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Mill City Dart League League Rules and Guidelines Tuesday Lowell & Lawrence



Let your darts soar with us!

www.millcitydartleague.com

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A. SEASONS AND DIVISIONS

1. Mill City Dart League schedules three seasons of match play per year: Winter season (Jan-Apr), Summer season (May-Aug), and Fall season (Sept –Dec).

- a) Each season consists of 10 weeks of match competition plus playoffs, and Awards Night LOD.

2. All regular match competition is scheduled for **Tuesday nights**. All matches and playoff dates will be announced each season upon receipt of match reports.

3. Mill City Dart League is separated into divisions with the teams at the highest caliber in the “A” division and those of the next caliber in the “B” division and so on down the line. Each division is separated into sub-divisions numbered 1, 2, 3, 4...etc. where applicable.

4. League Executives and Board of Directors shall be the final authority in the assignment of teams to divisions. Teams are assigned to their respective subdivisions prior to the start of the season.

B. PUB SETUP

1. The pub owner or club will be responsible for supplying and maintaining a league play dartboard, proper lighting, a firmly anchored scoring surface, and appropriate conditions for league play.

2. The pubs provide food or beverages **at their discretion**.

3. **No** outside food or beverages should be brought into the venue without permission.

4. All league competition, including tournaments and playoffs, shall be on a standard English bristle board with a 20 point clock-face, of the hand wired variety, that is, with the wires on the outside of the board separating the single, double, and triple sections.

5. Dartboards shall be placed 5 feet 8 inches from the floor to the center face of the bull’s eye with the 20 bed at the top center with a darker wedge. The front edge of the toe (hockey) line (edge closest to the shooter) will be 7 feet 9 ¼ inches from the surface of the dartboard (measuring horizontally) or 115 ½ inches (measuring diagonally from center of the bulls eye to the front edge of the hockey line). The hockey line should be no wider than 36 inches or 18 inches to either side of the center.

6. The dartboard shall be clear of any encumbrances such as walls, shelves, tables, etc. for a distance of 3 feet in either direction from its center.

7. When more than one match is being played on boards mounted on the same wall, there shall be a minimum of 8 feet between the centers of the boards in use.

8. A scoring surface must be provided close enough to the dart board for the scorer to read the dart thrown and when possible should be located in such a manner that it can be read by both spectators and players. Dart Connect will be used for scoring matches. Both Captains are responsible for provided the tablet, or Dart Connect device (phone as last resort). In the case where Dart Connect is not used at all, stats for both teams will not be recorded, only the match score.

9. Any inappropriate playing conditions noted during match play should be reported to the League Executives for further inspection and correction.

10. Any captain questioning the condition of a matchboard shall report to the League Executives immediately. These concerns will be dealt with before any additional matches on said board.

C. TEAM MAKEUP

1. Fall/Winter League teams shall consist of a minimum of 6 players and a maximum of 9 players who will be registered with the MCDL.
2. Summer League teams shall consist of a minimum of 4 players and a maximum of 7 players who will be registered with the MCDL.
3. 3v3 Division teams shall consist of a minimum of 3 players and a maximum of 5 players who will be registered with the MCDL.
4. If any player's name appears on more than one teams roster the player becomes a registered player on the team which he/she shoots his/her first match.
5. A team captain can request identification of a questionable player on the opposing team for the match report sheet. The request **MUST** be complied with. Failure to comply with such a request could lead to a match forfeit.
6. Unregistered players will result in a forfeit of each game he/she plays. The Captain will also have to forfeit all games played in this match, and will be asked to meet with the Board of Directors. **It is the Captain's responsibility to know the rules and if the team is shorthanded he/she should apply for a hardship case see rule (D).**

D. ROSTER CHANGES

1. All roster changes must be submitted in writing via our on line form on our website: www.millcitydartleague.com no less than noon on the date of the start of a match to allow for ample time to process and approve/decline the request. Leaving a message does not qualify as a valid roster change.
 - Roster changes may be made by the captain prior to the schedule being completed without the approval of the League Executives. Please note: how a player is ranked will affect how your team is placed within the divisions.
 - Roster changes requested by a captain prior to the start of week 3 match **must have the approval of the league executives in writing prior to that player throwing in a match (see rule N.2)**
 - Roster changes requested after week 3 fall under the hardship guidelines (a team's roster has fallen under 6 players in the Fall or Winter - 5 during the Summer season).

All hardship requests should be made no less than 24 hours prior to the next match.
The hardship form needs to be completed on line on our website: www.millcitydartleague.com. If you do not hear back from the MCDL within 24 hours email info@millcitydartleague.com
HARDSHIP IS NOT APPROVED UNTIL YOU RECEIVE AN EMAIL WITH APPROVAL.

2. A player may not be added to a team roster if that player has previously shot more than one division higher than the division being applied for (i.e. An “A” player may not shoot in “C”, a “B” player may not shoot in “D”) unless that player didn’t belong in the higher division to begin with. Every effort will be made to allow players to throw where their skill level lies.

3. **UNDER NO CIRCUMSTANCES** may a player be added to a team roster if he/she has already shot in any match with another team during within the same season.

4. Qualifying players may be added, with approval, prior to the start of week three’s match. See rule D 1.

E. TUESDAY NIGHT MATCH FORMAT

Tuesday Night – 11 Game Format.

NOTE: At all times we play on one board. Team must play in order that match report is written

1. Home team shall fill out match reports by 7:35. Visiting teams by 7:40 PM. Match reports must be written in ink, printed clearly and you must use the player first and last name at least once.

2. Starting time for the match is 7:45 pm with a grace period of 15 minutes (8:00). All matches must start by 8:00, any team with unavailable players will be required to play short or forfeit the game. (Note: Captain discretion is recommended)

3. A forfeit will be declared for failure of a team to attend a scheduled match by no later than 8:00 PM. If the games do not start by 8:00 p.m., the forfeit rules start against the late/missing team. Every 5 minutes a game is forfeited.

4. Each match will consist of the following order of play:

a. Two games of 601, 3-person teams. Double in, double out. Each win will gain 1 match point.

b. Three games of cricket, 2 person teams, the calling of the numbers is not required. Each win will gain 1 match point.

Fall/Winter/Summer

Best 2 out of 3 for all divisions

c. Six individual matches of 301, each to be the best 2 out of 3 games. . Each match won will gain 1 point.

5. No more than 5 minutes may elapse between games. Each match has a total of 11 points (8 points in Summer Season) and the division standings will be based on the total points scored by each team.

6. The player lineup must be completed by both captains prior to the beginning of the match and must be made BLIND (home captain should fill out the lineup first). All playing spots must be filled in with a registered player’s FULL NAME. If a player on the roster is not present for his/her turn to play, one of the teams registered players (name MUST be in parenthesis at time of match lineup being completed) can play in the absent player’s place providing that the substitute has not been used elsewhere in the evenings lineup for that same game. Any of the up to 9 registered members (7 in the Summer Season) of a team can be used in any order on their lineup for that same game.

7. No more than 30 minutes prior to the time competition is scheduled to begin, the nights playing board should be cleared of play by the management of the establishment. The board will then be declared open and will be available for player warm up and practice.
8. After the practice/warm up session, each player is allowed only 9 darts for practice before each game.
9. Any disputes that arise during the course of play must be settled in a private conference of CAPTAINS ONLY!
10. The home team has the prerogative of choosing the boards on which the matches will be played.

1. TUESDAY STARTING A MATCH

NOTE: At all times we play on one board. Team must play in order that match report is written

A. Check the match sheet for which team has the star (*).

- For 601 the team with the * begins the game by throwing at any double on the dart board.
- For Doubles Cricket (and for Singles Cricket in the Summer Season), the team/individual with the * has the option to throw first or second for the cork in the first leg.
 - If this game is best 2 out of 3, the loser of the first game has option to throw first or second for the cork to see who starts the second leg.
 - If a third leg is necessary, the loser of the second leg has option to throw first or second for the cork to see who starts the third leg. (*All Stats count for every game played*)
- For Singles 301, the individual with the * begins the game by shooting at any double, the loser of the first leg throws for the double to start the second leg.
 - If a third leg is necessary, the loser of the second leg will have the option to throw first or second for the cork to see who starts the third leg. (*All stats count for every game played.*)

B. Summer match use the following rules (match reports have * to show who starts):

- For 501, the team with the * begins the game by throwing anywhere on the board (you do not need to double on in 501). Best 2 out of 3 for A only
 - If this game is best 2 out of 3, the loser of the first leg starts the second leg.
 - If a third leg is necessary, the loser of the second leg will have the option to throw first or second for the cork to see who starts the third leg. (*All stats count for every game played.*)
- For Doubles Cricket, the team with the * has the option to throw first or second for the cork in the first leg. Best 2 out of 3
 - If this game is best 2 out of 3, the loser of the first game has option to throw first or second for the cork to see who starts the second leg.
 - If a third leg is necessary, the loser of the second leg has option to throw first or second for the cork to see who starts the third leg. (*All stats count for every game played.*)

C. Re-throws shall be called if the **scorer** cannot decide which dart is closest to the cork or if both darts are anywhere in the inner (double) bull or both darts are anywhere in the outer (single) bull. Ties will result in reverse order throws.

D. The second thrower, if he wishes, may acknowledge the first dart as a double or a single bull and ask for that dart to be removed prior to his throw. The dart if so, requested **MUST BE REMOVED**.

E. To commence scoring a 601 or 301 game, a player must land a dart in the outer ring (double area) or a double bull. That and all subsequent darts shall be counted as scoring darts. (In 301, for a low dart game to count you must count all darts thrown. i.e. if it takes 6 darts to hit the double and then 12 darts to finish the game this would be a 18 dart game and would not qualify) *see awards section for qualifying low dart game

F. MCDL League Executives reserve the right to reschedule any matches to maintain an equitable and efficient competition schedule.

G. **Captains** are **responsible** for the smooth running of the match

2. TUESDAY SEMI-FINAL PLAYOFF FORMAT

NOTE: Team must play in order that match report is written. The Overtime roster should be filled out completely

Semi-Final playoff rounds will be 8-point matches (i.e., the first team to reach 8 points [6 points in Summer Season] wins the match and advances to the next round). The captains will fill out the match report with the first 11 games (8 games in Summer Season) in the standard league format; the match begins and is played until the first team reaches 8 wins (6 wins in Summer). If after 11 games (8 games in Summer Season) no team has reached 8 points (6 points in Summer), then the captains will complete Overtime portion of the playoff match report.

Fall/Winter

- 1 game Teams 501
- 1 game Teams Cricket - best 2 of 3 games.*
- 2 game Single 301

Summer

- 1 game Teams 501
- 1 game Teams Cricket
- 1 game Singles 301

In Overtime, a player can only play once in the games of 501/Doubles Cricket. A player may play a second Overtime game in the games of 301/Singles Cricket. A player may not play three games in Overtime.

3. TUESDAY PLAYOFF FINALS

A. The captain of the team in the finals with the highest seeding has a choice of which night his team would prefer to play at their home pub, first or second Tuesday.

B. Some pubs have prior commitments on some nights and are unavailable for dart play. In these cases, MCDL hopes that the 2 captains can come to an agreement on a playing site. If no agreement can be reached the captain of the pub that is unavailable on that night can either play at the opponent's bar if available or a neutral site, his/her choice.

The final weeks of playoffs to determine all **division playoff champions** will be a **12 point match (9 point match for Summer Season)** played over 2 nights, 1 night at each pub. . Overtime is only played on Night 2, if necessary, by following the same rules as Overtime in Playoffs.

4. TUESDAY PLAYOFF FINALS MATCH SET-UP

NOTE: Team must play in order that match report is written

1. First night a regular match report will be filled out by each captain and all 11 games (8 games in Summer Season) will be played.
2. Second night the match will be played at the pub of the team who was the visitor on the first night. The score will begin with the results from the first night (i.e. 7-4, 6-5, etc.).
3. The second night another regular match report will be filled completely out by each captain. The winner will be the first team to reach 12 points (9 points in Summer Season).
4. If after 22 games (16 if Summer Season), the score is tied 11-11 (8-8), the 12th (9th) and final point will be made up of 3 games. The winner of this point will be the team taking 2 out of 3 of the following games:
 - 1 game of 601 (3 person teams)
 - 1 game of cricket (2 person teams)
 - 1 game of 301 (1 person, best 2 of 3)

Playoff tie breaker games Fall and Winter Seasons:

- 1 game of singles cricket (1 person teams)
- 1 game of 301 (1 person, best 2 of 3)

Playoff tie breaker games Summer Season:

- 1 game of 501 (2 person teams)

5. A player's name can only be written in for 1 of the tie-breaker games (i.e. if a person plays 601 he/she is not allowed to play cricket or 301).
6. In each game teams will determine the team to start each game by throwing for a cork. Visiting team shoots first in 601, home team first for cricket, winning team of game 2 has choice in game 3.

F. 3v3 TUESDAY NIGHT MATCH FORMAT

Tuesday Night - 12 Game Format. A player may play in a maximum of 6 games. A player can play in 2 of the team 501's, 2 of the team crickets, 1 singles 501 and 1 singles cricket. The same team cannot play twice in team 501 or twice in team cricket. Teams must play in order that match report is written

Note: All games are played on one board.

1. Home team shall fill out match reports by 7:35. Visiting teams by 7:40 PM. Match reports must be written in ink, printed clearly and you must use the player first and last name at least once.
2. Starting time for the match is 7:45 pm with a grace period of 15 minutes (8:00). All matches must start by 8:00, any team with unavailable players will be required to play short or forfeit the game. (Note: Captain discretion is recommended)
3. A forfeit will be declared for failure of a team to attend a scheduled match by no later than 8:00 PM. If the games do not start by 8:00 p.m., the forfeit rules start against the late/missing team. Every 5 minutes a game is forfeited
4. Each match will consist of the following order of play:
Fall/Winter/Summer
 - a. Three games of 501, 2-person teams. The team with the asterisk gets choice for cork. Straight in, double out. Each game is best of 1, and a win will gain 1 match point.
 - b. Three games of cricket, 2 person teams, the calling of the numbers is not required. Each to be the best 2 out of 3 games and a win will gain 1 match point.
 - c. Three individual matches of 501, each to be the best 2 out of 3 games. The person with the asterisk will start the game.
 - Loser of the first game goes right in on the second game.
 - Loser of the 2nd game has choice for cork in the third game. Each match won will gain 1 point.
 - d. Three individual matches of cricket, each to be the best 2 out of 3 games. Each match won will gain 1 point
5. No more than 5 minutes may elapse between games. Each match has a total of 12 points and the division standings will be based on the total points scored by each team.
6. The player lineup must be completed by both captains prior to the beginning of the match and must be made BLIND (home captain should fill out the lineup first). All playing spots must be filled in with a registered player's FULL NAME. If a player on the roster is not present for his/her turn to play, one of the teams registered players (name MUST be in parenthesis at time of match lineup being completed) can play in the absent player's place providing that the substitute has not been used elsewhere in the evenings lineup for that same game. Any of the up to 7 registered players of a team can be used in any order on their lineup for that same game.
7. No more than 30 minutes prior to the time competition is scheduled to begin, the nights playing board should be cleared of play by the management of the establishment. The board will then be declared open and will be available for player warm up and practice.
8. After the practice/warm up session, each player is allowed only 9 darts for practice before each game.
9. Any disputes that arise during the course of play must be settled in a private conference of **CAPTAINS ONLY!**

10. The home team has the prerogative of choosing the boards on which the matches will be played.

1. 3v3 NIGHT STARTING A MATCH

Note: All games are played on one board. Team must play in order that match report is written

- a. Match reports have * to show who starts:
 - For team 501, the team with the * begins the game by choosing to see or show a cork. The team closest to the cork will begin the 501 straight in and double out.
 - For team cricket, the team with the * begins the game by choosing to see or show a cork. The team closest to the cork will begin the cricket.
 - This game is best 2 out of 3, the loser of the first leg has choice for cork in the second leg.
 - If a third leg is necessary, the loser of the second leg will have the option to throw first or second for the cork to see who starts the third leg. (All stats count for every game played.)
 - For Singles 501(best 2 out of 3) the team with the * will go straight in. The Loser of the 1st leg will go straight in on the 2nd leg. The Loser of the 2nd leg has choice for cork and the winner of that cork will start the game.
 - For Singles cricket (best 2 out of 3), the individual with the * has the option to throw first or second for the cork to see who starts the first leg.
 - The loser of the first leg has the option to throw first or second for cork. The winner of the cork starts the second leg.
 - If a third leg is necessary, the loser of the second leg will have the option to throw first or second for the cork to see who starts the third leg. (All stats count in every game played.)
- b. Re-throws shall be called if the scorer cannot decide which dart is closest to the cork or if both darts are anywhere in the inner (double) bull or both darts are anywhere in the outer (single) bull. Ties will result in reverse order throws.
- c. The second thrower, if he wishes, may acknowledge the first dart as a double or a single bull and ask for that dart to be removed prior to his throw. The dart if so requested **MUST BE REMOVED**.
- d. The MCDL League Executives reserve the right to reschedule any matches to maintain an equitable and efficient competition schedule.
- e. The **Captains are responsible** for the smooth running of the match

2. 3v3 NIGHT SEMI-FINAL PLAYOFF FORMAT

Team must play in order that match report is written. Semi-Final playoff rounds will be 8-point matches (i.e., the first team to reach 8 points wins the match and advances to the next round). The captains will fill out the match report with the first 12 games in the standard league format; the match begins and is played until the first team reaches 8 wins. If after 12 games no team has reached 8 points, then the captains will complete Overtime portion of the Semi-Final playoff match report.

SEMI-FINAL PLAYOFFS:

1 game Teams 501(2 out of 3)

1 game Teams cricket (2 out of 3)

1 game Singles (501, cricket, choice) best 2 of 3 games.

* In overtime a player may play in a maximum of 2 games, and the same team cannot play in both doubles

The match then resumes until a team reaches 8 wins. All other regular season rules apply during the playoffs.

3. 3v3 PLAYOFF FINALS

a. The captain of the team in the finals with the highest seeding has a choice of which night his team would prefer to play at their home pub, first or second Tuesday.

b. Some pubs have prior commitments on some nights and are unavailable for dart play. In these cases, MCDL hopes that the 2 captains can come to an agreement on a playing site. If no agreement can be reached the captain of the pub that is unavailable on that night can either play at the opponent's bar if available or a neutral site, his/her choice.

c. The final weeks of playoffs to determine all **division playoff champions** will be a **13 point match** played over 2 nights, 1 night at each pub. . Overtime is only played on Night 2, if necessary, by following the same rules as Overtime in Playoffs.

4. 3v3 PLAYOFF FINALS MATCH SET-UP

Team must play in order that match report is written

- a. First night a regular match report will be filled out by each captain and all 12 games will be played.
- b. Second night the match will be played at the pub of the team who was the visitor on the first night. The score will begin with the results from the first night (i.e. 7-4, 6-5, etc.).
- c. The second night another regular match report will be filled completely out by each captain. The winner will be the first team to reach 13 points.
- d. If after 24 games the score is tied 12-12, the 13th and final point will be made up of 3 games. The winner of this point will be the team taking 2 out of 3 of the following games:

Playoff tie breaker games:

1 game of 501 (2 person team, 2 out of 3 games)

1 game of cricket (2 person team, 2 out of 3 games)

1 game of singles (501, cricket, choice)

e. A player's name can only be written in for 2 of the tie breaker games and the same team cannot play in both team games.

f. In each game teams will determine the team to start each game by throwing for a cork. Visiting team shoots first in 501, home team first for cricket, winning team of game 2 has choice in game 3.

G. SCORING THE MATCH

1. Starting with the Fall 2018 season, DART CONNECT will be mandatory for the scoring of ALL matches in ALL divisions/regions of Mill City Dart League. Match Reports will only be used for roster purposes and for generating wins/losses for the night in the case Dart Connect isn't used. NO STATS will be gleaned from match report sheets for individual season stats and shall not be added later.

2. The captains of each team are responsible for providing a scorekeeper for each match. Both captains shall approve the scorekeeper. Both teams should share scoring. The option of scoring by the players themselves is allowable.

3. The home team is responsible for providing a score recorder who will attend to the entries in Dart Connect and the win/loss only on the Match Report sheet.

4. The visiting team is responsible for having someone check the Match Report sheet (if needed) to make sure names and information is correct.

5. Entries shall be made as they occur. Mark a win as "1" and a loss as "0"

6. A signed Match Report should remain on file with the "Home" captain for the entire season for dispute purposes.

7. A dart that reaches any part of the wall in flight is considered thrown. If it does not reach the wall you can re-throw this dart. A dart must remain in the board to count. The only time you may re-throw a dart that has fallen out is when shooting for cork; in this case it must hit a scoring area to count. If the second player's dart knocks out the first dart when shooting for cork then both players must re-throw in reverse order.

8. The point of the dart must be touching the dartboard. Darts, which stick in the board backwards, do not count. The scoring of a darts value is determined by the side of the wire at which the point enters the board.

9. The player must call out his/her score for each turn - prior to the player taking his/her thrown darts from the board. Darts must not be pulled from the board prior to the decision of the Scorekeeper. Should the scorer and thrower disagree, both Captains shall add their opinions with the majority ruling.

10. Any changes made to correct mistakes in scoring or calling must be affected before the next turn of the player or team against whom the mistake was made, whether in his/her favor or against. Obvious mistakes (such as deducting 100 from 601 and scoring a total of 201 left) can be corrected at any time during the match as these are the inadvertent mistakes which sometimes go unobserved for many turns. Errors in arithmetic must stand as written unless corrected prior to the beginning of that team's next throw. The aforementioned may be

waived in the interest of sportsmanship provided both captains agree. In the best interest of sportsmanship no player should announce anything while a player is in the act of shooting - please wait for his/her turn to end then proceed on fixing what you see wrong.

11. If a player throws out of turn, that score of the player who shot out of turn is voided, and the player whom was skipped loses his/her turn and the correct order is resumed starting with the opposing team's next player. In the event that multiple players have shot since the player threw out of turn then the all player's scores from the offending team will be voided and play will continue with the opposing team's next player.

12. The scorekeeper may inform the thrower what his/her darts have scored or what is remaining if requested. The scorekeeper **MAY NOT** inform the thrower what he/she has remaining in the terms of number combinations to end the game. It is permissible for a captain or teammate to advise him/her during the course of the game. **THE SCOREKEEPER CANNOT COACH!!!**

13. If any person tells a player to throw for the wrong number to finish the game that throw stands. **The player is ultimately responsible for knowing his/her score.**

14. If so requested by the thrower, the scorekeeper shall refrain from smoking or drinking while keeping score. This is common courtesy and great sportsmanship.

15. All scoring in 301, 501, and 601 games should show the scores for each turn and what the remaining score is.

16. To finish a 01 game, a player must hit a double while leaving the score at 0 (i.e., 32 remaining – shooter needs to hit double 16 to win). If a player scores more than the remaining value within any of their 3 darts this is called a **BUST** and the score remains what it was before they started to throw. It is now the opposing players turn.

17. Fast finishes do not count such as 3 in a bed, 111, 222, etc., or triple outs do not apply.

18. No dart may be touched by another player, scorekeeper, captain, or spectator prior to the decision of the scorekeeper.

H. CAPTAINS DUTIES

1. A captain must attend the mandatory captain meeting that is held prior to the start of a new season. If the captain cannot attend, he/she must send a delegate to represent the team. Failure to attend or send a delegate will result in the loss of 1 point. Each team is encouraged to attend the Captain's meeting with their Captains.

2. A captain is responsible for:

- a. Attending all meetings or having a proxy present (1 pt deduction for failure to have team representation); Providing secondary contact information, email and phone – (i.e. Co-Captain)
- b. Properly registering new members of the team
- c. Conduct of the team
- d. Attesting to the accuracy of Match Reports

- e. Home team is responsible for saving and sending the night's matches in Dart Connect on time by noon on Thursday for Tuesday teams, (1 pt deduction for late reports if received after Noon, there will be additional 1 point deduction for each additional day late past 6pm)
 - f. Communicating league information to his/her team members
 - g. Insuring that the home location maintains proper standards of equipment.
3. If a captain disregards his/her duties to the point where he/she creates a disharmony or impedes and interferes with the efficiency of established procedures, the League Executives and Board of Directors shall have the authority to require the team to provide a replacement.
4. It is the responsibility of each Captain to insure and provide the home location has a tablet for the use of Dart Connect. It will be his/her responsibility to supply of Match Reports by printing one from our website.

I. REPORTING RESULTS

1. Both Captains are responsible for the completion and accuracy of Dart Connect scored matches. Top performer achievements are Ton 80, R09, RO6 cork 160 or above High In, 160 or above High Out, and Low Dart Games.
2. All issues with posted stats must be corrected within 10 days of played match or else they will stay as recorded.
3. Lack of Dart Connect or a Match Report is not considered an excuse for a late report see rule G.4.
4. The Match Report is to be saved and sent through Dart Connect by the HOME TEAM.

J. PLAYOFF INFORMATION

1. All properly registered players, in order to be eligible for playoff competition, must play a minimum of
 - Lowell/Lawrence - 4 weeks (at least one match per week; Forfeited win nights do not count towards week played)
2. The top 4 teams in each division and/or subdivision will qualify for the playoffs. The playoff ladder will depend on the number of qualifying teams, which may vary depending on the number of subdivisions in the league during that season.
3. The Mill City Dart League uses a playoff ladder system similar to those used by professional and college sports. The MCDL tries to involve as many teams in the playoffs as possible.
4. Teams finishing the regular season in first place in their division and/or subdivision are given the option for first semi-final playoff match at their home bar.
5. After the end of the regular season matches, the points are totaled for each team and those that qualify are plugged into the proper steps on the ladder. The home pub advantage is

determined by your team's position on the playoff ladder and your opponents are determined by the number of team points accumulated during the regular season.

6. Brackets are constructed by aligning highest seeded team against the lowest seeded team.
Example (4 teams) 1 vs. 4, 2 vs. 3

7. Teams tied for places on the playoff ladder at the end of the regular season will be separated as follows:

- i. Match wins vs. match losses
- ii. Head-to-head record if available (total points season)
- iii. If still tied, total team tonnage
- iv. If still tied, team with highest ranked player
- v. Until tie is broken.

K. PLAYOFF DATES

1. To be posted on league website: WWW.MILLCITYDARTLEAGUE.COM, as well as printed on the season match schedule.

L. REPORTING PLAYOFF RESULTS

1. **The home team captain must save and send** playoff match results **through Dart Connect** immediately after completion of that night's match. Both team captains must note the division, team names, and score plus any achievements that would qualify a player for an award, such as a 180, R09, low dart game, season high in, or season high out. **No regular tons or R0's count.**

M. MATCH POSTPONEMENTS

1. Any Match to be postponed by a mutual agreement between Captains must be approved by the league executives.
2. It is the responsibility of the Captain requesting the postponement to notify the League Office. All postponed matches must be played **within 6 days** of its originally scheduled match date and have the approval of the League Executives.
3. Should a postponed match not be played within the allotted time, the MCDL Board of Directors/League Executives will determine a course of action.

N. FORFEITS

1. A forfeit will be declared for failure of a team to attend a scheduled match by no later than 8:00 PM (Lowell). If the games do not start by the late time, the forfeit rules start against the late/missing team. Every 5 minutes a game is forfeited.
 - a. Fall and Winter season - 7 points (Tuesday Night) will go to the team awarded the forfeit.
 - b. Summer season - 5 points (Tuesday Night) will go to the team awarded the forfeit
2. Unregistered players will result in a forfeit of each game he/she plays. The Captain will also have to forfeit all games played in this match, and will be asked to meet with the Board of Directors. **It is the Captain's responsibility to know the rules and if the team is shorthanded he/she should apply for a hardship case see rule (D).**
3. A forfeit can be declared for a team having less than 3 players (2 in Summer Season) in attendance. **A match must be played if 3 or more players (2 or more in Summer Season) are present**, but not with less. A match can start without a full team in attendance. When a doubles game comes up and a player is missing that particular game will be shot short-handed. If it is a singles game that particular game will be forfeited to the opposition in attendance. If both players are absent from a singles match it will result in a double forfeit – no points for either team.
4. A team having the minimum number of players but unable to field a full team will forfeit the respective number of points for each game not played. For team games, the team will miss one turn for each missing player for each round of play (i.e. a team playing against a team with lesser players would play turn for turn per number of players against the opposition. A two-person team playing against a three-person team would only have two turns for every three turns the opponents have. The double matches would have the light team throw once to the full teams twice. This match is only to be played if the light team requests it to progress; otherwise it is declared a forfeit). If a player is written on roster shows up prior to his first turn in the rotation he/she may participate in the game. **(i.e., if a player shows up after his first turn in a team game, he/she may not participate in any leg of the game).**
5. In any game that a player goes unopposed he/she gets to throw 9 darts per game (for a 2 out of 3 game that means you get 9 darts for game one and 9 darts for game 2, not for game 3 since stats don't count). If playing short-handed in singles games, the player who is in attendance will be allowed to throw 9 darts per game (cricket/301) in an attempt to hit an RO9 or tons. A player from opposing team must witness all stats.
6. If a rostered player is present at the time of his/her match and refuses to play their opponent, the match will be declared a forfeit and the win will be awarded to the opposing player. The opposing player will get 9 darts to throw for statistical measures. If the same rostered player forfeits 2 matches in this same manner, he/she WILL NOT be allowed to play for 3 straight seasons (not necessarily consecutive). i.e., Winter/Summer/Fall or Winter/Fall/Winter, etc.

O. WITHDRAWN TEAMS

1. A team may be withdrawn from the league if it forfeits twice during any one season.
 - a. Affected teams get the average number of wins that were obtained against that team;
 - b. The forfeit counts as a week of play;
2. Any members of the withdrawn team must come before the board prior to registering in the next season.

P. PROTEST PROCEDURE

1. The captain of any team may file a protest for any irregularity of a match. The opposing team **MUST** be notified at the time of protest that the game/match from that point on is being played under protest. The match must be played to its conclusion. The protest must also be entered using the on line form and submitted to MCDL within 24 hours of the conclusion of the match in question. The protest must also be indicated on the Match Report. The Match Report sheet must be e-mailed to the league on time.

Q. ILLEGAL ACTIVITIES

1. MCDL in no way sanctions or authorizes any illegal activities during any regularly scheduled match or MCDL sponsored events. Examples include, but are not limited to: gambling, fighting, unauthorized/illegal weapons, illegal drug use.

R. PERSONAL CONDUCT

1. Good sportsmanship should be the prevailing attitude during all MCDL competition, whether during a regular scheduled match or an event.
2. Attempts to distract an opponent while he/she is shooting will not be tolerated. Complaints may result with disciplinary actions.
3. If so requested by the thrower, all spectators must align themselves out of his/her line of vision and/or behind the position from which he/she is throwing.
4. Heckling or other harassment is strictly forbidden. It is the captains (both) responsibility to maintain the best of order during league play.
5. The repeated use of foul or insulting language and/or resorting to physical violence shall be considered just cause for the penalizing of the offender and his/her team. Penalties can range from game suspension to permanent suspension from the league.
6. Talking by the members of the opposing team, within ear shot of the shooter about the current game or match for the express purpose of distracting the shooter, is not only impolite but poor sportsmanship. This includes questioning scoring as explained in rule G-9&10.

7. The OWNER or MANAGER of any pub or establishment has the **ABSOLUTE RIGHT** to dismiss or eject any person causing a disturbance or acting adversely on their premises. This person will have to attend a meeting with the Board of Directors.

S. RULE CHANGES

1. These rules may be revised by a majority vote of the League Executive Board and Player Directors at Large.
2. Rule Changes will be posted on our website immediately upon approval.
3. Captains and players will be promptly notified in writing of any such changes.

T. LEAGUE EXECUTIVES

1. Mill City Dart League Executives consists the following: President, up to (4) Vice Presidents, Secretary, Treasurer.

U. PLAYER DIRECTORS AT LARGE

1. Mill City Dart League Player Directors at Large must be active players in good standing within the league and include: Regional Director, Registrar, Statistician(s), Director of Awards, ADO Liaison, Directors at Large.

V. AWARDS

1. Players are recognized for their achievements throughout the season of play. Below is a list of recognized achievements.

- a. Regular Season Champion - Division
- b. Playoff Champion – Division
- c. Tons – Top Three – Division
- d. RO9 – Top Three – Division
- e. PPR (Points per Round) – Top Three – Division
- f. MPR (Marks per Round) – Top Three – Division
- g. High In/High Out – Division
- h. 180
- i. Hat Trick

2. Awards will be handed to players during the Awards Night

- a. Events include a Luck of the Draw with up to \$500.00 for every 20 teams (pro-rated as appropriate).

3. Awards not picked up by the team at the Award Night will be recycled.

W. LEAGUE EVENTS

1. From time to time MCDL will host events such as tournaments, qualifiers or seasonal events. These are scheduled at the discretion of the League. Any criteria for qualification for any events will be clearly defined and properly posted for each event.

a. Example(s):

i. For Season Award Night/LOD you must play or have played a minimum of (see below) within the Season (i.e., you must have played in Fall to participate in Fall Awards Night).

1. Lowell/Lawrence - 4 weeks (matches);

ii. For “Sponsorship Qualifiers” – must have played at least one match in current season.

iii. For “Opens/Tournaments” – All dart players are qualified

iv. Other events - to be determined