

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
3. Each team submits an application to play with 6 to 9 players along with a \$200 sponsor fee
 - a. Sponsors are considered the pub/bar that you have chosen to play out of
4. 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)
5. Teams (top 4 in each division) will qualify for Playoff rounds (see Article VII)
6. Teams are placed within Divisions according to their level of competition as best as possible
7. The League is broken down to (4) Areas – Boston, North Shore, South Shore, and Central
8. 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)
9. 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 ROSTERS)

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) (exceptions maybe approved by the MMDL)
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. 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
10. 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
11. The 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
12. The use of an OUT CHART is acceptable (Paper, Personal, Card, Toe Line) No DC Out Chart permitted
13. 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 they are 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 (cash, check, or money order made payable to MMDL) Other electronic forms of roster submission and payment may be available upon request
2. Rosters will require a minimum of (6) players and a maximum of (9)
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) 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 – see Article III, Section 9e
5. Players may only play for (1) team in (1) area per season. Once a shooter has play at least (1) game for a team they are ineligible to shoot for another team, in any area, for the remainder of that season
6. If a pleyer 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 sponsor fee, and then withdraws the roster after midnight of the day prior to the second scheduled, respective areas, captains meeting will be subject to the following penalty: All players will be suspended for (2) consecutive seasons with the right to appeal under Article XII and the sponsor fee will not be returned
9. Roster Changes:
 - a. Each team is allowed a maximum of (3) roster change requests per season and the requests must be made prior to the start of match play of week 8
 - b. Requests must be submitted in writing (email or text) at a minimum of 24 hours prior to match play and approved by the Area Director in order for the change to take effect for that week’s match
 - c. If the request is NOT made with in the minimum 24 hours prior to match play, then approved or unapproved, the change will not be effective until the following week match play
 - 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 team will have 5 or less shooters remaining on the roster in order 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 game 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 IX)
- (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 IX)

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 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 (if you do not have enough players to fill in every players spot, please go to Section 15 of this Article on what to do)
3. Each ACTIVE, rostered play may only play in one game 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 games in each event and in each leg of the game will be played in the order that their names appear on the match report
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 of this Article – Substitutions)
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 game (not leg) of each event
9. No Bust Option:
 - a. This option must be agreed between the teams prior to the start of the match to be utilized
 - 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. Even if this option has been implemented the shooter(s) 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 game to utilize it , this is permissible)
 - d. Both shooters involved in the game 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 to what is hit

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

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: see Section 10a and 10b of this Article)

- a. The player throws out of turn and it is the ending shot of the game, then the 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/or corrected for 2 or more turns of the offending team, then the play will continue as is and not reverted back to the match play order and all previous turns score remain the same (unless it is the ending game turn – then refer to section 10a of this article)
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 their shot, 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 match report 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 game will be played as a 1 on 1
 - (3) If neither team has any players present then the game will be considered a forfeit and neither team will receive a point for that game
 - b. 01' Singles
 - (1) The team with a present player on the match report will be awarded the 1 point for that game and the team without a player will be entered into DC as a forfeit by that player/team
 - (2) If both teams do not have a player present for a game, that point will not be awarded to either team and should be entered into DC as a forfeited game 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 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 (this applies to Doubles or Singles)
 - b. If a listed player on the match report is not present for his/her turn and a substitution is not made or available then the captains may agree to skip that game, 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 game will be played shorthanded or forfeited
 - c. The Substitution rule should only apply to when a player is NOT PRESENT at the time the game is to be played. This does not mean if the player is to be inebriated to shoot you can use a substitution, in this case the point will be forfeited
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 (see Article X)
 - 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

18. 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 Article VI, Section 12, a.b.c.
19. 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 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
20. Rescheduling of Matches:
 - a. The MMDL Board of Directors reserves the right to reschedule any match or matches in order to maintain and 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 is at the Board’s discretion. No shirts, plaques, or prizes will be distributed
 - c. A match maybe rescheduled through mutual consent of the teams and MUST notify the respective Area Director of the change in schedule -
 - (1) All rescheduled matches should be made up in a timely manner and must be made up before the last week of the season, sooner than later is preferred
 - (2) 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
 - 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
 - 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
 - (1) All members of the team will be suspended for the remainder of the current season and 2 subsequent seasons thereafter
 - (2) The captain will not be permitted to captain a team in the future
 - (3) Team will be removed from the season playing lineup and all points will be removed
 - f. There are No Match Forfeits – see Section 20, c.d.e. of this Article

ARTICLE V – FORMAT / ORDER OF PLAY

1. Each match is constructed of (12) events and results in total match points of (12) being distributed between the two teams and determined by the winner of each game within the events
2. Each Division is constructed of different Events and number of games 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. 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 – Double cork beats a Single cork
 - d. 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 (is. 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 darts in the cork now), the next shooter can opt to leave all three in or pull all three, and so on)
 - e. If the second dart thrown 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

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

1. (3) games of 501 Sl/DO Doubles, best of 3
2. (3) games of Cricket Doubles, best of 3, with points
3. (6) games of 501 Sl/DO Singles, best of 3
 - a. 501 Doubles – the visiting team will throw for cork first and score for the first and third games
The home team will throw for cork first and score for the second game
 - (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 – the home team will throw for cork first and score for the 1st and 3rd games
The visiting team will throw for cork first and score for the 2nd game
 - (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 – the visiting team is mugs away and score for the 1st, 3rd, and 5th games
The home team is mugs away and score for the 2nd, 4th, and 6th games
 - (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 Game is worth 1 point to the winner

1. (3) games of 501 Sl/DO Doubles, best of 3
2. (3) games of Cricket Doubles, 1 game, with points
3. (6) games of 501 Sl/DO Singles, best of 3
 - a. 501 Doubles – the visiting team will throw for cork first and score for the first and third games
The home team will throw for cork first and score for the second game
 - (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 – the home team will throw for cork first and score for the 1st and 3rd games
The visiting team will throw for cork first and score for the 2nd game
 - c. 501 Singles – the visiting team is mugs away and score for the 1st, 3rd, and 5th games
The home team is mugs away and score for the 2nd, 4th, and 6th games
 - (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 and C Division Formats – Each Game is worth 1 point to the winner

1. (3) games of 501 Sl/DO Doubles, 1 game
2. (3) games of Cricket Doubles, 1 game, with points
3. (6) games of 401 Sl/DO Singles, best of 3
 - a. 501 Doubles – the visiting team will throw for cork first and score for the first and third games
The home team will throw for cork first and score for the second game
 - b. Cricket Doubles – the home team will throw for cork first and score for the 1st and 3rd games
The visiting team will throw for cork first and score for the 2nd game
 - c. 401 Singles – the visiting team is mugs away and score for the 1st, 3rd, and 5th games
The home team is mugs away and score for the 2nd, 4th, and 6th games
 - (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 Game is worth 1 point to the winner

1. (3) games of 501 Sl/DO Doubles, 1 game
2. (3) games of Cricket Doubles, 1 game, with points

3. (6) games of 301 SI/DO Singles, best of 3
 - a. 501 Doubles – the visiting team will throw for cork first and score for the first and third games
The home team will throw for cork first and score for the second game
 - b. Cricket Doubles – the home team will throw for cork first and score for the 1st and 3rd games
The visiting team will throw for cork first and score for the 2nd game
 - c. 301 Singles – the visiting team is mugs away and score for the 1st, 3rd, and 5th games
The home team is mugs away and score for the 2nd, 4th, and 6th games
 - (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
5. Dart Connect scoring enhancement feature should be turned off for league play (please 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 game(s) please let your respective Area Director know so that it may be corrected
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 section in Section 8 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
 - a. If the scorekeeper does coach a player it is the opponent(s) of that game choice whether to let the throw stand or have it thrown over
 - b. This action may only be exercised at the time of the infraction, if it is not exercised, 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 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 can 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 point total determining their placement on the Playoff schedule from Highest to Lowest
 - 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. 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)
3. 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
 - a. Season point total (divided by weeks played) (times weeks in the regular season)
 - b. If during the playoff bracket 2 teams are tied with the same points, the team that does not have adjusted point is the team that will have Home or Away choice
4. Players must play in at least (1) game of any event in regular season match play of 50% of matches from the time that they are added to the roster. If there is an odd number of matches remaining then you will use the lower number (ex: 7 matches remaining, play in 3 to qualify)

5. It is the responsibility of the teams to contact each other to schedule the match play – Contact information can be found on your MyDartConnect.com account or by reaching out to your Area Director for the contact information
6. Matches are played on Tuesday/Tuesday or Tuesday/Thursday according the playoff schedule
 - a. Exception – A teams home night of play in the regular season is a Monday/Wednesday
 - b. Exception – Weather permitting
 - c. Exception – One or both teams has less than 6 shooters they may agree to play another night but if they can not agree then the schedule of play will continue as scheduled
 - d. Exception – One or both teams have a venue conflict they may agree to play another night but if they can not agree then the schedule of play will continue as scheduled
 - e. Exception – see Article IV, Section 20, a.b.
7. 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
 - 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
8. The first team to reach (13) match points out of the 2 nights of match play will be the team to advance on the Playoff Schedule
9. 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 game tie breaker with the team to win 2 out of the 3 games 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 game (or leg of the set if 2/3) , then the cork throw alternates for each set. (In the sets that are 2 out 3, the second game is mugs and winner of the first game has choice for cork in the 3rd leg if needed)
 - b. Scorekeeper follows who starts the game
 - c. Super A – 1 game of 501 SI/DO Doubles best of 3 – 1 game of Cricket Doubles with point best of 3 – 1 game of 501 SI/DO Singles best of 3
 - d. A Division – 1 game of 501 SI/DO Doubles best of 3 – 1 game of Cricket Doubles with points – 1 game of 501 SI/DO Singles best of 3
 - e. B and C Division – 1 game of 501 SI/DO Doubles – 1 game of Cricket Doubles with points – 1 game of 401 SI/DO Singles best of 3
 - f. D and E Division – 1 game of 501 SI/DO Doubles – 1 game of Cricket Doubles with points – 1 game of 301 SI/DO Singles best of 3
10. In the tie breaker games, the line up can be done game by game or set for all 3 games as well as the same player(s) may play in all 3 games (ex: Joe/Jim 501 dbls, Joe/Jim Cricket dbls, Jim 01' Singles)
11. 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 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 and 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

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 returned

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 should 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. Singles and Cricket Championship – must have played in the previous season or in the current season of the date of the event (unless otherwise noted on the flyer)
 - b. Witch City Open tournament – No requirements to attend and play (unless otherwise noted on the flyer) – Players on probation or suspension may be restricted
 - c. White Mountain Shootout tournament – No requirements to attend and play (unless otherwise noted on the flyer) – Players on probation or suspension may be restricted
 - d. ADO Qualifiers – Players must be an ACTIVE MMDL player – These events are FREE to members

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 players 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 event
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, if requested, will be available at the next seasons Area 2nd captains meeting for pick up.
2. Wicked Out (seasonal)
 - a. Each week a wicked out # will be posted (also found on a flyer in the captains kit)
 - b. The wicked out #'s are determined by a random number generator at the beginning of the season and are different each week
 - c. The first player in the match, either the home or away team, that ends the game with the dart(s) totaling that wicked out #, will be put on a list for an end of season drawing for a prize to be determined

- d. Wicked out prizes are TBD each season and there will be 3 winners chosen by a random number generator
- e. The league tracks this in DartConnect so there is no need to send any information into the league
- f. The wicked out number is in play for the doubles and singles games

ARTICLE XVI – TEAM AWARDS/SHIRTS

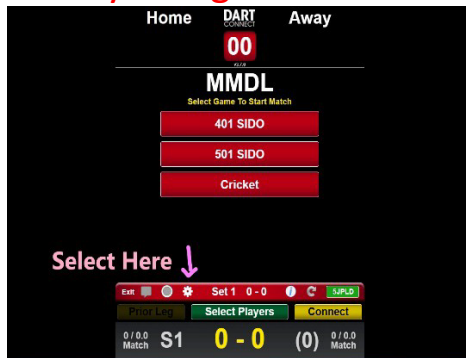
1. Division and Area winning teams will receive a T-shirt and a plaque for the sponsor (if a team wins both Division and Area they will receive a T-shirt and (2) plaques for the sponsor)
2. State winning teams will receive a special designed dart shirt and a STATE trophy Cup for the sponsor
3. State Runner-up teams will receive a plaque for their achievement for the sponsor

ARTICLE XVII – BOARD MEETINGS

1. Board meeting dates, time, and location can be found on our website mmdl.org, under ABOUT
2. Board meetings are open for players to come and address the board with questions and express their concerns
3. 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
4. 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

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)

