

Minuteman Dart League Rules

At any point of time you are unsure of a rule, have questions on a rule, can not find clarification in a rule, or there is a violation of a rule please reach out to your respective Area Director at that time and do not wait

ARTICLE I – LEAGUE

- a. All league competition is scheduled for Tuesday night, except where noted on an area's schedule of play. Non Tuesday night match play is only permitted if there is a conflict with a sponsor with multiple teams and limited boards and subject to the League's discretion
- b. Starting time is set for 7:30 pm
 1. Late starts – the first offense will be a verbal warning and any offense after that may be subject to a 1 point penalty for the team that was late
 2. Match times are monitored by the MMDL and penalties for late starts are at the Area Director's discretion
 3. Flexibility in the start time may occur due to some instances (ie. weather, travel, etc.)
- c. Rescheduling of Matches:
 1. Any match rescheduled through the mutual consent of the involved teams MUST notify their Area Director of the change in schedule
 2. All rescheduled matches should be made up in a timely manner and MUST be made up before the last week of the season starts, sooner than later is preferred. If the rescheduled match is in the last week of the season, then it MUST be made up before that Friday.
 3. 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/or the playoffs.
 4. Season cancellation – due to unforeseen circumstances it may be necessary for the league to cancel the season at any time during the season. If this occurs a refund of the sponsor fee is at the Board's discretion. No shirts, plaques, or prizes will be distributed
 5. If the teams cannot come to an agreement of when and where to play a match that has been rescheduled, then the Area Director will set a date, time, and venue to play the match and the teams will be required to play as scheduled. (short-handed or not)
 6. There are no forfeits
 - a. Any team that does not show for a scheduled match will be afforded (1) opportunity to make it up in a timely manner
 - b. Any team that does not show for a rescheduled match or refuses to play a rescheduled match will be subject to penalty - All members of the team will be suspended for the current season and (2) subsequent seasons thereafter and the captain may not captain any team in the future
 - c. Any team that voluntarily withdraws from the season play at any point of the season – All members of the team will be suspended for the current season and (2) subsequent seasons thereafter and the captain may not captain any team in the future
 - d. Any team that does not complete a match due to a conflict at the match must notify the Area Director immediately and will be given the opportunity to make up the missing games or may be subject to penalty at the Area Director's discretion depending on the circumstances

ARTICLE II – EQUIPMENT AND SET-UP

- 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, double, and 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 ¼" from the surface of the board. The diagonal measurement, if needed, from the center of the the bulls-eye to the front edge of the toe line/oche shall be 9'7 3/8".
- c. The toe line/oche shall be no longer than 36" or 18" of either side to the center and have a minimum of (2) feet on either side of the ends free of any obstructions. (ie. walls, shelves, tables, etc)
- 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. Any obstacle that may impeded the flight of the dart (ie. air flow, overhangs, etc) shall be reduced to a reasonable level or eliminated
- g. 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, covered in such a way that the bulb is not visible from the throwing line, and not hinder the sight of the board for the scorekeeper.
- 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. A scoring device must be provided and located adjacent to the dart board so the scorekeeper can see the location of the darts thrown and the shooter can visibly see the scoring device without obstruction or having to move from their position. The scoring device shall be placed in such a way as to have a minimum of 3' from the board surface for the scorekeeper to stand/score safely.
- j. The scoring device being used should be no less than a 9" screen. It is the home team or sponsors responsibility for supplying the scoring device.
- k. Any non-compliance in Article II should be reported to your Area Director. Upon inspection by the MMDL, any disapproved conditions will be noted and the home team or sponsor 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 by the MMDL, the required changes have not been made, a (2) point penalty will be imposed to the home team for each home matched played until the necessary corrections have been made and they are in compliance.
- l. The Pub/Sponsor is responsible for supplying and maintaining the league play dartboard to be in compliance with Article II
- m. The use of a Laser Line Oche is not permitted for league play

ARTICLE III – ROSTERS

1. A roster form must be filled out with complete details with player names, addresses, phone numbers, email, and shirts sizes and should be turned in at the respective area's first Captains meeting along with the sponsor fee of \$200.00 (cash, check, or money order made payable MMDL)
2. Rosters will require a minimum of (6) players and a maximum of (9) players
3. Roster Changes:
 - a. Roster changes must be submitted in writing either via email or text at a minimum of 24 hours prior to match play and approved by the Area Director before the change can take effect
 - b. If the change request is not made prior to the minimum of 24 hours, then even if that roster change is approved it will apply to the following week match play
 - c. Each team is allowed a maximum of (3) roster changes per season and the changes must be made prior to the start of match play of week 8
 - d. Hardship roster changes after week 8 will be at the Area Directors discretion and must be a proven hardship to the team in order to be considered

- e. If a team plays a shooter that has not been approved by the Area Director than that team will be subject to a (1) point penalty for playing the unapproved shooter and any game that the unapproved shooter won, the point will be given to the opposing team
 - f. The captain of the team that played the unapproved shooter may be subject to penalty of suspension or probation and will not be able to captain a team in the future
4. Players may only play for (1) team in (1) area per season. Once a shooter has played at least (1) game for a team they are ineligible to shoot for another team, in any area, for the remainder of that season
 5. If a player is listed on (2) rosters prior to the start of the season, it is the team that the player shoots the first game for that he/she will remain on and will be removed from the other roster
 6. Any member of a team can ask for positive identification of any shooter listed on the line up. Any player(s) that cannot provide positive identification or does not comply with the request, may not be allowed to continue with that match play
 7. Teams that submit a roster, paid or unpaid sponsor fee, and then withdraws the roster/team after midnight of the day prior to the second scheduled, respective areas, captain's meeting will be subject to penalty of ALL players being suspended for (2) consecutive seasons with the right to appeal (see Article XII for appeal process)

ARTICLE VI – MATCH PLAY

1. The playing line up will be completed in the blind by each team – Home team completing the home side of the match report first – then the Visiting team on the visiting side of the match report
2. Each spot should be filled in with an ACTIVE, rostered players name
3. Each ACTIVE, rostered player may only play in one game of each event – (1) 501 Doubles, (1) Cricket Doubles, (1) 01' Singles
4. The submitted line up will be the playing order of the match. Each of the games in each event and in each leg of the game will be played in the order that their names appear on the submitted line up
5. A match is deemed legal with minimum of 4 players for each team
6. A match can start without a full team in attendance
7. A match can be played on (2) boards simultaneously if both boards comply with MMDL rules
8. If you do not have enough ACTIVE, rostered players present to complete the match report then you can write in NP (no player) for that spot. If NP is written in then the play will be as follows
 - a. 501 Doubles or Cricket Doubles – The team with (2) players will have (2) turns of throw to (1) turn of throw for the team that only has (1) player
 - b. 501 Doubles or Cricket Doubles – If both teams are short and only have (1) player each team, then it will be played as a (1) on (1) game
 - c. 501 Doubles or Cricket Doubles – If both teams do not have players, then no point for that gamewill be awarded to either team and it should be entered into DC as a forfeit and a note, in DC, should be made letting the ADMIN know that there were not (4) players present to play the game and no point should be awarded for that game
 - d. Any Singles game – The team that has a PRESENT player listed on the match report will be awarded the (1) point for that game
 - e. Any Singles game – If both teams do not have a player, then no point for that game will be awarded to either team and it should be entered into DC as a forfeit and a note, in DC, should be made letting the ADMIN know that there were not (2) players present to play the game and no point should be awarded for that game
 - f. See the insert for Dart Connect or on dartconnect.com on how to enter a forfeit game when there is not a player for a Singles game or there are not (4) players for a Doubles game
9. SUBSTITUTIONS:
 - a. If a listed player on the match report is not present for his/her turn, then an ACTIVE, rostered player that is present can play in that spot assuming that he/she is not playing another game in that event. Once a substitution has been made then the original listed player cannot play that game

- b. If a listed player on the match report is not present for his/her turn in any doubles game and a substitution has not been made and the player arrives during the game that is being played, that player may jump in at his/her turn in the rotation without any warm ups
 - c. Substitutions only apply when a player is NOT PRESENT at the time of the game to be played. If the player is present and to inebriated to play this does not count as NOT being present and a substitution can not be made and the player will forfeit that point
 - d. If a listed player on the match report is not present for his/her turn and a substitution is not available, then the captains may agree to skip that game and come back to it when the listed player arrives. A reasonable time limit should be agreed upon for waiting for the player to arrive. A match should not be held up for this. (This is just a courtesy so if one the teams do not agree the game will continue shorthanded in the doubles events or a forfeit in the singles events)
10. Falsified match submissions (match was not played and a match was submitted) is subject to penalty – ALL players of the offending team will be suspended for the remainder of the current season and (2) subsequent seasons thereafter and the captain may not captain any team in the future

ARTICLE V – FORMAT

1. Super A Division Format:
 - a. (3) games of Doubles 501 SI/DO (Best of 3 – (1) point to the winner), (3) games of Doubles Cricket with points (Best of 3 – (1) point to the winner), (6) games of 501 Singles SI/DO (Best of 3 - (1) point to the winner)
 - i. 501 Doubles - The visiting team will throw for cork first (not choice) and score in the first and third games. The home team will throw for cork first (not choice) and score in the second game. The loser of the first leg in each game is mugs for the second leg of the game and if a third leg is necessary than the winner of the first leg has choice for the cork throw with the winner of the cork throw starting the third leg
 - ii. Cricket Doubles – Cork throw for every leg - The home team with throw for cork first (not choice) and score in the first and third games. The visiting team will throw for cork first (not choice) and score in the second game. The loser of the first leg has choice to throw for the cork in the second leg with the winner of that cork starting the second leg and if a third leg is necessary then the winner of the first leg has choice for the cork throw with the winner of the cork throw starting the third leg.
 - iii. 501 Singles - The visiting team will start and score in the first, third, fifth games. The home team will start and score in the second, fourth, and sixth games. The loser of the first leg in each game is mugs for the second leg of the game and if a third leg is necessary then the winner of the first leg has choice for the cork throw with the winner of the cork throw starting the third leg
2. A Division Format:
 - a. (3) games of Doubles 501 SI/DO (Best of 3 – (1) point to the winner), (3) games of Doubles Cricket with points (1 game – (1) point to the winner), (6) games of 501 Singles SI/DO (Best of 3 - (1) point to the winner)
 - i. 501 Doubles – see Article V, Section 1, a, i (same as the Super A format)
 - ii. Cricket Doubles – The home team will throw for cork first (not choice) and score in the first and third games. The visiting team will throw for cork first (not choice) and score in the second game.
 - iii. 501 Singles – see Article V, Section 1, a, iii (all 01' game play is the same regardless of the starting number)

3. B and C Division Format:
 - a. (3) games of Doubles 501 SI/DO - (1 game – (1) point to the winner), (3) games of Doubles Cricket with points (1 game – (1) point to the winner), (6) games of 401 Singles SI/DO (Best of 3- (1) point to the winner)
 - i. 501 Doubles – The visiting team will shoot for cork first (not choice) and score in the first and third games. The home team will shoot for cork first (not choice) and score in the second game.
 - ii. Cricket Doubles – The visiting team will shoot for cork first (not choice) and score in the second game. The home team will shoot for cork first (not choice) and score in the first and third games
 - iii. 401 Singles – see Article V, Section 1, a, iii (all 01’ game play is the same regardless of the starting number)
4. D and Below Division Format:
 - a. (3) games of Doubles 501 SI/DO - (1 game – (1) point to the winner), (3) games of Doubles Cricket with points (1 game – (1) point to the winner), (6) games of 301 Singles SI/DO (Best of 3 - (1) point to the winner)
 - i. 501 Doubles – see Article V, Section 3, a, i (same as B and C format)
 - ii. Cricket Doubles – see Article V, Section 3, a, ii (same as B and C format)
 - iii. 301 Singles – see Article V, Section 1, a, iii (all 01’ game play is the same regardless of the starting number)
5. In ALL 01’ games (singles or doubles) when the winning double is hit the game is over regardless of any subsequent throw – even if it knocks out the dart
6. 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 that turn. Repeated violations will result in his/her throw being invalid and that score thrown will not count
7. If a player throws out of turn, then it is the choice of the other team to let that throw stand and resume to the original order of turn or have that turn thrown over by the player whose turn it was to shoot
 - a. If a player throws out of turn and it is the ending shot of the game, then that turn must be thrown over by the player who should have been in the rotation
 - b. If the mix up in rotation is not noticed/found for 2 or more turns of the offending team, then the play will continue as is and not revert back to the roster order and all previous turn scores remain the same
8. CORK THROW – A cork throw is valid anywhere on the board face.
 - a. A Double cork beats a Single cork
 - b. If the throw for cork is determined a tie by the scorekeeper, the darts will be thrown in reverse order
 - c. Both darts need to be in the single cork or both darts need to be in the double cork in order for the cork throw to be determined a tie – a Double cork beats a Single cork
 - d. If the dart thrown is in the bull it is the next shooters choice to pull it or leave it in and this applies to all subsequent cork throws (i.e. first throw is a bull, second throw is a bull, shot is deemed a tie, the next shooter can pull them both or leave them in, the third throw is now a bull (3 darts in the bull now), the next shooter can opt to leave all three in or pull all three, and so on. – Again, a Double bull beats a Single bull
 - e. If the second dart knocks out the first dart, then the darts are thrown again in reverse order
 - f. If your throw is a bounce out then you will throw another dart right then

ARTICLE VI - SCORING

1. Dart Connect will be utilized for ALL match play
2. The home team or sponsor is responsible for providing a scoring device for the match

3. If the home team is unable to provide a scoring device and the visiting team is willing and able to provide one, this is allowed
4. If the home team is unable to provide a scoring device for (2) or more matches they may be subject to a (2) point penalty (not having WIFI is not a valid reason for not supplying a scoring device) (see Article V1, Section 5)
 - a. If a match was not played on DC the home team is responsible for notifying the Area Director of the final score of the match and providing a copy of the match report
 - b. A match can be hand scored on a whiteboard or other electronic device adjacent to the the board according to the proper equipment placement in Article II, Sec J, and shadowed on another, smaller device (ie cell phone, 7" tablet), that is connected to Dart Connect by a player that is behind the line and not shooting in that game
5. WIFI is required to Start and Save the match –If you know that your pub does not have WIFI remember to log into DC before going to the match – Once you have logged in and “checked for updates” you can play the match offline but then you must remember to re-connect the device to a WIFI signal in order for it to save the match and record it in the Division Standings
6. Every week it is best practice to run a “check for updates” on the device you will be using for match play – this will insure you are using the most current version of Dart Connect and also ensure that your league and roster information is up to date – You must be connected to WIFI for this action
7. SCOREKEEPER
 - a. The scorekeeper shall face forward and stand adjacent to the scoring device, at all times, so that it is visible to the shooter on the line and the scorekeeper can clearly see the darts in the board
 - b. The scorekeeper will not eat, drink, or smoke while keeping score
 - c. The scorekeeper shall stand still as to not disturb the shooter during their turn – (exception)
 - i. If the shooter asks the scorekeeper to verify the score of a thrown dart(s)
 - d. After the shooter has thrown all (3) darts the scorekeeper will verify what has been scored previous to the shooter removing the darts from the board
 - e. The scorekeeper will not enter any score of a thrown dart into DC until all (3) darts have been thrown and verified. – (exception)
 - i. If the shooter asks what they have remaining and the scorekeeper has verified the thrown dart(s), the score of the thrown dart(s) can be entered into DC to reveal the remaining score prior to the end of that shooters turn.
 - f. The scorekeeper is never to touch live darts in the board for any reason
 - g. The scorekeeper does not have to be a member of the team but must be acceptable by both captains and held responsible to all sections in Article VI, Section 7
 - h. A player can request at any time, for any reason, to replace the scorekeeper without question or retaliation
 - i. The scorekeeper is not allowed to coach a player (ie. not allowed to tell the shooter what to shoot for) If the scorekeeper does tell the shooter what to shoot for it is the opponent(s) of that games choice whether to let the throw stand or have it thrown over. This action may only be exercised at the time of the infraction. If it is not, then the throw stands, game ending shot or not
 - j. If a score is entered incorrectly, a correction in the score must be made prior to the next turn of the player or team whose score is incorrect. If it has not been corrected before that then the score stands
 - k. It is the responsibility of the player to know their score. If the scorekeeper, any member of either team, or any person in general inadvertently tells the player the incorrect score, the score thrown stands
 - l. If a player removes a thrown dart(s) before the end of their turn then that score stands and their turn is over (ex: player shoots 1 or 2 darts and removes their darts, their turn is over)

- m. If a player removes their darts before the scorekeeper can acknowledge the score, then that turn will result in the disqualification of that throw or turn (ie. a player can not remove their dart(s) and tell the scorekeeper what they scored)
- n. A thrown dart(s) is **never** to be re-thrown for any reason

ARTICLE VII – PLAYOFFS

1. Any player must play in at least (1) game, of any event, in 50% of the regular season matches from the date that the shooter has been added to the roster in order to be eligible for the playoffs no matter how many weeks of play in the regular season there are or how many there are remaining after you have been added to the roster. If there are an odd number of matches remaining then you will use the lower number (ex. 7 matches remaining you would need 3 to qualify)
2. Super A Division – Teams that finish First and Second in the regular season will be placed in the Platinum Playoff Schedule and teams that finish Third, Fourth, Fifth, and Sixth in the regular season will be placed in the Gold Playoff Schedule
3. A and Below Divisions - Teams that finish First, Second, Third and Fourth in the regular season division standings are eligible for playoffs.
4. Regular season points tie breaker in the following order will determine place in the playoffs
 - a. Win/Tie/Loss – 1 pt for a win / .5 pt for a tie / 0 pt for a loss – Most points finish on top
 - b. Total points against each other
 - c. Total points for WINS only for the season
 - d. Playoff match (a date will be set by the respective Area Director if needed)
5. Divisions with a BYE – This formula will only be used to determine your point total for the playoff schedule for the home or away choice – not to determine your place in the playoffs
 - a. Regular season point total (divided by weeks played) (times weeks in the regular season) (example: 54 pts / 12 weeks = 45 X 14 weeks = 63) based on 8 team division with a BYE
 - b. If your team is in a division with a BYE then you must go by the adjusted point total listed on the playoff schedule to determine whether you have choice of home or away on the first night of play
6. Matches are played on Tuesday/Tuesday or Tuesday/Thursday nights according to the Playoff schedule – (exceptions)
 - a. Home teams regular match nights are Monday/Wednesday in regular season play
 - b. Weather permitting
 - c. One or both of the teams scheduled to play has a conflict with the sponsor and both teams agree to play on another night. If both teams can not agree then the play will continue as scheduled
 - d. One or both of the teams scheduled to play has a conflict with shooters attendance, must be under 6, not just wanting a specific shooter there, and both teams agree to play on another night. If both teams can not agree then the play will continue as scheduled
 - e. Teams are encouraged to work together to resolve any issues
7. The season points listed on the Playoff schedule will determine which team has the choice to play Home or Away on the first night of match play – most points has choice – (exceptions)
 - a. If a venue has more than (1) team in the playoffs the teams choice may not be an option (it does not matter what division you are in if your home sponsor has more than 1 team – this does not give you choice over the other team – it needs to be worked out amicably so that it works for both teams as best as possible)
 - b. If a venue is not available the night of a teams' choice
 - c. Teams are encouraged to work together to resolve any issues
 - d. If teams cannot come to a resolution, then the respective Area Director will set the date and venue for the match play
8. It is the captain's responsibility to contact the other team and schedule the match play, as per the playoff schedule

9. The first team to reach (13) points out of the (2) nights of match play will advance in the playoff bracket
10. In the event of a tie (12 to 12), the following tie breaker format will be played and the team to win (2) points first will advance in the playoff bracket (if a team wins the 501 Doubles and the Cricket Doubles there is no need to play the Singles)
 - a. Visiting team calls the coin toss, winner of the coin toss shoots for the cork first and the cork shot alternates for each game (EX: home wins the coin toss they shoot cork first to determine who starts the 501 doubles, visiting team shoots cork first to determine who starts the Cricket doubles, home team shoots cork first to determine who starts the 01' singles)
 - b. Super A Division Tie Breaker Format (see Article VII, Section 10, a, to determine the cork throw order for each game start)

Leg Format - 501 Doubles and 501 Singles follow the same leg format – winner of the cork starts the 1st leg, loser of the 1st leg is mugs on the 2nd leg, if needed, winner of the 1st leg has choice for cork and the winner of the cork starts the 3rd leg

Cricket Doubles – winner of the cork starts the 1st leg, loser of the 1st leg has choice for cork in the 2nd leg and winner of the cork starts the 2nd leg, if needed, winner of the 1st leg has choice for cork and the winner of the cork starts the 3rd leg

 - i. (1) game of 501 doubles, SI/DO, (Best of 3) – winner gets 1 point
 - ii. (1) game of Cricket doubles with points, (Best of 3) – winner gets 1 point
 - iii. (1) game of 501 Singles, SI/DO, (Best of 3) – winner gets 1 point
 - c. A Division Tie Breaker Format (see Article VII, Section 10, a, to determine the cork throw order for each game start)

Leg Format - 501 Doubles and 501 Singles follow the same leg format – winner of the cork starts the 1st leg, loser of the 1st leg is mugs on the 2nd leg, if needed, winner of the 1st leg has choice for cork and the winner of the cork starts the 3rd leg

Cricket Doubles – Winner of the cork starts

 - i. (1) game of 501 doubles, SI/DO, (Best of 3) – winner gets 1 point
 - ii. (1) game of Cricket doubles with points - winner gets 1 point
 - iii. (1) game of 501 Singles, SI/DO, (Best of 3) - winner gets 1 point
 - d. B and C Division Tie Breaker Format (see Article VII, Section 10, a, to determine the cork throw order for each game start)

Leg Format – 401 Singles, loser of the 1st leg is mugs in the 2nd leg, if needed, winner of the 1st leg has choice for cork and winner of the cork shoots first in the 3rd leg

 - i. (1) game of 501 doubles, SI/DO – winner gets 1 point
 - ii. (1) game of Cricket doubles with points - winner gets 1 point
 - iii. (1) game of 401 Singles, SI/DO, (Best of 3) - winner gets 1 point
 - e. D and Below Division Tie Breaker Format (see Article VII, Section 10, a, to determine the cork throw order for each game start)

Leg Format – 301 Singles, loser of the 1st leg is mugs in the 2nd leg, if needed, winner of the 1st leg has choice for cork and winner of the cork shoots first in the 3rd leg

 - i. (1) game of 501 doubles, SI/DO – winner gets 1 point
 - ii. (1) game of Cricket doubles with points - winner gets 1 point
 - iii. (1) game of 301 Singles, SI/DO, (Best of 3) - winner gets 1 point
11. In the overtime format, it is the team's choice of who they wish to play in the games. This line up can be made all at once or at the beginning of each game – a single player can shoot in all (3) games (ex: Joe/Jim in 501 – Joe/Jim in Cricket – Joe in 01' singles)
12. Should an unregistered or 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 and the offending team (all players) will be subject to probation or

suspension of the following (2) seasons and the captain will no longer be able to captain any team in the future

13. Should an unregistered or ineligible player(s) be discovered after the Finals then the Runner up will be declared the winner and the offending team (all players) will be subject to probation or suspension of the following (2) seasons and the captain will no longer be able to captain any team in the future

ARTICLE VIII – CONDUCT

1. It is the responsibility of the team Captains to maintain the best of order during league match play
2. No heckling or harassment – in league play or any sponsored MMDL event
3. No foul or insulting language – in league play or any sponsored MMDL event
4. No attire that has foul, rude, or vulgar writing or art work (at the Boards discretion)
5. Be mindful of comments and gestures during game play as to not distract the shooter
6. Any physical acts will result in the player(s) immediate, indefinite suspension and should also be reported to the local authorities
7. If a player is found guilty of an act committed in league play or at any MMDL sponsored event by any local or state authorities then that player(s) will be BANNED from any future play in MMDL league play or any MMDL sponsored event
8. Property damage or equipment damage should be reported to the respective Area Director, Sponsor, and if needed local authorities and the player(s) responsible for the damage may be subject to penalty. The league is not responsible for any property or equipment damage
9. Any acts of misconduct, physical – verbal – or other, should be reported to your respective Area Director immediately

ARTICLE VIII – GENERAL

1. Any questions or issues that cannot be resolved by the captains, play is to **stop immediately**, and you should contact your respective Area Director right then
2. It is the home team's responsibility to keep a paper back up of the match
3. If a sponsor no longer wants to field a team or is closing, than the team may change venue for the remainder of the season providing the new sponsor meets the requirements in these Articles of Rules and the respective Area Director must be notified of the change in venue
4. If a team chooses to change sponsors during the season, they must notify the respective Area Director and obtain approval of the new venue. The team is responsible for reimbursing the sponsor the sponsorship fee for the season
5. If you do not find clarification with in these Articles of Rules – contact your respective Area Director with any questions

ARTICLE VIII – PENALTIES / PROBATION / SUSPENSION

1. Violation of any MMDL Rules is subject to the following penalty – **Unless otherwise noted above**
 - a. First Offense – Verbal / Written warning and possible probation for the remainder of the current season
 - b. Second Offense – Immediate Probation for the current season and (2) seasons thereafter that the player is active (a players probation is not served unless the player is active)
 - c. Third Offense - Immediate, Indefinite Suspension until such time the player appears in front of the board for an appeal hearing

ARTICLE X – PROTESTS

1. Captains or team members may file a protest with the respective Area Director for perceived violations of the MMDL rules and regulations or behavior deemed to be detrimental to the League
 - a. Play should stop immediately – contact the respective Area Director immediately –

- b. If the play is not stopped immediately you may lose the ability to file a protest for certain perceived violations (some situations require immediate attention, some don't)
2. Protests after the match – A description of the perceived violation, Article – Section, etc., should be emailed to the respective Area Director accompanied by any documentation, pictures etc., that may be pertinent to the violation, and a statement of explanation to why you feel there was a violation.

ARTICLE XI – APPEALS

1. Players may appeal an Area Directors decision by notifying the Secretary, at terryg@mmdl.org, and their respective Area director of their intent of wanting to attend the next scheduled Board Meeting to state their case of appeal. (Board meeting dates and location can be found on the MMDL website – under “About Us” “Meetings”)
2. Under special circumstances there may-be an appeal case that would require a special meeting in which at least (5) Board Members must attend for an appeal decision to be valid – These special meetings willbe at the request of the Area Director to the Board.
3. Players may appeal the Probation or Suspension ordered per the Rules by notifying the Secretary, at terryg@mmdl.org, and their respective Area director of their intent of wanting to attend the next scheduled Board meeting to state their case of appeal. (Board meeting dates and location can be found on the MMDL website – under “About Us” “Meetings”)

ARTICLE XII – MMDL SPONSORED EVENTS

1. These rules apply to all sponsored MMDL events
2. Eligibility for a MMDL sponsored events
 - a. 501 and Cricket Singles Championship – a players must have played at least (3) matches in the prior season or (1) match in the current season of the date of the event
 - b. Witch City Open Tournament – No requirements to attend and play unless otherwise noted through Probation or Suspension
 - c. White Mountain Open Tournament – No requirements to attend and play unless otherwise noted through Probation or Suspension
 - d. ADO Qualifiers – Players must be an ACTIVE player in the MMDL (these events are FREE to play in for an active MMDL player)

ARTICLE XIII – DISABILITY

1. Wheelchair – A player can have the front wheels over the throwing line so that their shoulder is perpendicular with the throwing line – this is as close to the actual measurements of what the height of the board should be
2. Correct Dart Board set-up (according to WDDA) for a wheelchair player is:
Height to Centre Bull 4ft 6' – Centre Bull to Oche 9ft 0' - These measurements should be used if your pub is able to set up a board for wheelchair shooters

MMDL players and teams must comply with City, State, and Establishment rules and guidelines pertaining to COVID-19 restrictions. MMDL will not police these policies

Revised April 20, 2020

Revised September 7, 2021 – added Article VI,7 and added COVID note at the end