

**Yale Terrace Brewery Dart League
Rules & Regulations December
2023**

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

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 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. It is suggested that the board is used for league play and then switch to ensure quality boards throughout the season. If there is more than one board in the establishment, it is the home team's right to choose the board to be used.

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 will 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

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 4 players.**
- 2. If a player is unavailable the call up list will be used. Call up players will use the missing players profile on Dart Connect. Call up players can be used on more than one team but not on the same night. A Call up player can play in earlier matches awaiting the arrival of the team player.**

If a player cannot be secured the Team will play 3 vs 4. One Singles Set will be forfeited and One of Each Doubles Sets will be played 1 vs 2 (1 person team missing a turn)

- 3. The YTBDL reserves the right to ban any player from YTBDL 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

1 "set " of singles 401 (SI/D0) – best of 3 legs per match - 1 point per Set. Home to Start Leg one and Alternate legs.

1 "set " of singles 501 (SS/D0) – best of 3 legs per set - 1 point per Set. Home to Start Leg one and Alternate legs.

1 "set" of singles Cricket – best of 3 legs per set - 1 point per Set. Closest to Bull Starts the Set. Alternate legs

1 "set" of singles Drop 10 Cricket – best of 3 legs per set - 1 point per Set. Closest to Bull Starts the Set. Alternate legs

2 "sets" of Doubles 501 (SS/D0) 1 point per set. Home to Start Leg one and Alternate legs.

2 “sets” Doubles Cricket 1 point per set. Closest to Bull Starts the Set. Alternate legs

Maximum Total Games= 12

Maximum Total Points= 6.

Minimum Total Games = 9

Minimum Total Points = 0

- Please note there is no limit to attempts to Double Out on Number 1. Players can only play one singles set, one doubles 501 set and one doubles cricket set**

Section 5 - Dates & Start Time

1. Start time is 7 PM.
2. The match board shall be cleared for warm-ups at least 30 minutes prior to match time for player practice.
 - a) After the initial practice session, each player is limited to 3 practice rounds (9 darts) between games.
 - b) Bull throws will start.
 - c) Once play has commenced, the play should continue without delays. Players are 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. A team is *not required*, but may elect to, grant a postponement.

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 **7:00 pm, or 8:15 pm**, the player(s) present must submit the line-up of players for the singles 501 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 warmups 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 2 players have 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 warmups 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 double 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 cannot 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 7:10 pm

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 20 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. **Event (401, 501, Cricket 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**

501

Out=75 & up.

Throws = 95 & up.

In 501 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

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 16's count.

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

a) 501: >-Points as thrown (95 = 95, 8T0 = 180, etc.).

>-Circle special items (High Out, 171 and up).

>-High outs are scored in both singles and doubles 501. To indicate a high out, write **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 and 6 corks. 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 each set. For **Doubles** events, the players must play in the same order they are listed on the line-up for either the two games or the three games involved. (The players can **NOT** switch the order of play.)**
- 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**
- 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 501, 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 tum.**
- 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 501 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 persons 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. The home team is responsible for saving the score in Dart Connect games and the all-star points. The visiting team must check the accuracy of the score sheet information, **including the all stars.** Dart Connect will track the statistics.

Falsification of any of the data will be cause for league sanctions.

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, 501 Doubles 3DA
2. **Top 8 Teams make the playoffs** (must play 50% of total Matches to be Eligible).

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 Five (5) Points wins the Match
3. Match format is same as regular season.

Section 9 – Awards – All Stats to be tracked in Dart Connect

1. Team Awards:

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

3. **Individual Awards by Division (must play 75% of Game Type to be Eligible call ups do not count):**

- a) Best 401 Winning Avg.
- b) Best 501 Winning Avg
- c) Best Cricket Winning Avg
- d) Best Drop 10 Winning Avg
- e) Best Doubles Winning Avg,
- f) Highest 01 Average (3DA)
- g) Highest 01 Double Out (HDO)
- h) Highest Marks Per Round (MPR)
- i) Highest Cricket All-Star Points
- j) Highest 01 All-Star Points

4. Other Individual Awards:

- a) 171+ (including Ton-80's)
- b) Round 9
- c) 6 Corks
- d) 9 or Less Dart Game 301
- e) 12 or Less Dart Games 501
- f) 21 or Less Mark Game Cricket

Section 10 - Fees & Payment

1. The YTB DL fee is currently \$100.00 per team. This payment is due prior to the beginning of the season.
2. Any team who's fee is not paid after week 1 is subject to a \$25 Late Fee. (To avoid the Late Fee, the payment would have to be included with the week 3 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 \$160

2nd Place Regular Season \$ 80

3rd Place Regular Season \$40

1st Place Playoffs \$100

Individual Awards (Singles and Doubles) Payout is \$25 Each

Shoot Well and Good Darts



Home Team

Away Team

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401 SI/DO Singles Best of 3 SI/DO

Shooter

All-Stars

Shooter

All-Stars

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501 SI/DO Singles Best of 3 SI/DO

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Cricket Singles Best of 3 SI/DO

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Drop 10 Cricket Singles Best of 3 SI/DO

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501 SI/DO

Cricket

SHARPS = ALL SCORES 95 + and High DI/DO 75 + (Write IN/OUT)
 Confirm all Marks of 5 or more C5, C6, C7, C8, C9, and B3, B4, B5, B6, **DB Out**

Home/Host	Match Score	League Points	Away/Guest	Pts
Sally Struthers	02 v. 01	04 v. 03	Team 7	7
Team 9	01 v. 02	02 v. 05	Heavy Metal Hitmen	7
LevOTom	00 v. 04	00 v. 06	Odd Fellows Local 151	6
Double Trouble	00 v. 04	00 v. 06	Bulls of the North	6