

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 ¼" 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 throwline (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 busts 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. A player must begin each throw with both feet positioned fully behind the toe line (oche), and a throw will be considered valid provided the dart is released before either foot touches the ground in front of the line; if a player's foot lands in front of the line, or past the line before the dart is released, the first offense results in a warning and repeated offenses result in the throw being declared invalid with no score awarded.
 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 to 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 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 and the players 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 -
 - 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 SI/DO Doubles, best of 3
2. (3) sets of Cricket Doubles, best of 3, 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
 - (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 SI/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 the playoff schedule Possible Exceptions:
 - a. A teams home night of play in the regular season is a Monday/Wednesday
 - b. Weather permitting
 - c. 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. 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. 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 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
7. 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

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 or you can send your request to your respective Area Director
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

Revised 8/22/2023

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

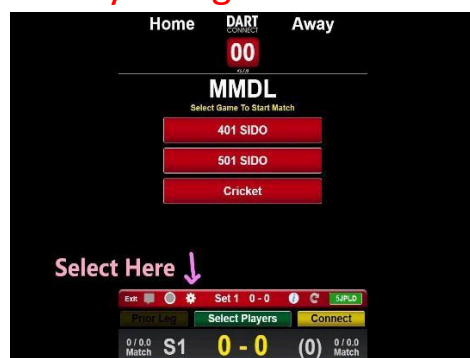
Revised 1/28/2024 AM – revised player eligibility for playoffs

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

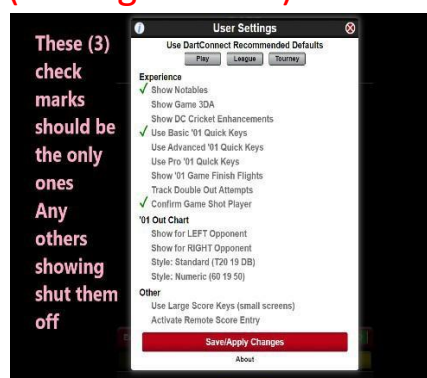
Revised 10/21/2024 AM – Article II, sec 7, clause a (changed 10' to 6' in set up from edge of the backboard to backboard)

Revised 8/23/25 - Article IV Sec 14 revised

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-transferrabl