

Buffalo Area Dart League

(B.A.D.L.)

RULE BOOK

Revised 2018

Revised sections: 1.d 2.3.b 5.c 5.d 6 7.i 7.m 7.n 7.o 16



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ALL RULES ARE SUBJECT TO EXCEPTIONS BASED ON CIRCUMSTANCES WARRANTED BY THE B.A.D.L. EXECUTIVE BOARD. ALL DART EVENTS ARE PLAYED UNDER THE EXCLUSIVE SUPERVISION OF AND/OR SANCTIONED BY THE B.A.D.L. AND SHALL BE PLAYED IN ACCORDANCE WITH THE FOLLOWING:

1 PLAYING RULES

- a) All the players and teams shall play by these B.A.D.L. Rules and where necessary, any supplemental Rules stipulated by the B.A.D.L.
- b) Any player and/or team who, during the course of any event, fails to comply with any of these Rules shall be subject to disqualification from that event.
- c) The interpretation of these Rules, in relation to a specific Dart Event, shall rest with the B.A.D.L. Executive Board whose decision shall be final and binding. Protests after the fact shall not be considered. (see Chapter 11)
- d) A nine (9) dart warm-up per player per game is the maximum allowed for players playing in the upcoming game.
- e) Only players and the scorekeeper are allowed inside the playing area.
- f) Opposing players must stand at least two (2) feet behind the player at the oche (throwing line).
- g) All darts must be thrown by and from the hand.
- h) A throw shall consist of three (3) darts, unless the game is completed with a lesser amount.
- i) Should a player 'touch' any dart which is in the dartboard during the throw, that throw shall be deemed completed.
- j) A dart bouncing off, or a dart that falls out, of the board cannot be re-thrown with the exception of during the diddle (see section 2.1e).
- k) All players in a Doubles/Team game must throw in turn before a subsequent turn is taken. (see Chapter 10, Section i)
- l) Good sportsmanship shall be the prevailing attitude throughout the Event.
- m) The B.A.D.L. assumes no responsibility for any accident or injury on the premises.
- n) The B.A.D.L. reserves the right to censure or expel anyone who physically or verbally abuses another player or scorekeeper.
- o) The B.A.D.L. reserves the right to add or amend any or all of the Rules at any time for the purpose deemed necessary at the time.

2 STARTING PROCEDURE

2.1 General Game Procedure

- a) The 'HOME' team shall have the option of deciding whether to "diddle/cork" first or second, for each game of the entire match.
- b) Any player in the game may throw for the "diddle/cork." You must then revert back to the original order on the Match Card to start the game.
- c) The team winning the "diddle/cork" shall start the game.
- d) The winner of the "diddle/cork" is the person whose dart lands closest to the bull. Two double bulls, two single bulls, or two darts outside the bull ring but the exact same distance from the center of the bull shall be considered tied.
- e) For ties and in situations where a "diddle/cork" is knocked out of the board by the opposing player's dart, a re-throw is required by both players in reverse order. Additional throws may be made for the "diddle/cork" until such times as the players' darts remain in the board.
- f) In the case of ties, the darts will not be touched or moved. The scorekeeper will measure where the dart point breaks the surface of the dartboard (Point of Entry) to determine which dart is closer. (see Chapter 8, Section c)
- g) If a tie is the result of either two single bulls or two double bulls being thrown, the diddlers may decide amongst themselves whether to leave, or pull, the first two "tied"

darts from the board. If both players don't agree on whether to leave or pull them, then the tied darts will be pulled prior to the players re-diddling.

- h) The second player may acknowledge the first dart as either an "inner/double" or "outer/single" bull and have it be removed prior to their throw.
- i) The dart must stick in the scoring area for the 'diddle/cork' to count.
- j) The scorekeeper's decisions are final unless an official protest is filed with the league requiring an Executive Board review.
- k) All darts must be thrown from the hand.
- l) Each player/team shall take turns throwing. Three (3) darts in succession constitutes a turn.
- m) Teams may be penalized for slow play if the opposing team files an official protest with the B.A.D.L. Executive Board. The Board will then investigate the protest and determine whether a warning or a penalty should be given to the offending team.

2.2 Cricket Rules

- a) The objective of Cricket is to 'close' or 'own' specific numbers on the dartboard. The numbers used in Cricket are 20, 19, 18, 17, 16, 15 and the inner and outer bulls.
- b) To close or own a number, you must score three (3) of a number. This may be accomplished with three singles, a single and a double or a triple.
- c) Once a player or team scores three of a number it is owned by that player/team. When both players/teams have three of the same number it is considered closed and no further scoring can be accomplished.
- d) To close the bull, the outer bull counts as a single the inner counts as a double.
- e) Once a player/team closes a number they may score points on that number until their opponent closes that number. All numerical scores will be added to the previous balances.
- f) Numbers may be closed in any order. Calling the shot is not required.
- g) For the purpose of owning a number, the triple and double rings count as three and two respectively.
- h) Once a number is owned by a player/team, the double and triple rings count as two and three times the numerical values respectively.
- i) **WINNING THE GAME** *This rule applies only to the game of Cricket. '01 games will follow the "three dart grace rule". (see Chapter 2.3)*
 - 1. The player/team that closes all the numbers and has the higher score shall be declared the winner of the game.
 - 2. If both sides are tied on points or no points are scored, the first player/team to close all numbers shall be declared the winner.
 - 3. If a player/team closes all numbers first but is behind on points, they must continue to score on any numbers not closed by their opponent until they have more or the same amount of points as their opponent.
 - 4. It shall be the responsibility of the player to verify the score before removing the darts from the board. The score shall remain as written if one or more darts are removed. In accordance with the inherent strategy of the game, NO alterations of the score may be made after that player's turn unless a dispute has been resolved and agreed to by both team captains.

2.3 '01 Rules

- a) The Objective of '01 games is to count down to zero (0). The first player/team to reach zero is declared the winner.
- b) Each player or team starts with the same number of points (301, 401, 501 or 701).

- c) For both teams, the first scoring dart must be a valid number on the dartboard (otherwise known as a Straight In Game (SI) where any valid number can start the scoring).
- d) After any valid number is hit, all the subsequent darts count towards the score. However, any darts thrown in that round or previous rounds before the first valid mark will not be counted.
- e) After each round of three darts, the scorekeeper will write down both the total thrown for that round and the score remaining for that player/team.
- f) If a player throws more than the total they have remaining, the round is over and the score does not change from the previous total.
- g) The finishing dart must be a double and obtain the final score of zero.
- h) All three (3) darts do not need to be thrown for a win.
- i) 401 DI-DO SPECIAL (A-division doubles game only)
 - 1) All scores made by a team (including the double-in) are subtracted from a starting score of 401.
 - 2) ALL four players in the game must begin with a double-in, but it isn't necessary for both members of a team to double-in before the scores are counted. As soon as one team member doubles-in, his/her score begins to be subtracted from 401, but his/her partner's score does not begin to be subtracted until the partner doubles-in. It is possible that play might continue the entire game with only one member of a team counting their score and the other team member still trying to double-in.
 - 3) The game ends with a double-out, in the same manner as a standard '01 game.
 - 4) A player may double-in and double-out on the same dart, but If the player doubles-in and then "busts" in the same turn, that player is still not considered "in" and must double-in again on his/her next turn.

3 GAME EQUIPMENT

- a) The B.A.D.L. reserves the right to require the replacement of substandard equipment. Any comments regarding equipment or playing conditions must be submitted in writing to the B.A.D.L. Executive Board.
- b) Darts used in league play shall not exceed an overall maximum length of 30.5cm (12 inches) nor weigh more than 50 grams.
- c) Each dart shall have a recognizable point, barrel and flight.
- d) All league competition, including playoffs and tournaments, shall be conducted on a standard 18-inch bristle dartboard and shall be of the standard 1 to 20 point pattern.
- e) Dartboards with recessed double and triple rings will be permitted (as of 8/2009).
- f) All League dartboards must comply with the following specifications:
 - 1. Double and triple band width : 0.3125"
 - 2. Double bull inside diameter: 0.5"
 - 3. Single bull inside diameter : 1.24"
 - 4. Outside double wire to bull center: 6.75"
 - 5. Outside triple wire to bull center: 4.25"
 - 6. Outside double wire to opposing outside double wire : 13.5"
 - 7. Maximum wire gauge: #16 SWG
- g) The scoring wedge indicated by the number 20 shall be the darker of the two wedge colors on the dartboard and must be the top center wedge.
- h) No alteration or accessories may be added to the dartboard setup (exceptions to this may be shims or other products under the dartboard that are meant to stabilize the dartboard).

- i) The inner narrow band shall score triple the segment number and the outer narrow band shall score double the segment number. These bands shall be alternate red and green in color.
- j) The outer center ring shall score 25, and the inner center ring shall score 50, and it will be called the bull.
- k) The required throwing distance shall be 7 feet 9.25 inches, measured from a plumb line at the face of the dartboard along the floor to the oche. Board height shall be 5 feet 8 inches from the floor to the center of the Bull.
- l) The management at the establishment of the match or tournament shall be responsible for supplying and maintaining the league play dartboard which must be deemed acceptable by both the "Home" and "Away" teams. The Home team shall have the choice of boards when more than one is available.
- m) The board should be positioned so that it is readily available to the players without distraction to the thrower.
- n) All league-play dartboards must be firmly anchored and illuminated.
 1. All league boards must be affixed to the wall via a dartboard bracket (either a standard bracket or home-made one in similar fashion to a standard bracket).
 2. All league boards must be affixed to the wall such that the board is rotatable along the fixed bracket holding the board.
 3. All/Any wires on the board, indicating the location of the scoring numbers, must be interchangeable and able to be moved/rotated (thus allowing the board to be rotatable).
 4. Any bristles that may be protruding out from the board beyond a reasonable length (deemed by both teams) may constitute rotating the board to an acceptable limit such that the protruding bristles do not affect game play.
 5. If any team has a dartboard that is agreed upon by both the home and away team captains, that dartboard may be used as a replacement for the disputed dartboard.
 6. All dartboard disputes may only be brought up by the captain(s) of a team(s) prior to the start of the match. No disputes may be honored once the match has started.
 7. The home team captain has final decision on the dartboard used for league matches.
- o) Lights must be affixed in such a way so as to brightly illuminate the board and reduce any shadows to a minimum. Lights must not physically impede the flight of the dart. See Section 17 for lighting recommendations.
- p) An oche (throwing line) of at least 1 inch wide and 24 inches in length shall be clearly defined and shall be placed in a position at the required throwing distance. The oche extends infinitely beyond the marked line. The front of the oche line (closest to the dartboard) is where the throwing line is measured from, and is the line a player's foot must not cross.
- q) A league-approved scoreboard must be used for all matches and must allow for the manual writing and erasing of scores on either a traditional chalkboard or a dry erase board.
- r) A scoreboard (chalk or dry marker board) must be provided and located in such a manner that it may be easily read by both players and spectators. The scoreboard must be firmly anchored and illuminated. It should be located to either side of the dartboard and on the same wall. If no scoreboard is available, a protest may be submitted by the Away team prior to the beginning of the match.
- s) Each team captain shall have a copy of the League Rules and a copy of the Team Roster in his possession during the match. A roster must include the full name of all team players.
- t) Establishments sponsoring two or more teams must have adequate playing space available for each team and receive the Executive Board approval.

- u) Establishments sponsoring three or more teams must have at least 2 dartboard setups. They must meet all League specifications.

4 DATE AND TIME OF MATCHES

- a) All League matches are scheduled for Tuesday evenings except for those weeks that a recognized holiday falls. Should a holiday fall on a scheduled night, the B.A.D.L. Executive Board will determine if that night should be rescheduled.
- b) Starting time for all matches during the fall and spring leagues is 7:30pm (summer league starts at 8:00pm) unless a different starting time has been agreed upon by BOTH teams' captains prior to the start of the match. Any match not underway within fifteen minutes of the starting time shall be subject to forfeit.
- c) The Home team captain and the management of the establishment will ensure that no other event is scheduled at the establishment on the league night that would prevent or disrupt the normal smooth running of the match.
- d) The B.A.D.L. reserves the right to reschedule any match or matches to maintain an equitable and efficient playing schedule.
- e) Any team wishing to postpone a scheduled night's play must notify the opposing captain at least two hours prior to the start of the match or be subject to forfeit. (see Chapter 10)
- f) A match may be rescheduled through mutual consent of the captains concerned.
- g) A match rescheduled through mutual consent of the captains concerned must be played prior to the following regularly scheduled Tuesday night unless approval for a later date is granted by the B.A.D.L. Executive Board. The Executive Board must be notified of ALL rescheduled matches and/or venue changes

5 TEAM PROFILE

- a) The team roster will consist of at least 4 registered B.A.D.L. players.
- b) Teams may consist of a maximum of eight (8) registered players.
- c) Teams are permitted to use any person to prevent a forfeit in the provided sub-slot. Player rating rules apply
- d) To qualify for the playoffs, players are required to participate in a minimum of five (5) matches of the ten (10) week season OR the last four (4) consecutive weeks of the season.
- e) Any player that has been dropped from a team roster may change to a different team ONCE in any given season. Playoff eligibility for that player must conform to rule 4d for that second team.
- f) No players may play for more than two (2) teams in any given season. Any player that plays a single match for more than two (2) teams will forfeit all matches for the third team. Furthermore, any team using a player where that player has played for three or more teams will forfeit all matches where that player was used.
- g) During the playoffs, any team with an eligible player that cannot attend a match can submit a request for a non-registered substitute to the B.A.D.L. Executive Board. This substitute must be approved by the B.A.D.L. Executive Board prior to a playoff match.
- h) The B.A.D.L. reserves the right to censure any player or team who violates the Rules and Regulations of the league or behaves in a manner which is deemed to embarrass or discredit fellow darters or the league.
- i) Should any team transfer from one establishment to another, the accumulated points will transfer with them as long as they remain in the same division (mid-season transfers are subject to the approval of the B.A.D.L. Executive Board).

- j) Team rosters are subject to review and approval by the B.A.D.L. Executive Board prior to the start of each season. The Board reserves the right to place teams and/or players in the division that best suits their skill level
- k) Should any team be transferred from one division to another, their points are non-transferable (subject to the approval of the B.A.D.L. Executive Board).
- l) Based on new team entries at the Captains' Meeting (prior to the start of the season), the B.A.D.L. Executive Board has the right to place any team in any division deemed proper by the Executive Board

6 MATCH FORMAT

6.1 B Division

Each Match shall consist of seventeen (17) games for one (1) point per game, to be played in the following order:

Game #	Game Description	# Points
1-4	Singles 501, SI/DO	1 per
5-8	Doubles Cricket with points	1 per
9	Team game, 3 players, 701, DI/DO	1
10-13	Singles Cricket with points	1 per
14-17	Doubles 501, SI/DO	1 per

TOTAL POINTS: 17

FORFEIT: 10 POINTS MINIMUM

6.2 C Division

Each Match shall consist of seventeen (13) games for one (1) point per game, to be played in the following order:

Game #	Game Description	# Points
1-3	Singles 501, SI/DO	1 per
4-6	Doubles Cricket with points	1 per
7	Team game, 3 players, 701, DI/DO	1
8-10	Doubles 501, SI/DO	1 per
11-13	Doubles Cricket with points	1 per

TOTAL POINTS: 13

FORFEIT: 8 POINTS MINIMUM

7 LINEUP

- a) The playing lineup must be completed before the match starting time of 7:30pm.
- b) The line-up shall be made up “blind” to the opposing team and is to be exchanged between each captain and conspicuously displayed.
- c) The match lineup shall consist of a minimum of four (4) players for the match to begin. (see Chapter 7, Section M for use of a “ghost player.”)
- d) A player need not be present for the Match to begin, but should they not arrive before their turn, that turn is forfeited. (see Chapter 10, Section b)
- e) Any player may play in any position in the line-up.
- f) All games of the match will start with the “diddle/cork”. (see Chapter 2.1)
- g) No later than 30 minutes prior to the start of the match, the Management of the Establishment must clear the area around the dartboard for play.
- h) The board will then be “open” and available for player practice. All practice activity must be completed by Match start time and the board cleared for Match play. Players may practice between, but not during, their games, on a second board located on a wall other than that of the Matchboard.
- i) Before the start of each game, players (whether they are playing in that specific game or not) may throw nine (9) warm-up darts on the match board. No more than nine warm-up darts will be allowed by each player unless agreed upon by the opposing players in that game and the opposing team captain.
- j) Team captains are responsible for the smooth running of the match. A match must be underway no later than fifteen (15) minutes after the scheduled starting time and will be the captain’s prerogative to declare a forfeit at that time if the opposing team is not ready for play.
- k) The captains must settle any disputes that may arise during the course of play.
- l) The order of games in a match will not be altered for any reason, unless agreed upon by both team captains.
- m) To prevent match forfeits, and to encourage matches to be played, if a team has only three players and can not find a fourth player as a substitute on a given match night, they may fill out their 4-man line-up with a “ghost player” as their fourth man. What this means is that any individual games that require the fourth player, will be forfeited by the team with only three players and those games will not be played. For any doubles games with a ghost player, the ghost will receive 0 score for each turn. The other games that don’t require the fourth player’s participation will be played out as per the match’s line-up.
- n) For match formats that allow for 3 players and/or 3 game sets (previous Summer sessions, and A Divisions)
 1. No individual may play more than 1 singles game, per set, unless the game is a multi leg game (best of 3, or similar)
 2. No individual may play more than 2 doubles games per, per set, unless the game is a multi leg game (best of 3, or similar)
 3. No 2 individuals may play doubles together more than once, per set, unless the game is a multi leg game (best of 3, or similar). This includes when a ghost player is used in the set
- o) For match formats that allow for 4 players and/or 4 game sets
 1. No individual may play more than 1 singles game, per set, unless the game is a multi leg game (best of 3, or similar)
 2. No individual may play more than 2 doubles games per, per set, unless the game is a multi leg game (best of 3, or similar)

8 SCORING

- a) The captain of each team is responsible for providing a scorekeeper for every other game during the match, with the Home team marking first (game #1, #3, #5, etc).
- b) A scoreboard must be clearly visible and in front of the player at the oche.
- c) For a dart to count it must remain in the board for five seconds after the third or final dart has been thrown by the player (or enough time for the scorekeeper to acknowledge the score). The tip of the dart point must be touching the "bristle" portion of the dartboard in order for that dart to be counted as scored (point of entry).
- d) No dart may be touched by the thrower, another player, the scorekeeper, or a spectator, prior to the decision by the scorekeeper.
- e) A dart score shall be determined from the side of the wire at which the point of the dart enters the board.
- f) Players must have both feet behind, or on, but not in front of the oche. A player violating this rule will be warned immediately about the line foul by the opposing captain, and at said captain's option, must re-throw the dart or let it stand as thrown. If a second violation is noted, the player's turn will be forfeited.
- g) If asked by the throwing player, the scorekeeper may call out the player's score after each set of darts are thrown. Also see section 8n.
- h) It is the responsibility of the player to verify the score before removing the darts from the board.
- i) The score remains as written if one or more darts have been removed from the board.
- j) In singles games, errors in scoring must stand as written unless corrected prior to the beginning of the players' next throw.
- k) In team games, errors in scoring must stand as written unless corrected prior to the next turn (first dart) of any partner.
- l) A score becomes final when the same player throws the first dart of their next turn (3 dart grace Rule for '01 games only).
- m) In doubles and team events, no player may throw during a game until each teammate has completed their turn. The first player throwing out of turn shall receive a score of zero (0) points for that round and the team shall forfeit such turn.
- n) At the throwing player's request, the scorekeeper may inform a player what they have scored, but the scorekeeper may not subtract that score from the total and inform the player what amount they have left (the remaining score) in an '01 game. The scorekeeper may also NOT inform or suggest number combinations (finishes), or what strategy to use in any cricket or '01 games. It is permissible for a partner, teammate or spectator to advise the thrower during the course of a match.
- o) Players may consult with his/her teammates during play regarding scoring or cricket strategy.
- p) Opponents may not advise or suggest combinations or score. Such violations may be protested with possible forfeiture of the game in which the violation occurred.
- q) For the purpose of starting or finishing a game or leg, the inner bull is considered as double 25.
- r) A player's score shall consist of the points indicated by the darts remaining affixed to the playing surface at the completion of the throw. Darts thrown after and in excess of completion of the winning dart shall constitute a "bust."
- s) The "bust rule" shall apply when: the player (needing a particular number to reach zero (0)) throws less than the total number needed and does not leave a possible out (for example, needing to score 4 but throwing a score of 3), thus leaving no way to double-out, or if a player throws equal to the number needed without throwing a double on the last dart, or if the player's total of the darts thrown exceeds the number required to reach

zero (0). That scoring round will then be considered a bust and that player's/team's score shall revert back to the score needed prior to the beginning of the throw.

- t) Fast finishes such as 3 in a bed, 222, 111, Shanghai, etc. shall not be valid for winning '01 games

9 SCOREKEEPER RULES

- a) The scorekeeper should maintain an accurate count of darts thrown as well as the game score.
- b) The scorekeeper will not engage in conversation with the person throwing unless they are requested to clarify the score.
- c) The scorekeeper will not touch or move the dart in making a decision about the score of the "diddle/cork".
- d) The scorekeeper will not mark the score until the third dart is thrown in each turn.
- e) The scorekeeper may not tell the player what "out" combination in '01 games or what strategy to shoot in cricket games.
- f) The scorekeeper will not change the sides of the scoreboard in matches, regardless of the "diddle/cork". If a team starts on the left they must remain on the left for the duration of the match.
- g) Do not talk or move while keeping score.
- h) Do not turn towards the person at the oche. Always remain facing the dartboard and scoreboard.
- i) Do not lean to see where a dart is, or follow the darts with head or body movements.
- j) Do not call the score of darts thrown, unless asked by the thrower (see section 8n).
- k) Do not show signs of disgust or excitement while keeping score. Scorekeepers should remain impartial.
- l) Scorekeepers may be anyone, and agreed upon by both team captains.
- m) All teams should adhere to the "Ten Commandments of Scorekeeping" which can be found at:

http://www.mainedartassociation.org/Documents/ten_commandments_of_scorekeeping.htm

10 MATCH CANCELLATIONS

- a) If a team is prevented from attending a match due to inclement weather conditions, the captains must contact each other and agree to postpone the match.
- b) All postponed matches must be re-scheduled within a timely fashion (deemed appropriate by both team captains and the B.A.D.L. Executive Board), and agreed upon by both team captains and the B.A.D.L. Executive Board.
- c) All cancelled matches must be played prior to the last date of the regular season (in order to allot time for playoff brackets to be made). Five (5) points shall be deducted from both teams if the cancelled match is not played by the date specified.

11 FORFEITS

- a) A forfeit shall be declared for failure of a team to attend a scheduled Match.
- b) A forfeit must be declared for any team having less than four (4) players in attendance unless a "ghost player" has been substituted as a team's fourth player (see Chapter 7, Section I). A match may start without a full roster in attendance. If a player's turn comes up and they are not present, the opposing captain must allow a five (5) minute grace period before calling a forfeit of that game.
- c) When a team has four (4) or more players listed and in attendance at match time (7:30pm), and another player listed who is not available to play when their turn comes

up, the opposing Captain must allow a five (5) minute grace period before calling a forfeit of that game.

- d) Ten (10) points, or the average wins of the non-forfeiting team, or the average losses of the forfeiting team (whichever is highest) shall be awarded to the attending/non-forfeiting team (all averages are calculated based on games played up to that point in the season; they are not based on the end of the season results. A minimum of seven (7) matches must be played before an average is calculated). In the case of the average being a fraction, the number of games will be rounded up.
- e) Five (5) points shall be deducted from the forfeiting team's point standings.
- f) At least four (4) members of the attending/non-forfeiting team must be present and sign the Match Card.
- g) Teams must play seven (7) complete matches, for an average to be established. For example, if a team fails to show up for a match in the first seven (7) weeks of the season, the team will have to wait until after the eighth (8th) week to obtain an average and receive points.
- h) Any captain or acting team captain who verifies a false score or knowingly uses an illegal player is subject to immediate suspension. In addition, the team using the illegal player will forfeit all match points for that week.
- i) If a player throws out of turn, that turn will be forfeited unless both team captains mutually agree on an immediate solution.

12 PROTESTS

- a) The captain of any league team may file a protest for any irregularity in a match. The opposing team must be notified at the time of the infraction that that game or match is being played under protest.
- b) Protested matches will be played to their conclusion.
- c) The protest must be filed with the B.A.D.L. in writing within 48 hours of the match in question. The protest must also be indicated on the match card.
- d) The protested game or match will be considered and decided on by the B.A.D.L. Executive Board. Team captains have the right to present their side of the protested incident.
- e) The result of the match remains as reported on the web site until the protest is resolved. Any changes will be made to the score on the web site after the protest is resolved.

13 VENUE DISPUTES

- a) The captain of any team may file a written request (either letter or email) with the B.A.D.L. Executive Board to move a match (either date or location of a regular season or playoff match) in writing, no less than 5 (five) days prior to the scheduled date of said match.
- b) The written request must be approved by a majority of the members of the board.
- c) The written request must clearly state the issue(s) (some issues that may result in a change of venue would include the dartboard setup, the floor or ceiling in front of or around the dartboard setup, any paint/chemical fumes in the venue, or knowledge of a function in the venue that would prevent a match from being played).
- d) The written request must also give desired alternatives for the venue and date of the match. These alternatives will be taken into consideration by the B.A.D.L. Executive Board.
- e) During the period of time of final decision, both the opposing team and home venue will be contacted about the request.

- f) If a suitable solution cannot be obtained for the scheduled date/venue of a match, the B.A.D.L. Executive Board will assign a new date/venue (agreed upon by both team captains).

14 PLAYOFF RULES

- a) With 6 team divisions, the top six (6) teams in each division will qualify for the playoffs with the top two teams in each division receiving a bye for the first week of playoffs.
- b) Ranking of teams will be based on the number of games won throughout the regular season.
- c) Brackets will be created and posted on the web site for all playoff rounds.
- d) In the first week of the playoffs, the first and second place teams will have a bye. The third place team will play against the sixth place team, and the fourth place team will play against the fifth place team. In the second week of playoffs, the first place team will play against whichever remaining team has the lowest regular season win total. The second place team will play against whichever remaining team had the highest regular season win total.
- e) The team with the higher seed will be the home team for playoff matches.
- f) Matches for playoff games shall be played at the home team's bar, unless agreed upon by both captains.
- g) The game format will be identical in order and rules as per the regular season.
- h) Exceptions to the number of teams eligible for the playoffs may be made by the B.A.D.L. Executive Board based on the number of teams in a given division.
- i) The first team to win one more than half the available games in a playoff match shall be considered the winner of the match.

15 ALL-STAR PROGRAM

The following All-Star points will be awarded in all Cricket games:

- 5 mark = 100 pts
- 6 mark = 120 pts
- 7 mark = 140 pts
- 8 mark = 160 pts
- 9 mark = 180 pts

- 3 bulls = 100 pts
- 4 bulls = 125 pts
- 5 bulls = 150 pts
- 6 bulls = 200 pts

The following All-Star points will be awarded in all '01 games:

Any score of 95 or higher receives All-Star points equal to the score

- a) All-Star points will be cumulative for all players for the current season for any awards given in the current season.
- b) Awards for the All-Star program will be awarded to BADL members in good standing

16 TIEBREAKER RULES

TEAMS MAKING THE PLAYOFFS

- a) If two (2) or more playoff teams tie for a playoff position, the tie is broken in the order as follows:
1. The better combined head-to-head record.
 2. The better combined head-to-head points
 3. The better home record.
 4. The better 701 record
 5. Random draw

TEAMS NOT AUTOMATICALLY MAKING THE PLAYOFFS

- a) If two (2) teams tie for a final playoff position, the tie is broken in the order as follows:
1. The better head-to-head record.
 2. The better combined head-to-head points
 3. The better home record.
 4. The better 701 record
 5. Winner of a deciding match (only playoff eligible players are allowed for this match). Match must be played prior to the Monday of the week of the scheduled playoff start date.
- b) If three (3) or more teams tie for a final playoff position, the tie is broken in the order as follows:
1. The better combined head-to-head record
 2. The better combined head-to-head points
 3. The better home record.
 4. The better 701 record
 5. Winner of deciding match(es) and total points. Home team and matchups to be decided by random draw. Not all teams may play each other. The better overall points from these matches will take the first tiebreaker, the team with the second most points will take the second tiebreaker, etc (only playoff eligible players are allowed for this match). Matches must be played prior to the Monday of the week of the scheduled playoff start date.

17 LIGHTING

It is recommended that the match dartboard be lit with adequate light to provide 100 footcandles over the playing surface. This is the same amount of light required to light a Major League Baseball infield.

THE FOLLOWING IS RECOMMENDED:

- a) Two light fixtures should be used to prevent shadows. Any fixture which offers some form of shade or housing to direct light at the board is suggested. Track lighting is highly endorsed as they offer flexibility in adjusting distance between lights and the lighting angle.
- b) Two types of light bulbs are also recommended in two wattages: 75 R/SP, 150 R/SP, 75 Par/SP, and 150 Par/SP. All of these spotlights are available in most lighting stores.

IF A 45 DEGREE ANGLE AT THE BULL WITH AN 8 FOOT CEILING IS AVAILABLE, THE FOLLOWING IS RECOMMENDED:

- a) 75 R/SP: fixtures are placed 3 feet apart, (1 foot 6 inches to either side of the center of the dartboard) and 2 feet 6 inches from the wall the board is mounted on.
- b) 75 Par/SP: fixtures are placed 3 feet apart and 5 feet from the all the board is mounted on.
- c) 150 R/SP: fixtures are placed 3 feet apart and 4 feet from the wall the board is mounted on.
- d) 150 Par/SP: fixtures are placed 2 feet apart and 6 feet from the wall the board is mounted on.

IF A 30 DEGREE AIMING ANGLE AT THE BULL IS AVAILABLE, FOLLOWING IS RECOMMENDED:

- a) 75 R/SP: fixtures are placed 3 feet 6 inches apart, and 4 feet 6 inches from the wall the board is mounted on.
- b) 75 Par/SP: fixtures are placed 3 feet apart and 6 feet from the wall the board is mounted on.
- c) 150 R/SP: fixtures are placed 4 feet apart and 6 feet from the wall the board is mounted on.
- d) 150 Par/SP: fixtures are placed 3 feet apart and 7 feet 6 inches from the all the board is mounted on.

NOTE: If the ceiling height exceeds the standard of eight feet, contact a B.A.D.L. executive for assistance or recommendations for your specific needs.

18 SCORE SHEET

- a) The entire match shall be recorded on a B.A.D.L. score sheet.
- b) Both teams are to complete a score sheet for their records.
- c) All player names must be PRINTED clearly with the first name or initial(s) and full last name so that each individual may be identified as a legitimate player according to League records. Lack of full identification of players on the score sheets may be grounds for protest.
- d) The score sheets shall be numbered according to the game. For example, the first team game is #1, the following doubles are #2, #3, etc., until the number of games played by each division is indicated on the card (A plays 17 games, B plays 17 games, etc).
- e) Any noteworthy scores should be marked on the score sheets.
- f) Protests should be indicated on the score sheets. (see Chapter 12)
- g) Both captains must sign the score sheets at the end of the match. The score sheets must also be dated with the day of the match.
- h) The score is to be reported to the League website by either captain by 11:00PM Saturday evening the week of the match.
- i) It is the responsibility of the HOME-TEAM captain to make sure the scores have been submitted before the 11:00PM Saturday deadline – whether the home team submits the scores or not. If the visiting-team captain agrees to enter the scores, it is still the home-team captain's responsibility to make sure it gets done on time. The home team is ultimately responsible and should be prepared to submit the scores BEFORE the Saturday deadline, in the event the visiting team does not submit them on time.
- j) In the event that a given match's scores are not submitted before Saturday at 11:00PM, BOTH teams will be subject to an official League warning and/or a 2-point team penalty – to be determined by the B.A.D.L Executive board.

- k) In the event of a lack of a report, both teams will receive zero (0) points for the match until such time as the scores are submitted, and any penalties have been subtracted.
- l) If the website is not available, the score may be e-mailed or phoned in.

GOOD SPORTSMANSHIP SHALL PREVAIL
AT ALL TIMES DURING THE GAME!