

MASON DIXON DART LEAGUE RULES:

2026-2027

Item 1 - Equipment

- A. All league competition, including tournaments and playoffs, will be played on an approved Standard English Bristle, 20- point, clock faced board. No red boards allowed.
- B. Dart boards will be placed 5 feet 8 inches from the level floor to the center of the bullseye with the 20 bed at the top center. This wedge must be black in color. The center bullseye must be red in color.
- C. Official foul line will be supplied by the league and must be used. It is to be 7 feet 9 and 1 ¼ inches from the surface of the board, measured along a level floor.
- D. A dart board will be provided to each establishment when it is deemed necessary for a board to be replaced. Said board must be maintained in a like new condition throughout the season and will be replaced if deemed necessary by the Board of Directors following a complaint in writing any time during the season. Said board must be up and ready for play on league nights. The board must be deemed acceptable by both team captains before the start of play. A team or group approved by the Board of Directors, before the beginning of each new season will be responsible to verify proper league measurements, lighting and boards. Any complaints of such must be submitted to the league President for review. If a board is deemed not suitable for play, a league match is still to be played, just mark your score sheets for that evening with the problem within 48 hours and submit your letter of complaint. The board checked at the beginning of the season must be the board used during the nightly league play.
- E. League play dartboards and backboards are to be firmly anchored and well illuminated with a minimum of 2 bright lights illuminating the dartboard.
- F. Dartboards are to be positioned so that they are readily available to players without distraction to the thrower. Proper distances from the scoreboard and throw line should be maintained so that the scorekeeper is not a distraction.
- G. The scoreboard surface and dartboard must be located in a position as to be easily readable by all players of both playing teams.
- H. Score keeping will be done via tablets using dart connect software. It is acceptable for teams to use a tablet that is owned by a member of the team. If a team wishes to not use their personal tablets, a tablet will be provided by the league at a quantity of one(1) tablet per team.

Item 2 - Day and Time of Matches

- A. All league matches are scheduled for Tuesday nights except when a legal holiday falls on a Tuesday. League play will then continue on the next available non-holiday Tuesday.
- B. Any match rescheduled through mutual consent of the concerned team captains shall be played according to the forfeit rule. (See item 5 - Forfeits)
- C. League play begins at 7 sharp. Rosters must be filled in with a minimum of four(4) players and exchanged by 7 pm. Penalty for tardiness will result in the loss of one(1) game after all twelve(12) games have been played, unless team captains agree before league play starts that the game will not be lost. Games will be played in order on the roster. If player(s) scheduled for the remaining games are not present when their game is scheduled, the game will be forfeited and the point given to the opposing team. If players are late due to inclement weather, the decision of the lost game will be up to the Board of Directors.

- D. The league organization reserves the right to reschedule any matches to maintain an equitable and efficient competition schedule
- E. In the event of inclement weather, the board will make the decision of league play for the evening. If league play is postponed the statistician will be notified of cancellation.
- F. During league play, teams that show up with less than four(4) players may still exercise their right to reschedule this match BEFORE ROSTERS ARE EXCHANGED. This is not an option during playoffs.

Item 3 - Match Format

- A. Each game counts as one (1) point, twelve (12) points total for the match. Games will be played in a format deemed acceptable by the league at the beginning of each new season with the possibility of single, doubles or triples matches included in the format. All 501 matches, both singles and doubles, will be open in/double out. All 301 singles matches will be double in/double out.
- B. During regular season play it is acceptable for the final score to end in a draw. During the playoffs a draw cannot occur. In the event that the final score during a playoff match is a draw, a tie breaker game will be played. The tie-breaker game will be a game of 1001. All members on the roster for that night from both teams will participate in this game. There will be no designated score keeper for this game, rather a method of a rolling score keeper will be used. That is once a player has thrown and retrieved their darts they will remain at the scoreboard and scorekeep for the player of the opposing team that follows them. This game will be open in/double out.
- C. In an effort to make the scorekeeper's job easier, in all doubles or triples matches, the written line-up on the score sheet will be the order of how players will throw in the match. Example: First person written throws first, second person written throws second and so on.
- D. All registered members of a team roster cannot play back to back singles matches on their teams lineup of play. The doubles matches in the middle of the schedule constitutes a disruption in the "back to back" matches and the rule will be applied to the four(4) consecutive matches after the first set of doubles and the four(4) consecutive matches following the second set of doubles. A maximum of 5 games per player is allowed, with no more than a two(2) game difference between the players with the most and least number of games per night: this is referred to as the "5-3" rule All persons listed on the game roster for the evening must play one singles match. If there are eight(8) or more players on the roster, all singles matches will be played by different players. All captains, before the start of a match, must fill the entire game schedule for the night with full correct spelling of names of the respective team players for the evening. If a discrepancy in the "5-3" rule is detected prior to the first match beginning, it is recommended for the sake of good sportsmanship that it be corrected. Thereafter, turned in sheets with signatures will be checked by the statistician for violations of the rules and penalties will be assessed. Notice will be sent to captains involved as to the change in total wins and losses for the evening due to this rule violation.
- E. Home team has the prerogative of choosing the board on which the match is to be played, if more than one board is available. For establishments having more than two teams, home board choice is to be in advance of evening play so that the establishment staff can direct the visiting teams wishing to practice prior to the match to the proper board.
- F. No later than 6:30 pm the playing board shall be cleared of non-league players by management: the board will then be declared open and available for players' warm up activities. All warm ups must be completed by 7 pm sharp, with league play to begin. After the start of a match, each player is allowed a minimum of one round (3 darts) for practice before each game. However, each player has the option to throw more than 3 darts if they have been sitting awhile. All practice darts are to be thrown prior to the "diddle" of each game. Common sense discretion is urged in limiting the number of practice darts thrown to effectively warm up.
- G. Captains are responsible for the smooth running of each game in a match. It is the captain's prerogative to declare a loss for that game if the opposing team is not ready to play. (That game only)

- H. Disputes that arise during the course of play must be settled in a private conference between team captains.

Item 4 - Team Profile

Teams will consist of at least four(4) players for each match. All players must be registered with the league; however, in the interest of promoting the game of darts and this league, additional players may be added to the roster at any time as long as they have not played for another team during the current season. Teams caught using persons who have played during the current season for another team are subject to losses for those games in which the person in question played.

Item 5 - Forfeits: Not Allowed

- A. **Reschedule Rule:** Teams will have two(2) weeks from the date of non-play to schedule a makeup match or have a definitive date set for the playing of the match. The statistician is to be notified of any match not being played on any given night in the league schedule. The team not showing up for any match, whether home or away, will be given three(3) dates, by the opposing team captain, for replay of the match. Dates and times must be within reason. The statistician will notify the President of any matches not made up with the two(2) week period. If not rescheduled within two(2) weeks, the board of directors will resolve the issue of the date of play. Makeup scheduling will not have the two(2) week flexibility at the end of the season, due to playoffs. Makeup games must be played before the last last night of league play.
- B. **Three(3) Player Ghost Rule:** As alternative to the “Reschedule Rule”, provided both team captains agree, The following format may be applied:
- The “5-3” rule must apply for the team having three(3) players.
 - The team having four(4) or more players shall determine which of the following combinations will be forfeited:
 - One(1) single, two(2) double matches or
 - Two(2) single, one(1) double match
 - The team having four(4) or more players will select the specific games for the “Ghost”
 - The team having four(4) or more players shall assign a shooter as follows:
 - **Singles Matches**
 - **301** - the assigned shooter will throw 21 darts to score a high in, tons, red eyes or a high out if the game is completed in 21 darts. The 21 count is corroborated by the score keeper, and the shooter must double in during those 21 darts. For Example, if the shooter doubles in on the 5th dart, he/she only has 16 more darts to throw. If the game is completed in less than 21 darts no additional darts may be thrown. For example, if a player finishes 301 in 15 darts the remaining 6 darts allowed will not be thrown.
 - **501** - the assigned shooter will throw 21 darts to score tons, red eyes or a high out if the game is completed in 21 darts. If the game is completed in less than 21 darts no additional darts may be thrown. For example, if a player finishes 501 in 15 darts the remaining 6 darts allowed will not be thrown.
 - **Cricket** - the assigned shooter will throw 21 darts to score marks and red eyes. The 21 count is corroborated by the score keeper.
 - **Doubles Matches**
 - The team with only three(3) shooters will assign one(1) shooter to the doubles match. The team with four(4) or more shooters will assign two(2) shooters
 - Both teams diddle as normal. Home team diddles first.
 - Both players who diddled start the match, however, once the match has started, the players from the team with four(4) shooters will both throwand the opposing player will only throw once.
 - For example:
 - Team X has three(3) shooters and assigns one(1) shooter; team Y has four(4) shooters and assigns two(2) shooters.
 - Both teams diddle, team X wins the diddle and starts the match.
 - After player X throws, both players from team Y throw before player X throws again.
 - The match continues until one of the teams wins.

Item 6 - Scoring

- A. Teams will diddle for the middle to see who starts the game. Diddle darts must be within the scoring area. Home team throws a diddle dart first with the opposing team throwing second. The closest to the bull starts the game. Double bull beats single bull. If both diddle darts are single or double bull, throw again, alternating the starting order (that is the visiting team will throw first the second time) until one player has a better diddle. Alternate the first team to throw each time there is a tie. Diddles DO NOT COUNT towards the total red eyes thrown by players during the course of the season. Only red eyes thrown in actual match play, in 01 or cricket games, will count toward individual statistics. Darts thrown after the winning dart is thrown will not count (see paragraph N below).
- B. In the best of three(3) games (doubles 501 and doubles cricket), the team that loses the first games goes first in the second game. If a "rubber" game (game 3) is necessary to decide who wins the point, the other team members who did not diddle the first time will diddle for the middle to see who starts the third game. Home team still diddles first.
- C. Score keeping will be alternated between teams with the home team keeping score first, unless deemed different by mutual team captain agreement before the start of play. No cell phones while keeping score.
- D. Both team captains are responsible for score keeping entries. Entries must be made as they occur. At the end of a match both sheets must be compared for correctness. The copies of the signed score sheets, with both team captain's signatures on each copy, are to be submitted to the league statistician at a designated drop off place each week. Team captains are responsible for calling/texting in scores at the end of match play each night to the designated call/text in number. Team captains are responsible for turning in their own score sheets to the designated drop off point as soon as possible but no later than noon Wednesday the same week of play. One(1) point will be deducted from the team not calling/texting the final score after league play is over for that evening. One(1) point will be deducted for not turning in the score sheets by noon Wednesday. Occasionally, the visiting team will assume responsibility for turning in the score sheets. When that happens, the captain calling in the score should make that known to the statistician so the visiting team loses the point for not turning in the score sheets.
- E. All darts must be thrown before any entry is made on the scoreboard. During a dart throw no player is allowed to touch their respective darts. If a dart is touched or moved, the throw ends with no points scored and the next player is to throw. Dart players will call out the darted numbers following the attained total, verified by the scorekeeper before the darts are removed from the board. Darts removed before verification by the scorekeeper will result in a score of zero(0). Scorekeeper will not enter the total official score into the scoreboard until the dart thrower has told them the total or what was scored unless the thrower requests the scorekeeper to total darts thrown for them.
- F. The scorekeeper, after seeing who is throwing, will face the board and stand or sit still. The scorekeeper will not distract the shooter and will avoid talking or moving about while keeping score. All dart persons are required to maintain a wide distance from the thrower so as to not disturb by sight or sound in the throwing process.

DO NOT STAND BESIDE, BEHIND, OR ANYWHERE NEAR THE PERSON THROWING.

DO NOT SPEAK OR MAKE ANY DISTRACTING NOISES.

- G. Foul Line:
 - 1) The foul line extends in an imaginary line from the 36" foul line tape, affixed to the floor, to infinity in direction, left or right, of the tape. The thrower's foot must be behind or touching the foul line on the tape or behind or touching the imaginary line, to the left or right. It is not required that the throwers toe be touching the actual tape.
 - 2) If a player is required to use walking aids due to a disability or limited mobility, the following provisions apply:
 - A. A crutch shall be considered a part of the player's foot and the point of contact for a crutch must be behind the throwing line until the dart has left the thrower's hand.
 - B. The back of wheels or lefts of a walker shall be considered a part of the player's foot and the point of contact of the back of wheels or legs must be behind the throwing line until the dart has left the thrower's

hand. The front wheels or legs of a walker shall be permitted in front of a raised, painted or taped throw line.

- C. The back wheels of a wheelchair shall be considered the players feet for the purpose of these rules and the point of contact for the back wheels must be behind the throwing line until the dart has left the players hand. The players actual feet and the front wheels of a wheelchair shall be permitted in front of a raised, painted or taped throwing line.
- H. Foot Faults: Anytime a thrower's foot extends beyond the foul line (as defined in G above), it is considered a foul. Captains observing a foul must discuss the player with the scorekeeper, and the players captain, and a WARNING will be issued to the thrower. After that, if the scorekeeper observes subsequent foot faults, the darts thrown by the player during that turn will not count.
- I. Any changes made to correct the mistakes in scoring or calling must be affected before the next turn of the player or team against whom the mistake was made, either in their favor or against. The number that is thrown is the number that counts. In the event a tablet is not available due to such things as breakdowns, battery dying and lighting of scoreboards is required using chalk scoreboards, when an obvious mistake has been made in subtraction. This can be corrected any time during said game.
- J. The player, and only the player, who throws out of turn will be penalized for their actions. Once it has been determined that the rotation of players is incorrect the game needs to stop. All scoring for out of turn player(s) must be removed from the scoreboard and the game needs to revert to the correct line up of throwers for that game. Once the game has been put back on track, with all scoring corrected, the correct player needs to throw and so on in the correct line up. When it becomes the turn of the player who threw out of turn, the penalty of zero points will be given for their action. Next player then throws. Since all scoring was removed at the onset of the mistake, no previous thrown darts will count. Players must throw over to gain points.
- K. The scorekeeper can only tell a player what amount is left for him/her to attain or what has been scored with the darts they have thrown. The scorekeeper cannot tell the throwing player what to throw next. If the scorekeeper tells a player a wrong remaining score and the thrower hits that score for a finish and it proves to be the wrong number, the throw stands.
- L. Coaching is allowed. A player may ask the scorekeeper what score remains at any time and they can seek any advice about what to throw for from their own team members but not from the scorekeeper even if the scorekeeper is a member of their team.
- M. All darts thrown into the dartboard count as thrown. Darts dropped by accident that are obviously not a thrown dart may be picked up and thrown at the board for points, For all darts thrown it is the responsibility of the thrower to know what is scored. Any questions as to the score, the thrower must stop and ask the scorekeeper to verify the amount thrown to ascertain whether darts are an out or a bust or what the dart(s) has scored.
- N. In '01 matches the match is concluded at such a time as a player/team hits the 'double' required to reduce their remaining score to zero. All darts thrown subsequently will not count for score, a bust, or for statistical scoring (i.e., red eyes). In cricket matches the match is concluded when the winning dart enters the board. All darts thrown subsequent to the winning dart will not count for score, marks or red eyes. A red eye will all count as red eye, even if only one(1) bull is required to win the match.

Item 7 - Protests

When a protest occurs during a match, play is to continue, and the President of the league should be notified in writing within 48 hours of the protest. The opposing team captain, after written notification is received, will be contacted for their response to the protest. The President will notify all members of the Board of Directors of the protest, after getting both sides and the Board of Directors by majority vote will then render a decision as to what is to happen. All decisions made by the Board of Directors in these matters will be final with both teams involved receiving written notice as to the results.

Item 8 - Personal Conduct

- A. Heckling and other harassment are strictly forbidden. Heckling shall be defined as any loud noise, rude comment, or general distraction done on purpose. Such as coughing, yelling, loud laughter, ethnic remarks, etc. (etc. will be deemed as a possible heckle by the Board of Directors after presentation of the remark or action). It is the home team's responsibility to maintain order during league play. Respect the other teams.
- B. Heckling that cannot be handled by the respective team's captain will be turned over, after proper presentation under the protest rule, to the league President and Officers for action.
- C. It is agreed that any major disturbance occurring during league play that results in either extensive arguing or physical altercation, whether with another league player or anyone outside the league, with proper submission of complaint in writing will result in any penalty the Board of Directors deems necessary. All decisions will be final with copies of the results mailed only to the captains involved.
- D. League rules have no intention of overruling a tavern owner's decision to bar anyone from their establishments but in keeping with a teams rights to have all the players present, we ask that the barred person be allowed to enter said establishments for one night to play darts. The barred person is to play then leave immediately and cause no disturbance while there, If a barred person still causes a disturbance after being allied to play, the Board of Directors is to be notified within 48 hours and penalties will be imposed. If it cannot be worked out to allow the player to play for that evening only, the match will be moved to a neutral location. This must be worked out, between the team captains and the bar, a minimum of 48 hours prior to the league night of play, not the evening of league play.
- E. Shooters will wait for the player ahead of them to retrieve their darts and clear the throwing area before they start to throw.

Item 9 - Age Restrictions

All players in the league must be 21 years of age or older. Any team or persons allowing or attempting to allow a minor to play in this league will be expelled from the league for the remainder of the season. It is the responsibility of the team captains to know the age of the respective players, substitutes, and accompanying spectators. In the case of expulsion, all scoring for that team will be removed as if they never existed in the league.

Item 10 - Teams

- A. In keeping with a season that is satisfactory to players, teams, and establishment owners, the season will be of a length as voted on by the majority at the beginning of each new season to fill the current year's roster, all existing teams from the previous year will be asked to play first. For purposes of this league, an existing team will be defined as a team with a minimum of three(3) players from the team's previous year's roster. If an existing team, as defined above, does not return, then the establishment of the existing previous year's teams will be asked to fill that slot created with a new team of players. The bar (owners) will be given until the first Tuesday in August of the new season to re-establish a new team by submitting a legitimate roster. If the slot cannot be filled by this date the slot will go on a first come first serve basis by any group of persons submitting a valid league roster of players. If more than one roster is turned in the Board of Directors reserves the right to reject any and all rosters they deem as to not constitute a team that will play all season.
- B. Teams can move. Any team wishing to move from their existing establishment and move to another within our demographic area must submit in writing their request to the league President and the bar (owners) on or before each year's awards banquet. If the location is not an establishment currently listed as a member of this league, the new establishment must comply with all league rules or the move to that location will be denied. Any location picking up a moving team will be provided with a dart board if necessary. A legitimate roster must be submitted by the first Tuesday in August of the new season.

- C. Establishments defaulting on league rules during the playing season can have their respective team or teams moved immediately to another establishment in compliance with the league schedule to finish the remainder of the season. This rule applies to new or existing establishments. Any team not finishing the season will not be asked to return the following season and any scoring for said team's league matches will be removed in their entirety.
- D. For establishments wishing to sever from the league, their previous year's team or teams will be allowed to move with the proper number of players.
- E. The makeup of the league should be fluid and flexible, in order to allow as many teams as can be reasonably scheduled. The Board of Directors want to weigh all factors concerning changes to that makeup, to provide the best overall environment in which to conduct a league that is both competitive and fun. For that reason "Item 10 - Teams" section as written may be adjusted by the Board of Directors as they see fit.

Item 11 - Meetings

- A. A place for a banquet will be scheduled by the league Vice President for 2 to 3 weeks after the end of the playoffs for the purpose of distributing team prizes and awards. Timely notice of such will be sent to all team captains and league establishments. In the event no banquet is held, notices of winners for awards and prizes will be communicated in timely fashion at the end of the season and a location will be listed where such can be picked up.
- B. Election of officers will be held at the year end banquet. If no banquet is held for whatever reason a meeting will be scheduled within 3 weeks of the season end for the purposes of electing new officers for the coming year. Notices of such will be sent to all team captains, and tavern owners for posting to the general dart population. Any player in the league can and is encouraged to run for a position on the board. This meeting is open to all dart players.
- C. Season organization meeting notices will be communicated to all previous years' captains and establishments with the first meeting to be held no later than the first Tuesday of August. The first meeting of the season should be attended by returning previous year's team captains, establishment owners and the new lineup of league officers. Anyone playing in the league may also attend, but only captains will be allowed to speak for your team. If a captain cannot attend the meeting he or she can send a person from their team to act as that team's spokesman. One team = one vote on any motion put to the league for a vote. Each team must have a separate representative. If no representative is sent, no vote for that team will be allowed for that meeting.

Item 12 - Playoffs and Season Decisions

- A. Regular season play and league playoffs will be determined at the beginning of each and every new season. These Formats will be given in written form to all team captains so as to eliminate confusion as to the current lineup of play and playoffs. Awards will be set at the beginning of each new season. Divisions for league play and playoffs will be set at the beginning of each new season. Fees for establishments and teams will be re-evaluated each year. After determination of these amounts, the establishments and teams will be notified as to their requirements for payment (monetary amounts and date due). Lists of such will be put in folders at the beginning of each new season.
- B. The following shall prevail until such time the league and/or Board of Directors deem necessary:
 - The number of awards shall follow the previous year until the league or Board of Directors deem a necessary change.
 - Eligibility will be bas on having seven(7) weeks
 - Highest percentage of red eyes, tons, and marks will be calculated based on the total divided by the number of total games played. NOTE: "rubber" matches will constitute three(3) games played.
 - The fee schedule for bars and teams shall follow the previous year until such time the League and/or the Board of Directors deem a necessary change.

Item 13 - Interpretations

These rules and regulations are set as a guideline each season for the smooth running of the Mason Dixon Dart League. All members of this league are requested to adhere to their printing as closely as possible, It is understood in human nature that no two persons using logic or reason will ever look at the same situation in the same light and come up with the same answer or interpretation as all peoples reason or evaluation of a matter may vary. Due to this variable, if events or situations transpire that are not covered at all or have two distinct outlooks on the subject, it will be the sole responsibility of the President and the current years Board of Directors to render any additional information, explanation, or decision into these rules meanings. These decisions will become a patterned rule for the current season and be incorporated into these rules and remain in the rules unless otherwise voted out the following year. If any clarifications of meanings are necessary a reworted response will be sent to each and every team captain to be added or substituted into these rules. Rules needing further clarification may be reworted, added to or deleted by order of the Board of Directors the following year without league vote as reworting sometimes makes the original meaning of the statement or rule more clear. This will only be done in the hopes that the new reworted rule will be understood by all team captains in the same way. **Always have a good time, have fun, respect your fellow teams and players, play to win with good sportsmanship. Remember, at the end of the day, this is not our livelihood. Have a great season!!!**

Item 14 - Board of Directors

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