle players:

5 PLAYERS	4 PLAYERS
3 names drawn at random - 1st drawn player plays a second Cricket - 2nd drawn player plays a second 501 - 3rd drawn player plays a second Single	2 names drawn at random - Third Cricket forfeited - Drawn players play a second 501 - Remaining players play 2 Singles

- If a team has fewer than 2 players at 7:45 PM or fewer than 4 players following the first Doubles Cricket, the match is forfeited (see Rule III Match Procedures).
- 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 re-played.

- 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).

#### V - General Procedures

- The Team Captains are the final arbiters of what constitutes legal play. Teams may disregard or adjust any of these rules providing there is mutual consent between both captains.
- The team captains are required to settle disputes during a match. Protests will not be accepted unless there is a direct violation of the rules as stated on these pages. Protests must be in writing and must be received by the League within 5 days of the incident. Protests may only be filed by the team captain. Protests may be submitted via email to: [exec@qsdl.net](mailto:exec@qsdl.net).
- Where a problem exists with a specific player, the League will inform the team captain and request the team deal with it. When the team cannot, or will not, deal with the problem itself, the League will take action consisting of probation, or suspension or expulsion of the player.
- The League reserves the right to suspend or expel teams and players whose behaviour is a source of disharmony in the League or that bring the League into disrepute.
- Fighting in a League venue during a League match will not be tolerated. The League will discipline all players involved in a fight.
- The full name (first and last) for all players will be recorded in the statistical database.

#### VI - Individual Scoring

- Individual players are awarded points for regular, but not bonus, matches as follows:
  - 2 points for Doubles Cricket set win
  - 2 points for Doubles 501 set win
  - 4 points for each Singles won
  - Points for each All-star turn (see below).
- **All-stars** consist of:
  - In Cricket for a turn consisting of 3 counting triples and/or double bull's-eyes. – **3 points**
  - In '01' games for a score of 170 or more or for an out of 101 or more – **3 points**
  - In '01' games a score of 130-169 – **1 point**

#### VII - Playoffs

- Playoffs will be held at the end of the regular season. The League will determine the playoff format each season based on the number of teams in the League.
- Re-cycling of players is not permitted by short-handed teams in the playoffs, except by permission of the opposing captain. **The bonus games played with 6 or more players do not count as a re-cycled player.**
- Players must have played in a minimum of 7 weeks during the regular season to qualify to play in the playoffs. Teams using ineligible players or teams placing the names of players who are not present on the score sheet will be deemed to have forfeited their playoff match and their opponent will move on to the next round.
- If both teams have 6 players present, the extra sets will be played as during the regular season.
- If one team has fewer than 6 players, the extra sets will not be played and will be awarded to the full strength team as forfeits.

- If **both** teams have fewer than 6 players the extra sets will not be played.
- 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 is short-handed, the full strength team will take extra turn(s) at the end of each round of 6 players.
- All playoff results must be phoned/text to 416-352-8919 the day following the match. E-mail to [exec@qsdl.net](mailto:exec@qsdl.net) is also acceptable.
- As there are no stats kept during the playoffs (there is only a winner and a loser) the home captain is not required make entries into the statistical database. Each captain must retain their copy of the score sheet for later confirmation, if required.