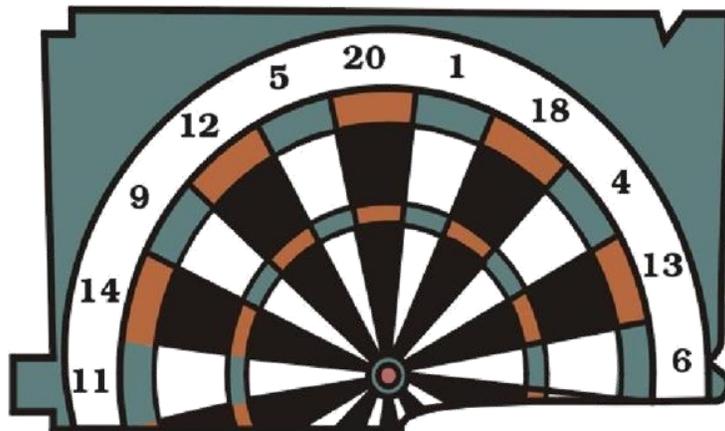


2019

Rules and Format

BRAMPTON BRAMALEA



**DART LEAGUE
EST. 1986**



Brampton/Bramalea Darts League Rules and Format

1. Definitions:

Leg: Also known as a single game within a match

Match: The total number of legs being competed between two opponents. (Best 2 out of 3)

Match Point: Points that are awarded for winning a match

Team Point: Points awarded to the entire team based on the number of matches won in a given night

All Star Point: Points that are awarded to players on an individual basis

Oche: Commonly referred to as a toe-line and equally encompasses a flat or raised toe barrier

Gamesmanship: Use of aggressive, often dubious tactics, such as psychological intimidation or disruption of concentration, to gain an advantage over one's opponent.

Fast Finish: Alternate method of finishing an '01 game that allows players to finish on various options other than finishing on a double. (Such as scoring a triple 2 in order to finish 222)

Bust: Scoring more points than needed in an '01 game. The darts do not count and the player begins his next turn on his prior score.

Valid Triple (Cricket): Is the triple of any number, 15 through 20, which is open to either the player throwing or to both teams. A number closed by both teams is not valid. For the awarding of all-star points, all three marks must be usable; if only two marks are usable it is considered a double; if only one mark is usable it is considered a single.

Valid Double (Cricket): Is the double of any number, 15 through Bull, which is open to either the player throwing or to both teams. A number closed by both teams is not valid. For the awarding of all-star points, both marks must be usable; if only one mark is usable it is considered a single.

2. Code of Conduct

1. No member shall act in a manner which may reasonably be considered to discredit the league, including the use of offensive language or gestures.
2. All members and spectators shall desist from any behaviour which may reasonably be construed as gamesmanship (see Definitions) before, during, or after any match.
3. Any member found guilty of deliberately losing a leg, set or match in an event will be subject to disciplinary action.
4. Any member using physical violence, uttering verbal threats, discrimination, harassment, or sexual harassment against other members will be subject to disciplinary action.
5. Any player or team failing to comply with any of these rules or any supplemental rules may be subject to disciplinary action.



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3. Rules of Play

Changes to the rules of play may be proposed, voted on and passed at captains meetings.

Proposed rule changes must be submitted to an Executive Committee member in writing at least one week in advance of a captains meeting. The Executive Committee will determine whether it will be presented for voting at the next captains meeting.

4. Team Registration

Teams must register a minimum of eight players at the registration meeting.

At the team registration meeting a non-refundable registration fee will be due for a minimum of 8 players as well as the sponsor fee.

The Executive Committee will evaluate the teams registered and establish a league roster and schedule that is in the best interest of the league as a whole. Some teams may be allocated to a division other than the division requested by the team captain.

The Executive Committee will strive to ensure that teams are placed in an appropriate Division. To maintain the integrity of the league roster, players added after the registration meeting must be approved by the Executive Committee.

All requests must be submitted in writing.

Each team may register a maximum of twelve players by a date to be determined by the Executive Committee (Typically end of November but subject to change).

After the cut-off date, the team captain may submit a request in writing to the Executive Committee to register additional players. Each request will be handled fairly on a case-by-case basis.

Players must be a minimum of nineteen years of age. L.C.B.O. rules and regulations must be adhered to.

Players may not play until all dues are paid in full and registration has been approved by the league Executive Committee. Failure to comply may result in penalties to the team and/or disciplinary action.

Registration must contain the following information:

- Minimum of eight player's names including phone number and/or email address.
- Captain's name, phone number, and email address.
- Preferred division (subject to executive review and decision).
- Player's registration fees.
- Sponsor name, address, contact information, and registration fee.



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5. Team Roster

Each team will be allowed to register twelve players and all may play on a given night. Who actually plays is up to the team captain, keeping in mind that all players shall be given an equal opportunity to play.

A minimum of five players MUST be present to avoid total forfeiture.

In the event of forfeiture, the winning team must submit a completed score sheet in order for the players to receive their respective wins.

In the event of inclement weather the team captains must contact each other to decide whether or not the scheduled match will be played. The respective captains will then notify their players of the decision. Matches can be rescheduled to an alternative date. The league executive must be notified of all cancellations and rescheduling.

By 7:30 p.m. both teams must have their rosters completed and play must begin.

Each team captain (or designate) will be allowed no more than 5 minutes between rounds to submit their team roster. At the opposing captain's discretion, failure to comply may result in the forfeiture of the first match in the next round.

6. Format of Play

The order of play may be varied if agreed on by both captains; otherwise the normal order will be:

1. Cricket Doubles
2. 601 Doubles
3. 501 Singles

All matches MUST be first to two legs for a total of 16 matches. No player shall play more than once in each format.

- Four Cricket Doubles matches
- Four 601 Doubles matches - straight in/double out
- Eight 501 Singles matches - straight in/double out



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7. Use of Dummy

- One Dummy score for 601 Doubles.
- No Dummy score is permitted in Cricket.
- The Dummy score in 601 Doubles will be twenty-five points per turn until a remaining score of one hundred is reached. At this point the Dummy no longer scores, and misses its turn for the remainder of the leg.
- Only one Dummy can be used in a match. Two teams cannot use a Dummy in the same match.
- Late players or Dummy must always be inserted at the bottom of the lineup.
- Once a match begins with a Dummy, the entire match must be played with a Dummy. Late players cannot be inserted in place of the Dummy.

Cricket and 601 Doubles:

- In the case of five to seven players the matches will be played as follows:
- 5 players - one Dummy for a total of 3 matches and 1 forfeit
- 6 players – no Dummy for a total of 3 matches and 1 forfeit
- 7 players - one Dummy for a total of 4 matches and no forfeit
- No player shall play more than one match.

501 Singles:

As many singles matches as possible will be played with the available players to a maximum of eight matches. No player shall play more than one match.

If a singles player has not arrived by the time of their singles match, the match is forfeited and the point is awarded to the opposing team.

8. Order of Play

The visiting team calls on all coin tosses.

Cricket Match Start:

- A coin will be tossed for choice of bull
- The winner of the toss has choice of bull for the first and third (if necessary) leg
- The loser of the toss has choice of bull for the second leg

601 Match Start:

- The order of play will be determined by a coin toss
- The winner of the toss will throw first, straight in, in the first leg and will have choice of bull in the third (if necessary) leg
- The loser of the toss will throw first, straight in, in the second leg



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9. Bulling Up:

When bulling up, a dart in the inner or outer bull (50 or 25) may be pulled from the board at the request of the second player. If the player declines to pull the dart, then all darts thrown after must remain and cannot be pulled unless agreed upon by both players.

Each player shall have 'a dart that remains in the scoring area' of the dartboard. A dart shall NOT be considered to have 'remained in the scoring area' if the dart:

- Bounces out
- Falls out
- Lands outside the outer double wire
- Is knocked out by the opponent's dart

A dart shall be thrown again until both players have 'a dart that remains in the scoring area'.

When judging distance to determine the closest dart to the bull, darts shall not be moved or straightened and must be judged by the point of entry.

If judged equal, the throw shall be repeated, with the throwing order reversed.

Darts shall be judged equal if each dart:

- Is outside of the outer bull and considered to be the same distance from the inner bull
- Is in the outer bull, or 25, regardless of the relative proximity to the wire of the inner bull
- Is in or has 'remained in the scoring area' of the inner bull, or 50

10. Scoring

Three in a bed counts only as the actual score. NO fast finishes are permitted.

A dart shall only score if the point remains in or is touching the face of the dartboard until being retrieved by the thrower or the total score is recorded by the Chalker.

The score counted is that segment which the point of the dart first entered and remained in. (E.g. if the point passes under the wire into another segment, the score is that of the original segment not the segment into which the point passed into.)

Any darts thrown after the player has achieved the required finish shall not be counted, as the leg is over at the time that the required number is scored.

The score remaining is that which actually remains after any points scored have been subtracted from the score shown on the score sheet or board and not any remaining score stated in error by the Chalker during the player's throw.



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11. Chalking

The Chalker must observe etiquette and rules while chalking (ie. the Chalker should always face the dart board, never look at the person at the line, and remain stationary until all three darts are thrown).

Bear in mind that the ability to correctly add/subtract scores varies from person to person. If the chalker is having difficulty, players are expected to assist while showing the utmost respect for their fellow league members.

When chalking 601 and 501 games both the score counted and score remaining must be recorded, left to right. The score counted is written on the left and the score remaining is written on the right.

At any time during the throw, a player is entitled to consult with the Chalker on the amount scored or remaining. If asked for the remaining score, the Chalker shall not provide any indication of the required 'double' or any combination of scores required to finish.

Darts are not to be removed until the Chalker and player have agreed on the score. It is highly recommended for the Chalker to announce the score before the player removes their darts. If the player removes the darts prior to agreement then the Chalker will be considered to be correct.

Mathematical errors by the Chalker must be corrected before the same team/player throws again otherwise the score stands as chalked.

The score obtained is that which is actually scored at the end of a players throw and not any score identified in error by the Chalker during the player's throw.

If the Chalker makes an error, providing a player either with the wrong score attained or the wrong score remaining such that the player throws for the wrong remaining score, any dart thrown after the error shall be declared null and void, retrieved and re-thrown.

'Game Shot' called by the Chalker is valid only if the darts thrown achieve the required finish as shown on the score sheet and remain in the board until retrieved by the player after Game Shot has been called. The player's opponent shall be afforded time to verify the called 'Game Shot'. In order to prevent a dart from falling out during that period, the thrower may hold the dart in the board by pressing on the end of the flight.



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12. All Star Points

All Star points are awarded on a per player basis.

Any darts thrown after the player has achieved the required finish shall not be counted, as the leg is over at that time.

Match Awards	Points
Singles win	3
Doubles win	2*
Cricket win	2*

'01 Awards	Points	Score Sheet Entry
High Finish 170	5	Player Name - 170
180 / 171 (3 triple 20 or 19's)	3	Player Name – 180 or 171
High Finish 100-167	2	Player Name – (score)
130+	1	Player Name – (score)

* 2 extra points are awarded (total of 4 points) for a win when playing with a Dummy

	Cricket Triple/Bull Combo	Points	Score Sheet Entry
Division AA	Any combination of triples & <u>double</u> bulls where all three darts result in a valid score	2	Player Name – TB or 9C
All other Divisions	Any combination of triples & <u>single</u> or <u>double</u> bulls where all three darts result in a valid score	2	Player Name – TB or 9C

	Cricket 7/8 Count	Points	Score Sheet Entry
<i>For all Divisions, Triples and Double Bulls are equivalent</i>			
All Divisions	2-Triples + 1-Single Number	1	Player Name - 7C
All Divisions	2-Triples + 1-Double Number	1	Player Name - 7C
All Divisions	1-Triple + 2-Double Numbers	1	Player Name - 7C

<i>For Division AA, Single Bulls are equivalent to a Single number</i>			
Division AA	2-Triples + 1-Single Bull (see example #2)	1	Player Name - 7C
Division AA	2-Double Bulls + 1-Single Bull (see example #2)	1	Player Name - 7C
Division AA	1-Triple + 1-Double Bull + 1-Single Bull (see example #2)	1	Player Name - 7C

Note: For the awarding of cricket all-star points, all three marks of a Triple must be usable; if only two marks are usable it is considered a double; if only one mark is usable it is considered a single. The same rule applies to Doubles. (See "Definitions" section for more information)

Example #1: A player requires three bulls to win a Cricket leg. The player hits a Double Bull and then hits either a Single or Double Bull with the second dart. The leg is ended and the third dart cannot score. No cricket awards are possible.

Example #2: A player hits two Triples and a Single bull. For Division AA, a "7 Count" would be awarded since only Double Bulls can be used in the Triple/Bull combo. For all other Divisions, this qualifies as a Triple/Bull combo since any combination of triples and single or double bulls can be used.



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13. Team Points

- Two points will be awarded to the team that wins more than half of the matches.
- One point each will be awarded to both teams in the event of a tie.
- Zero points will be awarded to the team that wins less than half the matches.

In order to qualify for Team Points, all matches on the score sheet must be played. Play cannot terminate as soon as one team has acquired more than half of the Match Points. Failure to complete all matches will result in forfeiture of the two team points for the win.

The league statistician will be applying a one point penalty:

- Not submitting a results sheet according to **Section 19 - Submission of Weekly Play Results Sheets**
- Failure to attend scheduled captains meetings

14. Divisional Tie Breakers

In the event of a tie at the end of the regular season play, total match points earned throughout the year will be the first deciding factor. In the event that two or more teams are tied for total team points and total match points at the conclusion of the regular season, a playoff will be scheduled.



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15. Play-offs

At the conclusion of the regular season, a knockout round of team playoffs will begin. The outcome of the playoff rounds will have no bearing on the outcome of the regular season. The playoffs are an additional competition amongst the teams in each division.

Matches will be scheduled according to the finishing position of each team. The 1st place team will play the bottom team. The 2nd place team will play the team 2nd from the bottom, and so forth. Byes may be required.

There is also an additional playoff weekend tournament. The format will be determined by the League Executive.

In order to participate in either the team playoff rounds or the playoff weekend, Members must have played in at least 1/3 of all regular season game nights that they were eligible to participate in from their date of registration. *{Amended Nov. 27, 2013}*

For the 2014/2015 season, players must play in at least one match for a total of 9 weeks or 8 weeks for AA only.

When the number of weeks in the regular season is not divisible by three, the number of weeks will be rounded down.

For example, if the eligible number of weeks is 28, then the number of weeks will be rounded down to 27. When divided by 3, that equals 9 weeks that a player must have played in order to qualify to participate in playoff events.

Exceptions may be granted at the discretion of the League Executive. All applications for exceptions must be provided in writing to the League secretary at least seven days prior to the event.

16. Coaching

Coaching is permitted in all divisions, however the player must first step back from the oche and ask for coaching. Other players are NOT permitted to initiate coaching.

17. Delay of Game

In the event that a player is not present at the oche when it is their turn to throw, the opposing team may alert the captain, (or designate) of the other team and request that a five minute countdown be started.

If the missing player does not appear ready to play at the oche within the five minute time limit, the affected match will be awarded to the opposing player.

This rule applies for any time during a match, including the beginning of the match.



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18. Grievances

In the event of a protest over ANY issue, notify the other team that you intend to protest and both teams must finish the matches. Failure to complete matches will result in forfeiture.

The captain must provide a description of the dispute on the results sheet and the issue will be reviewed by the Executive Committee.

19. Submission of Weekly Play Results Sheets

Teams must submit their weekly play results sheet prior to 11:59 p.m. on the Friday following the night of play.

Sheets may be:

- Emailed to: bbdlstats@gmail.com - ***Note: this is best way to submit copies of game sheets
- Handed directly to the league statistician
- Rules and Format #13 was amended. Please ensure you read this carefully.**