MILL CITY DART LEAGUE

WWW.MILLCITYDARTLEAGUE.COM

P.O. BOX 8642 LOWELL, MA 01853
Home Team saves & sends through Dart Connect

MONDAY LOWELL FALL/WINTER

Week #:
Division:
Start Time:
End Time:

MILL CITY
DART LEAGUE

Let your darts soar with us!
www.millcitydartleague.com

VISITING TEAM			HOME TEAM
601			
	*		
	*		
CRICKET			
	*		
	*		
	*		
Singles			
	*		
		*	
	*		
		*	
	*		
		*	
501			
	*		
		*	
	*		

CORK CALLS

A	*		A
B			B
A	*		A
B			B
A	*		A
B			B
FINAL SCORE			**FINAL SCORE**
CAPTAIN'S SIGNATURES			

POINT DEDUCTIONS	
LATE MATCH REPORT	1 PT
**Late if received after noon on Wednesday	
INELIGIBLE PLAYER per game	1 PT
WINTER SEASON DATES TO REMEMBER	
Jan 5th - Winter Captain's meeting	
Jan 9th - Winter Season Starts	
Feb 17th - Fall Awards	
March 20th - Semi-Finals	
March 27th - Finals Week One	
Apr 3rd - Finals Week Two	

601 - 1 game, * goes right on, double in double out
Cricket - A/B div is best of 3, C/D is 1 game * has choice of cork in 1st game, loser of 1st game has choice of cork in 2nd game, loser of 2nd game has choice of cork in 3rd game   **Singles** – best of 3, * has choice of cork 1st game, winner of cork chooses cricket or 301, loser chooses cork in 2nd game, winner of cork starts in the opposite game of the first game. Loser of that game has choice for cork in 3rd game and the winner of the cork can choose cricket or 301   **501** – A/B is best of 3, C/D is 1 game, straight in and double out, * goes right on in 1st game, loser of that that game goes right on in 2nd game, loser of 2nd game has choice for cork, winner goes right on.
Cork Calls – best of 3, * has choice of cork, winner chooses cricket or 501, loser of that game has choice for cork, winner chooses cricket or 501, loser of that 2nd game has choice for cork and winner chooses cricket or 501, but if 2 crickets have been played 3rd game must be 501 and vice versa

All roster changes must be League approved before allowing player to shoot in match. (Rules and Guidelines D.1)
Failure to do so will result in lost points for unrostered player and team captain. (Rules and Guidelines N.2)

HOME TEAM SAVES & SENDS THROUGH DART CONNECT