

Tallahassee Dart League Rules of Play

(Modified and Approved in May of 2014)

A. Ranking Players:

- 1) Anyone interested in getting ranked needs to contact the head of the ranking committee.
- 2) A player must be ranked 48 hours prior to playing in league.
 - a) Exceptions are allowed if both captains of the affected match agree.
- 3) A player must be ranked by 2 people. Those should be either
 - a) An A or B+ player who has held the rank for 3 full seasons
 - b) a TDL officer
- 4) Rank is based on singles play of one game of 501 Single In/Double Out (SI/DO) and one game of Cricket.
- 5) Players are assigned a rank (C, C+, B, B+, A) based on their performance and experience.
- 6) Each rank has an assigned numerical value.
 - a) A is 5 points
 - b) B+ is 4 points
 - c) B is 3 points
 - d) C+ is 2 points
 - e) C is 1 point.
- 7) When being ranked, a person should play darters of different ranks.
- 8) The ranking sheet must be completed and turned in to the head of the ranking committee.
- 9) You may not rank someone who you plan to use as a member of your team or a sub.

B. Teams:

- 1) A team consists of at least 4 members, but no more than 6.
- 2) A team's point value is determined by summing the highest four numerical ranks on the roster.
- 3) The total point value for a team (top 4 ranks) cannot exceed 15 points.
- 4) Point values for teams are used in determining divisions as equal as possible.
- 5) A team member must play at least 50% of the matches to be considered a member of the team and be eligible for team and individual awards.
- 6) You can add a player to a team until mid-season (at least half of your scheduled matches have not been played) as long as:
 - a) The team does not exceed 6 players
 - b) The top 4 numerical ranks on the roster do not exceed the maximum for the assigned division.
- 7) You can replace a player on your roster at anytime during the season.
 - a) A replacement player must be of equal or lesser rank of the person they

are replacing, unless the numerical ranks of the top 4 players on a team stay within the point cap for that division.

- 8) Check with an officer before adding or replacing someone on your roster to be sure that you are staying within the point cap of your assigned division.
- 9) The league statistician and president must be notified of any changes to a team's roster.

C. Substituting:

- 1) Subs must be of equal or lesser rank than the person they are subbing for.
- 2) A sub's full name and rank must be written on the score sheet or all games will be forfeited.
- 3) If a regular team member shows up (and is capable of playing) while a sub is playing, then the sub finishes the match they are playing, but the regular member must play in the remaining match(es)

D. Games:

- 1) The Tallahassee Dart League plays 2 types of games: 501 Single In/Double Out (SI/DO) and Cricket (with points)
- 2) League play consists of:
 - a. One round of singles (4 matches)
 - i. Played by four different players from each team
 - ii. Match consists of one game of 501 SI/DO, one game of cricket, and, if tied after the first two games, corks's choice.
 - b. One round of doubles 501 (2 matches)
 - i. Two sets of doubles partners from each team.
 - ii. Partnerships can differ from doubles cricket matches
 - iii. All games are 501 SI/DO
 - iv. Match is best 2 out of 3 games
 - c. One round of doubles cricket (2 matches)
 - i. Two sets of doubles partners from each team
 - ii. Partnerships can differ from doubles 501 matches
 - iii. All games are cricket
 - iv. Match is best 2 out of 3 games

E. Playing:

- 1) League play starts at 8:00pm
- 2) Singles must start by 8:15pm
- 3) The remaining matches must start within 5 minutes of being called.
- 4) Inform the other team's captain if a member of your team will be arriving late.
- 5) If all remaining single matches have been completed before the late member arrives, their singles match will be forfeited.
- 6) Captains for each team will determine the matchups for singles, doubles 501, and doubles cricket.
- 7) It is a courtesy, but not a requirement, to match up the darters as evenly as possible using player ranks as a guide.

- 8) If the captains can't agree on how to set up a match, then it will be determined randomly (blind drawn) in the following manner.
 - a) Fold the score sheet in half.
 - b) Each captain then fills out one side without looking at the other side.
 - c) If a team only has 3 players, then the blank space may be put on any line.
- 9) Do not practice on a board next to an ongoing match without the permission of all players involved in the match.
- 10) As a courtesy, wait until your opponent walks past the throwing line before stepping up to throw.

F. Corking/Diddling:

- 1) To determine who will begin a match, two opposing players throw a dart at the bulls-eye to see who (or which team) goes first. This is referred to as corking or diddling.
- 2) Darts must stick into the board. If a darter's cork bounces out, it can be thrown again.
- 3) Nearest to the center of the bulls-eye wins the cork and can choose to start the match.
 - a. Distance is judged by the location of the tip. Do not straighten or touch darts until after the darts have been measured and a winner is determined and agreed to by both parties.
- 4) Either of the following constitutes a tie:
 - a. Both darts are the same distance from the bulls eye
 - b. Both darts hit the same type of bulls-eye (single or double)
- 5) In the case of a tie, the darts will be re-thrown with the 2nd darter from the first round throwing the first dart in the second round. This will rotate as long as the corks result in a tie.
- 6) In case of a tie and re-throw, a darter may request to remove the previous round's darts prior to throwing.

G. Scoring:

- 1) Darts must be scored before they are pulled from the board.
- 2) Do not touch or cover your darts while marking your score.
- 3) If a dart falls out, then it does not count unless you are already in the process of marking the score.
- 4) Do not pull your darts at the end of a game until your opponent sees them.
- 5) Scoring errors in cricket must be corrected before the first dart of the next player is thrown.
- 6) Scoring (subtraction) errors in 501 may be corrected at any time during the game as long as the round score and total score are both visible on the scoreboard and the final (winning) dart has not been thrown.

H. Discipline:

- 1) Temper tantrums, destructive and/or abusive behavior will not be tolerated.
- 2) If there is a problem with a bar, individual, or team, please e-mail the League President and reach out to your Division Representative.
- 3) If you are planning on making a formal protest (to be brought before the Rules & Grievance Committee), please inform the other captain.
- 4) The person/team may be forced to forfeit their game(s) and/or match(es).

I. Rescheduling:

- 1) Rescheduling is allowed upon the agreement of the two captains. It is an inconvenience for all involved, so please try to find substitutes first. It is considered poor etiquette to request to reschedule the entire match when only 1 team member cannot attend.
- 2) If efforts to secure a substitute fail, please notify the opposing team and reschedule the match. Match forfeits can seriously affect the outcome in a division and hurt teams not involved. Forfeits are extremely frowned upon as teams have until the end of the season to complete a make-up match.
- 3) The match must be played at the scheduled bar.
- 4) Notify the other team's captain AS SOON AS POSSIBLE that you want to reschedule.
- 5) Contact the scheduled bar and let them know that you will not be there, and check to make sure the bar is OK with the makeup date.
- 6) Please e-mail the league statistician of any matches which are rescheduled and, if possible, the day and time of the agreed to makeup.
- 7) If the two team captains can't reach an agreement on the date to reschedule, the team which wants to reschedule will be forced to forfeit or play with less than four players (but still need to have at least 2 regular team members). Please reach out to a League Board member, if you are having problems with the opposing team in rescheduling.

J. Statistics:

- 1) Please fill score sheets out neatly and completely
- 2) Each player's full name and rank must be on the score sheet.
- 3) Score sheets must be submitted online via the League web site by noon on the Friday after the match is played
- 4) The team on the left hand side of the schedule is ultimately responsible for making sure the score sheet gets submitted online.
- 5) In case of a dispute, a hard copy of the score sheet should be retained by the responsible team until the end of the season.
- 6) Any questions or errors regarding submitting or the submission of score sheets, please e-mail the league statistician.

K. Bonus Points:

- 1) Bonus points are tracked throughout the season to recognize outstanding, individual darters.
- 2) Bonus points are awarded for multiple marks (that count) in one turn.

- 3) Bonus points may be scored during any game of a match.
- 4) It is not good sportsmanship to run up the score in cricket for the sole intent of gaining extra bonus points.
- 5) There is a gray area on whether or not an opponent is running up the score. Use your best judgment on how many points you need to stay ahead. It is generally a non-issue. However, if a player feels strongly that an opponent is pointing unnecessarily, the matter could be brought to the rules and grievances committee for review.

L. Bonus Point Chart

1) Cricket

| Mark | Bonus |
|---------|-------|
| 5 | 1 |
| 6 or 7 | 2 |
| 8 | 3 |
| 9 | 4 |
| 3 Bulls | 1 |
| 4 Bulls | 2 |
| 5 Bulls | 3 |
| 6 Bulls | 4 |

2) 501

| Mark | Bonus |
|-----------------|-------|
| 95-120 | 1 |
| 121-140 | 2 |
| 141-160 | 3 |
| 161-180 | 4 |
| High out | |
| 75-94 | 1 |
| 95-120 | 2 |
| 121-140 | 3 |
| 141-160 | 4 |
| 161-170 | 5 |

Note: Bonus Points consisting of a 5 or 6 mark which include 3 or 4 bulls are not counted separately.

M. Trophy Points:

- 1) Trophy points (TP) are tracked throughout the season to recognize outstanding, individual darters.
- 2) Trophy points are based only on singles play.
- 3) Trophy points are calculated based on the rank of your opponent and yourself.

- 4) If a player doesn't get to play singles due to a forfeit, then no trophy points will be awarded to the individual but they will get 2 wins on their record.

N. Trophy Point Chart

- 1) Find your rank in the left column, then find your opponents rank in the top row. The numbers are the trophy points you would gain/lose for winning/losing 1 game.

| Win/Lose | A | B+ | B | C+ | C |
|----------|-------|-------|-------|-------|-------|
| A | +5/-5 | +4/-6 | +3/-7 | +2/-8 | +1/-9 |
| B+ | +6/-4 | +5/-5 | +4/-6 | +3/-7 | +2/-8 |
| B | +7/-3 | +6/-4 | +5/-5 | +4/-6 | +3/-7 |
| C+ | +8/-2 | +7/-3 | +6/-4 | +5/-5 | +4/-6 |
| C | +9/-1 | +8/-2 | +7/-3 | +6/-4 | +5/-5 |

O. TDL 2/3rds Rule for Rank Adjustment

- 1) Because of the potential quandary of changing ranks based on association, politics, and personality conflicts, and the consequential turmoil it causes at the TDL ranking meetings, a motion was made to explore an automated system of promotion/demotion of the established league darters. Here is the simplest, yet most effective and fair method that could be derived:
- 2) The criteria to move up a rank:
 - a) A darter must play singles in 2/3rd's of his/her team's matches*
 - b) A darter must win at least 2/3rds (66.67% or better) of his/her singles games
 - c) A darter must have at least a 66.67% trophy point percentage
- 3) **The criteria to move down a rank:
 - a) A darter must play singles in 2/3rd's of his/her team's matches*
 - b) A darter must win less than 40.0% of his/her singles games
 - c) A darter must have lower than a 40.0% trophy point percentage
 - d) To move down, a darter must meet the above qualifications for two consecutive seasons at the same rank.
- 4) Exceptions:
 - a) No darter can move down to a C (experienced darter clause)
 - b) C darters who aren't moved up automatically can be promoted via officers' discretion

- c) Appeals can be made at a scheduled officers' meeting, appointment is necessary

*2/3rds of a team's matches can be broken down as follows: 10 of 14; 10 of 15; 11 of 16; 12 of 17

**In 2008, the criteria to move down a rank was modified from the original 2/3rds rule. Here was the original criteria:

- a) A darter must play singles in 2/3rd's of his/her team's matches*
- b) A darter must lose at least 2/3rds (33.33% or worse) of his/her singles games
- c) A darter must have lower than a 33.33% trophy point percentage
- d) To move down, a darter must meet the above qualifications for two consecutive seasons.