

GAME RULES

LEAGUE GAMES

1. 301—The game begins with players at 301 points. "Straight start" or "Any in" begins the game. Game ends when a player reaches zero exactly by finishing on a single, double or triple. One, two or three darts constitutes one turn. The total score of each turn is subtracted from the total score. Exceeding zero score or "busting" end the turn and requires the player to go back to the score he/she had in the turn prior to busting.
2. CRICKET - The object of the game is to score three marks in each of the numbers 15 through 20 and the bulls-eye. A triple score three marks, a double scores two marks, and a single scores one mark. Additional hits on a closed number scores points if the opponent is still open on that number. In the event that there is no score, the first team to close all numbers and the bulls-eye wins.

LEAGUE REGULATIONS

EQUIPMENT - ELECTRONIC DARTS

1. Competition including tournaments, shall be on coin operated Valley Cougar Dart Machines.
2. The minimum throwing distance shall be 8ft from the throwline mark located on the side of the Electronic dart machines to the front edge of the throwline. A throwline marker will be placed on the floor at that point parallel to the dart machine.
3. The bulls eye must be set at 25 outer ring, 50 center.

COMPETITION MATCH

1. League format shall consist of 6 single 301 matches and 6 cricket doubles. Each 301 match will be valued at two points, each cricket match will be valued at one point. Playing order of the games will be dictated by the scoresheet.

2. A 19th bonus point will be awarded to the team with the lowest points remaining from the 6 single games of 301.

STARTING RULES

1. Before league match starts. The visiting team captain is to give a list of their line up to the home team captain. The visiting team captain does not have to see the home teams line up. The option for the home team captain to line up his team members according to the visiting teams line up is considered a strategy.
2. For each game, the home team throws first for the bulls-eye. The closest dart to the bulls-eye starts the game. (only the player scheduled to play that games will throw for the bull).
3. Count holes, closest to the center is the winner. A dart is pulled only when it hits the very center hole.
4. When throwing for the bulls-eye to start both darts must stick in the dart board. If a dart doesn't stick, throw again until it does. Should the second dart thrown dislodge the first dart, both players must throw again. In an event of a tie, pull the darts and throw again.
5. 301 – Refer to the handicap chart to determine starting scores.
 - a. Coin game and select 301 for positions one and two. Set game to proper handicapped position. Manually score the required points needed to reach the handicapped starting score.
6. CRICKET – Refer to handicap chart to determine starting score.
 - a. Team receiving handicap must declare, before the game begins, which marks they will be taking to their handicap.
 - b. Coin game and select Cricket for position one and two. Set game to proper handicapped position and manually score the required marks needed to reach the handicap/ Set game to position one and begin play.
 - c. Handicapped team can place marks anywhere on their side of the game, but are limited to two marks per number.

SOME VALLEY MACHINES HAVE A MANUAL SPLIT BULLSEYE OPTION. IT IS THE PLAYERS RESPONSIBILITY TO MAKE SURE THE GAME IS SET UP PROPERLY. ANY GAME IN PROGRESS WHICH IS NOT SET UP PROPERLY MUST BE REPLAYED. FINISHED GAMES WILL STAND. IF BULLSEYE GOES UNDETECTED AND LAST DART THROWN REVEALS HOT BULLS. GAME MUST BE REPLAYED

SCORE KEEPING PROCEDURES

In attempts to keep score sheet violations to a minimum Metro Darts requires that both team captains keep score during the competition matches. Home team captain has the original scoresheet and the visiting team captain has a back up scoresheet (Mock Scoresheet). Both sheets are to be compared at the end of the league night for signatures. Both the original scoresheet and the mock scoresheet are to be returned to the League Operator. Any discrepancies on the scoresheet should be resolved between the team captains that night. Failure to fill out and return the mock sheet may result in point penalties.

SCORING

A dart shall be counted as part of the turn if it hits the dartboard, back board or wall.

1. The score recoded by the machine is the score the player receives. The player accepts that **"THE MACHINE IS ALWAYS CORRECT"**. A dart that sticks in the board, but does not activate the electronic scoring **MAY NOT** be manually scored. If a dart bounces off the board, it is considered a dart thrown, even if it does not score. If a dart is thrown before the **THROWN DART** message is displayed, the dart is considered a dart thrown and may not be thrown again.

IT IS THE PLAYERS RESPONSIBILITY TO MAKE SURE THE MACHINE IS SET AT THE PTOPER POSITION BEFORE HIS/HER TURN.

2. If a player throws while the machine is displaying an opponent's number:
 - a. If the player has thrown less than three darts, the machine is advanced to the correct position by use of the "player Change" button and that player is allowed to throw the remaining darts. The game then proceeds normally with the opponent next.
 - b. If a player throws all three darts on his/her opponents number before the infraction is noticed, that player has completed his/her turn and the machine is advanced to the proper position (opponents turn), and the game proceeds normally. Should the player end the fame on that turn, the opposing team wins.
 - c. In doubles play, if the player throws out of turn, the machine is advanced to the opponent's position, play resumes and their partner

16. SEASONS PLAY-OFFS – At the end of each season there will be a play-off among the top finishing teams in each division. Players must play at least 7 of the regular season games to participate in the season play-offs. The team that wins the play-offs is awarded a trophy to be displayed at the location of the sponsor proclaiming division champions got the seasons ended. A team does not win division title by winning the most points during the season. Those points only gain you a position in the play-offs. The play-offs will take place during the following two weeks at the end of the season and full weakly fees will be collected from teams during the play-offs. They will be scheduled on the same day and time as the weekly play occurred.

- a. In each division the top four teams will be in the play-offs. During the first week of the two weeks allotted for play-offs, the 4th place team and the 1st place team will play and the 2nd place plays the 3rd place team. In the second week the winner of those two matches play each other for the division title.
- b. In the first week of playoffs the 1st and 2nd place teams are the home team. For the finals the higher ranking team from the end of the regular season gets the home team advantage.
- c. **Tie Breaking Procedure** – If two teams finish the season with a tie a play-off position, the following the breaking procedure is to be followed.

The ratio of wins and losses during the regular season and the play-offs are compared. The team with the most winds during that time take the win. If two teams are still tied, break tie by going back into the season play and let their records against each other decide the issue. If teams are still tied, at that point the team with higher PPDA takes wins.

17. REGIONAL PLAY-OFF - The 1st and 2nd place team from each division play-off (Division Champs), is invited to a regional play-off (location to be disclosed at a later date by M.D.D). Regional Play-offs consist of league format, 301 only, HANDICAP double elimination. League rules apply. Players must plat at least 7 of the regional games in order to participate in the regional play-off. There will be zero tolerance for unsportsmanlike behavior towards any league official or league member at this event. Unsportsmanlike conduct will be considered just cause for expulsion from the event. Additional rules will be given at the regional tournament.

18. RULES ARE SUBJECT TO CHANGE – Due to the ever changing nature of sports and the situations that can and do occur, Metro Dart reserves the right to make rulings and rule changes. Any changes will be sent to team captains.

Night, the opposing team will receive forfeit points. It is the team captain's responsibility to make sure the proper paper work is filed on their players. The league Operator is the only person qualified to determine whether a player is illegal, so play all matches and check later.

11. CHANGING HOME LOCATIONS - Teams may not change home location during a season unless the location closes or the location requests it.

12. ASSIGNMENT OF PPDA – Metro dart may assign a PPDA! Metro Dart reserves the right to assign a PPDA to those players who are tempting to manipulate their handicaps by “sandbagging”.

13. SANDBAGGING - Throwing low scores intentionally “busting” for the purpose of maintaining a low PPDA to gain unfair advantage over one's opponent is cheating. Captains are asked to report sandbagging to you league operator, who will in turn contact other captains to check the validity of the complaint. If there is a general consensus that an individual is trying to hold his/her score down, he may be penalized by being assigned an average higher than his/her true ability or he/she may be removed from the league.

14 LIMITS ON TEAM AVERAGES – The total PPDA's in a match game for the six players on any M.D.D. team cannot exceed 126: Five players cannot exceed 105, four players cannot exceed 84. This rule applies to the total team as well as the league night. If partial team plays and those players are over the limit for that night, penalties apply.

CAUTION TEAM CAPTAINS - When recruiting your team member, keep in mind you cannot recruit all high average players. (NOT ALL STAR TEAMS).

Once averages have been established your team averages may not exceed the provided limits. Should your team exceed the limits, penalty point will be imposed.

15. PASSING TURNS – In 301, you must throw all 3 darts in each turn unless you “bust”. Passing on a dart will not be allowed.

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from the infracting team loses their next turn.

3. MANUALLY SCORING –

a. In doubles, if a player manually scores, those marks/points shall stand and the partner loses his/her next turn.

b. In singles play, if a player manually scores points those points shall stand and the player loses his/her next turn. Should the player reach zero the opponent wins.

4. CALLING UP WRONG PLAYERS – It is the responsibility of both captains to insure proper players are at the throw line.

a. If a game is in progress when the error is found, the game may be started over with the proper players.

b. If the game is finished, the team with the illegal player forfeits that game.

c. If the game is finished and both players are wrong. Replay that game.

5. 301 “51” RULE – No game of 301 shall exceed 51 darts thrown. Should a game reach 51 darts, stop play. Players throw one dart for the bull's-eye (home player throws first). Closest dart to bull's-eye wins. In an event of a tie refer to the starting rules. Should the machine shut down due to excessive rounds, shoot for the bull's-eye to determine the winner, both players must record their points remaining on the score.

6. BUSTING – When a player gets more points than needed to close out game, it is considered busting. When busting occurs the game returns to points acquired before the round started. When a player busts each dart thrown is a dart counted. Therefore if a player did not throw all three darts from a round, only the darts thrown count towards the PPDA. It is important to count each dart thrown by each player, to have an accurate PPDA.

THE HANDICAP SYSTEM

* This section only applies to handicap league nights.

a. Your PPDA is calculated each week from your skills in the singles matches of 301. These numbers are calculated and reported back to the team captains each week.

b. Once a player's PPDA has been established (from either previous seasons or after 3 weeks for new players) it will not be allowed to decline more than 3 points in any one season. If a player's PPDA exceeds that range it will be forced back manually to the 3 point limit.

READING THE HANDICAP CHART

301 Singles – Once your PPDA has been established, refer to the 301 chart. The lower PPDA is on the left, find that number, and then find the higher PPDA on the top of the chart. Follow that column down until it intersects the row from the lower PPDA. That number is the starting score for the player with the lower PPDA. The higher PPDA starting score is 301

Cricket Doubles – Refer to the cricket handicap chart. The total of both team players is used against the total of the opposing team's players. If the total for either team adds up to an odd number, take that number to the next highest even number. The lowest total PPDA is read from the left of the chart, the higher PPDA is read from the top of the chart. Follow each column and row until they intersect, that box displays the number of starting marks for the team with the lowest PPDA.

NOTE: If a player's PPDA is lowest or exceeds the number shown on the handicap chart: Use the number closest to the actual handicap. In most cases this will not happen. Until MDD can create a chart that accommodates the players the present handicap charts are to be used.

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a. **Unsigned Scoresheet** – The protesting team captain has until the next scheduled match to put their protest in writing and forward it to Metro Dart main office via: League operator or Fax at (734) 513-2886. If nothing is received by the following match date, Metro Dart will consider the protest or dispute void and the score sheet will be entered as it stands.

b. **Written Protest** – When received, Metro Dart will review the protest and notify the opposing team captain by the following week, for a response. Once the response is answered Metro Dart will determine whether or not the protest is a valid complaint and take action as needed.

6. TEAMS THAT DROP OUT – Any team that drops out of the league will forfeit their rights to any prize money or awards. Sponsorship fee is not refundable.

7. PAYING FOR GAMES – Both teams shall pay equally for machines use during dart matches.

8. COACHING – Coaching is allowed as long as it is not a disruptive manner.

9. TEAMS ROSTERS - Once a team is assembled and season play has begun, players cannot be changed or added. Each legitimate player on the team is eligible to play all game matches. Captains cannot exclude any members from playing any game.

EXCEPTION: For the survival of the team, one player per instance may be added to the team after the season has started, with the approval of the league operator. Survival is defined as having no more than four active players on the roster. Permission will be granted, versus dropping in the team from the league. The new member will use their established average, if they have no established average they will then resort to the league average of 18 PPDA for men and 13 PPDA for women. This exception pertains to teams who have permanently lost a member, not for temporary situations such as: members out of town on vacation, temporary illness. Temporary situation will result in forfeiture of points that week. Note: For safety sake when assembling teams it is a good idea not to go into the season with a minimum of 4 players. Remember a team can consist of 4 to 6 players. It takes a minimum of 4 players to play, but up to 6 can play.

ADD PLAYER OR DROP A PLAYER – You league operator will send you a player change form to fill out and send back. It is essential you send this in. Players will not be dropped or added with-out it.

10. ILLEGAL PLAYERS – All players must be on the team roster turned in at start of the season. Any team that allows a player to play that is not on their roster will forfeit all points for the team for that league.

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- c. How byes are scored – Assuming no replacement team is found to replace the bye the team average or 10 points, which ever is greater will be awarded to the team scheduled against the bye.
- d. No bye points will be issued until bye is paid in full.
- e. Make-up byes – Assuming a replacement team is found, the game(s) missed must be made up at the team(s) convenience before the end of the season.

4. FORFEITS & MAKEUP GAMES

- a. A match will result in a forfeit if it is not begun within 30 minutes of the appointed time which is 7:30 P.M. Once play has begun, No forfeit can be called.
- b. Less than 4 players constitute a forfeit.
- c. A forfeiting team shall receive no points. The team receiving the forfeit will receive their point average as of the date of the original scheduled match (point average determined by dividing the number of weeks played into the team accumulates points). If the average is below 10 points, the team receiving the forfeit shall receive 10 points.
- d. If both team captains agree, a team match may be scheduled for a different night. The league operator must be notified within 24 hrs after or prior to the original game date by forfeiting team captain and receive approval. Team captains have 2 weeks from the match date to schedule a rematch date between each other and contact your LO with that date. If your league operator had not heard from you by then, the original forfeit will be entered. Any rescheduled game must be made-up prior to the last game of the season NO EXCEPTIONS. When playing make-up games you must use the current player average sheet. *If your LO cannot be contacted, call MDD main office any time at 800-933-2781 and leave a message and a return phone #.*
- e. If a match results in a forfeit, all money is due before the next league night. Any team not paying will not play in the next scheduled event which will result in a forfeit. Two forfeits of this nature (back to back) and the team will be dropped from the schedule. A bye will be inserted until your league operator can assemble a new team (This rule only applies to non-payment of forfeits).

5. PROTESTS AND DISPUTES – IF THERE ARE ANY PROTEST OR DISPUTES ON THE GAME PLAYED, DO NOT SIGN THE SCORE-SHEET. Once the scoresheet is signed, all disputes and protests are considered invalid. All other protest, disputes and or complaints to you league operator must be made by the team captain. If possible team captains should settle disputes through compromise, common sense and by referring to the manual. Your league operator had the ultimate and final say in settling disputes.

GAME SCHEDULE

4 PLAYER

<u>GAME #</u>	<u>PLAYER #</u>
1	1&2
2	3&4
3	1
4	2
5	3
6	4&2
7	1&3
8	4&1
9	4
10	1
11	2
12	3&2

5 PLAYER

<u>GAME #</u>	<u>PLAYER #</u>
1	1&2
2	3&4
3	5
4	1
5	2
6	3&5
7	4&1
8	5&2
9	2
10	4
11	3
12	1&3

6 PLAYER

<u>GAME #</u>	<u>PLAYER #</u>
1	1&2
2	3&4
3	5
4	6
5	1
6	2&5
7	4&6
8	1&3
9	3
10	2
11	4
12	5&6

SCORING

Six singles and six doubles constitute a league match. A 301 game is valued at 2 points, and a cricket game is valued at 1 point. A 19th "bonus point" is awarded to the team finishing with the lowest remaining total from the singles matches, (301). The points are totaled over the course of the season. The teams with the most points go into a post season play-off discussed later in this manual. The team with the most points is not the winner, but is placed in the play-offs. The winner of the play-offs is the division champions for that season. The champions from each season then go on to a Regional Playoff, discussed later in this manual.

TROPHIES AND AWARDS

There will be two trophies and or plaques per division. A trophy or plaque for the "Division Champs" is for display in the winning teams home bar (sponsor). A trophy or plaque for the regular seasons champs for 1st place in the regular season for display at the home bar (sponsor).

Award pins or patches for individual achievements will be awarded at the end of the season for the person producing the most Tons, Ton 80's, Round 9, Crickhat and Hat tricks in his/her division. In the event of a tie for individual achievements, the person who achieved the feat first will earn the award.

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20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60
20	2	4	5	6	7	8	9	9	10	11	11	11	12	12	13	13	13	14	14	14
22		2	3	5	6	7	7	8	9	9	10	11	11	11	12	12	12	13	13	13
	24		2	3	4	5	6	7	8	8	9	10	10	11	11	11	12	12	12	13
		26		2	3	4	5	6	7	7	8	9	9	10	10	11	11	11	12	12
			28		1	3	4	5	6	6	7	8	8	9	9	10	10	11	11	11
				30		1	2	4	4	4	5	6	7	7	8	8	9	9	10	10
					32		1	2	3	4	5	6	6	7	7	8	9	9	9	10
						34		1	2	3	4	5	5	7	7	8	8	9	9	9
							36		1	2	3	4	5	5	6	6	7	8	8	8
								38		1	2	3	4	4	5	6	6	7	7	8
									40		1	2	3	4	4	5	5	6	7	7
										42		1	2	3	3	4	5	5	6	6
											44		1	2	3	3	4	5	5	6
												46		1	2	2	3	4	4	5
													48		1	2	2	3	4	4
														50		1	2	2	3	4
															52		1	2	2	3
																54		1	2	2
																	56		1	2
																		58		1
																				60

4. Metro Dart Leagues uses only regular players. No substitute players are allowed. Regular players must be active players and play at least 1/2 of the regular season games

5. Due to a conflict of interest, Metro Dart cannot allow "Bar Owners" to be League Operators or Team Captains.

SPONSOR FEE-Sponsor Fees must be paid in full by week #3 or incur a late fee. It is the teams responsibility to make sure the sponsor fee is paid in a timely fashion. Unpaid sponsor fees will be deducted from the team payout at the end of the season with substantial late fees. Late fees are listed below

Unpaid sponsor fees by week 4	\$5.00
week 7	10.00
week 14	25.00

Metro dart will not finance dart teams without penalties.

FEE'S

- There will be weekly team fee charges for each team per week of \$37.00 regardless of how many players are on the team roster or how many players played during the match.
- These fees will be collected by the team captains prior to play and turned in with copies of the score sheet weekly to the league operator. There will be point penalties for failure to do so.
- Information from league night is to be left on the back-bar and will be picked up by your league operator. A 10 point penalty will be incurred if the information is not there when your league operator attempts to pick up.
- Metro Dart will not accept personal or company checks as payment for league fees after week 12 of play.

e. All team fees must be paid in full for a team to advance to playoffs or regional.
Note: Returned checks will be charged a \$25.00 service fee.

SEASON AVERAGE BOOK

Each season, an *Average Book* is published to be used for the first 3 weeks of play. This book will be delivered to each sponsor location and must remain there for future use. Each player who has played in the previous season will be posted in this book with their previous season PPDA. *Players who played in the any season prior to the book must ask their league operator for their average or call MDD main office at 800-933-2781. New players will use the league average printed on the front of the book. These averages will be used for your first 3 weeks of play.* (Players who have more than one average posted must use the higher average). Any player found using lower averages will be penalized. MDD reserves the right to assign a PPDA at any time, to any player in the leagues based on his/her ability.

Team #1

Home Team Name: **Team #1**

Visiting Team Name: **Team #2**

Date: **7-25-06** Location: **APC**

Metro-Dart Leagues

REGULAR SEASON

HOME TEAM PLAYERS NAMED	LEAGUE NIGHT #1 RESULTS	LEAGUE NIGHT #2 RESULTS	LEAGUE NIGHT #3 RESULTS
1. Player #1	100	100	100
2. Player #2	100	100	100
3. Player #3	100	100	100
4. Player #4	100	100	100
5. Player #5	100	100	100
6. Player #6	100	100	100
Grand Total	7	7	7

PLAYER ACHIEVEMENTS

PLAYER #	WINS	PTS	TRIP	TRIP	TRIP
1					
2					
3					
4					
5					
6					

HOME TEAM

PLAYER #	WINS	PTS	TRIP	TRIP	TRIP
1					
2					
3					
4					
5					
6					

LEAGUE NIGHT #1 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #2 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	214			

LEAGUE NIGHT #3 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

HOME TEAM

PLAYER #	WINS	PTS	TRIP	TRIP	TRIP
1					
2					
3					
4					
5					
6					

LEAGUE NIGHT #4 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #5 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	7			

LEAGUE NIGHT #6 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #7 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #8 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #9 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #10 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #11 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #12 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #13 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #14 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #15 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #16 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #17 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #18 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #19 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #20 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #21 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #22 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #23 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #24 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #25 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #26 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #27 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE NIGHT #28 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	12			

LEAGUE NIGHT #29 RESULTS

HOME TEAM	PTS	TRIP	TRIP	TRIP
1				
2				
3				
4				
5				
6				
Grand Total	6			

LEAGUE OPERATOR

Metro Dart operates its league through a network of entrepreneurs called "League Operators" (LO's). The League Operators has full authority to make rulings concerning all aspects of the league. Please be aware that Metro Dart stays in close contact with all LO's, keep them up to date with all the latest developments and make rulings on questions they may have. Because your league operator is a paid, trained professional, you can be confident the schedules, standings, handicap system, special events and other league affairs will be handled promptly and accurately. Your LO may, to improve service to you, hire assistants and/or representatives.

1. THE TEAM – A team consists of a minimum of four players and a maximum of six. Each team will have a team captain.

2. THE TEAM CAPTAIN - The team's captains responsibilities include, but are not limited to:

- a. Collecting fees as required.
- b. Distributing important league information.
- c. Being in charge of his/her team during matches and insuring all rules concerning etiquette and sportsmanship and membership are observed.
- d. Posting all league information at home team location.
- e. Making sure all proper scorekeeping procedures are followed and returning game information to LO's.
- f. Collecting and submitting weekly team fees to the LO.
- g. Make sure all forms are properly filled out and submitted in a timely fashion.
- h. Distributing team winnings at the end of the season.

3. A team has until the 2nd week of play to "set" their team roster straight. Once the 2nd week is played, there will be no more changes to the roster unless authorized by your league operator, (see exceptions on page 5). If a member on the roster has not played within the first 2 weeks of play, that player will be dropped from the team roster.

PENALTIES

UNPAID TEAM FEES- Any portion of team fees that are two weeks late and over will incur a 2 point penalty, any portion of fees 3 weeks late is a 4 point penalty, any portion of 4 weeks late is an 8 point penalty, etc.....

NO ENVELOPE AVAILABLE FOR PICK UP- 10 point deduction

CONDUCT VIOLATION- Penalty may be expulsion from the league.

TEAM ROSTER VIOLATIONS –

- Illegal player – 1st offense – Forfeit Match
- 2nd offense – Forfeit Match + 5 point penalty
- 3rd offense – Expulsion from the league

SANDBAGGING- Assigned Point per Dart Average. Metro Dart reserves the right to impose penalty points for blatant sandbagging violations

LIMITS ON TEAM AVERAGE – A 4 point penalty will be issued each week that the team is over average. This will affect the win/loss from the game match. This ruling stands for all play-off games. There will also be a point penalty in regionals.

SCORESHEET VIOLATIONS – 10 point penalty.

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NOTES

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TABLE OF CONTENTS

SECTION 1 – LEAGUE STRUCTURE

League Operator Page 1
The Team
The Team Captain

Sponsor Fees Page 2
Fees
Season Average Book

Scoring Page 3
Trophies and Awards

Other Formats Page 4
Conduct During League Play

SECTION 2 – GENERAL RULES

No Gambling Page 4
Age Requirements
Byes

Forfeits & Makeup Games Page 5
Protest and Disputes

Unsigned Score Sheet Page 6
Written Protest
Teams the Drop Out
Playing for Game
Coaching
Team Rosters
Add a player/drop a player
Illegal Players

Changing Home Locations Page 7
Point Per Dart Average (PPDA)
Sandbagging
Limits On Team Averages
Passing Turns

Season Playoffs Page 8
Regional Playoff
Rules are Subject to Change

SECTION 3 – GAME RULES

301 Rules Page 9
Cricket Rules

SECTION 4 – LEAGUE REGULATIONS

Equipment - Electronic Darts Page 9
Competition Match

Starting Rules Page 10

Score Keeping Procedures Page 11
Scoring

Manually Scoring
Calling Up Wrong Players
301 "51" Rule Page 12 & 13
Busting
The Handicap System

Game Schedule Page 14

301 Handicap Chart Page 15

Cricket Handicap Chart Page 16

The Score Sheet Page 17

Penalties Page 18

*Metro Dart
Soft Tip
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 **MDL**

League
Rule Book

Metro Dart Leagues
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