

MINUTE MAN DART LEAGUE, INC

Teams to Keep this as a back up o Dart Connect

**If the teams have not utilized the ONLINE PLAYER LINEUP in Dart Connect
This form should be used to set the player lineups in the BLIND**

Match # _____ Area & Division _____ Date _____

Visiting Team _____ Home Team _____

2 Person Teams - 501 SI/DO - **SA & A (2 out of 3)** - All other Div (1) game - 1 point per set

1		1	
2		2	
1		1	
2		2	
1		1	
2		2	

2 Person Teams - Cricket - **SA (2 out of 3)** - All other Div (1) game - 1 point per set

1		1	
2		2	
1		1	
2		2	
1		1	
2		2	

SINGLES (**SA/A/B 501**) (**C 401**) (**D/E 301**) SI/DO - 2 out of 3- 1 point per set

1		1	
2		2	
3		3	
4		4	
5		5	
6		6	

Total Match Points

Total Match Points

Plaques for (180) (Round of 9) (High Double out of 121+) and (6 Corks)

In order to receive a plaque for your achievement, you MUST send an email to awards@mmdl.org to request that you want a plaque. Please include the following

1. Team name 2. Area & Division 3. Player name 4. Achievement

Dart League Night: Speed It Up!

Help us keep the night enjoyable and on schedule by following these tips for faster matches:

1. Be Ready to Play

- Have your darts ready and be at the board when it's your turn.
- Avoid unnecessary delays like searching for drinks, having a smoke immediately before your match is about to start or chatting while it's your time to shoot or warm up.

2. Limit Warm-Up Throws

- Keep warm-up to 9 darts or less before the match begins.

3. Pay Attention

- Stay engaged in the match and be aware of when it's your turn.
- Avoid distractions like prolonged conversations while playing/shooting or phone use.

4. Mark and Score Quickly

- Practice efficient scorekeeping. Learn how to use the scorekeeping app.
- Mark scores immediately after a turn without delays.

5. Keep Focused

- Take no more than 20 seconds to aim and throw per dart.
- Focus on your game plan with your team and partner to avoid unnecessary hesitations.

6. Avoid Over-Celebrating

- While enthusiasm is great, keep celebrations brief and sportsmanship in check to maintain momentum.

7. Resolve Disputes Quickly

- If there's a scoring or rule question, address it promptly. Work with your captains and review the rules to understand what the appropriate action should be. If no agreement can be made, stop the match. Involve an Area Director if necessary, but avoid prolonged arguments.

8. Use Time Wisely Between Matches

- Check who's playing next and ensure they're ready to start as soon as the set is over.
-

Your Cooperation Makes All the Difference! By working together, we can ensure everyone has a great time and finishes the night on schedule. Thank you for your commitment to making the MinuteMan Dart League the best it can be!



Spring 2025 Wicked Outs

The Wicked Out Program is raising its game just like you!

This year, the Wicked Out Program is going to be giving away dart prizes every week during the season.

Every Thursday, tune into the Minute Man Dart League Facebook Page. There will be a live raffle to determine the winner EVERY WEEK

Two ways To Enter the Raffle:

1. Hit the Wicked Out at any point during the night
2. Have the highest out in your division, including ties (Ex: NS B2, SS C1, etc.)

This means every area and every division will be entered into the raffle!

Week 1 69	Week 2 8	Week 3 70	Week 4 39	Week 5 110
Week 6 16	Week 7 46	Week 8 74	Week 9 4	Week 10 99
Week 11 40	Week 12 56	Week 13 25	Week 14 83	Week 15 120

Shirts designed and sold by:



And



Contact

Anna Moretti
978-882-5207

ANNAM@MMDL.ORG

<https://mmdl.org/tournaments/white-mountain-shootout/>

White Mountain Shootout

April 4-6, 2025

\$26,135



On Site Dart Supplies by

T N T Darts

Tom Sawyer
978-479-1393



Sanctioned By

Mystery Bounty

4 Men and 4 Women randomly selected in the 501 Singles will have a \$25 Bounty on their head



Town & Country INN and RESORT

20 State Route 2, Shelburne NH
www.townandcountryinn.com
800-325-4386

Introducing **REGCONNECT** 
Players Can Now Register & Pay in One Easy Step!
ALL EVENTS OPEN FOR REGISTRATION

Registration closes 20 minutes prior to the event time

DAY	FRIDAY			SATURDAY						SUNDAY				
	6:00 PM	6:15 PM	9:00 PM	10:00 AM	12:30 PM	1:00 PM	3:00 PM	4:00 PM	8:00 PM	10:00 AM	12:00 PM	12:30 PM	2:30 PM	3:00 PM
EVENT	Men Singles 301 di/do	LADIES Singles 301 di/do	DRAW Doubles 501/Crkt	MIXED Doubles 501/Crkt	** LADIES Singles 501 si/do	MENS Doubles Cricket	LADIES Doubles Cricket	** MENS Singles 501 si/do	DRAW Doubles 501/Crkt	MIXED Triples 601 si/do	** LADIES Singles Cricket	MENS Doubles 501 si/do	LADIES Doubles 501 si/do	** MENS Singles Cricket
FEE	\$25/entry	\$25/entry	\$15/entry	\$40/team	\$30/entry	\$40/team	\$40/team	\$30/entry	\$15/entry	\$45/team	\$25/entry	\$40/team	\$40/team	\$25/entry
1ST	\$500	\$300	\$600	\$600	\$400	\$800	\$400	\$800	\$600	\$600	\$300	\$600	\$400	\$500
2ND	\$250	\$150	\$300	\$400	\$200	\$400	\$300	\$400	\$300	\$375	\$200	\$300	\$200	\$250
Top 4	\$125	\$75	\$200	\$200	\$100	\$200	\$150	\$200	\$200	\$180	\$100	\$150	\$100	\$125
Top 8	\$80	\$50	\$100	\$100	\$60	\$100	\$80	\$100	\$100	\$90	\$50	\$80	\$50	\$75
Top 16	\$40	\$25	\$60	\$50	\$30	\$50	\$40	\$60	\$60	\$45	\$25	\$50		\$40
Top 32			\$30					\$30	\$30					
TOTAL	\$1,640	\$1,000	\$2,660	\$2,200	\$1,280	\$2,400	\$1,640	\$2,960	\$2,660	\$2,055	\$1,100	\$1,920	\$1,000	\$1,620

Format
Start Bof3
Cork/Mugs/Cork

Semi/Finals Bo5
Cork and alternate

Cork and Alternate for both Mens and Ladies
Ladies – Start Bo5 – Semi/Finals Bo7
Mens – Start Bo5 – T8 Bo7 – Semi/Finals Bo9

Additional Lodging:

Quality Inn & Suites
130 Main St, Gorham NH
603-466-3312
10% Dart Discount

Mt Madison Inn and Suites
365 Main St, Gorham NH
603-466-3622

All other events are Bo3
Cork every leg

Raffles
Friday and Saturday
NEW IDEAS COMING



OFFICIAL SPONSOR

Host and venue are not responsible for loss or injury occurred on the premises. ** Denotes ADO points awarded. A \$1 DC fee and a \$2 ADO fee are included in the entry fee. No outside alcohol allowed inside the venue. Darts is an adult sport and is dangerous for children to play without adult supervision



Digital Steel Event

Random drug testing can occur at any time, as required by the World Anti-Doping Agency (WADA)

Youth Events
See the back of the flyer



Saturday
April 5
&
Sunday
April 6
2025

White Mountain Shootout

YOUTH EVENTS SCHEDULE



BRONZE

Youth Director
Carrie Demers
carrieceltics@yahoo.com



Town & Country
INN and RESORT

20 State Route 2, Shelburne NH
www.townandcountryinn.com

800-325-4386

ALL OF THE SATURDAY
EVENTS ARE **FREE**
ENTRY WITH \$0 PAYOUT

Saturday

9 AM – WDF Boys 501 Singles si/do

9 AM – WDF Girls 501 Singles si/do

Best of 5 for Girls & Boys

Format – Best of 3 for all events below

9 AM – Pick up game for non WDF shooters

11 AM – Youth Singles 101 (12/under si/so) (13/over di/do)

12 PM – Youth Survivor (12/under & 13/over)

1 PM – POOL & PIZZA PARTY

6 PM – Youth Singles (12/under 301 si/so) (13/over 501 di/do)

7:30 PM – Pajama Luck of the Draw (all ages)



Digital
Steel

*It is forbidden for
any Youth player
to consume
alcohol during a
WDF sanctioned
event.*

*Random drug
testing can occur
at any time, as
required by the
World Anti-Doping
Agency (WADA)*

Dress Code:
No Hats, No
headphones, and
closed toes shoes

Sunday

9 AM – Youth/Adult Shoot - **\$10 entry fee per team**

Format: Best of 3 – 501 si/do / Cricket / Choice – Cork every leg

The Youth **MUST** hit the winning dart

Minimum top 4 payout (may increase with # of entries)

Two levels of play – 12/under & 13/over

Bring your own Partner

Spring Event
 May 10, 2025
 \$5,560



Active MMDL
 Players are
FREE entry



facebook.com/@MMDLDarts

Visit our Website
 For more information
 On how to JOIN
www.MMDL.org

Contact Information
 Anna Moretti
annam@mmdl.org
 978-882-5207
 Mike French
mikef@mmdl.org

NEW
LOCATION
 Liberal Club
 20 Star Street
 Fall River, MA

DOORS OPEN AT 11 AM
 Event is *OPEN* to non-league players
 REGISTRATION CLOSSES 15 MINUTES PRIOR TO EVENT TIMES

**LUNCH BUFFET WILL BE
 SERVED @ 2 PM**

Time	12:00 PM	2:30 PM	3:00 PM	4:00 PM	7:00 PM
Event	<i>Mixed Doubles 501/Crkt</i>	<i>Ladies Singles 501 si/do</i>	<i>Open Singles 501 si/do 45 (3DA) & Below</i>	<i>Mens Singles 501 si/do</i>	<i>Draw Doubles 501/Crkt</i>
Entry	\$20/team	\$10/entry	\$10/entry	\$10/entry	\$10/entry
MMDL	Free	Free	Free	Free	Free
1st	\$400	\$300	\$300	\$500	\$400
2nd	\$200	\$150	\$150	\$250	\$200
Top 4	\$100	\$75	\$75	\$125	\$100
Top 8	\$50	\$50	\$50	\$60	\$50
Top 16	\$30			\$30	\$30
	\$1,240	\$800	\$800	\$1,480	\$1,240

Mixed and Draw Doubles
 Best of 3 – Cork every leg
Ladies Singles & Open Singles
 Start BO3 – Cork/Mugs/Cork
 Finals BO5 – Cork/Alternate
Mens Singles
 Start BO5 – Cork/Alternate
 Finals BO7 – Cork/Alternate

**Your DCA tournament card will be used
 to determine your if you are eligible for
 the Open Singles 45 & under**
 If you do not have a DCA tournament card,
 then your singles 3DA will be used to
 determine your eligibility

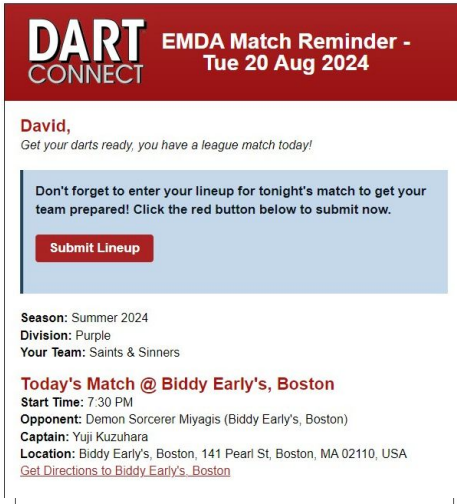
Entry Fee for
 NON-LEAGUE
 players

Tournament host and venue assume
 no responsibility for loss, accident,
 or injury on the premises.
 Attendees agree to abide by all city,
 state, and federal law, as well as the
 venue rules and regulations
**NO OUTSIDE ALCOHOL IS
 ALLOWED ON THE PREMISES**

youtube.com/@minutemandartleague
MMDL Fall 2024 Season
 Shirts and Awards will be available
 for pick for ALL AREAS

**Dart Supplies
 Available**
BY: T N T Darts
Tom Sawyer

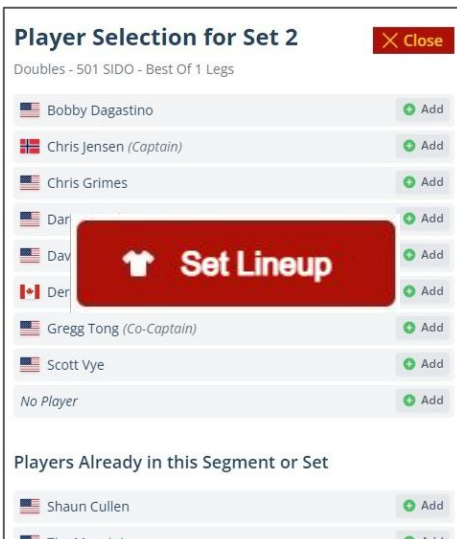
How To Use Express Player Lineup – 2 EASY STEPS –



1. Look for the Captain's Lineup Reminder Email on Match Day
(or log into your MyDC Account at any time)



my.dartconnect.com



2. Use the “Lineup” Button to Assign Players

Use **“No Player”** for slots when you do not have enough players for the match.

When lineup is complete, you have two options:

1. Share the Proposed Lineup with your team
2. Submit the Final Lineup for the match



What Happens Next?

- Players receive an email with the final player lineup
- The scoring app will display the designated players for each set
- Players and fans have the option to view the player lineup alongside the “Live Scoreboard” in DCTV

Pro Tip: Display the live scoreboard and player lineup on a TV during the match!





Who can create a player lineup?

Either the captain or co-captain can. Both can view the current state of the lineup from their respective MyDC accounts. Should neither captain be available to create a lineup, they have two choices:

1. Forward the reminder email to a teammate (who will be able to access the Captain's account, without a password).
2. Instruct a teammate to manually create the lineup in the scoring app.

When should captains create the player lineup?

A player lineup can be created or edited at ANY TIME in your MyDartConnect account. The link provided in the Captain's reminder email is just a timely reminder. In fact, a player lineup, can even be started on one device (PC), and completed on another (phone).

Important: The player lineup remains in "MyDartConnect" until the captain selects "**SUBMIT**".

When can the other team see my player lineup?

The opposing team CANNOT see your player lineup until BOTH teams have clicked the **SUBMIT** button.

What if one team does not/cannot submit their player lineup online?

You should still submit your lineup online. The opposing team will be required to manually select players in the scoring app. If your lineup is "in the blind", we recommend posting a paper lineup for that team, next to the tablet.

What if I need to make changes after the lineup has been submitted?

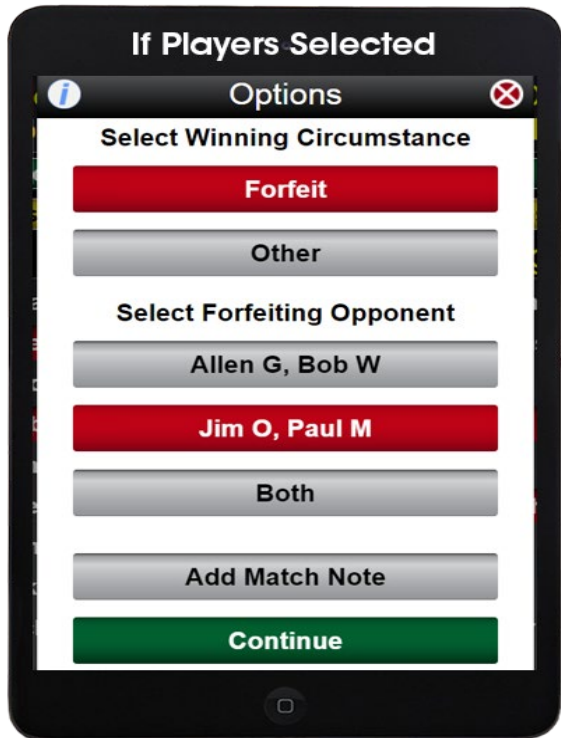
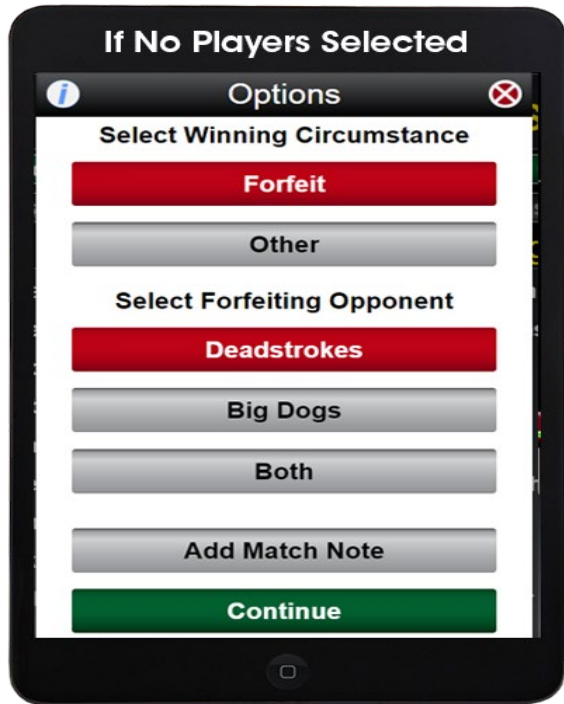
Once the **SUBMIT** button has been selected, captains CANNOT make online lineup changes. HOWEVER, lineup edits can still be made in the scoring app before each set is played.

When the app prompts the scorekeeper to confirm the set lineup, select the option to change the player(s). The lineup change will be noted in the match report and the league will be notified of the substitution.

Does the scoring app require WiFi to receive the player lineup?

As you may know, the scoring app does NOT require WiFi to process a match. However, to receive an online player lineup, the tablet MUST be connected. Once the tablet receives each lineup, the match can continue offline.

What if teams are shorthanded? When a captain does not have enough players to field a full match, they must insert a "**No Player**" placeholder into the lineup where required. If an eligible player becomes available, they can be manually added during the match, in the scoring app. For leagues that do a random draw, each team will submit the same # of players. If league rules permit, teams can assign additional players manually for the remaining sets.



Entering a
FORFEIT
Instructions

If circumstances require a team to forfeit a set, consult with your league on how to accommodate:

- **IF you do not need to credit winning/forfeiting players:** Select **FORFEIT**, confirm the option and the team who is going to lose the set. Note: It is possible that both teams forfeit the set, and therefore the league points associated with that set. Optional: Add match notes for the league representative to know why the set was forfeited
- **IF crediting Winning/Forfeiting Players is Required:** Same as above, however, select the “participating” players, before selecting **FORFEIT**



Scorekeeper's 10 Commandments

Minute Man Dart League

1. Thou shall always face forward, at an angle to best view the dartboard, when possible.
2. Thou shall not step in the alley before all darts are thrown, unless asked to check a thrown dart's position.
3. Thou shall always project a fair and neutral disposition when scoring.
4. Thou shall not coach or suggest a combination to throw.
5. Thou shall refrain from making any noises or speak during a throw unless asked a question by the shooter.
6. Thou shall not move or fidget when shooter is at the oche.
7. Thou shall not move thy head or look away from the board during a player's throw. Never face or look at the shooter during their turn.
8. Thou shall not eat, drink or smoke when keeping score.
9. Thou shall not carry on a conversation when keeping score.
10. Thou shall not complain or argue if asked to be replaced.

The game that “begins” and “ends” with a handshake!

Official Jersey for the Minute Man Dart League

These Jersey's can be purchased online at the following link



"MMDL Jersey - by "Dirty Jersey Darts"

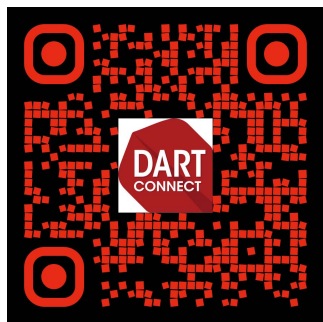
You can also "Personalize" the jersey
Ex: Name, Nickname, Team Name, Etc.

They are being offered at the price of \$50/shirt



Schedules are
now available
in your
"My Dart
Connect Account"
or on DCTV

(scan QR code)
to sign up for a
FREE or Premium
account



**NEW THIS
SEASON**

**Wicked Weekly
Checkout**

**More Prizes
for
EVERYONE
EVERY WEEK**

(see flier inside
for details)



Minute Man Dart League, Inc

P.O. Box 2165 / Danvers, MA 01923 / www.MMDL.org

BOSTON

Area Director: Anna Moretti



978-882-5207



annam@mmdl.org

NORTH SHORE

Area Director: Nick Pratt



978-621-4340



nickp@mmdl.org

SOUTH SHORE

Area Director: Steve Cullity



978-536-1777



south@mmdl.org

CENTRAL

Area Director: Frank Blake



508-202-2666



central@mmdl.org



Get your Limited Edition
"50th" Anniversary shirt
online with DJD
(scan QR code)
www.dirtyjerseydarts.com

Largest Steel Tip League - Established 1974



Minute Man Dart League

POWERED BY DARTCONNECT

Team Captain's Kit - Spring 2025



www.MMDL.org

SCAN HERE
Rules
Schedules
Events
Tournaments
Contact Info
and MORE

(see Teams & Players drop down menu)



Every week during the regular season and playoffs!

Shirts designed and sold by:
 And
White Mountain Shootout April 4-6, 2025
\$26,135
Mystery Bounty
4 Men and 4 Women randomly selected in the 501 Singles will have a \$25 Bounty on their head
REGCONNECT DART CONNECT
 Players Can Now Register & Pay in One Easy Step!
ALL EVENTS OPEN FOR REGISTRATION
 Registration closes 20 minutes prior to the event time

DAY	FRIDAY			SATURDAY				SUNDAY						
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EVENT	Men Singles 301 d/db	LADIES Singles 301 d/db	DRAW Doubles 501/C&H	MIXED Doubles 501/C&H	** LADIES Singles 501 si/do	MENS Doubles Cricket	LADIES Doubles Cricket	** MENS Singles 501 si/do	DRAW Doubles 501/C&H	MIXED Triples 601 si/do	** LADIES Singles Cricket	MENS Doubles 501 si/do	LADIES Doubles 501 si/do	** MENS Singles Cricket
FEE	\$25/entry	\$25/entry	\$15/entry	\$40/team	\$30/entry	\$40/team	\$40/team	\$30/entry	\$15/entry	\$45/team	\$25/entry	\$40/team	\$40/team	\$25/entry
1ST	\$500	\$300	\$600	\$600	\$400	\$800	\$400	\$800	\$600	\$600	\$300	\$600	\$400	\$500
2ND	\$250	\$150	\$300	\$400	\$200	\$400	\$300	\$400	\$300	\$375	\$200	\$300	\$200	\$250
Top 4	\$125	\$75	\$200	\$200	\$100	\$200	\$150	\$200	\$200	\$180	\$100	\$150	\$100	\$125
Top 8	\$80	\$50	\$100	\$100	\$60	\$100	\$80	\$100	\$100	\$90	\$50	\$80	\$50	\$75
Top 16	\$40	\$25	\$60	\$50	\$30	\$50	\$40	\$60	\$60	\$45	\$25	\$50		\$40
Top 32			\$30					\$30	\$30					
TOTAL	\$1,640	\$1,000	\$2,660	\$2,200	\$1,280	\$2,400	\$1,640	\$2,960	\$2,660	\$2,055	\$1,100	\$1,920	\$1,000	\$1,620

Format: Start Bo3, Cork/Mugs/Cork, Semi/Finals Bo5, Cork and alternate

Cork and Alternate for both Mens and Ladies
 Ladies – Start Bo5 – Semi/Finals Bo7
 Mens – Start Bo5 – T8 Bo7 – Semi/Finals Bo9

Additional Lodging:
 Quality Inn & Suites, 130 Main St, Gorham NH 603-466-3312, 10% Dart Discount
 Mt Madison Inn and Suites, 365 Main St, Gorham NH 603-466-3622

All other events are Bo3, Cork every leg

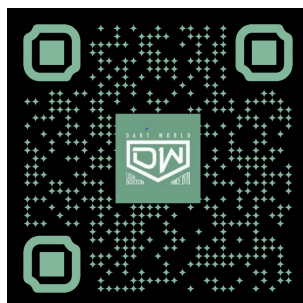
Raffles Friday and Saturday NEW IDEAS COMING

Random drug testing can occur at any time, as required by the World Anti-Doping Agency (WADA)

Youth Events See the back of the flyer

OFFICIAL SPONSOR: DART CONNECT Digital Steel Event

League Sponsor



SCAN HERE
Find us on
FACEBOOK
and keep up
with all the
action



Minuteman Dart League, Inc.
Rules and Regulations

At any point you are unsure of a rule, have questions on a rule, cannot 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

1. All league competition is scheduled for Tuesday night play, except as noted on an areas 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 Leagues discretion
2. MMDL offers (2) seasons of play – Spring and Fall – Spring season typically starts the first week of February and Fall season typically starts the first week of September
 - a. Each team will submit an application to play with a minimum of 6 players to a maximum of 10 players along with the following:
 - b. \$200 Sponsor Fee paid by either the sponsor or the team
Sponsors are considered the pub/bar that you have chosen to play out of
 - c. \$2/player fee for each player on the roster (see Addendum #1)
 - d. If these fees are not paid, either the team or the players can not participate in the league
3. Teams play a mixture of Home and Away (travel) matches within the area you have chosen to shoot in and within a number of designated weeks for regular season match play (see Article IV)
4. Teams will qualify for Playoff rounds (see Article VII)
5. The League is broken down to (4) Areas – Boston, North Shore, South Shore, and Central each with an Area Director
6. Starting time is set for 7:30 pm and must be underway by 8:00 pm or is subject to late start penalty
 - a. Late starts – the first offense will be a verbal warning. Any offense after that will be subject to a 1 point penalty to the team that has caused the delay
 - b. Match times are monitored and late start penalties are at the Area Directors discretion
 - c. Flexibility in the start time may occur due to some instances (ie. weather, travel, etc)
7. Membership in the MMDL is a minimum of 21 years of age or the legal drinking age of the State of Massachusetts (see additional information under Article III, Section 5)

ARTICLE II – EQUIPMENT

1. 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
2. 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 diagonal measurement, if needed, from the center of the bulls-eye to the front edge of the toe line/oche shall be 9'7 3/8"
3. 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 toe line/oche shall be no longer than 36" or 18" of either side to the center and have a minimum of (1) foot on either side of the ends free of any obstructions (ie walls, shelves, tables, etc)
4. The use of a Laser Line oche is not permitted
5. The dartboard shall be firmly anchored and be in good condition (no lumps, indents, bent wires, etc) It is the home team or the sponsors responsibility to supply the proper equipment
6. Any obstacle that may impede the flight of the dart (ie air flow, overhangs, etc) shall be reduced to a reasonable level or eliminated
7. The dartboard shall be positioned so that it is readily available to the players without distraction to the thrower (ex: teams/players sitting or standing past the toe line/oche with in view of the shooter, doors opening and closing within view of the shooter, etc)

- a. Sponsors who have multiple boards being utilized on match nights must have them at least 6' apart in set up from the edge of the backboard to backboard
- b. Exceptions to this section may be approved by the League
8. Lights must be affixed in such a way as to brightly illuminate the board with a minimum shadow, not physically impeded 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
9. The use of floor mats is accepted if properly anchored to the floor so it does not move or slide during the match. If utilizing a floor mat, please make sure it is properly measured from the bull to the throw line (not all boards are set up against a wall and using just the wall for the measurement may not be correct)
10. 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
11. A scoring device must be provided and should be no less than a 9" screen. It is the home team or sponsors responsibility to provide the scoring device for the match
12. An electronic scoring device must be located next to the dartboard and positioned at a minimum of 18" to 24" from the surface of the board for the scorekeeper to stand safely, so the scorekeeper can see the location of the thrown darts, and the shooter can visibly see the scoring device without obstruction or having to move from their position
13. The use of an OUT CHART is acceptable (Paper, Personal, Card, Toe Line)
 - a. No DC Out Chart permitted – see the last page to turn this off
14. 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 match played until the necessary corrections have been made and in compliance

ARTICLE III: ROSTERS

1. A roster form must be filled out with complete details with player names, addresses, phone numbers, email, and shirt sizes and should be turned in at the first respective area's Captain meeting along with the sponsor fee of \$200.00 and \$2 player fee per player listed on the roster (see Article I, Section 3)
 - a. Payment by check made payable to MMDL or cash
 - b. Electronic submission of the roster form and payment may be available by your Area Director
2. Rosters will require a minimum of (6) players and can have up to a maximum of (10)
3. Rosters turned in with a minimum of 5 players being the same as the previous season will be considered the same team (unless a dramatic change in player averages has occurred)
4. All rostered players must be the age of 21+ (exception: A team may petition the Board of Directors for approval to add a player that is under the age of 21 but a minimum age of 18) Please reach out to your respective Area Director for this process. If you have not received approval from the Board of Directors the penalty is the same as playing an unapproved player
5. Players may only play for (1) team in (1) area per season. Once a shooter has played at least (1) event for a team they are ineligible to shoot for another team, in any area, for the remainder of that season
6. If a player is listed on (2) rosters prior to the start of the season, it is the team that the player shoots for first that the player will remain on and will be automatically removed from the other roster
7. 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 the match play
8. Team(s) that submit a roster, paid or unpaid fees, and then withdraws the roster 72 hours prior to the second scheduled, respective areas, captains meeting will be subject to the following penalty:

- a. All players will be suspended for the current season with the right to appeal under Article XI
 - b. The sponsor fee will be refunded if it has been paid
 - c. The players fee will not be refunded if paid
9. Roster Changes:
- a. Each team is allowed a maximum of (3) roster change requests per season
 - b. Request must be made prior to the start of week 8 of match play
 - c. Requests must be made in writing (email or text)
 - 1. A request **must be approved** by the respective Area Director
 - 2. Adding a player: request must be received a minimum of 24 hours prior to match play
 - 3. Adding a player: the \$2 player fee must be paid before the player is eligible to shoot
This player must not have shot on another team in the current season
 - 4. Removing a player: the request is immediate and the \$2 player fee is non-refundable
If the player being removed has shot in at least 1 match, that player is not eligible to shoot for another team for the remainder of the current season
If the player being removed has not shot in the current season, they are eligible to go on another team if they choose
 - d. Hardship roster change requests after week 8 will be at the Area Directors discretion and must be a proven hardship to the team and the team must have 5 or less shooters remaining on the roster to be considered
 - e. If a team plays an unapproved player the following penalty will be implemented:
 - 1. 1 point penalty to the final score of the offending team
 - 2. Each set that the unapproved player won, singles or doubles, will be null and void and the point will be awarded to the opposing team
 - 3. The unapproved player will be removed from the roster and may be subject to further penalty (refer to Article XIV)
 - 4. The captain of the team may be subject to probation or suspension and possibly not able to captain a team in the future (refer to Article XIV)

ARTICLE IV – MATCH PLAY

- 1. The playing line up will be completed in the blind by each team – Home team completing the home side of the line up first, then the visiting team on the visiting side of the line up
- 2. Each spot should be filled in with an ACTIVE, rostered players name (if you do not have enough players to fill in every player spot, please go to Section 15 of this Article)
- 3. Each ACTIVE, rostered player may only play in one set of each event – (1) 501 doubles, (1) Cricket doubles, and (1) 01' Singles
- 4. The submitted line up will be the playing order of the match. Each of the sets in each event and in each leg of the set will be played in the order that their names appear in the line up
- 5. A match is deemed legal with a minimum of 4 players for each team
- 6. A match can start without a full team in attendance (for additional information go to (Section 16, b.) of this Article)
- 7. A match can be played on (2) boards simultaneously if both boards comply with MMDL Rules
- 8. Each player is afforded (12) warm up darts prior to the start of each event (not leg) of each event
- 9. Sudden Death Option:
 - a. This option maybe utilized at anytime during the match. Both players that are involved in the event/leg that is over 51 darts thrown, may agree to utilize it to keep the match moving
 - b. Once a game has reached the start of round (18) the shooter(s) can now continue to throw at the double out without busting on their first or second shot
 - c. The shooters do not have to utilize it – it is there for anytime they wish to utilize it (ex: if they do not wish to use it at the 18 round mark but then decide at a later round in the event/leg to utilize it, this is permissible)

- d. Both shooters involved in the event/leg must agree – 1 shooter cannot do it if the other is not
 - e. This option may only be utilized in the SINGLES (not to be used in Doubles 501)

 - f. If you hit anything other than a dart that bust what you have remaining the dart(s) thrown will be scored accordingly
 - Example 1:** If you have 10 remaining and your first dart hits a 20 you will continue to shoot at the Double 5, and if your second dart hits a single 5 you would play your third dart as if you had Single 5 remaining and if you hit something with your third dart that busts the remaining score of 5 then it is considered at total Bust for your turn and you will be back on Double 5 (10 remaining) for your next turn
 - Example 2:** If you have 10 remaining and your first dart hits a single 5 then you continue your shot as if you have 5 remaining, if your second dart hits a 20 you now have bust and your third dart would be back on what you had before busting (double 5) 10 remaining and you can shoot your third dart at the double 5
 - g. Essentially when you get up to throw and your shot busts what you have remaining you continue to throw at the double you have remaining – if your shot does not bust what you have remaining you continue to throw at what you have after your shot has been scored
10. If a player throws out of turn (rotation) it is the choice of the other team to let that throw stand and resume to the original order of rotation or have that turn thrown over by the player whose turn it was in the rotation to shoot (with exception)
 - a. If the mix up in rotation is not noticed/or corrected for 2 or more turns, then the play will continue as is and not reverted back to the match play order and all previous turns score remain the same
 - b. In the event this happens the team can contact their respective AD and have the names switch in DC to correct the shooters stats
 11. 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
 12. Once a player's turn is over whether they have hit the winning shot or busted, it is not recommended that you continue to throw the remainder of darts left in your hand and remove the thrown darts from the board
 13. A player may choose to end their turn after throwing 1 or 2 darts by removing their darts from the board and the score thrown will stand
 14. Player(s) must have both feet behind the toe line/oche at all times for their 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
 15. If you do not have enough ACTIVE, rostered players present to complete the line up then you write in NP (no player) for that spot. If NP is written in, then the play is as follows:
 - a. 501 Doubles / Cricket Doubles
 1. The team with 2 players will have 2 turns of throw to the 1 of the team with only 1 player
 2. If both teams only have 1 player present, the event will be played as a 1 on 1
 3. If 1 team has 2 players and the other team has none, the event is selected as a forfeit for the team with no players and the team with players will be awarded the point
 4. If neither team has any players present then the event will be considered a forfeit and neither team will receive a point for that event
 - b. 01' Singles
 1. The team with a present player listed on the line up will be awarded the 1 point for that set and the team without a player will be entered into DC as a forfeit by that player
 2. If both teams do not have a player present for a set, that point will not be awarded to either team and should be entered into DC as a forfeited set by both teams
 - c. See the DartConnect insert in the captain's kit for entering forfeit games or visit dartconnect.com

16. Substitutions

- a. If a listed player in the line up 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 set in that event. Once a substitution has been made then the original listed player cannot play that event (this applies to Doubles or Singles)
- b. If a listed player in the line up is not present for his/her turn and a substitution is not made or available then the captains may agree to skip that set, doubles or singles, and wait for the listed player to show up – This is only a courtesy and a reasonable amount of time should be set if they agree to wait (a match should not be held up for this reason) If 1 of the teams does not agree to wait then the set will be played shorthanded or forfeited
- c. The Substitution rule should only apply to when a player is NOT PRESENT at the time of the event. This does not mean if a player is inebriated to shoot you can use a substitution

17. Falsified match submissions are subject to the following penalty

- a. All players of the offending team will be suspended for the remainder of the current season and (2) subsequent seasons thereafter with the option to file an appeal with the Board of Directors
- b. The captain of the team will no longer be able to captain a team in the future
- c. Team will be removed from the season play and all matches/points will be removed
- d. The sponsor fee and player fees will not be refunded
- e. Any team that has been removed at any point of the season, by Board decision or voluntarily, are subject to the same penalty listed under this Article, Section 17 a.b.c.d.
- f. If a violation/conflict arises at ANY match, the play must be **STOPPED IMMEDIATELY** and contact the respective Area Director or member of the Board to discuss the violation/conflict to determine the course of action at the Area Directors/Board members discretion
 - a. If play is not stopped and the Area Director/Board Member is not contacted within a timely reasonable amount of time to discuss the violation/conflict, you will lose your option to a protest of that match
- g. Rescheduling of Matches:
 - a. 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
 - b. 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 and the players fee is at the Board's discretion. No shirts, plaques, or prizes will be distributed
 - c. A match may be rescheduled through mutual consent of the teams and MUST notify the respective Area Director of the change in schedule -
 - i. All rescheduled matches should be made up in a timely manner and must be made up prior to the last week of the season, sooner than later is preferred. Exceptions to this may be available, contact your respective Area Director for approval of an exception
 - ii. If the teams cannot come to an agreement of when and where to play a rescheduled match, then the Area Director will set a date, time, and place to play the match and the teams will be required to play as scheduled, shorthanded or not, or be subject to penalty
 - d. A team that does not show for a match during the regular season of play, will be afforded one opportunity to make that match up and will be subject to a 1 point penalty from match final score when it is made up
 - e. A team that does not show for a rescheduled match or refuses to play a rescheduled match will be subject to the following penalty
 - i. All members of the team will be suspended for the remainder of the current season and 2 subsequent seasons thereafter

- ii. The captain will not be permitted to captain a team in the future
- iii. Team will be removed from the season playing lineup and all points will be removed
- iv. There are No Match Forfeits in the regular season – see Section 20, c.d.e. of this Article

ARTICLE V – FORMAT / ORDER OF PLAY

1. Each match is constructed of (12) sets and results in total match points of (12) being distributed between the two teams and determined by the winner of each set
2. Each Division is constructed of different Events and number of sets played within those events
3. 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. if the dart thrown is in the cork it is the next shooters choice to pull it or leave it in and this applies to all subsequent cork throws (ie. First thrown dart is a cork, second thrown dart is a cork, shot is deemed a tie, the next shooter can pull them both or leave them in – the third thrown dart is now a cork (3 in the cork now), the next shooter can opt to leave all three in or pull all three, and so on)
 - d. If the second dart thrown knocks out the first dart, then the darts are thrown again
 - e. If your throw is a bounce out then you will throw another dart right then

Super A Division Format – Each set is worth 1 point to the winner

1. (3) sets of 501 Sl/DO Doubles, best of 3
2. (3) sets of Cricket Doubles, best of 3, with points
3. (6) sets of 501 Sl/DO Singles, best of 3
 - a. 501 Doubles –
 - First and Third set – visiting team throws for cork and scores
 - Second set – home team throws for cork and scores
 - (1) The winner of the cork throw will start the 1st leg, the non-winner of the 1st leg will have mugs for the 2nd leg, and if a 3rd leg is needed then the winner of the 1st leg has choice for the cork throw to determine the start of the 3rd leg
 - b. Cricket Doubles –
 - First and Third set - home team throws for cork and scores
 - Second set – away team throws for cork and scores
 - (1) The winner of the cork throw will start the 1st leg, the non-winner of the 1st leg will have choice to throw for cork and the winner of the cork will start the 2nd leg, if a 3rd leg is needed, the winner of the 1st leg will have choice for the cork throw and the winner of the cork throw starts the 3rd leg
 - c. 501 Singles –
 - First, Third, and Fifth sets – Away starts right off and away scores
 - Second, Fourth, and Sixth sets – Home starts right off and home scores
 - (1) The non-winner of the 1st leg is mugs away for the 2nd leg, if a 3rd leg is needed, then the winner of the 1st leg has choice for the cork throw, winner of the cork throw will start the 3rd leg

A Division Format: - Each set is worth 1 point to the winner

1. (3) sets of 501 Sl/DO Doubles, best of 3
2. (3) sets of Cricket Doubles, 1 leg, with points

3. (6) sets of 501 SI/DO Singles, best of 3
 - a. 501 Doubles –
 - First and Third set – visiting team throws for cork and scores
 - Second set – home team throws for cork and scores
 - (1) The winner of the cork throw will start the 1st leg, the non-winner of the 1st leg will have mugs for the 2nd leg, and if a 3rd leg is needed then the winner of the 1st leg has choice for the cork throw to determine the start of the 3rd leg
 - b. Cricket Doubles –
 - First and Third set - home team throws for cork and scores
 - Second set – away team throws for cork and scores
 - c. 501 Singles –
 - First, Third, and Fifth sets – Away starts right off and away scores
 - Second, Fourth, and Sixth sets – Home starts right off and home scores
 - (1) The non-winner of the 1st leg is mugs away for the 2nd leg, if a 3rd leg is needed, then the winner of the 1st leg has choice for the cork throw, winner of the cork throw will start the 3rd leg

B Division Format – Each set is worth 1 point to the winner

1. (3) sets of 501 SI/DO Doubles, 1 leg
2. (3) sets of Cricket Doubles, 1 leg, with points
3. (6) sets of 501 SI/DO Singles, best of 3
 - a. 501 Doubles –
 - First and Third sets – away throws for cork and scores
 - Second set – home throws for cork and scores
 - b. Cricket Doubles –
 - First and Third sets – home throws for cork and scores
 - Second set – away throws for cork and scores
 - c. 501 Singles –
 - First, Third, and Fifth sets – Away starts right off and away scores
 - Second, Fourth, and Sixth sets – Home starts right off and home scores
 - (1) The non-winner of the 1st leg is mugs away for the 2nd leg, if a 3rd leg is needed, then the winner of the 1st leg has choice for the cork throw, winner of the cork throw will start the 3rd leg

C Division Format – Each Game is worth 1 point to the winner

1. (3) sets of 501 SI/DO Doubles, 1 leg
2. (3) sets of Cricket Doubles, 1 leg, with points
3. (6) sets of 401 SI/DO Singles, best of 3
 - a. 501 Doubles –
 - First and Third sets – away throws for cork and scores
 - Second set – home throws for cork and scores
 - b. Cricket Doubles –
 - First and Third sets – home throws for cork and scores
 - Second set – away throws for cork and scores
 - c. 401 Singles –
 - First, Third, and Fifth sets – Away starts right off and away scores
 - Second, Fourth, and Sixth sets – Home starts right off and home scores
 - (1) The non-winner of the 1st leg is mugs away for the 2nd leg, if a 3rd leg is needed, then the winner of the 1st leg has choice for the cork throw, winner of the cork throw will start the 3rd leg

D and E Division Formats – Each set is worth 1 point to the winner

1. (3) sets of 501 SI/DO Doubles, 1 leg
2. (3) sets of Cricket Doubles, 1 leg, with points
3. (6) sets of 301 SI/DO Singles, best of 3
 - a. 501 Doubles –
First and Third sets – away throws for cork and scores
Second set – home throws for cork and scores
 - b. Cricket Doubles –
First and Third sets – home throws for cork and scores
Second set – away throws for cork and scores
 - c. 301 Singles –
First, Third, and Fifth sets – Away starts right off and away scores
Second, Fourth, and Sixth sets – Home starts right off and home scores
(1) The non-winner of the 1st leg is mugs away for the 2nd leg, if a 3rd leg is needed, then the winner of the 1st leg has choice for the cork throw, winner of the cork throw will start the 3rd leg

ARTICLE VI – SCORING/SCOREKEEPER

1. Dart Connect will be utilized for ALL match play
2. The home team or sponsor is responsible for providing the scoring device for the match
 - a. 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
 - b. If the home team is unable to provide a scoring device for 2 or more match's they may be subject to a 2 point penalty to their final match score for each time they are unable to supply a device (not having WIFI is not a valid reason for not supplying a device – see Section 3 of this Article)
3. WIFI is required to start and save the match
 - a. If you know that your pub does not have WIFI or a poor connection to WIFI remember to log into the DC Scoring App before going to the match
 - b. Once you are logged into the DC Scoring App you may play the match offline
 - c. If the match is played offline – Remember to reconnect to WIFI for the match to SAVE
4. If a match is not played on DC – The home team is responsible for reporting the match score to the respective Area Director and provide a copy of the match report
 - a. A match can be hand scored on a whiteboard adjacent to the dart board according to the proper equipment placement in Article II and shadowed on another, smaller device (ie: cell phone, 7" tablet, etc) that is connected to the DC Scoring App by a player that is behind the line and not shooting in that game
 - b. The team must be able to support a good reason why the match was not played on DC or may be subject to penalty (see section 3. a, b, c of this Article)
5. Dart Connect scoring enhancement feature should be turned off for league play (see the back page of the rules for directions to set this up and see what is acceptable)
6. Every week it is a best practice to run a “**check for updates**” on the DC Scoring App to ensure you are using the most up-to-date version of the App and that your league and team information is up-to-date (WIFI is required for this action)
7. If there is any discrepancy in the match score's please let your respective Area Director know so that it may be corrected
8. If there is any discrepancy in an incorrect name(s) for any set(s) please let your respective Area Director know so that it may be corrected
 - a. If no name is selected then DC will put in the teams name in automatically and this can not be corrected and those players that played will lose their stats but the set point will be awarded to the correct winning team

9. Scorekeeping:
 - 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: the shooter asks the scorekeeper to verify the score of a thrown dart(s))
 - d. After the shooter has completed their turn, the scorekeeper will verify what has been scored previous to the shooter removing their dart(s) from the board
 - e. The scorekeeper will not enter any score of a thrown dart(s) into DC until the shooter has completed their turn and the score has been verified – (exception: 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 teams and held responsible to all sub-sections of Section 9 of this Article
 - 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
 - (1) If the scorekeeper does coach a player, it is the opponent(s) of that set choice whether to let the throw stand or have it thrown over
 - (2) This action may only be exercised at the time of the infraction, if it is not exercised, then the throw stands...set 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 all 3 darts have been thrown, then that players turn is over and the score stands (ex: player shoots 1 dart and removes it from the board – their turn is now over and whatever is scored with that 1 dart is their score for that turn)
 - 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 must not remove their darts and tell the scorekeeper what they score)
 - n. A thrown dart(s) is never to be re-thrown for any reason
 - o. Once a player busts their score, no additional darts should be thrown, their turn is over (exception: Sudden Death rule Article IV, Section 9)

ARTICLE VII – PLAYOFFS

1. The top 4 teams in each division will be eligible for the Playoffs with their season finishing position determining their placement on the Playoff schedule
 - a. Teams 1 and 4 playoff vs each other
 - b. Teams 2 and 3 playoff vs each other
 - c. The first 4 rounds are a playoff to an AREA champion and may have inter-divisional play (inter-divisional play is when an area has more than 1 division ex: C1 C2 C3)
 - d. Area Champions then move into a State Playoff for 2 rounds which are played vs another Area
2. Premiere League Playoffs –
 - a. A number of teams will be pulled from each Area, if the area has eligible teams, to compose the premiere league playoff bracket

- b. The remainder of the division(s) in which the teams are pulled from, 4 teams, will continue to play in the regular division they are in playoffs.
 - c. Exception: NS SA teams not pulled to be in the premiere league bracket will be out and not continue into the playoffs.
 - d. Exception: This Premiere League Playoff bracket is a season by season option and may or may not be implemented in which case the divisions will be played out by normal playoff structure
3. Season Point total Tie Breaker to determine teams 1 through 4 in a division
 - a. Win/Tie/Loss – 1pt for a win / .5pt for a tie / 0pt for a loss
 - b. Total points against each other
 - c. Total points for WINS only for the season
 - d. Playoff match (a date and venue will be set by the Area Director if needed)
 - e. This criteria is programmed into DC Division Standings so the position you see your team in on the Division standings is your finishing position
 4. Divisions with a BYE – The adjusted point total will only be used to determine your point total for the **Playoff Schedule ONLY** for a team's choice of Home or Away on the first night of play and will be calculated by the Area Director and posted on the Playoff Schedule
 - a. Season point total (divided by weeks played) (times weeks in the regular season of that division)
 - b. If during the playoff bracket 2 teams are tied with the same points:
 1. Team that does not have an adjusted point total will have choice
 5. Players must play in at least (1) set of any event in (4) regular season match play to be eligible to play in the playoffs
 6. Information can be found on your MyDartConnect.com account, the season schedule, or by reaching out to your Area Director for the contact information
 7. Matches are played on Tuesday/Tuesday or Tuesday/Thursday according to the playoff schedule
Possible Exceptions:
 - a. A team's home night of play in the regular season is a Monday/Wednesday
 - b. Weather permitting
 - c. One or both teams have less than 6 shooters they may agree to play another night but if they cannot agree then the schedule of play will continue as scheduled
 - d. One or both teams have a venue conflict they may agree to play another night but if they cannot agree then the schedule of play will continue as scheduled
 - e. Holiday
 8. The team with the higher point total **on the Playoff Schedule** will be used to determine which team has choice to play Home or Away on the first night (also see Section 3 of this Article)
Exceptions to choice:
 - a. If a sponsor has more than 1 team that has made the playoffs the team's choice may not be an option (being in a higher division does not mean you have priority)
 - b. A sponsor is not available the night of the team's choice
 - c. If teams cannot come to a resolution, the Area Director will set the day and venue for the match
 - d. Teams are strongly encouraged to be flexible and work together to resolve any issues
 9. The first team to reach (13) match points out of the 2 nights of match play will be the team to advance to the next round of the Playoff Schedule
 10. If a match results in a 12-12 score at the end of the 2 nights of match play, then the teams will play a 3 event tie breaker with the team to win 2 out of the 3 events advance in the playoffs
 - a. Visiting team calls the coin toss – the winner of the coin toss shoots for cork and winner of the cork starts the first event (or leg of the set if 2/3), then the cork throw alternates for each event. (In the sets that are 2 out of 3, the second game is mugs and winner of the first leg has choice for cork in the 3rd leg if needed)
 - b. Scorekeeper follows who starts the event

- c. Super A – 1 event of 501 SI/DO Doubles best of 3 – 1 event of Cricket Doubles with point best of 3 – 1 event of 501 SI/DO Singles best of 3
 - d. A Division – 1 event of 501 SI/DO Doubles best of 3 – 1 event of Cricket Doubles with points, 1 leg – 1 event of 501 SI/DO Singles best of 3
 - e. B Division – 1 event of 501 SI/DO Doubles, 1 leg – 1 event of Cricket Doubles with points, 1 leg – 1 event of 501 SI/DO Singles best of 3
 - f. C Division – 1 event of 501 SI/DO Double, 1 leg – 1 event of Cricket Doubles with points, 1 leg – 1 event of 401 SI/DO Singles best of 3
 - g. D and E Division – 1 event of 501 SI/DO Doubles, 1 leg – 1 event of Cricket Doubles with points, 1 leg – 1 event of 301 SI/DO Singles best of 3
11. In the tie breaker events, the line up can be done event by event or set for all 3 events as well as the same player(s) may play in all 3 events (ex: Joe/Jim 501 dbls, Joe/Jim Cricket dbls, Jim 01' Singles)
12. Should an ineligible player(s) be discovered after any round of the playoffs and the team in question has won that round, the losing team will then be declared the winner to advance and the offending team will be subject to the following penalty
- a. All members of the team will be placed on suspension for (2) consecutive seasons
 - b. The captain will not be permitted to captain a 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 – in league play or any sponsored MMDL event (at the Board's discretion)
- 5. Be mindful of comments and gestures during match 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 local or state authorities then the player will be BANNED from any future play in the MMDL or any MMDL sponsored event
- 8. Property damage or equipment damage should be reported to the Area Director, the Sponsor, and if needed the local authorities – MMDL is not responsible for any property or equipment damage done by a player(s) for personal or sponsor related property or equipment
- 9. Any acts of misconduct, physical, verbal, or other, should be reported to your Area direct immediately and the player(s) may be subject to penalty.
- 10. If at a MMDL sponsored event a player(s) damage any property or equipment of the MMDL or venue they will be held liable for the repair or replacement of the property or equipment and face possible penalty by the league / venue / or local authorities

ARTICLE IX – SPONSOR CHANGE

- 1. A team has the option of changing sponsors at any time during the season
 - a. The new sponsor must comply with all Articles with in these rules
 - b. The team is responsible for reimbursing the sponsor fee to the old sponsor, if needed
 - c. The team must notify the Area Director of the change and request approval of the new sponsor
- 2. If a sponsor no longer wants to host a team or is closing business
 - a. The team will need to notify the Area Director and request approval of the new sponsor
 - b. The new sponsor must comply with all Articles with in these rules
 - c. The sponsor fee will not be refunded

ARTICLE X - PROTESTS

1. Captains or team members may file a protest with the Area Director for perceived violations of the MMDL rules or behavior deemed to be detrimental to the League
 - a. Play should stop immediately and the Area Director contacted immediately
 - b. If the play is not stopped you may lose the ability to protest
2. Protests after the match
 - a. Protests need to be filed in a timely manner – no more than 3 days after the match or 3 days from the time you learned of the violation
 - b. A description of the perceived violation, any documentation, picture, etc, and a statement of explanation of why you feel there was a violation needs to be sent to the respective Area Director
 - c. After review the Area Director will make a ruling

ARTICLE XI – APPEALS

1. An Area Directors ruling may be appealed to the Board of Directors
 - a. Go to the MMDL website (mmdl.org)
 - b. Click on “ABOUT”, Click on “BOD MEETINGS”
 - c. Here you will fill out the “Attendance Request” information
 - d. You will be required to appear in front of the Board of Directors at the next scheduled meeting following the filing of the appeal
2. For an appeal that has special circumstances (ex: time sensitive) a Special Meeting will be held with a minimum of 5 Board Members and the Board will set a day, time, and place for this meeting
3. Players who have been placed on Probation or Suspension may file an appeal to the Board of Directors to have the probation or suspension removed
 - a. Follow – Section 1 of this Article

ARTICLE XII – 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 the WDDA) for a wheelchair is:
 - a. Height to Center Bull – 4’6”
 - b. Center Bull to the toe line/oche – 9’0”
 - c. These are the measurements that should be used if your venue is able to set up a board for a wheelchair

ARTICLE XIII – MMDL SPONSORED EVENTS

1. These rules apply to all sponsored MMDL events
2. All players must follow any additional rules set at the event or be subject to penalty
3. Eligibility for a MMDL sponsored event
 - a. Spring and Fall Banquet - Free to Active players (unless otherwise noted on the flyer)
For this event your players fee must be paid
 - b. Witch City Open tournament – No requirements to attend and play (unless otherwise noted on the flyer)
 - c. White Mountain Shootout tournament – No requirements to attend and play (unless otherwise noted on the flyer)
 - d. ADO Qualifiers – Players must be an ACTIVE MMDL player – These events are FREE to members (unless otherwise noted on the flyer) – Players fee must be paid for this event

- e. Players that are on probation or suspension maybe restricted from participating in any of the events A thru D at the Boards discretion

ARTICLE XIV – PROBATION/SUSPENSION

1. Violation of any MMDL Rule is subject to any of the following depending on the infraction (unless otherwise noted above)
 - a. Verbal/Written warning and probation for the remainder of the current season
 - b. Verbal/Written probation for the remainder of the current season and (2) consecutive seasons thereafter
 - c. A player(s) probation period is not served unless they are an active rostered player
 - d. Verbal or Written immediate indefinite suspension (player(s) must appear at a Board Meeting for a hearing in order to be considered for reinstatement into the League
 - e. Banned from any future play in the League or MMDL sponsored events
2. All of the above are for League Membership and MMDL sponsored events

ARTICLE XV – INDIVIDUAL ACHIEVEMENTS

1. Individual achievements consist of (180) (Round of 9) (High Double Out 121+) (6 Corks)
 - a. In order to receive an individual achievement plaque, it **must be** requested by sending an email to awards@mmdl.org with the Players Name, Area and Division, and what the achievement was
 - b. All requests must be made in a timely manner. Requests must be made by week 8 of the following season
 - c. These plaques will be made available for pick up. Notification will come from the AD
2. Wicked Out Weekly Giveaway (seasonal)
 - a. Each week a wicked out # will be posted on the MMDL website and can also found on the flyer posted on the website under “Teams and Players” drop down to “Forms”
 - b. The Wicked out # is predetermined at the beginning of the season and are different each week
 - c. Every week a raffle list will be compiled. Players on that list will be as follows:
 - i.) Anyone who hits the wicked out in any set
 - ii.) The highest out hit from each division (including ties) from any set
 - d. Every Thursday between 5-7pm, the raffle list will be used to determine the weekly wicked out winner. The player at the top of the randomized list will win the prize for the week. The list will be randomized a certain number of times based on a 2 dice roll. All raffle list, dice rolls, and randomizations will be broadcast on the MMDL facebook page live and be available for viewing throughout the season
 - e. The prizes and number of winners will be predetermined prior to pulling the winner on Thursday. Types of prizes may include but are not limited to: darts, shafts, flights, dart cases, and other dart related products
 - f. The league tracks this in DartConnect so there is no need to send any information into the league

ARTICLE XVI – TEAM AWARDS/SHIRTS

1. Division winning teams will receive a T-shirt and a plaque for the sponsor
2. Area winning teams will receive a T-shirt or Collared shirt and a plaque for the sponsor
3. If a team wins both Division and Area, they will receive a T-shirt and a Collared shirt along with (2) plaques for the sponsor
4. State winning teams will receive a special designed dart shirt and a STATE trophy Cup for the sponsor
5. State winning teams have the option of requesting individual State plaques for each player as well
6. State Runner-up teams will receive a plaque for their achievement for the sponsor

- If a team wins all (3) (Division, Area, and State) They will receive a T-shirt for the Division win, the special designed State shirt along with (2) plaques, (division and area winner) with the State Cup for the sponsor

ARTICLE XVII – BOARD MEETINGS

- Board meeting dates, time, and location can be found on our website mmdl.org, under ABOUT
- Board meetings are open for players to come and address the board with questions and express their concerns
- There is an attendance request form on the website (mmdl.org, under ABOUT, BOD Meetings) that you may fill out and submit to attend the meeting or you can send your request to your respective Area Director
- You may also write your Area Director with any questions or concerns that you would like brought to the Board if you are unable to attend the meeting at the date and time specified

MMDL players and teams must comply with City, State, and Establishment rules and guidelines

MMDL will not police these policies

Revised 8/22/2023

Revised 12/10/23 AM – added information on \$2 player fee

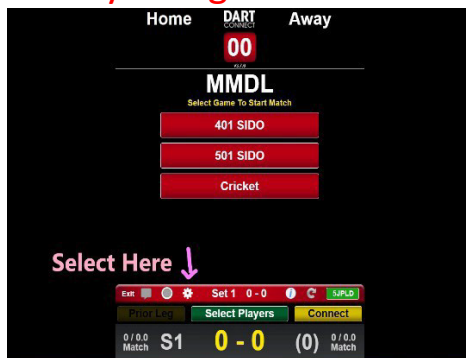
Revised 1/28/2024 AM – revised player eligibility for playoffs

Revised 8/31/2024 AM – wicked out section revised

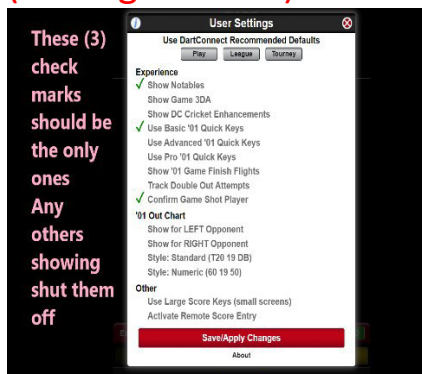
Revised 10/21/2024 AM – Article II, sec 7, clause a (changed 10' to 6' in set up from edge of the backboard to backboard)

Revised 1/30/2025 AM – Article II, added sec 9 (floor mat utilization)

Once you log into the match you will be at this screen



Click on the object where it says select here with an arrow pointing to it (settings button)



MMDL Rules – Addendum #1 - \$2 Player Fee

1. Due no later than the 2nd Area Captains meeting for each player listed on the roster.
2. This fee is a one time fee, per player, per season
Example: 7 players = \$14 / 10 players = \$20
3. The fee is the responsibility of the Captain to make sure it is paid in full for their team.
 - a. You can collect it from each player, pay it yourself, or get your sponsor to pay it and incorporate it into the sponsor check. As long as it gets paid it is your choice where it comes from
 - b. Please refer to your Area Director how they accept the fee
(ex: Cash, Electronic payment, Sponsor check, etc)
4. Player fees are non-refundable, for any reason, once paid
5. If the player fee is not paid by the 2nd Captains meeting, the player will be INELIGIBLE to play in any match until the fee is paid
6. ADDING a new player after the season starts:
Your Area Director will provide you with a way to send in the player(s) fee once they have approved the roster change and is due before the next match is to be played or the player is INELIGIBLE to play until the fee is paid
7. REMOVING a player after the season starts:
Player fees are non-refundable and non-transferrable