

**RULES AND REGULATIONS**

**ARTICLE 1 -TEAM PROFILE**

**SECTION 1:** To encourage expansion of the league and the opportunity to become a member of the Maine Dart Association, teams will be open to anyone 18 years of age and over. Captains are to be aware players under 21 may not be allowed in all establishments. No match may be moved, for reason of underage players, from the establishment it is scheduled to be played. It is the Captain's responsibility to be prepared for a full team in any of these cases. Teams must have a minimum of four [4] *rostered players*; all teams are encouraged to have at least five [5] players but may roster up to a maximum of seven [7] players.

**SECTION 2:** Individuals may only play on one dart team per season. Any player that plays one match for a team cannot play for any other team during that season.

**SECTION 3:** All league rosters must be completely filled out, membership and sponsorship fees must be included with the roster. No teams will be seeded without full payment except in accordance with the Maine Dart Association By-Laws, Article 5, and Section 5. Roster changes will ONLY be permitted for the first two [2] weeks of play. Any player added to your team after the Seeding MEETING must have the Boards approval and **cannot** go over the HIGHEST division average, which will be stated at the Seeding Meeting. The player may not be used in a match until approved. The only additions that will be considered by the Board after the first two [2] weeks of play, is in the event of an emergency, leaving a team with less than four [4] rostered players, and that the player added does not put the team over the highest division average. If your team has less than four [4] players you will be allowed to drop players in question and add new players for a maximum of four [4] players on the team.

**SECTION 4:** The Board reserves the right to deny the addition of any player if the addition would result in that team being seeded in a higher division at the Seeding Meeting.

**SECTION 5:** Any teams who have scored over:

- ❖ **97** points or more for a 12 week season
- ❖ **112** points or more for a 14 week season
- ❖ **117** points or more for a 15 week season

And submit a roster with three [3] or four [4] returning core players will be moved up to the next highest division.

- ❖ **Definition of core: three [3] or four [4] highest averages of players at the end of the prior season**
- ❖ **Definition of Total Points Scored: This will also include any point deductions received during the season.**

**ARTICLE 2 - LEAGUE CAP**

**SECTION 1:** Cap Worksheet Instructions: Every team must complete a Cap Worksheet **and** Application for League Play. The Cap Worksheet Instructions are located on the back of the actual worksheet. The instructions on the Cap Worksheet are updated before each season begins. Use those instructions for the current procedures to fill out the worksheet.

- a. Use the Maine Dart Association averages located on the website look up each team member's name, player number and average and list this information in the proper columns.
- b. If you cannot find an average for a team member on the League Average Sheet, leave that space blank.

- c. You will need to adjust the average listed to the division you plan on playing in this season.
- d. If you are playing in the “C” division the player’s average will stay the same.
- e. If you are moving up from the “C” division you will need to subtract 10 percentage points for every division you are moving up to the average listed and place that adjusted average in the space provided
- f. If you are moving down from the “C” division you will need to add 10 percentage points for every division you are moving down to the average listed and place that adjusted average in the space provided.
- g. Move the four [4] highest averages of your team from the adjusted column, to column 3 on the worksheet. Add those top four [4] averages together, and place that number in the total of the four [4] highest averages divide total by four [4].
- h. Place that number in the Total Team Average Box at the bottom of the page.  
If your team average is 62.50 or lower, you will be allowed to apply for that division.

**SECTION 2:** The Maine Dart Association may still require all teams to move up or down a division, depending on the percentage and/or the number of teams in the division you are applying for. All teams are seeded by their playing percentage first. Once seeded, all decisions of the Maine Dart Association are final.

**SECTION 3:** In the event there are not enough teams to form a division, the teams will be put in the division of closest competition for the regular season but only play against teams in their division for playoffs. [I.e. a Division and B Division are merged to form one division, then the A teams will play against the A teams and the B Division will play against the B Division]. This rule will also apply to other divisions if they are merged [i.e.] C and D Divisions].

**SECTION 4:** Once seeded, you may add players to your roster during the first two [2] weeks of play. If the add or drops are not completed at the Mandatory Seeding/Captains Meeting before league plays starts, you must do the following:

- a. To add or drop players write all of the correct information on the Maine Dart Association ADD/DROP Forms provided in the captain’s packet.

**DO NOT UNDER ANY CIRCUMSTANCES, MAKE ROSTER CHANGES OVER THE PHONE OR VIA E-MAIL.**

1. PLAYERS NAME
2. PLAYERS MEMBERSHIP NUMBER
3. PLAYERS AVERAGE

- b. Enclose the player’s dues. [If the player is not approved the dues will be returned]. No players will be added over the phone or by E-mail during the first two [2] weeks of play. The Board must approve the player added after the Seeding/Captain’s Meeting **PRIOR** to their use in a match. The player[s] you want to add to your team can not shoot for your team until your team has received Board Approval. **The information will be sent out via e-mail.** If it is necessary to add players, you can only do so as long as their average does not put the team above the highest seeded team average in your division.

**SECTION 5:** If you have a person that has never played darts before or a person that does not have an average in the Maine Dart Association, you are to assign them an average using the following formula.

1. If you have a team with four [4] players and they all have averages for the season you are currently in, you must assign that player the same average as the player with the fourth [4<sup>th</sup>] highest average on your team. [This will not change your team average]. If you have less than four [4] players with no average they will start with 50.00 [50%] for seeding purposes only.
2. If the player has played for another league, the Board **will** obtain, from any source, your players previous average from that league. The average obtained will be the dart player’s average for that season. No exceptions.

**SECTION 6:** Any person must play at least nine [9] games to establish an average.

**SECTION 7:** Players averages within the C and D Division

- No player with an adjusted average of over 70.00 [70%] may play in the C Division.
- No player with an adjusted average of 60.00 [60%] or over may play in the D or E Division.

**SECTION 8:** The Webmaster will double check all team members averages with a copy of the Maine Dart Association League Average Sheets, and the Board will be notified of any discrepancies.

**SECTION 9:** Adjusted Players Average

- a. Players averages are calculated on their past five [5] season played.
- b. No player's average will drop by any percentage [%] if the player misses a season. The average for the player will remain the same as the previous season.

### **ARTICLE 3 – UNLIMITED DIVISION**

#### **Section 1: Unlimited Division:**

1. No teams under cap restraints in the Maine Dart Association highest division will be forced to move up to the Unlimited Division. Teams that are over the cap in the highest division within Maine Dart Association with cap restraints can be forced to move to the Unlimited Division.
2. All teams need to have at least 4 players or up to A MAXIMUM OF SEVEN [7] PLAYERS regardless of the player's average or the team's overall average. It is recommended that all teams have 5 players in case of a player that can't be at every match.
3. At least four [4] teams will be needed to establish the Unlimited Division. If less than four [4] teams apply for the A & B Divisions there will not be an Unlimited Division and those teams may return to league play under cap restraints. The Maine Dart Association may still try to establish some kind of league play for those players that applied for the Unlimited Division that was cancelled.
4. All teams must still fill out a cap worksheet.
5. All Maine Dart Association rules apply in the Unlimited Division.

#### **Section 2: Profile for 4 Player Format for A Division [only]**

EACH MATCH CONSISTS OF: 12 GAMES

1. 501 - 2 PERSON TEAM-DS/DF
2. 501 – SINGLES SS/DF [BEST 2 OF 3]
3. CRICKET SINGLES [BEST 2 OF 3]
4. 501 – 2 PERSON TEAM-DS/DF
5. 501 – SINGLES SS/DF [BEST 2 OF 3]
6. CRICKET SINGLES [BEST 2 OF 3]
7. CRICKET – 2 PERSON TEAM [BEST 2 OF 3]
8. 501 – SINGLES SS/DF [BEST 2 OF 3]
9. CRICKET SINGLES [BEST 2 OF 3]
10. CRICKET – 2 PERSON TEAM - BEST 2 OF 3
11. 501 – SINGLES SS/DF [BEST 2 OF 3]
12. CRICKET SINGLES [BEST 2 OF 3]
13. **801 – DS/DF IN THE EVENT OF A TIE IN A PLAYOFF GAME**

**NO PLAYER SHALL PLAY IN MORE THAN:**

**[A]. One [1] 501 singles match**

**[b]. One [1] Singles Cricket match**

**[c]. Two [2] 501 doubles match, and two [2] doubles cricket match each player can only play one each of the doubles games. You can play with the same partner in each of the doubles, but not in the same style game.**

### **ARTICLE 4 – EQUIPMENT**

**SECTION 1:** All league competition, including tournaments and play-offs, shall be played on a standard English bristle board with a 20 point clock face, of the hard wired or blade (NOT EMBEDDED) variety, with wires or blades on the outside of the board separating the single, double and triple sections.

**SECTION 2:** Dartboards shall be placed 5'8" from the floor to the center of the bull's-eye with the 20 bed at the top of the center or 9' 7 3/8" diagonally from the throwing line to

the center of the bull [this is used to avoid variations from an uneven floors]. The front edge of the toe line [edge closest to the board] will be 7'9¼" from the surface of the board and the line will be A MINIMUM OF 24" [12" to either side of the center]. Dart set-ups must be sanctioned by the Maine Dart Association to be considered legal for play during league nights.

**SECTION 3:** The sponsor and home team will be responsible for supplying and maintaining the dart boards which must be acceptable to both home and visiting teams to use during league play.

**SECTION 4:** The dartboard will be firmly anchored and lighted by a florescent tube, [minimum 20 watts], 18" in length and boxed in on three [3] sides. The light should be placed above the board so it does not cast shadows.

**SECTION 5:** The dartboards will be located in a place that is readily available to players without distraction to the shooter.

**SECTION 6:** A scoring surface must be provided and located next to [on either side] the dartboard so that both players and spectators can see it.

**SECTION 7:** Any noncompliance of the above should be reported to your Area Director. The home team may lose up to five [5] points if improper conditions exist.

- **SECTION 8: THE HOME TEAM IS RESPONSIBLE FOR PROVIDING THE SCORING TABLET FOR THE MATCH. IF THE HOME TEAM DOES NOT HAVE A TABLET THEN CONTACT THE OPPOSING TEAM CAPTAIN OR A BOARD MEMBER.**

#### **ARTICLE 5 – DATES AND TIMES OF MATCHES**

**SECTION 1:** Matches will start at 7:00 P.M. [real time not bar time]; **there will be no grace period**, unless otherwise agreed upon by both Captains involved.

**SECTION 2:** To report a team that is late use the enclosed COMPLAINT FORM in your packet and submit it by mailing or e-mailing it to the Maine Dart Association it must be received within the week that the match was played via E-Mail [mainedart@gmail.com].

**SECTION 3:** If any team needs to reschedule a match, their Captain must notify the opposing Captain and the Area Director at least 24 hours prior to the scheduled match. When the need to reschedule is caused by extreme inclement weather conditions, shorter notice will be allowed at the request of either Captain. Both Captains will do rescheduling and agree to have the match played within six [6] days of the original schedule. If, for a valid reason, this rule cannot be fulfilled, the Captains must contact the Board of Directors, and they will set a final date for the match to be played. If a match is rescheduled, the home Captain should call and leave a message letting the **AREA DIRECTOR** know when the match will be played.

**SECTION 4:** If, because of a club rescheduling conflict, the home team cannot host a match, the match will be played at the visitors club, or it can be played at a neutral location. In either case, the match must be played on the scheduled date. The home team is determined by the scheduled date, no matter where the match is played.

**SECTION 5:** If less than four [4] but at least two [2] members of a team are present for a regular season match, the match must be played. If no members of a team are present for a regular season match it will be considered a refusal to play, unless the Area Director, Article 5, Section 2 has received prior notification. If a team refuses to play any match, the members of that team will be suspended from the Maine Dart Association league play for the remainder of that season and the next regular year's season. Any points earned by other teams against the suspended team will be subtracted from the standings and future scheduled matches against the suspended team will be treated as byes.

**SECTION 6:** Playoffs:

**Players must play a minimum of nine [9] games in order to shoot in the playoffs.**

If there are 6 or more teams in your division and there are two conferences, the playoffs will be played as follows:

**Quarterfinals:** 1<sup>st</sup> vs. 4<sup>th</sup> @ 1<sup>st</sup> place bar  
2<sup>nd</sup> vs. 3<sup>rd</sup> @ 2<sup>nd</sup> place bar

Semifinals: will be the winners of the quarterfinals playing at the higher ranked teams bar

Finals: will be the winners of the semifinals from each division

If there are **5 teams** in your division and there are two conferences, the playoffs will be played as follows:

Quarterfinals: 1<sup>st</sup> vs. 4<sup>th</sup> @ 1<sup>st</sup> place bar  
2<sup>nd</sup> vs. 3<sup>rd</sup> @ 2<sup>nd</sup> place bar

Semifinals: will be 1<sup>st</sup> place vs. the winner of the quarterfinals

Finals: will be the winners of the semifinals from each Conference.

**If there are 4 teams in your division and there are two conferences, the playoffs will be played as follows:**

Quarterfinals: 1<sup>st</sup> vs. 4<sup>th</sup> @ 1<sup>st</sup> place bar  
2<sup>nd</sup> vs. 3<sup>rd</sup> @ 2<sup>nd</sup> place bar

Semifinals: will be 1<sup>st</sup> place vs. the winner of the quarterfinals

Finals: will be the winners of the semifinals from each Conference.

If there are **6 or more teams** and only one [1] conference in your division, the playoffs will be played as follows:

Semifinals: 1<sup>st</sup> vs. 4<sup>th</sup> @ 1<sup>st</sup> place bar  
2<sup>nd</sup> vs. 3<sup>rd</sup> @ 2<sup>nd</sup> place bar

Finals: will be the winners of the semifinals.

If there are **5 teams** and **only one [1] conference** in your division, the playoffs will be played as follows:

Semifinals: 1<sup>st</sup> vs. 4<sup>th</sup> @ 1<sup>st</sup> place bar  
2<sup>nd</sup> vs. 3<sup>rd</sup> @ 2<sup>nd</sup> place bar

Finals: will be the winners of the semifinals

**If there are 4 teams in your division and only one [1] conference, the playoffs will be played as follows:**

Semifinals: 1<sup>st</sup> vs. 4<sup>th</sup> @ 1<sup>st</sup> place bar  
2<sup>nd</sup> vs. 3<sup>rd</sup> @ 2<sup>nd</sup> place bar

Finals: will be the winners of the semifinals

Quarterfinals, semifinals, and final matches may not be rescheduled under any circumstances. Any team who refused or is unable to play a quarterfinal, semifinal or final match will be suspended from the Maine Dart Association league for one season and will forfeit their trophies.

## **ARTICLE 6 – MATCH PROFILE**

**SECTION 1:** Match report sheets are to be completed by 7:00 P.M. [real time not bar time] except when there is a shortage of players and subject to the provisions in Article 5, Section 1. Only rostered players may shoot in a match. Any team using unrostered players will be subject to one [1] point deduction for each unrostered player used, as well as one [1] point for each time they used them in a leg of a match.

**SECTION 2:** Warm up shots must be kept to a maximum of nine [9] per shooter.

**SECTION 3:** The home team has the choice to cork on the first game of each match, alternating to the visiting team for the second and so on. Closest to the cork goes first. The point of entry on the playing field determines a cork shot. Do not touch or move the dart[s] to determine the point of entry. The second shooter may acknowledge the first dart as a single or double bull, and then ask for the dart to be removed prior to his/her throw. The thrower's dart must remain in the board in order to count. Additional throws may be made when throwing the cork, until such time the players dart remains in the board. A re-throw shall be called if the scorekeeper cannot determine which dart is closer to the cork, or if both darts are single cork, or if both darts are in the double cork.



Decision of the scorekeeper is final. Should a re-throw be needed, the second shooter will now shoot first. On shooting the cork, if a second dart knocks out the first dart, the shooters shall re-throw in the opposite order. Any person shooting in a game may shoot the cork, but the line-up on the match sheet must be followed.

#### **SECTION 4: PROFILE FOR 4 PLAYER FORMAT**

EACH MATCH CONSISTS OF:

1. 501 – 2 PERSON TEAM DS/DF
2. 501 – 2 PERSON TEAM DS/DF
3. CRICKET – 2 PERSON TEAM
4. CRICKET – 2 PERSON TEAM
5. SINGLES GAME – BEST OF 3 – 501 SS/DF
6. CRICKET – 2 PERSON TEAM
7. SINGLES GAME – BEST OF 3 – 501 SS/DF
8. CRICKET – 2 PERSON TEAM
9. SINGLES GAME – BEST OF 3 – 501 SS/DF
10. CRICKET – 2 PERSON TEAM
11. SINGLES GAME – BEST OF 3 – 501 SS/DF
12. CRICKET – 2 PERSON TEAM
13. **801 – DS/DF IN THE EVENT OF A TIE IN A PLAYOFF GAME**

**NO PLAYER SHALL PLAY IN MORE THAN:**

**[a.] No player shall play in more than one [1] 501 match doubles.**

**[b.] One [1] 501- singles match**

**[c.] Three [3] cricket games and never team up with the same partner in more than one [1] cricket game**

**SECTION 5:** If a player is not present at the beginning of their games, they cannot play or be replaced. They can play if they show up for a subsequent game, which they are scheduled to play in. A player in the match does not have to be present for the cork shot, but the player must be present before his/her turn in the match in order to play, and at the end of warm-ups for singles.

**SECTION 6:** All **Single** 501 games will be SS/DF straight start and end on a double.

**SECTION 7:** **With the exception of the 2 person 501 games,** 501 **Singles** games shall be played on a best two [2] out of three [3] basis. In the first game, the normal order will be used to shoot the cork first. The loser of the first game has the option to shoot first or second at the cork to determine who will start the second game. If a third game is required, the cork shot will be determined by a coin toss. Home team calls the toss with the winner having the option of shooting first or second. The winner of the cork will start the third game.

**SECTION 8:** The Captains are responsible for running a smooth match. Any disputes during a match must be settled in a private conference between the Captains.

**SECTION 9:** In the event that a match is played under protest or dispute, complete all matches, state the reason for the dispute on the **grievance form** and send it in. No protests will be accepted if made verbally. To be valid, protest must be written, and signed by the protesting Captain.

**SECTION 10:** Complaints can be made in writing to the Board no later than one week after the match was played. Any complaints submitted to the Board may be referred to the Protest Committee.

#### **ARTICLE 7 – INSTRUCTIONS FOR FILLING OUT MATCH REPORT SHEET**

**SECTION 1:** Fill in the names and division of the teams on the proper side.

**SECTION 2:** Fill in the date of the match to be played, if the match is a make-up game put the date that the original match should have been played along with the date the match was played and state make-up game on the **top** match report.

**SECTION 3:** Fill in the complete:

- c. Name or nickname [if the Board is aware of the nickname]; if unsure then list the nickname on the back of the match report sheet.

- d. Membership number of each player in the appropriate line-up spots.
- e. Line-ups are to be filled out completely in the blind before the first [1<sup>st</sup>] game. Home teams fill out the report sheet in advance; visiting teams should have line-ups on a separate sheet of paper to be transferred to the match report sheet by the Home Team Captain. PLEASE PRINT ALL INFORMATION CLEARLY!

➤ **SECTION 4:** All match report sheets are to be filled out. Dart Connect will be used along with match report sheets, a photocopy of the match report sheet must be e-mailed to the Maine Dart Association @ [mainedart@gmail.com](mailto:mainedart@gmail.com). You can view the matches on Dart Connect but you have to make sure that they have your email address.

➤ **Match reports are due by the day after the match was played.**

**SECTION 5:** Both Captains must initial all mistakes or changes made on the match report sheet.

**SECTION 6:** Complete the all-star and specialty shots section of the match report sheet on an ongoing basis throughout the match. All-star points are scores of a hundred [100] or more per turn in any 01 game, with the exception of the third [3<sup>rd</sup>] singles game.

**If a high in or high out is scored for the match, be sure to mark the letter "I" [FOR HIGH IN] or the letter "O" [FOR HIGH OUT] next to the player's name when recording the information in the all-star section of the match report sheet.**

**Record the players' name, in the appropriate box at the bottom of the match report sheet. If you have more than one high in/out write the highest in/out at the bottom of the match report sheet. If there are the multiple scores that are the same write all of the appropriate information at the bottom of the match report sheet.**

**SPECIALTY SHOTS:**

- |                  |              |                |
|------------------|--------------|----------------|
| a. 180's         | d. High In   | g. 9 Dart Game |
| b. Round of Nine | e. High Out  |                |
| c. Six Corks     | f. Tons Shot |                |

Specialty Shots in the Playoffs:

- a. 180's
- b. Round of Nine
- c. Six Corks

When writing the ton points in the appropriate box be sure to write it out in numerals. The only scores that should be "circled" on a match report sheet are specialty shots earned during the third [3<sup>rd</sup>] game of a 501 match if it is "circled and achieved in any games other than the 3rd game the ton points will not be awarded to the player.

**SECTION 7:** Total the points for each team and record the scores in the appropriate boxes. The team with the highest number of points is the winner. Total points for both teams should equal twelve [12].

**SECTION 8:** For cap purposes, it is now mandatory to do a rating for individual players, [I.E.: points attempted and points earned for each game a player shot in]. Home Captains are responsible for recording these points on the match report sheet.

**SECTION 9:** Both Captains must sign the completed match report sheet. The Home Team Captain should carefully review the match report sheet before emailing.

- **Match reports are due by the day after the match was played.**
- **E-Mail a copy to the Maine Dart Association @ [mainedart@gmail.com](mailto:mainedart@gmail.com)**

**SECTION 10:** NO SHOWS, if a player is not present to play their games, the Captain will write NO SHOW IN THE BLOCKS PROVIDED FOR TONS HIT DURING PLAY.

**SECTION 11:** A ONE [1]-POINT PENALTY will be assessed against the Home Team for all match reports not properly completed [refer to Article 8 – Point Deductions].

## **ARTICLE 8 – POINT DEDUCTIONS**

### **SECTION 1: INCOMPLETE MATCH REPORT SHEETS: -1 POINT DEDUCTION**

a. A deduction is taken if all the required information is not filled in on the match report sheet as follows:

1. All data at the top of the sheet
  - a. Date
  - b. Division
  - c. Complete team names
  - d. Week of play
2. First names of all players used in the lineup section of the match report sheet unless there is more than one player with the same first name list the first initial of the last name, if the player has the same first initial in the last name then the last name must also be listed for those players
  - a. Unless the player goes by a nickname and the Board is aware of the nickname
3. Total number of points earned by each team
4. Individual stats [bottom of match report sheet]
  - a. Membership number
  - b. Players complete name, unless the player goes by a Nickname, then use the nickname and the last name if multiple players on the same team have the same nickname
  - c. Games played
  - d. Points attempted [A]: columns for both teams combined should equal a total of 40 points
  - e. Points earned [E]: columns for both teams combined should equal a total of 40 points, unless you state a NO SHOW on your match report
  - f. Games Played [GP]: each teams columns should equal a total of 20 points
  - g. If a high in or high out is scored for the match, be sure to mark the letter "I" [FOR HIGH IN] or the letter "O" [FOR HIGH OUT] next to the player's name when recording information in the all-star section of the match report sheet.
  - h. All ton points are to be written in numeral form [i.e.: 100]

### **SECTION 2: Late Match Report Sheet: One [1]-point deduction**

- a. A one [1]-point deduction will be assessed to the Home Team if the Maine Dart Association does not receive the match report by Saturday's e-mail.
- b. Points will be deducted each week for late match reports until the missing match report is received.

### **SECTION 3: UNROSTERED PLAYER: – UP TO SIX [6] POINTS DEDUCTION FOR EACH UNROSTERED PLAYER USED**

1. One [1] point for each unrostered player used
2. One [1] point for each game the unrostered player has participated in

### **SECTION 4: PLAYER ELIGIBILITY FOR GAMES**

1. No player shall play in more than 5 games
2. No player shall attempt more than 10 points per match
3. No player may play in more than 1 [one] **501 game singles game**
4. **No player shall play in more than 1 [one] 501 2 person game**
5. No player may play in more than 3 [three] cricket games
6. No player may play in more than 1 [one] cricket game with the same teammate



- a. If you use 5 shooters that does NOT mean you can play 4 [four] crickets 1 [one] with each player you still can only play in 3 [three] crickets MAXIMUM.
- b. It is up to BOTH captains to check the lineups PRIOR to starting the match to make sure that the rosters are BOTH LEGAL. If upon reviewing the match report PRIOR TO THE FIRST DART OF GAME 1 BEING THROWN, it is discovered that one team has submitted an illegal roster, then the team captains must agree to allow a correction to be made to replace the illegal player with a legal player, OR if they cannot agree on the substitution, then both captains may elect to rewrite their lineups on separate sheets of paper. The home team captain will need to copy both lineups to the match report sheet that will be submitted to the league. Home Team captains, this is your only chance to avoid losing a point for an incomplete match report if the visiting team has submitted an illegal lineup.
- c. It is our expectation that both teams check and make any corrections to the match report prior to the start of the match (and this is the start of the overall match not the start of the illegal game). Once the first dart of game one [1] of the match has been thrown, both captains agree that the information is correct as written. When at home, please check your work and the work of the visiting captain prior to game play beginning.
- d. If you are unsure of any of these rules, please contact your area director or the Vice President then only if neither your area director, vice president cannot be reached any Board Member should be contacted.  
If an illegal game has already been played, it CANNOT be replayed so you will continue onto the next game in the match.  
If after playing a match it is discovered that one team has played a player illegally in any game, the following deductions will be assessed.  
It is too late to change anything at this point.  
The team that uses any player illegally will lose 1 point just for using that ineligible player and will lose 1 additional point for EACH GAME that was played by the ineligible player.  
Examples of ineligible player games would be a player shooting more than 1 cricket game with the same partner, or shooting 4 or more cricket games.
- e. The home team will also lose 1 point for an incorrect match report.
- f. These deductions will be the only deductions assessed. The result of the game that was played already with the ineligible player WILL STAND as is and the point for that game WILL NOT be awarded to the opposing team. MAKE SURE THE LINEUPS FOR BOTH TEAMS ARE LEGAL BEFORE STARTING THE MATCH.

**SECTION 5: UNPAID DUES: -3 POINTS**

1. Three [3] points deducted for each player used in a match

**SECTION 6: MANDATORY MEETINGS [POINT DEDUCTIONS]**

The Area Directors appointed to stand by a door during roll calls shall not allow any members to enter until after the 1st roll call has completed, they shall then allow the members into the meeting.

- **1. MANDATORY SEEDING/CAPTAINS MEETING:** [total deduction of two [2] points may be assessed]
  - a. First Roll Call: One [1] point penalty will be assessed to all teams that do not have a Captain or team representative present at the meeting for 1<sup>st</sup> roll call, before the first team is called. If you are not present when the roll call begins with the first team called you will be considered late for the roll call.
  - b. Second Roll Call: One [1] point penalty will be assessed to all teams that do not have a Captain or team representative present at the meeting for the 2<sup>nd</sup> roll call, before the first team is called. If you are not present when the roll

call begins with the first team called you will be considered late for the roll call.

- **2. MANDATORY GENERAL MEMBERSHIP MEETING:** [total deduction of 6 points may be assessed]
  - a. First Roll Call: A three [3] point penalty will be assessed to all teams that do not have a Captain **or** Co-Captain **or** at least one team representative present at the meeting for the 1<sup>st</sup> roll call.
  - b. Second Roll Call: A three [3] point penalty will be assessed to all teams that do not have a Captain **or** Co-Captain **or** at least one team representative present at the meeting for the 2<sup>nd</sup> roll call.

**SECTION 7:** CAPTAINS/CO-CAPTAINS MAINTAINING CURRENT VALID ADDRESSES AND PHONE NUMBERS VIA E-MAIL @ [MAINEDART@GMAIL.COM](mailto:MAINEDART@GMAIL.COM)

**SECTION 8: STANDARD POINT DEDUCTIONS:**

Please read all the information provided, so that you are aware of all the possible point deductions. The Maine Dart Association Board of Directors or the Protest Committee decides on any other point deductions.

Deduction	Description	Points
A	UNPAID PLAYER	-1
B	LATE MATCH REPORT	-1
C	INCOMPLETE OR ERROR ON MATCH REPORT	-1
D	UNROSTERED PLAYER	-1
E	MISSED MANDATORY MEETING	-1
F	MISSED 1 <sup>st</sup> ROLL CALL-MANDATORY SEEDING/CAPT. MEETING	-1
G	MISSED 2 <sup>nd</sup> ROLL CALL-MANDATORY SEEDING/CAPT. MEETING	-1
H	POINTS RETURNED - POST MARK	1
I	BOARD DECISION	1
J	PENDING REVIEW BY THE BOARD	1
M	MISSED 1 <sup>st</sup> ROLL – MANDATORY GENERAL MEMBER MEETING	-3
N	MISSED 2 <sup>nd</sup> ROLL – MANDATORY GENERAL MEMBER MEETING	-3
O	USE OF INELIGIBLE PLAYERS	-1
P		
Q	ARRIVING AFTER 7:00 START TIME	-2

**ARTICLE 9 – SCORING**

**SECTION 1:** Both feet must remain behind the toe line until the shooter has released their darts. If the shooter has one or both feet over the line, regardless of being on the floor or not, the shooter will be given a warning for the first [1<sup>st</sup>] violation. After any other violation, the score for that throw will become invalid. The Captain of the player[s] in violation should be notified immediately by the opposing Team Captain. His/her Captain should warn the player in violation immediately. All players are allowed one warning per match before any throw may be declared invalid.

**SECTION 2:** The scorekeeper shall not touch the darts in the board at any time unless requested to pull the cork.

**SECTION 3:** Do not remove your darts from the board until they have been verified and marked. **IF YOU REMOVE YOUR DARTS BEFORE THEY HAVE BEEN AND THE SCOREKEEPER HAS NOT HAD THE FINAL VERIFICATION THEN THE PLAYERS SCORE SHALL BE ZERO [0].**

**SECTION 4:** Players are responsible for all darts thrown; all darts that are in the board will be counted.

**SECTION 5:** When the shooter pulls his/her darts, he/she is accepting the score as marked. Any changes in scoring during a 01 game must be made before the shooter or the next player on the same team shoots their next dart. During Cricket games, changes must be made before the next player shoots their first [1<sup>st</sup>] dart, regardless of whether or not the mistake is in his/her favor. Common errors of subtraction in the hundred [100] column may be corrected anytime during a match.

**SECTION 6:** All scoring in the 01 game must show the score for each turn as well as the score remaining.

**SECTION 7:** If a player shoots out of turn, the team forfeits that turn and receives no points, provided it is brought to the attention of the team before the next shooter's score is posted. Proper shooting order is then resumed.

**SECTION 8:** At the shooter's request, the scorekeeper may announce the amount scored by the shooter and/or the shooters remaining score. The shooter is responsible for verifying the information the scorekeeper provides is correct. If the scorekeeper gives the shooter the incorrect remaining score and that shooter shoots that incorrect remaining score, the darts stand and the shooter either busts or has the difference left as the new remaining score.

**SECTION 9:** The scorekeeper shall face the scoreboard; stand still so not to disturb the shooter in any way, until all three [3] darts are thrown.

#### **ARTICLE 10 – TIE BREAKING RULES**

**SECTION 1:** To break a tie between any teams to determine play-off matches, a four [4] part system will be used:

- a. First tiebreak: the tied teams; win/loss record:
- b. Second tiebreak: one [1] point will be given to the team that won more matches against other tied teams.
- c. Third tiebreak: one [1] point will be given to the team that took the most points against the other tied teams.
- d. Fourth tiebreak: A play-off match between the two [2] teams to break the tie. The Board will set up such play-off matches as needed.
- e. **If there is a tie during that semi-finals and finals one [1] 801 game DS/DF will be played to determine the winner of the match.**

#### **ARTICLE 11 – PERSONAL CONDUCT**

**SECTION 1:** Talking by the members of the opposing team, within earshot of the shooter, about the current game or match for the express purpose of distracting the shooter is not only impolite but poor sportsmanship.

#### **ARTICLE 12– OTHER PENALTIES**

**SECTION 1:** If a team is found to have an underage player on their team, [Article 1, Section 1] the Team Captain, Co-Captain and the underage player of the team in violation, will be suspended from the league for the remainder of that season and the next regular season. The underage player may reapply for membership upon reaching the age of 18 and must be able to show proof of their age.

**SECTION 2:** Any formal complaint received from a sponsor will result in a board investigation.

**SECTION 3:** Any team that withdraws from the league after the final seeding meeting will be penalized from playing in the Maine Dart Association for a period of one [1] year from the date of withdrawal

Updated: **Spring 2024**