



Minute Man Dart League, Inc.

RULES AND REGULATIONS

ALL RULES AND REGULATIONS, ADDITIONS, DELETIONS OR CHANGES THEREOF, MAY BE MADE AT THE DISCRETION OF THE BOARD OR DIRECTORS OF THE MMDL BY A MAJORITY VOTE. RULES POSTED ON MMDL.ORG SUPERSEDE ALL PRINTED VERSIONS.

ARTICLE I - EQUIPMENT

- A. ALL LEAGUE COMPETITION, including tournaments and playoffs, shall be played on a standard English bristle board with a 20 point clock-face with a wire spider separating the single, the double, and the triple sections.
- B. Dartboards shall be placed 5' 8" from the floor to the center of the bulls-eye with the 20 bed at the top center. The front edge of the toe line/oche (edge closest to the board) will be 7' 9 1/4" from the surface of the board. The diagonal measurement from the center of the bulls-eye to the toe line/oche shall be 9' 7- 3/8". The toe line/oche shall be no longer than 36" or 18" to either side of center and have a minimum of 1 foot on either side of the ends of the line/oche free of any obstructions (ie. walls, shelves, tables, etc.)
- C. The Pub owner will be responsible for supplying and maintaining the league play dartboard which must be acceptable to both the home and visiting teams.
- D. The dartboard shall be firmly anchored and be in good condition. (no lumps, indents, bent wires, etc)
- E. The dartboard shall be positioned so that it is readily available to the players without distraction to the thrower.
- F. A scoring surface must be provided and located adjacent to the dart board so the score keeper can see the location of the darts thrown and the shooter can visibly see the scoring surface without obstruction or having to move from their position. The scoring surface shall be a minimum of 1 ft from the edge of the board and have a minimum of 3 ft from the board surface for the score keeper to stand/score safely.
- G. Any non-compliance with the above should be reported to your Area Director. Upon inspection by the MMDL, any disapproved conditions will be noted and the home team will have until the next home match or 7 days (whichever is greater) of the date of the notification of the non-compliance to make the necessary corrections. If upon re-inspection the required changes are not made a 2 point penalty will be imposed each week until they are in compliance.
- H. All darts must have a single one-piece metal point, fixed or movable. (Soft tips are also allowed, but not recommended.) No "split-tip" darts are allowed.
- I. Lights must be affixed in such a way as to brightly illuminate the board with a minimum shadow, not physically impede the flight of the dart, and covered in such a way that the bulb not be visible from the throwing line.
- J. Any obstacle, which may impede the flight of the dart (ie. air flow, overhangs, etc.) shall be reduced to a reasonable level or eliminated.

ARTICLE II - DATES & TIMES OF MATCHES

- A. All league competition is scheduled for Tuesday night except where noted on the schedule of play.
- B. Any match rescheduled through the mutual consent of the involved team captains MUST notify their Area Director.

- C. STARTING TIME for the match is 7:30 pm. Upon 1st offense, the LATE team will receive a verbal warning and each offense after that there could be subject to a 1 point penalty.
- D. The MMDL Board of Directors reserves the right to reschedule any match or matches in order to maintain an equitable and efficient competition schedule, during the regular season and playoffs.

ARTICLE III - MATCH PROFILE

- A. The playing line-up must be completed by both team captains and must be completed in the blind. The captain of the home team is to fill out the home side of the match report. Then the captain of the visiting team is to then fill out the visiting side of the match report. All players' spots must be filled in with a registered player's full name. If the player is not there to play, please refer to (Article III - G). If a team does not have enough players to fill out the complete line-up than you can write NP or No player in that slot. All 9 registered members of a team can be used in any order in any spot on their team's line-up. No player may be used more than once in each event, i.e., no player may play 2 or more 301 games, 2 or more cricket games or 2 or more 501 games.
- B. Each match will be structured as follows: (1) 3 games of 501, 2 person teams, double start, double finish. One point earned per 501 doubles match; (2) 3 games of cricket, 2 person teams, with points (best of 3 in top division - (see Article III - C.)). One point earned per cricket doubles match; (3) 6 individual games of 301, each to be best 2 out of 3 games, double start, double finish. One point earned per 301 singles match.
- C. The highest recognized division is Super A. If there is no Super A than it will be A Division. The highest division teams will play a best 2 out of 3 in doubles cricket during the regular season and playoffs. The doubles team who wins 2 games will gain 1 match point. The non-winner of the first game shoots first for cork in the second game. If a third game is necessary, the winner of the first game will have choice of throwing first or second for cork. The player closest to the cork starts the game. (this only applies if there is not Super A in the entire league)
- D. Order of Play / Chalking - (1) 501 - At the start of each 501 game, one person from each team will throw for cork. The closest to the cork starts the game. The visiting team throws first for cork and chalks in the first and third games; the home team throws first for cork and chalks in the second game. (2) Cricket - At the start of each cricket game, one person from each team will throw for cork. The closest to the cork starts the game. The home team throws first for cork and chalks in the first and third games; the visiting team throws first for cork and chalks in the second game. (3) 301 - The visiting team starts and chalks the first, third, and fifth 301 games. The home team starts and chalks the second, fourth, and sixth 301 games. In each 301 game, the loser of the first leg starts the second leg. If a third leg is necessary, the loser of the second leg will have choice of throwing first or second for cork. The player closest to the cork starts the third leg. (4) The submitted line-up will be the playing order of the match. Each of the games in each event will be played by the players in the order that their names were submitted on the line-up.
- E. THROWING FOR CORK - A throw for cork is valid if the dart remains anywhere in the dartboard. A single or double cork
over >

may be pulled from the dartboard upon the request of the second shooter and when recognized by the second shooter and the scorekeeper. Darts will be re-thrown in reverse order if (1) the second dart knocks out the first dart from the dartboard; (2) both darts are in the single cork, (3) both darts are in the double cork, (4) the scorekeeper is unable to determine which dart is closest to the cork. A DOUBLE CORK BEATS A SINGLE CORK!!!!

- F. In 501 and 301, when a double is thrown that ends the game, the game is over regardless of the subsequent throws.
- G. SUBSTITUTION - If a posted player is not present for his/her turn to play, one of the team's registered players can play in the absent player's place provided that the substitute is not being used in the same event. On the match report, put a single line through the player's name not playing and legibly write in the substitute player's name. Once the substitution has been made, the original player will be ineligible to play in that event. If no substitute has been made and the original player on the match line-up arrives to play, he/she may step in and play at his/her regular turn in the rotation without warm-ups.
- H. A match is deemed legal with a minimum of 4 players per team. A match can start without a full team in attendance. When a scheduled player is not there to play his/her 301 game, that particular game point will be awarded to the opposition in attendance. If scheduled players are absent from both teams, no points for the game will be awarded to either team.
- I. In the team events (501 & cricket), the team with fewer player(s) will lose a turn in rotation for each absent player in that game, e.g., a 1 person team playing against a 2 person team would have only 1 turn for every 2 turns the opponents have.
- J. The home team has the prerogative of choosing the board on which the match is to be played. If there is more than one board in the Pub and provided that the board and set-up meet the requirements set forth in Article I of these rules.
- K. No later than 30 minutes prior, the game board shall be cleared of play by the management. The board will then be declared open and will be available for player warm-up. All warm-up activities must be completed before match play begins.
- L. WARM-UPS BEFORE EACH GAME PLAY: A Player is allowed only 4 rounds (12 darts) for practice before each game to be played.
- M. The captains are responsible for the smooth running of each match. Any questions or concerns that can't be resolved by the captains during the match, you should contact your area director immediately and stop the match play.
- N. It is the home team's responsibility to input the results of each game on the Match Report. The visiting team is responsible for having someone check the Match Report entries as they are made to verify that the information and names are correct. Entries must be made as they occur. A signed Match Report that is received by the MMDL will remain as received for record.

ARTICLE IV - TEAM PROFILE

- A. A team shall consist of no more than 9 players. All current players must be registered and in good standing with the MMDL. All players must be at least 21 years of age.

- B. All team rosters must be submitted at the first captain's meeting and will have a minimum of 6 players. This shall become the teams MASTER ROSTER at <http://stats.mmdl.org/> and can be found there by opposing team captains. The MASTER ROSTER must be filled out completely and be legible. That is your roster and must be able to be read by everyone.
- C. A team is allowed to make up to 3 roster changes per season with the Area Director's approval. The new player(s) cannot have played for another team in the current season and must be of a similar caliber as the other players in that division. The player(s) removed from the roster who have already played 1 or more matches, will NOT be eligible to play for ANY team for the remainder of that season. A player that is removed and has not played in any matches for the current season may play for another team in that season.
- D. Roster changes must be requested by phone, text, or email and approved by the Area Director at least 24 hours before their next scheduled match.
- E. Roster changes must be made at least 24 hours prior to the start of the match play or they are not eligible to play that week.
- F. NO ROSTER CHANGES CAN BE MADE AFTER WEEK 8!!!! (Regardless of the number of players)
- G. If the Franchised Pub or Club owner does not want to field a team any longer, the team may move its rostered players to another Pub or Club to finish the season with the approval of the Area Director.
- H. A registered, sponsored team is obligated to the Franchised Pub or Club for the duration of that season. In the event a team wishes to move or relocate during the season, that team is responsible for compensating the Franchised Pub or Club accordingly. Any team that wishes to relocate and has satisfied any and all conditions may do so with the Area Director's approval.
- I. A team Captain has the right to request of the opposing Captain positive identification of any player(s) of that team. Any player(s) who do not comply with the identification request will not be allowed to continue playing.
- J. No player may play in more than one MMDL area or on more than one MMDL team during any one season. A player may change MMDL areas from season to season, but may not play in two (2) or more MMDL areas during one season. Violators will be suspended for 1 year (2 Seasons).
- K. A player must play in at least 1 game at 3 matches (weeks) to QUALIFY for the playoffs.
- L. A team submitting a roster with 5 or more players that were on a roster from previous seasons' together it will be considered the same team.

ARTICLE V - SCORING

- A. The Captain of each team is responsible for providing a scorer for each match. The option of scoring by the players themselves during the match can be exercised. The scorekeeper does not have to be a member of either team, but must meet the approval of both teams and is subject to sections K and L, Article V, below.
- B. The chalking order for the match begins with the away team and alternates going forward.

- C. The scorekeeper must acknowledge the player's score for each turn prior to the player taking his/her thrown darts from the dartboard. For a dart to score it must remain in the board until the score has been called and acknowledged. A player must not touch or move his/her darts while they are in the board until the scorekeeper acknowledges his/her score. Touching the darts before scorekeeper's acknowledgement will result in the disqualification of that throw or turn. If a player removes a thrown dart(s) before the end of his/her turn the that players turn is over and the dart(s) thrown score stands. NEVER for any reason is a shooter to shoot a thrown dart over.
- D. The Scorekeeper is not allowed to touch "Live" darts for any reason during match play.
- E. A player must have both feet behind the toe line/oche for each throw. If he/she has one or both feet over the toe line/oche, the violating player should be warned upon completion of his/her turn by the opposing captain. Repeated violations will result in his/her throw being invalid.
- F. Any changes made to correct mistakes in scoring or calling must be made before the next turn of the player or team whose score is incorrect. Should a mistake not be noticed and corrected, the number that is thrown for is the number that stands. The scorekeeper should always wait to make changes, if needed, to the score until the shooter is done throwing his/her turn as not to distract. (obvious mistakes such as deducting 50 from 501 and having a total of 251 left can be corrected at any time during the match as these are inadvertent mistakes which sometimes go unobserved for many turns).
- G. If a player throws out of turn, the opposing team has the option of having the round re- thrown or allowing the round to stand as thrown.
- H. The scorekeeper can only tell a player how much is left and/ or what has been scored with the darts thrown. The scorekeeper cannot tell the shooter what to throw at.
- I. It is the player's responsibility to know his/her own score. If the scorekeeper inadvertently tells the player the incorrect score the score thrown stands.
- J. COACHING IS ALLOWED!!!! Exception: SCOREKEEPER / CHALKER!
- K. All scoring in the 301 and 501 games should show the score for each turn and the remaining score. The use of Dart Connect is approved and encouraged by MMDL. The home team has the choice to use Dart Connect. The use of other electronic scoreboards is NOT RECOMMENDED unless a written score is kept by the captains or teammates at the same time the games are being played.
- L. A scorekeeper shall face the scoreboard standing in a position so that they have a clear legible view of the dart board and darts thrown. No smoking, drinking, or eating and shall remain still as not to disturb the shooter in any way, until all three darts are thrown.
- M. Any player(s) who deem a scorekeeper incompetent or distracting may request another scorekeeper without explanation and/or recourse.
- N. ANY distraction to the shooter during his/her turn does not give the shooter or the scorekeeper the right to pull their dart(s) from the board and shoot over. The score thrown stands.

ARTICLE VI - FORFEITS

- A. THERE ARE NO FORFEITS IN THE MMDL in the regular season and playoffs.
- B. A team that does not show or refuses to show for a scheduled or rescheduled match will be removed from play for a period of one year (2 seasons).
- C. Points won and lost by this team during the current playing season will be adjusted within the division to maintain a fair and equitable playoff schedule. (If the team has played an equal number of matches, then move on to the next stage and adjust the points accordingly. Example: Six (6) team divisions would be done in thirds; eight (8) team division would be by half seasons.
- D. A team submitting a falsified match report (Not Played) will lose 2 POINTS and be required to play the match. Captains will be suspended for the remainder of the current season and the 2 subsequent seasons. Offenders will NOT be allowed to be a captain in the future.

ARTICLE VII - PLAYOFFS

- A. All teams in the playoffs must call their Area Director to be certain they are playing the correct team. Week #14 match results are not always complete. If a team's score is not reported on the week #14 match report, it is the captain's responsibility to call his/her Area Director immediately.
- B. To break a tie at the end of the season: 1) adjusted win/loss record within division 1pt/win, .5pt/tie. 2) Win & Loss record against each other (total points). 3) Add the points of the games won only. 4) Playoff.
- C. The team with the highest point total for the season (as per the play-off schedule) will have choice of where to play the 1st night. The captain of this team should also call the captain of the team they are playing to set up the schedule for that match.
- D. The team to reach 13 points in each playoff round advances and has the responsibility of calling, texting, or emailing their results to the Area Director when the match is completed. In the event of a playoff tie (12-12), the visiting team will call the coin toss. The winner of the coin toss will shoot for bull first. (order of who shoots first for bull will alternate thereafter).
- E. The winner of the bull will start the first tiebreaker game.
- F. The playoff tie breaker profile is as follows: (1) game of 501, 2 person team, double start/double finish; one point for the win; (1) game of cricket, 2 person; one point for the win; (1) game 2 out of 3, 301 singles, double start/double finish; one point for the win. The team to win 2 out of the 3 points in the tie breaker profile will advance to the next round. (highest division please refer to Article III, Item C)
- G. One individual player may shoot in all 3 games, meaning you have the option of only utilizing 2 shooters for a tie breaker, if that is your teams choice.
- H. Playoff matches must be played at both sponsors pub/club. Finishing out a match on one night is not recommended, unless agreed upon by both captains.

ARTICLE VIII - PERSONAL CONDUCT

- A. Heckling or other harassment is strictly forbidden. It is the home team's captain responsibility to maintain the best of order during, league play.
- B. The repeated use of foul or insulting language shall be considered just cause for penalizing the offender and his/her team by the Area Director and/or the MMDL Board of Directors. (see Article IX for penalty)
- C. Talking by members of the opposing team, within earshot of the shooter, about the current game or match, or any other subject, for the express purpose of distracting the shooter is not only impolite but poor sportsmanship and could result in a penalty to the offending team. (see Article IX for penalty)
- D. Any acts of violence will not be tolerated for any reason! If a player(s) are involved, they will be immediately suspended until which time the board can review and make a final decision. The player(s) can appeal the board's decision. (See Article XII - F; Suspensions and Appeals)
- E. ANY ACTS OF PHYSICAL VIOLENCE OR PROPERTY DAMAGE SHOULD BE REPORTED TO LOCAL POLICE DEPARTMENTS AND THE AREA DIRECTOR.
- F. If a player is found guilty of an unlawful act at a match they will be BANNED from future play in MMDL.

ARTICLE IX - PENALTIES

- A. The use of an unregistered / ineligible player(s) in any match will result in the following penalties: (1) the offending team will lose 1 point for each unregistered / ineligible player(s) that played, (2) any game won by the unregistered / ineligible player(s) will be awarded to the opposing team, and (3) the offending team's captain will be subject to the MMDL Suspension process in Article XII.
- B. Use of an unregistered / ineligible player(s) in the playoffs will result in the immediate expulsion of the offending team.
- C. Should an unregistered / ineligible player(s) be discovered after the first (or any subsequent) round of the playoffs and the team in question has won that round, the losing team will advance to the next round of the playoffs.
- D. Should an unregistered / ineligible player(s) not be discovered until after the playoffs/finals, the runner-up shall be declared the MMDL playoffs/finals champion.
- E. A 1 POINT penalty will be deducted from both teams if the match report is not filled out correctly and completely. (refer to the sheet in your captains kit on how to fill it out correctly)
- F. A 1 POINT penalty will be deducted from the home team for a match report that is received late. Emailed or texted match reports must be received no later than NOON on the Friday after the match was played.

ARTICLE X - PROTESTS

- A. The captain of any team may file a protest with the Area Director and MMDL Commissioner for perceived violations of MMDL rules and regulations or behavior deemed to be detrimental to the League. Protests should immediately be phoned in to the Area Director. Play should be suspended until conclusions reached by the Area Director and/or Commissioner upon which time the match must be completed (see Article VI). Area Directors should be contacted first and then the Commissioner if necessary. The protest also must be filed with the MMDL in writing within 24 hours of the conclusion of the match in question. Protests should be

mailed or emailed to the Area Director and MMDL Commissioner, not sent in with the Match Report.

ARTICLE XI - ELIGIBILITY FOR MMDL SPONSORED EVENTS

- A. In order to qualify for an MMDL event you must have played at least 3 matches in the prior season or 1 match in the current season.

ARTICLE XII - SUSPENSION & APPEALS

- A. Violation of any MMDL Rules are subject to the MMDL Suspension Process unless otherwise noted within the above articles
- B. First Offense - Verbal / Written warning and probation for remainder of current season and the following season.
- C. Second Offense - Immediate suspension from current season and the following season.
- D. Third Offense - Indefinite suspension from MMDL.
- E. If a suspended player is also the captain of a team, they may not be allowed to captain any team in the future.
- F. APPEALS - All probations and suspensions are subject to board review as needed and any player wishing to appeal the warning/suspension can do so by notifying their Area Director and providing a written statement to the board within 45 days of the suspension notification. Suspended players may be required to appear before the board to defend their appeal in person.

ARTICLE XIII - ALL STAR AWARDS

- A. All stars are awarded for High In's, High Out's, RO9, T80, 6BC, and a Perfect 301 game (6 darts) all darts thrown must count.
- B. High In's and High Out's of 121 or above will be recorded on the stat site and will receive a plaque, if requested. (see Article XIII, Section D)
- C. All RO9, T80, 6BC, and a Perfect 301 game (6 darts, all darts thrown must count) will be recorded on the stat site and will receive a plaque, if requested. (see Article XIII, Section D)
- D. If you are requesting a plaque you must check off the "Plaque" box on the match report form next to where you wrote in the "All Star" hit.

ARTICLE XIV - DISPUTES

- A. The Board of Directors reserves the right to settle any disputes in accordance with the facts presented in the individual cases in question.

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Revised: July 1980, Sept 1982, Dec 1983, Sept 1986, Jan 1990, Sept 1994, Nov 2004, Dec 2008, July 2009, Jan 2010, July 2010, April 2011, January 2012, November 2013, February 2015, April 2016, May 2017