



Q.S.D.L. RULES OF PLAY 2007 /08

I Equipment

The center of the bullseye on a dartboard will be 5 feet, 8 inches from the floor. The toe line or oche will be 7 feet, 9 and one-quarter inches from the face of the board. Suitable lighting will be installed and chalkboards will be provided. **The Q.S.D.L. does not inspect dart equipment at member bars, any issues of this kind should be addressed with the captain of the home team. Where these distances are in dispute, players will play the match using the established lines and boards for that location and report the discrepancies to the Executive.**

II Player Eligibility

Anyone may play in the Q.S.D.L. except those persons who have been specifically expelled or suspended by the League. **Each team will consist of a minimum of 6 players. Eight players per team is recommended.** There is no maximum number. Players may play for only one team each season except by permission of the Executive. Players are "registered" with a team the first time that player's name appears on a score sheet for that team.

III Match Procedures

Matches begin at 7:30 P.M. When a team is short-handed, up to 15 minutes grace will be granted. **Teams are required to begin the first Cricket when any 2 members of both teams are present after 7:45 P.M. See Section III**

Matches in the Q.S.D.L. consist of 12 sets played in the following order:

3 sets of doubles Cricket

3 sets of doubles 501 (straight in / double out)

in "A" Division, 6 sets of singles 501 (straight in/double out),

in other divisions, 6 sets of singles 401 (straight in / double out).

For inter-divisional matches, the game to be played in singles will be determined by the division of the home team.

All sets are best two out of three games.

Only darts with their points touching the board will count. Darts that bounce from the board may not be re-taken except when going for the bull at the start of a game.

Darts must be thrown from behind the toe/oche line.

The home team will declare its players on the score sheet first. The visiting team will not look at the home team's lineup until after the visitors have declared their players on the sheet.

The home team will chalk all games.

Each game will begin with a player from each team who is assigned to play in that set going for the bull. Closest to the bull goes first. The home team will go for the bull first.

When a Cricket game ends with all numbers closed and a tie score, the team that closed all of the numbers and 3 bulls first will be declared the winner.

Both captains are required to fax the completed score sheet to the league fax number Wednesday. **Scanned score sheets can be emailed to: exec@qsdl.net (.gif or .pdf format preferred).**

Credit for individual points and weeks played will not be entered until a signed score sheet for the match is received by the statistician. Missing score sheets will be posted on the League Standings page of the website.

When a team captain is present at a match but does not play, the captain's presence will be noted on the score sheet and the captain will be credited with a week played.

IV Shorthanded Procedures

When a team has only five players available 1 Cricket, 1 doubles 501 and one singles match will be forfeited.

When a team has only four players available 1 Cricket, 1 doubles 501 and 2 singles matches will be forfeited.

The captain of the full strength team may enter names for the forfeited sets and players will be awarded those wins.

If a team has fewer than 4 players at 8:00 the match is forfeited.

Forfeited matches are scored as 10-2 for the full-strength team and 0-12 for the short-handed team. The captain of a full strength team involved in a forfeited match may submit a score sheet indicating which players on both teams were present and will receive credit for wins (totaling 10) a week played.

V General Procedures

The team captains are the final arbiters of what is or is not legal play during a league match. Teams may disregard or adjust any of these rules, providing there is mutual consent between both captains (exception: Section VIII - Discipline). The team captains must settle problems arising during play at the time they occur. Protests will not be accepted except when there is a direct violation of a rule or regulation as stated on these pages. Protests must be in writing and the Executive must receive them within 5 days of the incident. Protests may be submitted via email

using the form at www.qsdl.net or via the league fax number. A protest may only be filed by the Team Captain involved in the incident.

VI Scoring

Individual players are awarded points according to the following schedule:

2 points for each doubles cricket set won

2 points for each doubles 501 set won

4 points for each single set won

3 points for each allstar shot.

Allstar shots are defined as:

in "01" games a score of 170 or more in a turn, or a finish of 101 or more

in cricket, three open triples and/or double bulls eyes on the same turn.

VII Discipline

The rules in this section may not be adjusted or disregarded by the team captains.

During the regular season, teams will not use the names of players who are not present at the match on the score sheet. The name of the person actually playing the games is to be listed on the score sheet and the approved short-handed procedure used when necessary. The penalty for using false name(s) on a score sheet is:

The final score will be adjusted to a 0-12 loss for the team that enter the false name(s), no individual points will be awarded for the match to the team using the false name(s), the match will not count toward the 7 week requirement for the playoffs, the captain or acting captain who placed the false name(s) on the score sheet will be suspended for the next league match (playoffs included). The non-offending team will have their individual stats and match score recorded as played.

Fighting in a league venue during a league match will not be tolerated. Upon review, the Executive will discipline all persons involved in a fight.

Where a discipline problem exists with a specific player, the Executive will approach the team captain to deal with it. Where the team cannot or will not handle the problem itself, the Executive will take action, which will consist of probation, then suspension then expulsion of the player.

The Executive has the right to suspend or expel any player or team whose behavior is destructive to the harmony of the league or that brings the league into disrepute.

VIII Playoff Procedures

Playoffs will be held at the end of the regular season. All teams in the league qualify for the playoffs. The actual format for the playoffs will be determined by the Executive each year based on the number of teams in the league.

Individual players must have played in a minimum of seven matches for their team over the regular season to qualify for the playoffs. **Teams using ineligible players or teams entering false names on the score sheet will be deemed to have forfeited their playoff match and their opponent will advance to the next round.**

The first team to win 7 sets during a playoff match will be declared the winner. The remaining sets may be played out at the discretion of the team captains.

When a playoff match ends in a 6-6 tie, each team will declare 6 players and one game of 1,001 straight in/double out will be played. The home team will go for the bull first and will chalk the game. The winner of the 1,001 game will be the winner of the match. If one team is short-handed in a 1,001 tiebreaker, the full strength team will get an extra turn or turns at the end of each round of six.

"Re-cycling" of players by a short-handed team in a playoff match is not permitted except by permission of the opposing captain.

The home captain must phone the final score to the league phone number following the match. A completed score sheet must be faxed or emailed to the league for all playoff matches by the home captain.

New or amended rules for 2007/08