

Play

1. Teams may not use a dummy score for an absent player.
2. Doubles teams must consist of two different players.

Start Time, Lineups and Saving Time

3. Matches begin at 7:15 PM. Please be courteous and respectful and be on time. Please do your best to have lineups completed ahead of this time and to be throwing darts by 7:15
4. Both Captains must complete their lineups for all double sets at the beginning of the evening, with the understanding that the next available game will be played, even if out of sequence.
5. Players who are not present at the venue may be written into the lineup. However, if they are not present at the venue when it is their turn to play, they must:
 - a. Be replaced at that time with a team member who is availableOR
 - b. Another available set must be played.
6. Once all playable doubles sets are finished, all unplayed doubles sets are forfeited.
7. Singles lineups **MUST** be completed with the strongest player on the last line and the weakest on the first line.
 - a. It is up to each captain to select which of his players will play singles, it need not be the 6 strongest available.
 - b. It is up to each captain to **honestly** order his selected players as best he can.
 - c. When players are recycled, they must be on back-to-back lines in the order
 - If you are recycling your best player, they will be on the 2 bottom lines
 - If you are recycling your 3rd best player, they will be on the 2 middle lines
 - d. Captains can agree to play the matches out of order. But they cannot agree to change the matchups.
8. All singles lineups must be completed as soon as the doubles are complete. Captains can agree to complete them ahead of time.
9. Please be aware of when your next match is and be ready to play. There is time for smoke breaks when you are not playing.

Chalking and Scoring

10. Chalking will be shared equally by both teams. Each team will be assigned a board and will chalk all games on that board throughout the match
11. Chalkers situated in view of a player shall restrict their movements and remain silent when players are throwing.
12. Upon request the chalker may tell a player what they have scored, and/or what they have left.
13. It is the responsibility of the player to confirm the chalker's accuracy.
14. Players must leave all darts in the board until both the player and the chalker agree on the score. If darts are removed before the player and chalker agrees on the score, the score shall be as calculated by the chalker.
15. Only darts with points touching the board will be counted. Darts which bounce from the board may not be retaken (except when diddling). A dart shall count only if the point remains in or touching the board until after the player and chalker agree on the score. The player may secure the dart to prevent it from falling out while the score is being agreed upon.
16. At least two lines of math should be left on the board when erasing the board to make more room.
17. Calculators may be used to aid the chalker.
18. Errors in arithmetic may be corrected prior to the finish of the leg provided the original error remains on the board for review.

Coaching

19. If a player requests coaching, they must step off the oche and ask. Anyone can act as coach. In order to avoid confusion, only one person at a time may coach a player. There is to be no shouting out of outs, scores, mistakes in scoring etc. while players are in active play.

Diddling

20. Home team throws first in 1st leg. Visiting team throws first in 2nd leg. Diddle for 3rd leg if required. Home team diddles first (regular diddle rules apply).
21. In case of a tie both players will shoot again with the shooting order reversed.
22. Only the chalker shall render a decision on which dart is closest. The closest dart is the dart closest to the bull where the point meets the board's surface.
23. A dart which bounces out, misses the board or sticks into another dart without touching the board, does not count and another dart may be thrown for the bull. If all three darts miss the board, the other player wins the diddle.
24. Centre (Red) Bulls: If the first player throws a centre bull, the second player may ask the chalker to remove it before going for the bull. If the second player also throws a centre bull, the dart is removed and both players throw again.
25. Outer (Green) Bulls: Both darts in the outer bull is considered a tie. Unlike centre bulls, the darts are left in the board, and both players throw again. If another outer bull tie occurs, the darts remain in the board and the players throw again. If a third outer-bull tie occurs, all 6 darts will be removed, and the process begins again.

Scoresheets

26. Each captain is required to keep their own scoresheet during the match. For each set the captains will record the results on their scoresheet. Each captain will sign both scoresheets at the end of the match. These sheets should be kept by the captains for the entirety of the season in case there are disputes down the road.
27. Home captains are responsible for entering their scores on-line at:
<https://www.yourleaguestats.com/darts/tlpdl/index.php>
by Friday following the match at the latest. If the scores have not been entered by Saturday morning the Away captain can enter them. If there is a problem entering the scores please contact Ken Brindley as soon as possible, do not wait until the following week.

Format

3 Legs Doubles Cricket
3 Legs Doubles 501
3 Legs Doubles Chicago
6 Legs Singles 501

Each set is best 2 out of 3 legs.

For the sets of Chicago, the team winning each diddle selects the game, each game

(501, 301 and Cricket) can only be selected once per set.

All Stars

130+ Score

170+ Score

101+ Finish

101+ Start (in 301)

Cricket – Any Combo of 3 counting Triples and Double Bulls

Individual Points

1. 1 point for any Doubles set win.
2. 2 points for Singles set win.
3. 1 point for any All Star
 - All Stars not awarded for recycled play.

Appendix A – Shorthanded Procedures

1. In a match, players may only play once in a game format (Doubles Cricket, Doubles 501, Singles 501, Doubles Chicago). However, a **recycled** player may play twice (but **only** in one game format). **The recycled player will always be played in the last set, except in Singles.**
2. If a team has fewer the 4 players available, they will default all matches.
3. If a team has only 5 players available to play at the end of the first Doubles set, the following procedures apply:

5 Players	4 Players
4 players chosen at random, supervised by both captains.	Each player can be recycled once – Order of the players chosen at random supervised by both captains.
1 st player plays a second Doubles Cricket set	1 st and 2 nd player play a second set of Doubles chosen by shorthanded Captain. The third sets of each of the other Doubles are defaulted.
2 nd player plays a second Doubles 501 set	3 rd and 4 th player play a second set of Singles 501
3 rd player plays a second Doubles Chicago set.	
4 th player plays a second Singles 501 set	

4. If additional players from the shorthanded team arrive after play begins, or if players must leave before the end of the match, the shorthanded 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 replayed.**
5. If a player leaves the venue after having played all their sets, this will not cause their team to be short-handed.
6. If a team has less than 4 players present at 7:30 PM the match is forfeit.
7. In a match forfeit, the result shall be a 10-0 win to the winning team.

Appendix B - Playoffs

1. Playoffs will be held at the end of the regular season. The Executive will determine the playoff format each season.
2. Players must have played a minimum of 6 weeks during the regular season to qualify for the playoffs.
3. Recycling in the playoffs is not allowed.
4. Unlike the regular season, playoff sets must be played in sequence as listed on the scoresheets.
5. The first team to win a majority of sets wins the match. The remaining sets may be played at the discretion of the captains, but this will not affect the match outcome.

Appendix C – General Information

1. The Executive has the right to modify teams up to the midpoint in the season if there is an obvious imbalance to ensure competitiveness.
2. Captains must try to settle disputes during a match.
3. Protests will be accepted until Thursday following the match. Please remember that this is primarily a fun league. The majority of protests will result in not much more than a warning.
4. Venues have the right to refuse entry to individual players, the Executive may act to minimize the effect of this on league operations, especially for playoffs.

Appendix D – Etiquette

1. No cell phone use while chalking except as a calculator.
2. No screaming outs, what score is left, etc. no loud yelling while a player is on the oche.
3. No unnecessary movement while chalking.
4. No correction of scores while a player is on the oche.
5. Personal space – be aware of how close you are standing next to a player while they are on the oche.
6. No throwing of darts in anger at the board or wall.