Mason-Dixon Dart League www.mddl.info
2017 – 2018 Board of Directors (BoD)

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Sergeant at Arms: Jordan Ensminger (Any Given Tuesday)
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Complaints/Peeves

=> Formal complaints must be submitted in writing and snail-mailed to the board president at: 1051 Paper Mill Rd, Chambersburg, PA 17202-9496.
=> Peeves can be submitted to any **BoD** member via email.

Fees

=> Sponsor: $75 per team.
=> Team: $50.
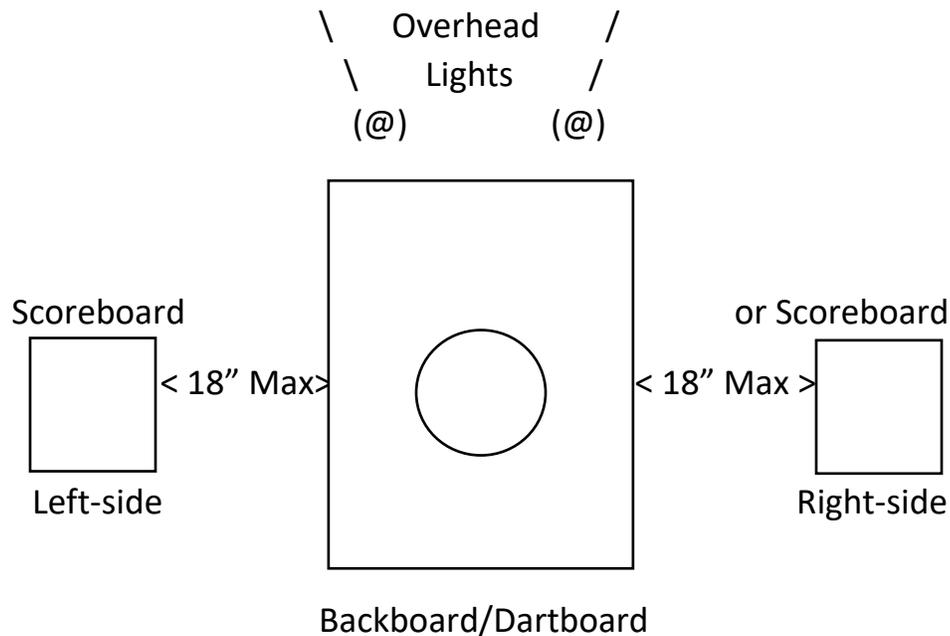=> Make checks payable to MDDL. Mail to Cris Hawbaker at 332 Fairview Avenue, Waynesboro, PA 17268.
=> **BoD** uses money toward equipment, awards and banquet expenses.

Match Results

=> Home team captain calls statistician after the match to report wins/losses. Scoresheets will be dropped at Blondie's, Park Tavern or Crackers by Thursday noon.
=> _Penalty for missing drop-off deadline: forfeiture of all match highlights._

Desired MDDL Equipment Layout Guide

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\    Overhead    /
 \     Lights    /
 (@)          (@)
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Scoreboard   or Scoreboard

< 18" Max>   < 18" Max >

Left-side   Right-side

Backboard/Dartboard

Use above guide for league uniformity. **Requisite sponsor items**: backboard, electronic scoreboard and overhead lights. **BoD** acquires identical dartboards and throw-lines each season, using league fees. All equipment will be kept in optimal condition and replaced as necessary. Note: (") denotes inches.

=> Backboards measuring at least 25" square will be wall mounted.

=> Electronic scoreboard will be positioned (right or left) of the backboard with a maximum separation of 18" between their nearest edges. Placement will not cause scorekeeper to stand on any raised surface (step, stage, platform, etc.)

=> At least two directionally adjustable overhead lights will fully illuminate the dartboard while minimizing shadows. Track lighting or similar fixtures acceptable.

=> Dartboard back will be fitted appropriately with a mounting screw and three slip-resistant braces. Dartboard face will be mounted on backboard so the red-eye is centered (5ft 8" or 68") high.

=> A minimum 18" long throw-line will be positioned (7ft $9_{1/4}$" or $93_{1/4}$") from the face of the dartboard.

=> Diagonal distance from red-eye to throw-line is (9ft $7_{3/8}$" or $115_{3/8}$").

BYLAWS

General Information

1. Have fun and play with sportsmanship.

2. League players must be 21 years of age or older.

3. Minimum team roster is 4 players. Team size is unlimited; however, the maximum nightly line-up is 6 players.

4. League plays at 7:30pm on Tuesday nights, excluding first week of deer season.

League Night Arrangements

5. All league competition will be played on a standard 20-point, clock-faced, bristle dartboard with a black 20 and a red-eye.

6. Sponsor will ensure league dartboards are ready for play by 7:00pm.

> A. Non-league players will yield to league players for warm-up.

> B. Practice dartboards will be replaced with league dartboards.

> C. Establishments sponsoring multiple teams may assign 2 teams at each dartboard approved for league play. The **BoD** must be notified when 2 teams claim the same dartboard for home play to prevent scheduling conflicts.

> D. Matches will be played regardless of equipment condition. File complaint regarding faulty equipment afterward. The **BoD** will assess and correct problems as necessary.

Team Captains

7. Team captains will maintain order by preventing and resolving problems during matches. Halt all heckling, harassment, crowding shooters, physical altercations, extensive arguing and other detrimental conduct.

Scoresheets

8. Scoresheets will be completed by 7:25pm.

A. The 11-point format consists of cricket (doubles and singles), 501 doubles (fly-in, double out), 301 singles (double in, double out) and a 601 game with three players (fly-in, double out). Doubles cricket and 501 are best of three competitions.

B. Maximum play per person is set at 2 doubles and 2 singles. Minimum play per person is set at 1 doubles and 1 singles. The 601 game does not count toward maximum or minimum game totals.

C. Both teams complete a scoresheet line-up adhering to rule B above. Home team on the left. Full names required on player's initial game. Both teams track wins/losses and highlights during the match. Special category highlights must be recorded in the comments section.

D. Games should be played in the order listed on the line-up. However, team captains may adjust the line-up to accommodate completion of all games. If a scheduled player fails to show, annotate **(forfeit)** beside applicable name entries and award wins to the other team.

 E. Team captains will ensure players remain available for scorekeeping responsibilities.

Scorekeeping

9. Scorekeeping alternates between teams with home team scorekeeping first.

A. Scorekeeper will face the dartboard/scoreboard zone during a shooters' throw (three darts). Avoid looking toward the throw-line.

B. Scorekeeper will minimize distractions to shooters by restricting their movements. Avoid head bobbing and body leans during a throw.

C. Upon request from a shooter, scorekeeper will verify targets hit and subtract counts during a throw.

D. Scorekeeper and shooter will concur on throw results before darts are pulled. If weak in math, teammates may assist with determining count.

E. Mistakes happen: scores entered incorrectly or for the wrong team; or, someone throws out-of-turn. Team captains will correct obvious errors. If corrections are deemed impractical by team captains, errors stand.

F. Scorekeeper will announce all basic highlights: tons, red-eyes, marks; and special category highlights: tons-in, tons-out, ton-80s and 9-marks.

G. Scorekeeper determines winning diddle.

Diddles

10. Diddles determine which player starts a game. The home team diddles first throughout the match. Both teams throw one dart at the red-eye and the closest dart wins. Diddles must stick within the scoring area. If tied: both darts in the red-eye, both darts in the single bull or both darts equidistant from the red-eye, players diddle again. However, teams alternate throwing first until someone wins. NOTE: The second shooter may request a red-eye be pulled before throwing their diddle.

A. Cricket singles, 301 and 601 only diddle once.

B. Cricket doubles and 501 are best of three competitions. The scoresheet line-up determines who diddles. Players listed first diddle for the first leg. Without diddling, the second leg begins immediately with the next player in rotation. If necessary, players listed second diddle for the third leg.

Shooting

11. A shooter's throw consists of three darts <u>except</u> when a game is finished or a bust occurs in less. Throwing off the dartboard is **discouraged**. Darts dropped at the throw-line do not constitute a thrown dart.

A. When the match begins, practice is limited to a single throw (three darts) before all single games and the first leg only in best of three competitions. Throwing on an open dartboard constitutes practice and therefore is not permitted.

B. Shooter must stand on or behind the throw-line which extends beyond the tape in both directions. Toes over the throw-line constitute a foot fault. If infractions occur, team captains will ensure their players stand properly.

C. Darts may not be touched mid-throw. If thrown darts block a target or are at risk of falling out, these obstacles are in play.

D. Shooter may request scorekeeper to verify targets hit or to subtract mid-throw counts.

E. Shooter and teammates are encouraged to share game strategies such as out combinations or cricket options to throw for points or close numbers. This chatter is integral to team play.

F. A winning dart ends the game. Throwing unused darts is discouraged and do not count toward highlights.

G. Do not throw darts in anger.

H. Shooter on deck must wait for previous shooter to clear the throw-line before starting their throw.

Match Results

12. After the match, team captains compare scoresheets for accuracy and sign both copies. Home team captain calls statistician after the match to report wins/losses. Scoresheets will be dropped at Blondie's, Park Tavern or Crackers by Thursday noon. _Penalty for missing drop-off deadline: forfeiture of all match highlights._ Check the MDDL website for match results, standings and periodic individual stats processed expediently by the statistician.

Shorthanded Teams

13. Unexpected events occasionally prevent a team from fielding 4 players on league night. If shorthanded, choose from courses of action below.

A. Optimally, the **BoD** wants team captains to independently reschedule the match asap, ideally within 2 weeks. Be cooperative. Shorthanded team will defer to make-up dates proposed by the other team. Keep the **BoD** informed. If necessary, the **BoD** will intervene and set a date. Matches not played by season's end will be recorded as a forfeit.

B. Forfeit. This option permitted only once per season.

C. In-League Subs. Teams with 5 or more roster players may designate one person as an emergency one-time sub. Subs will be designated on the league roster. When a sub is needed, team captains should make necessary arrangements and notify the **BoD**. Sub name and team assignment will be

listed in the comments section with their highlights. After the match, player's sub designation will be removed from the league roster.

14. If a team becomes permanently shorthanded and cannot find a new player, surviving players <u>may</u> petition the **BoD** for a rule 15 exception as a show of respect for the sponsor. A query will be sent to all team captains in search of a player willing to be reassigned for the duration of the current season.

Team/Sponsor Declarations

15. Teams playing in the Mason-Dixon dart league will provide the **BoD** with a roster of players along with the name and addresses (mailing and physical) of their sponsor at the pre-season captain's meeting. During the season, teams may not change sponsors and players may not change teams. New players may join a team during the season.

16. The **BoD** desires continuity among returning teams and sponsors each year. However, changes can be made at the next pre-season captain's meeting. The league will accommodate as many teams as logistically possible with priority given to returning teams (minimum three players). Priority will also be given to returning sponsors to host teams without a home.

Sponsors

17. Sponsors must be establishments open to the public. No membership clubs. Establishments retain the right to bounce or bar league players; however, the league requests such individuals be admitted only long enough to complete their games.

Post-Season Tournament

18. Players become eligible for the post-season tournament after completing 5 weeks of league play. This single elimination, race to 6 wins tournament follows the regular season format to determine Blue League (A & B) divisions and Gray League (C & D) divisions champions. Final standings set the league partition for tournament competition. When possible, divisions have an equal number of teams with subsequent teams added in (A, C, B, D) order. If the league has an odd number of teams, a blind is added to last place in the final standings.

Awards Banquet

19. The vice president is responsible for banquet arrangements: location, food and awards. Each division receives team and individual awards, using statistical records, **as fees permit**. Blue and Gray champions receive bar trophies. Teams in 1st and 2nd place based on the regular season final standings, by division, receive plaques (excluding bar trophy winners). Individuals with the highest number of tons, marks and red-eyes, by division, based on percentage, receive 1st, 2nd and when possible 3rd place plaques. Individuals with a special category highlight also receive a plaque. Multiple individual accomplishments may be listed on a single plaque.

20. President's challenge. Win a $25 gift card by sweeping all 4 special category highlights during the season.

BoD Elections

21. Elections are held at the awards banquet. A wide array of teams representing the **BoD** serves the league best. Please participate.

Annual Sign-Up

22. The **BoD** sends a reminder in July, inviting teams to the pre-season captain's meeting held on the 1st Tuesday in August. Sign-up sheet available on the MDDL website.

Rule Violations

23. Sponsors and players may submit rule violations, complaints, peeves and protests to the **BoD**. All submissions will be reviewed for necessary corrective actions. **BoD** rulings are final.

Bad Weather

24. When severe weather warnings are in the forecast, the **BoD** reserves the right to cancel league play. Team captains may independently reschedule a match for bad weather, just notify the **BoD** regarding a make-up date.

Highlights Defined

25. <u>Basic highlights during a throw (three darts).</u>

Ton = a fly-in cumulative total of 100 or more points in 301/501/601.

Red-eyes = only scoring darts hitting the red-eye in all games. When a single bull is required to win cricket and the shooter hits a red-eye, it counts as a scoring dart. If shooter hits a red-eye and busts in 301/501/601 it does not count as a scoring dart. Likewise, diddles are not scoring darts.

Marks = a combination of cricket targets when added together range from 5 to 8. A red-eye and triples count as 3; a single bull and doubles count as 2; and singles count as 1.

<u>Special category highlights during a throw (three darts).</u>

Ton-in = doubling in with a cumulative total of 100 or more points in 301.

Ton-out = a cumulative total of 100 or more points ending with a double out in 301/501/601.

Ton-80 = three triple 20s in 301/501/601.

9-Mark = a combination of three triples/red-eyes in cricket.