

Yale Terrace Brewery Dart League

Rules & Regulations May 2021

All dart events played under the supervision of the Yale Terrace Brewery Dart League (YTBDL) will be played in accordance with the American Dart Organization (ADO) rules (enclosed) - even though the YTBDL is longer directly associated with the ADO. As stated in Section 1 of the ADO rules, "any supplemental rules stipulated by local Tournament Organizers" will govern.

In any differences between the following YTBDL rules and the ADO rules, the YTBDL rules shall take precedence.

Good Sportsmanship is the required attitude before, after and during events.
All such incidents will be taken seriously.

If a dispute in the interpretation of the YTBDL rules occurs during an event, there are two options:

1. Contact the League Management by phone if we are not present at the event.
2. If you are unable to contact us by phone, the event should be continued, *but* the fact that it is being played under protest must be recorded on the score sheet. A brief description of the dispute must be written on the back of the copy and sent to the league by email or text. The league will contact both captains and after discussion, make a ruling.

The Yale Terrace Brewery Dart League assumes no responsibility for accident or injury during events.

The YTBDL reserves the right to amend or add to these rules for any purpose deemed necessary at any time.

Leg = One Game

Set = Best of 3 Games

Match = 3 Sets

Section 1 - Playing Court

1. The dart board shall be a standard 18" bristle board with the standard 1 - 20 clock pattern. (See ADO rule for specifics if needed.)
2. The scoring wedge for 20 shall be at the top (12:00) position and shall be the darker of the two wedge colors.
3. A good quality board for league play.
4. The center of the bull's eye shall be at 5' 8" (68") from the floor (assuming a flat, non-sloping floor). If there is a slope to the floor, take this into account. By using the correct length to the foul line (hockey) and the diagonal measurement, the sloped floor can be compensated correctly.
5. The diagonal from the center of the double bull to the hockey line is 9' 7 ½" (115.5").
6. The foul line or hockey shall be 7' 9 1/4" (93.25") from the *front* of the dart board and at least 2' wide. (Note: this measurement is taken from the front edge of the board, not the wall under the board.)

The hockey should be raised.
7. There should be at least 3' of clearance behind the line.
8. The board must be brightly illuminated with a minimum of shadows. The lights should be affixed so that they do not get in the way of the normal flight of a dart.
9. Dart Connect will be used for scoring
10. Remote matches will require a camera displaying the board using the dart connect video app.

- 11. During remote matches there are no practice darts during the game.**
- 12. Once the games begin Players must wait until the opposing players enters their score before commencing their turn.**
- 13. Teams at YTB will be the Home (host), sending match codes. If both matches are remote, the home team (listed first in the schedule) will send match codes.**

Section 2 - Throws

- 1. All darts are to be overhand, thrown by, and from, the hand.**
- 2. A "Throw" consists of 3 darts unless the game is completed in less. The dart must pass the oche with a clear intent to throw.**
- 3. Any dart bouncing off, or falling out of the board, shall not be rethrown. (No, you do not get to throw it again if you catch it!)**
- 4. If any player touches a dart in the board during a turn or throw, the throw is then deemed completed. In other words - don't touch the darts in the board until all 3 are thrown.**
- 5. Foot Faults - If a player throws from across the line, the darts thrown count as part of his or her turn, but they do not score.**

One warning to the player is sufficient before this rule is invoked!

In plain English - If you are warned and then throw from over the line the darts do not score but that was your turn and the next player is up.

Section 3 - Team Profile

- 1. A team will consist of at least 3 players with a roster maximum of 5. A player must play in 50% of the matches to be playoff eligible.**
- 2. If a player is unavailable and match cannot be moved, we will have a call up list that will be followed. Call up list is comprised of YTB players not in this league.**
- 3. The YTB DL reserves the right to ban any player from YTB DL sanctioned events for**

unsportsmanlike conduct, falsifying match report information, playing illegally, or other reasons of a similar nature.

We also reserve the right, if the league management deems it necessary, to ban members of a team for walking out on a match prior to it's completion. This is for teams leaving because of season point standings, not those leaving to avoid unsportsmanlike activities.

Section 4 - Match Format

Prior to each set each opposing player will throw one dart at the bullseye on five occasions. Home Team Shoots Bulls 1st. Player listed first on doubles must throw for bullseyes. Outer (single) bull is worth One, Inner (double) Bull is worth Two. Player with the most Bulls Team will Throw First in the 1st and 3rd Leg of the Set. Team with lesser bulls will Throw First in the 2nd Leg of the set. In the event of a tie after 5 throws each, the coin flip option will be used on Dart Connect. Away team picks Heads or Tails. In the Playoffs there will be two (2) sudden death turn before the coin toss.

1 "set " of singles 301 (DI/D0) – best of 3 legs per match - 1 point per game.

1 "set " of singles 501 (SS/D0) – best of 3 legs per match - 1 point per game.

1 "set" of singles Cricket – best of 3 legs per match - 1 point per game.

1 "set" of doubles 501 (SS/D0), Cricket 501 (DI/D0). – all games must be played - 1 point per game.

Maximum Total Games= 12

Minimum Total Games = 9

Maximum Total Points= 12.

Minimum Total Points = 0

If points are tied after all 4 Sets are played, 3 Player 1001 SI/D0 for Match win

- **Please note there is no limit to attempts to Double Out on Number 1.**

Section 5 - Dates & Start Time

1. Start time is 6:20 PM or 8:20 PM

2. The match board shall be cleared for warm-ups at least 30 minutes prior to match time for player practice.

a) At 6 pm Dart Connect should be started. Matches with at least one player at YTB will be the Host. If both teams are remote the Home Team (listed first in the schedule) will be the host. Host is required to send out the codes via text. At this time the dartboard Camera and Microphone should be tested. If there are any issues contact Pete.

b) After the initial practice session, each player is limited to 3 practice rounds (9 darts) between games.

c) Bull throws will start.

d) Once play has commenced, the play should continue without delays. A player is permitted 5 minutes to repair damaged equipment. Otherwise all three darts in a round should be thrown without delay to be considerate of your opponent(s).

Hint - don't disappear to go to the bathroom in the middle of a game or set. Use the facilities before.

3. Matches can be rescheduled or delayed by mutual consent of both captains prior to the match. If the opposing captain requests such a postponement one day prior to the match (by Wednesday Night), it should be granted. A team is *not required*, but may elect to, grant a postponement the night of the match. Remember the call up list.

If you are requesting the match be rescheduled, notify the league at the time you make the request of the other team. This way the league can verify the advance warning aspect of this rule. Both teams should notify the League separately of the postponement - who made the request and when you intend to make up the match.

4. There is no official "make up" date scheduled during the regular season. Any match postponed must be made up within 2 weeks of the original play date. The make up date should be mutually agreed upon by both teams. At which point you

must notify the league with the time and place of the make up match. The team that "granted" the postponement to the "requesting" team has final approval of the make up date. Failure to make up the match within the 2 week time frame will result in a forfeit loss being scored.

5. You must notify the league when a match is being postponed.

6. You must notify the league when a postponed match is being made up.

7. A match can be started as long as there is one player from a team present. If there is at least one player, but less than a complete team, present the rules are as follows:

a) At 6:20 pm or 8:20 pm, the player(s) present must submit the line-up of players for the singles section of the match. All players *present* for the team(s) that are "short") at that time must be listed to play in this section. Other players from the team not present are also to be listed in order to complete this section.

b) Immediately after submitting the line-up the play shall commence with the players who are present. (Minimum warm ups only - 9 darts.)

c) As the missing player arrives they shall play. If they are present in order to match the line-up, it shall be played that way. If they arrive so that the play is out of order, that is acceptable. So long as each set ends, another follows immediately.

d) If the team is still short, but 1 player has played - the short team must then submit the doubles line-up. Again, immediately after submitting the line-up the play shall commence with the players who are present. (Minimum warm ups only - 9 darts.)

e) As soon as the first dart of the first doubles match is thrown, the team with a full compliment is **no longer required to "go back and play any missing singles games. (See the scoring section for recording the 'forfeit wins'.)**

f) During the doubles events, one player playing against two gets only one turn. For example -Team 1 Player 1, Team 2 Player 1, Team 2 Player 2, then Team 1 Player 1, Team 2 Player 1 , Team 2 Player 2, etc.

If the solo player's partner arrives, he or she can not join a game in progress, but

they can join subsequent legs of the same match.

8. Based upon this rule, an entire match is forfeit if no one from the opposing team is present at 15 minutes after start time
9. Any team forfeiting one full match can continue the season. It will be eligible for the subdivision team awards. However, the team will **not**, repeat ~~NOT~~, be eligible for the playoffs.
10. If a team forfeits two full matches in the season, it will be removed from play immediately.



Section 6 - Scoring

1. **Full Forfeit Matches Team Scores** - it will be scored as follows:

The team present receives **9** points

2. **Full Forfeit Matches Individual All Star Scores** - each player signing the score sheet as present will receive their average weekly all star point total.

Only team points will be adjusted if a team forfeits out. The individual all stars scored or assigned will not be removed.

3. **Individual Event (01 Singles/ Doubles Cricket/ Doubles 501) Forfeits** - each player or players slotted on the playing roster to play against missing opponents will be credited for game or games played and won. In addition, they will receive their average all star points for that event. (If this occurs prior to week 2, we will adjust after the fifth week to achieve a fair average.) They will not be credited with any award levels, such as high ons, high outs, corks, etc. They will not be credited with any award levels, such as high on, high out, corks, etc.

4. **All Star Points** - the individual all-star point levels

-01

In = 75 & up (double in only)

Out=75 & up.

DB Out = 100 + score

Throws = 95 & up.

12 Darts Games or Less

In 01 games, if you bust, the score for that turn does not count towards the game and it does not count towards all-star points either.

Cricket

Marks (Round) 5 & up

Corks 3 & up

20 Darts Games or Less

In cricket games, marks - either rounds or corks, only count if they are included in the scoring. For example, if the opponent already is closed on 16's and you have two 16's, and then you throw a triple 16 and triple fifteen's - no all star points are

scored because only one of the 6's count.

5. **All Star Points Score Sheet Notations - shall be made using the following convention:**

a) **01:** >-Points as thrown (95 = 95, 8T0 = 180, etc.).

>-Circle special items (High In/Out, 12 under darts, 171 and up).

>-High outs are scored in both singles and doubles 01. To indicate a high out, write DI/DO + the score, and circle it.

b) **Cricket:**

Points will be scored as follows:

Mark 5 = 100. 3 Cork= 100.

Mark 6 = 120. 4 Cork= 125.

Mark 7 = 140. 5 Cork= 150.

Mark 8 = 160. 6 Cork= 180.

Round 9 = 180.

Write the scores as usual - R5, 3C, etc. - we will translate them into the point values.

► Circle rounds of 9, 6 corks and 20 Dart and Under Games. Otherwise, use commas or parentheses between the scores.

6. The line-up for the evening's events is completed by both captains in "the blind" and posted before singles and then double. For doubles events, the players must play in the same order they are listed on the line-up, must play at least 2 games. Teams will always play all 3 doubles games. (The players can NOT switch the order of play.) With one team remote the sheet will be completed and texted to the other team at a chosen time (ie. 7:15 for singles and 8:00 pm for doubles)
7. The home team is responsible for supplying the scorer. The scorer must be a member of any YTBDL team or a league official. Scorers should be made aware of the proper etiquette of chalking. No unnecessary movement or talking. Do not look at the player on the line. Do not call out a score or if the dart is in or out unless asked by the player or the player appears confused.
8. The player's score must be chalked or called out prior to removing the darts from the board. This must occur remotely as well. This is to prevent arguments. If there is a question about the score for that round, the darts will still be in

place to authenticate it. Only the player may remove his or her darts. (Unless previously agreed cases where the player has a physical reason that would delay the play.) The opposing player(s) or the opposing captain may request that the darts not be removed until the scoring is checked and approved.

9. For 01, any changes to correct mistakes in scoring or chalking must be made before the next turn of the player or the player's partner in doubles. This includes mistakes due to either the score marked or mathematical errors in either addition or subtraction. Once the same team has thrown again, no corrections are allowed. In cricket, corrections are not permitted after the opponent has thrown.
10. If a player throws out of turn, the opposing team has the option of either requiring the correct player to throw or allowing the score made to stand. If the score is allowed to stand, the same player must throw for the next turn to get the play back in synch. In which case, his or her partner has effectively lost a turn.
11. Coaching is allowed. A player can ask the chalker what was hit or what score is remaining at any time. A non-playing teammate scorer should not advise the player what to throw with remaining darts. When a chalker is giving a score remaining in a 01 game, he or she should always give the total points, not the double out information (e.g. the chalker would say eighteen, not double nine). However, other members of the team or the person's partner can advise the player with strategy.

However, the opposing team can not call out numbers or strategies while their opponent are on the line. This includes loudly talking about possible outs for their own team, as overhearing these numbers may confuse the player on the line.

12. Dart Connect will track all data but the home team is responsible for checking the score in games and the all-star points on the score sheet. The visiting team must check the accuracy of the score sheet information, including the all stars. When both captains (or their designate) have signed the form, the YTBDL then considers the information correct and final. As mentioned, Dart Connect will track the statistics. The score sheet will be used as a backup

The captain's [or the designate's] signature is attestation to the scoring and the all star points on the sheet. Both captains are responsible that the information they have signed for is correct. Falsification of any of the data will be cause for league sanctions. with the original mailings

Section 7 - Season Standings and Playoffs

1. The season standings will be determined in the following manner.
 - a) **Highest Match Win total.**
 - b) **If a tie exists for first place, the tie breaker will be the total points**
 - c) **Head to head Match of the two teams.**
 - d) **If the head to head score is also a tie, 01 Doubles 3DA**

Section 8 - Season Standings and Playoffs

1. **Teams Ranked 1 through 8 will make the playoffs. Playoff Schedule is on the league schedule**
2. **First Team to Secure an insurmountable lead in points wins the Match**
ie. 6-0, 6-2, 8-4, 7-3, with 1001 St/DO 3 player tie breaker
3. **Match format is same as regular season.**

Section 9 – Awards

1. Team Awards:

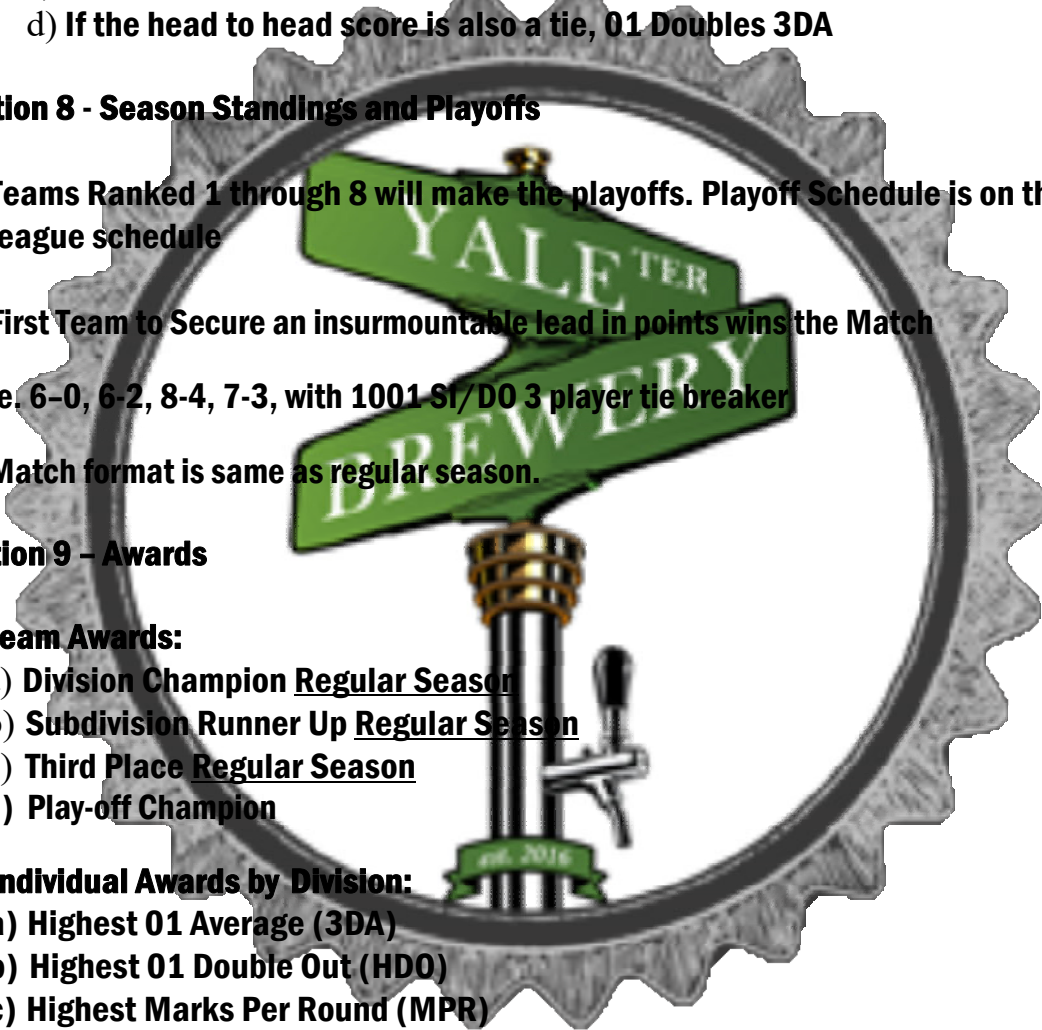
- a) **Division Champion Regular Season**
- b) **Subdivision Runner Up Regular Season**
- c) **Third Place Regular Season**
- d) **Play-off Champion**

2. Individual Awards by Division:

- a) **Highest 01 Average (3DA)**
- b) **Highest 01 Double Out (HDO)**
- c) **Highest Marks Per Round (MPR)**
- d) **Highest Marks Per Round Single Game**
- e) **Highest All-Star Points**

3. Other Individual Awards:

- a) **171+ (including Ton-80's)**
- b) **Round 9**
- c) **6 Corks**
- d) **12 or Less Dart Games 01**
- e) **21 or Less Mark Game Cricket**



Section 10 - Fees & Payment

1. The YTBDL fee is currently \$60.00 per team. This payment is due prior to the beginning of the season.
2. Any team who's fee is not paid after week 2 is subject to a \$25 Late Fee. (To avoid the Late Fee, the payment would have to be included with the week 2 score sheet.)
3. Any team, not on a payment schedule, failing to pay by week 2 can be dropped from the league.

Section 11 - Payouts

1st Place Regular Season \$120

2nd Place Regular Season \$80

3rd Place Regular Season \$60

1st Place Playoffs \$100

Individual Awards (Singles and Doubles) Payout is \$35 Each

Highest O1 Average (3DA)

Highest O1 Double Out (HDO)

Highest Marks Per Round (MPR)

Highest Marks Per Round Single Game

Highest All-Star Points



Shoot Well and Good
Darts

SCHEDULE

Home Team is Listed First

Week 1 5/6	Week 2 5/13	Week 3 5/20	Week 4 5/27
6:20	6:20	6:20	6:20
LevO v Team 7 Front	Heavy v LevO Front	LevO v Double Front	Casa v Heavy Front
Heavy v Odd Back	Double v Team 7 Back	Team 7 v Odd Back	Odd v LevO Back
8:20	8:20	8:20	8:20
Casa v Double Front	Odd v Great Front	Great v Casa Front	Team 7 v K3 Front
K3v Great Back	Casa v K3 Back	K3 v Heavy Back	Great v Double Back
Week 5 6/3	Week 6 6/10	Week 7 6/17	
6:20	6:20	6:20	
Double v Heavy Front	Heavy v Great Front	Great v LevO Front	
LevO v Casa Back	Odd v Double Back	Odd v Casa Back	
8:20	8:20	8:20	
K3 v Odd Front	Casa v Team 7 Front	Double v K3 Front	
Great v Team 7 Back	LevO v K3 Back	Team 7 v Heavy Back	
Quarterfinals 6/24	Semi-Finals 7/1	Finals 7/8	
6:20	6:20		
1 v 8 Front Board G1	G1 v G4 Front G5	G5 v G6 Front Board	
2 v 7 Back Board G2	G2 v G3 Back G6		
8:20			
3 v 6 Front Board G3			
4 v 5 Back Board G4			