

MTADL – QSDL Premier Division/League Rules of Play 2018 – 2019

I – Equipment

1. The centre of the bullseye will be 5 feet, 8 inches from the floor. The front of the toe line (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 Premier Division/League Grievance Committee. 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 Division/League except those persons who have been specifically excluded by a consensus of both leagues.
2. Each team will consist of a minimum of six (6) players with no maximum number.
3. Players may play for only one team each season except by permission of the Premier Division/League Grievance Committee.
4. Playoff Eligibility requires an individual to play 50% of the regular season nights plus one (1).
 - a. If there are 21 regular season nights, players must have played in a minimum of eleven (11) of them.
 - b. If there are 18 regular season nights, players must play in a minimum of ten (10) of them.

III - Match Procedures

1. Start Time

- a. Lineups are due at 7:30 pm. When a team has fewer than 4 players available at 7:30, up to 15 minutes grace will be granted.
- b. If a team has fewer than 3 players present at 7:45 pm, the night is forfeited unless the full strength team's captain is prepared to delay starting the match until other players arrive. Forfeits are scored as an 18-0 win for the full strength team and a 0-18 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. Regular season nights consist of eighteen (18) sets, each two out of three legs, played in the following order:
 - a. 3 sets of Doubles Cricket
 - b. 3 sets of Doubles 501
 - c. 12 sets of Singles 501 (2 groups of 6 sets)
 - d. Scores for recycled players will be entered as recycled matches. No individual points will be awarded for them.
 - e. A minimum of six players must be used in each game format. (*i.e.* a player can only play once in Doubles Cricket, once in Doubles 501 and once in each group of Singles 501. The only exception is if a player is recycled.)
4. Chalking will be shared by both teams for the entire match.
5. Bulling: The home team will bull first in every leg of all games.
6. The home captain is responsible for entering the final match stats into the YLS stats site 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)

- i. If a team shows up with fewer than six (6) players, but at least four (4) players, **RECYCLING** rules will apply as follows;

Circumstances in which Recycling is allowed/disallowed:

- a) In the event one or both teams are short for a set, the team that is short will be allowed to recycle up to two players in that set.
- b) There will be NO recycling in playoff games.

Recycling: Number of Players Present

- a) A player may be recycled only ONCE per night. All recycled players will be chosen by “random selection”.
 - i. If a team has only 4 players present, 2 players will be chosen to recycle for doubles cricket, 1 player will be chosen to recycle for doubles 501 and will play with a dummy score of 25 representing the second player until their score remaining is less than 101; 1 player will be chosen to recycle for the fifth position in singles with the sixth singles to be forfeited. In the 2nd group of singles, both the 5th and 6th singles matches will be forfeited to the full strength team.
 - ii. If a team has only 5 players present, 1 player will be chosen to recycle for doubles cricket, 1 player will be chosen to recycle for doubles 501 and 1 player will be recycled for the sixth position in each group of singles.
 - iii. Recycled doubles matches will be listed last in the line-up of a group.

Method for Recycling:

- a) At ALL times, recycled players will be chosen by “random selection”.
- b) When recycling a player in a set, the player will be identified by the player’s name preceded by (R) on the score sheet.
- c) Recycled players will be determined prior to setting the lineup for each set.
- d) No recycled player will be played in both the 5th (regular game) and 6th (recycled match) singles positions. This would delay the progress of matches as the 6th match could not be played simultaneously with the 5th match.
- e) No personal all stars will be awarded to a recycled player.
- f) When both teams are short players, the recycling rules are applied to both teams which means that it is possible the total score for the night may not add up to 18 games.

When Recycle Doesn't Apply: (PLAYOFFS or Team has 3 players)

If a team is not eligible to recycle as per the rules above or if it is playoffs where recycling is not permitted, they will be subject to forfeiting games to their opponents. The schedule of forfeited games is as follows:

- a. 5 players: The third set of Cricket will be played as a one vs. two player match (3 vs. 6 darts per turn). The third set of Doubles 501 will be played with one player, using a "dummy" score of 25 representing the second player until their score remaining is less than 101. Once the score is lower than 101, the short player will throw alone against the opposing doubles team without help from the dummy score. The sixth set of singles in each group shall be forfeited to the opponent. The third set of cricket will be played as a one vs. two player set (3 vs. 6 darts per turn).
- b. 4 players: The team missing two players will forfeit the third Cricket set, the third Doubles 501 set and the two (2) last 501 Singles sets in each group.
- c. 3 players: The team missing three players will forfeit the third Doubles Cricket set, the third Doubles 501 set and (3) Singles 501 sets in each group. (Dummy Score and 2 on 1 Cricket applied to 2nd 501 and Cricket sets.)

| Number of Players | Matches Forfeited to 6 Player Opposing Team when not eligible to recycle (i.e. playoffs or short team has 3 players) |
|-------------------|--|
| 5 | 2 (Singles 501) per group |
| 4 | 6 (1 Doubles Cricket, 1 Doubles 501, 2 Singles 501 per group) |
| 3 | 10 (1 Doubles Cricket, 1 Doubles 501, 3 Singles 501 per group) |

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 Division/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 info@gsdl.com and info@mtadl.com
 - d. The Premier Division/League Grievance Committee will consist of four (4) members, two (2) representatives from each league. Each league will choose their representatives.
3. Discipline

Where a problem exists with a specific player, the Premier Division/League Grievance Committee will inform the team captain and request the team to deal with it. When the team cannot – or will not – deal with the problem, the Grievance Committee will recommend action, including but not necessarily limited to, probation, suspension or expulsion of the player and it will be the responsibility of the player's league to carry it out.

- a. Each league reserves the right to suspend or expel its own teams and players whose behavior is a source of disharmony in the Premier Division/League or brings associated league(s) into disrepute.
 - i. Fighting in a league venue during a match will not be tolerated. The Grievance Committee may discipline all players involved in a fight.
 - ii. Interfering with venue business is grounds for suspension and expulsion from the Premier Division/League.
 - iii. Interfering with game play through disruptive behavior will not be tolerated.

VI - Individual Scoring

1. Individual players are awarded points for regular, but not recycled, sets 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.

These will be scored as a 9 count or 6 bulls. 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 be an All Star as some 20s were needed by John and Tim when they threw the at them. Since some 20s were needed the accuracy of the triple thrown counts towards All-Stars calculation.

For the purposes of All Star counting, 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 – Playoffs

Playoffs format - Doubles Cricket, Doubles 501 and Singles 501 – Specific format, schedules and other related matters, beyond what is already listed in this document, will be established by the Premier Division/League Grievance/Rules Committee and will be communicated to players prior to the start of playoffs.

1. If a playoff match ends in a tie, each team will declare 6 players and one game of 1001 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 1001 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.
2. All playoff results must be sent via email to both info@qsdl.com and info@mtadl.com - Captains must retain their copy of the score sheet for later confirmation.