



## **Yale Terrace Brewery Dart League**

### **Rules & Regulations December 2022\***

All dart events played under the supervision of the **Yale Terrace Brewery Dart League (YTBDL)** will be played in accordance with the **Dart Regulation Authority (DRA)** rules (enclosed) "any supplemental rules stipulated by local **Tournament Organizers**" will govern.

In any differences between the following **YTBDL** rules and the **DRA** 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 6 or 8 Games**

**Match = 1 or more Sets**

### **Section 1 - Playing Court**

- 1. The dart board shall be a standard 18" bristle board with the standard I - 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. Players at YTB will be the Home (host), sending match codes. If both matches are remote, the home player (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 - Match Format**

**Match is comprised of 1 "set".**

**Y Division Prior to each set each opposing player will throw one dart at the bullseye first to hit a bull without the opponent hitting a bull wins. Home Player Shoots Bulls 1<sup>st</sup>. PDC alternating rule applies. \*Winner chooses who throws 1<sup>st</sup> in Leg One.**

**\*H and O Divisions, Home Player Shoots Bulls 1<sup>st</sup> closest to the Bull Determines who chooses who shoots first.**

**After the player who shoots first is determined, players alternate games. No Mugs.**

## Y Division

**1 "set " Best of 8, First to 5 Wins. Set will be 2 games of 501 (SI/D0), followed by 2 Games of Cricket, 1 Game of 501 (SI/D0), 1 Game of Cricket, 1 Game of 501 (SI/D0) and 1 Game of Cricket.**

## H, V Division

**1 "set " Best of 6, First to 4 Wins. Set will be 2 games of 501 (SI/D0), followed by 2 Games of Cricket, 1 Game of 501 (SI/D0) and 1 Game of Cricket.**

**There can be ties in the regular season.**

## Section 4 - Dates & Start Time

- 1. \*You have one week to complete your match (unless you advise the Commissioner's Office about any delay and advise the Commissioner's Office of your new Match Date and Time. No Postponements will be granted without a new Match Date.)**
- 2. The week begins on Tuesday and the matches are to be completed by end of day Monday.**
- 3. Home Player will contact the away player to arrange a match date. This should be done early in the week (aka Monday or Tuesday).**
- 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 makeup date should be mutually agreed upon by both players before postponement at which point you must notify the league with the time and place of the makeup match.**
- 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. 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.

8. If an opponent is not present at 15 minutes after the arranged start time (and does not call to indicate they are running late) the match will be forfeit.
9. Any player forfeiting one full match can continue the season. It will be eligible for the subdivision player awards. However, the player will not, repeat *NOT*, be eligible for the playoffs.
10. If a player forfeits two full matches in the season, it will be removed from play immediately.

### Section 5 - Scoring

1. Full Forfeit Matches Player Scores - it will be scored as follows:  
The player present receives 5 points Y and 4 Points H/O .
2. Full Forfeit Matches Individual All Star Scores - each will receive their average weekly all-star point total.

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

3. All Star Points - the individual all-star point levels

**-01**

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 - not all-star points are scored because only one of the 16's count.

#### 4. 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. 21 Mark and Under Games are 100 All-Star Points.

5. **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.**
6. **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 player has thrown again, no corrections are allowed. In cricket, corrections are not permitted after the opponent has thrown.**
7. **Dart Connect will track all data but the home player is responsible for checking the score in games and the all-star points.**

#### **Section 6 - 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 players.**
- d) **If the head-to-head score is also a tie, 3DA 01, MPR**

### **Section 7 - Season Standings and Playoffs**

1. **Player's Ranked 1 through 8 will make the playoffs. Is at the end of this document.**
2. **First Player to Secure an insurmountable lead in Set Points wins the Match.**  
**i.e... 4-0 (H&V),5-0 (Y), if tied their will be a 701 SI/DO tie breaker.**
3. **Match format is same as regular season.**

### **Section 8 - Fees & Payment**

1. **The YTBDL fee is currently \$30 for Y Division and \$25.00 for H and V Divisions per player. This payment is due prior to the beginning of the season.**
2. **Any player whose 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**
3. **Any player not on a payment schedule, failing to pay by week 2 can be dropped from the league.**

## **Section 9 – Payouts**

### **Y Division**

**1st Place Regular Season \$75**

**2nd Place Regular Season \$50**

**3rd Place Regular Season \$30**

**1st Place Playoffs \$50**

**Special Awards Payout is \$20 Each**

**Highest 01 Average (3DA)**

**Highest 01 Double Out (HDO)**

**Highest Marks Per Round (MPR)**

**Highest All-Star Points**

### **H and V Divisions**

**1st Place Regular Season \$50**

**2nd Place Regular Season \$30**

**3rd Place Regular Season \$25**

**1st Place Playoffs \$30**

**Special Awards Payout is \$20 Each**

**Highest 01 Average (3DA)**

**Highest 01 Double Out (HDO)**

**Highest Marks Per Round (MPR)**

**Highest Marks Per Round Single Game**

**Highest All-Star Points**

# Shoot Well and Good Darts

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