



Detroit Open Dart League

Headquarters:

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www.dodl.org

Format and Rules of Play

Revised: Fall 2014

1 – Membership

Section 1 - Participation

- 1) Teams shall consist of a minimum of four (4) players and maximum of six (6) players.
- 2) Teams must pay for all registered players on the night of registration.
- 3) Teams with fewer than six (6) players may add new players to bring their team to a maximum of six (6) players.
- 4) No new players may be added to a team during the last four (4) league nights in each season, excluding tournament nights.
- 5) No player may drop from one team to play for another after the season has begun.
- 6) Roster changes during the season may be accomplished by submitting changes to an Executive Committee member who is not on the team involved. The Executive Committee member will then bring the request to a minimum of half the Committee members for dispensation. Replacement or additional players must have an average that will not move the team to a higher division. The new player is not eligible to shoot until the Captain is notified of the Executive Committee's decision and dues are paid in full. Any games played by the new player prior to notification will be considered a forfeit.

Section 2 - Member Fees

- 1) Dues shall be paid by each player ***on registration night***. The amount of these dues shall be \$50.00 per season. A player who has registered and paid for the Fall season may register for the Spring season for \$25.00. All ***new*** registrants for the Spring season shall pay \$50.00. The Fall season begins in September and ends in December and the Spring season begins in January and ends in May. ***Dues not paid on registration night are considered late and will be subject to a \$5.00 late fee.*** Dues must be paid in full by the first night of league play. Any games played by an unpaid player will be forfeited.
- 2) Each player shall receive one banquet ticket for each \$50.00 season played. Individuals who choose not to attend the banquet will not receive credit for unused banquet ticket(s).
- 3) Once the season has begun, membership fees will not be refunded to any team or individual.
- 4) The DODL establishes a fine in the amount of bank processing fees against any team or individual who submits a check that does not clear the bank. Should this occur, all future membership fees from that individual or team must be paid by cash or certified check.
- 5) If fees from a returned check can not be collected by the league, the player(s)/team will be dropped from the league and the team will forfeit all points won by that person(s)/team.

Section 3 - Venues

- 1) All new venues are subject to inspection and approval by the Executive Committee.

Section 4 - Guidelines for Venue Approval

- 1) Two teams per sanctioned board are allowed to register in a venue. The Executive Committee reserves the right to limit the amount of teams per venue.
- 2) The dart board will meet the requirements specified in Article I, Section 5.
- 3) There shall be a minimum of 5 feet between the centers of adjoining boards in use during league play.
- 4) There is to be a lane 5 feet wide and 10 feet long to use as proper space for league play. This leaves a minimum of over 2 feet behind the line to protect the shooter and observers.
- 5) Overhead clearance in shooting area must be at least 7'6".
- 6) It is the venues' and the home Captains' responsibility to provide seating for all teams in the proximity of the assigned board.

Section 5 - Equipment

- 1) The dart board shall be a standard bristle board in good condition and shall be lighted in such a way as to reduce shadows and not physically interfere with the flight of the dart.
- 2) The dart board will be hung so that the distance from the center of the bull to the floor shall be 5'8", plus or minus 1/4".
- 3) The front of the toe line should be clearly marked at 7'9 1/4" from the face of the board (a diagonal line from the center of the bull to the toe line should be 115 7/16" or 9'7 7/16").
- 4) Darts may neither exceed 7" in length, including shafts and flights, nor exceed 45 grams excluding shafts and flights.

Section 6 - Divisioning

- 1) Divisioning shall be determined by using the averages of all players registered on each team.
 - A. If a player is a new player or has not had an established average in any dart league within the previous two years, the players' average shall be 40 or an accurate average as estimated by the captain.
- 2) At the start of the Fall season, teams will be placed in divisions according to Article I, Section 6, Paragraph 1 and not dependent upon where the team placed in previous Spring season.
- 3) For the Spring season, division winning teams that return with three (3) or more of their members intact will be placed one (1) division higher (first division exempt). A divisions last place team returning with three (3) or more of their members intact will be placed one (1) division lower (last division exempt). Exception shall be made if new players place the teams' average above division limits. The remaining teams shall be divisioned by using the averages of all players registered on each team.
 - A. In the interest of competitive play, the Executive Committee shall have the discretion to place teams where the most competitive play will be achieved.
- 4) If a division has too large of a skill difference between top and bottom, the Executive Committee has the option to split the division into two (2) sections named "A" and "B". In such a case, a trophy would be awarded to 1st Place-A and 1st Place-B only. No second place trophies shall be awarded in that division.

11 -Format

Section 1 - League Play

- 1) The format for DODL will be as follows:
 - A. Two (2) games of 701 with three (3) players per team
 - B. One (1) game of Long Cricket (20 thru 12 + Bulls with points) with three (3) players per team
 - C. Two (2) games of 501 with two (2) players per team. Also known as Doubles-501.
 - D. Four (4) games of 301 (**401 in first.division only!**) with one (1) player per team, also known as Singles-01.
 - E. Two (2) games of Cricket (20 thru 15 + Bulls with points) with two (2) players per team. Also known as Doubles-Cricket.
 - F. Four (4) games of Cricket (20 thru 15 + Bulls with points) with one (1) player per team. Also known as Singles-Cricket.
- 2) All x01 games will be straight-in start with double-out finish.
- 3) Cricket games will be three (3) marks with points.
- 4) Games will be played in the order listed except in extenuating circumstances by mutual agreement of the Captains involved.
- 5) The total number of games per match will be fifteen (15) games.
- 6) Position night:
 - A. **Higher Seed team will be Home Team with all Home Team benefits**
 - i. When there is a tie between two (2) or more teams, and a position night is scheduled, seeding will be decided by the seasons' head-to-head totals between the teams. The team that has won the most games head-to-head will be the home team, solely for the purpose of position night seeding.
 - B. Round robin position night play only when divisions have an odd number of teams:
 - i. Format of play:
 - Three (3) person 401
 - Two (2) person Cricket
 - Three (3) person 401
 - ii. All three (3) games must be played every round, and every player must play a minimum of one (1) game of each 3-game match.
 - iii. Only four (4) teams will play each round. Players from the team not playing that round will chalk and keep scoresheets.
 - iv. The team listed on the left will have the choice for cork.
 - v. Each game is worth one (1) point. Each team can earn a possible three (3) points per round.

Round 1:	1 v 2	3 v 4	5 will chalk
Round 2:	1 v 3	5 v 2	4 will chalk
Round 3:	5 v 1	2 v 4	3 will chalk
Round 4:	4 v 1	3 v 5	2 will chalk
Round 5:	2 v 3	4 v 5	1 will chalk

- vi. If there is a tie in the overall standings after the five (5) rounds are played, all the teams tied for a position will participate in a three (3) person 401 game. The first team “out” is the winner. The remaining teams will continue to play until a 2nd, 3rd place etc. is determined.
- 7) At the end of the season, teams tied for positions that would result in an award, will compete in a playoff using the regular league format as directed by the Executive Committee. The home team will be the team who was ahead in the standings the week before the tie occurred.

Section 2 - Player Participation

- 1) A. A minimum of three (3) players must be present on each team to play a match. When only three (3) are present, the fourth position is replaced with a "dummy score", as defined in Rules and Format of Play - Article V, Section 1, Paragraph 5. Games not played due to only three (3) players present will be logged as forfeiture. The forfeiting team receives zero (0) points and the opposing team will be given one (1) point per forfeiture.
- B. If both teams have only three (3) players, “dummy” plays “dummy” and no points are awarded. There will be thirteen (13) total points awarded on the night.
- 2) The number of games shot by any one (1) player will be determined by the team Captain, within the following guidelines:
 - A. 1st Division
 - i. The minimum number of games shot by any one (1) player will be four (4),
 - ii. No one (1) player can play more than seven (7) total games. After the three (3) player games are completed, no player may play in more than:
 - 1. One (1) Doubles-501 game;
 - 2. One (1) Singles-401 game;
 - 3. One (1) Doubles-Cricket game;
 - 4. One (1) Singles-Cricket game
 - B. Other Divisions
 - i. The minimum number of games shot by any one (1) player will be four (4).
 - ii. No one (1) player can play more than seven (7) total games. After the three (3) player games are completed, no player may play in more than:
 - 1. One (1) Doubles-501 game;
 - 2. One (1) Singles-301 game;
 - 3. One (1) Doubles-Cricket game;
 - 4. One (1) Singles-Cricket game
 - C. When a player is delayed, but shows up ready, willing, and able to shoot a minimum of four (4) games they cannot be refused to play. However, Article II, Section 2, Paragraphs 2A&B still applies.
 - D. It is the Captain's responsibility to ensure that each player on their respective team plays the proper number of games. The first violation of this rule will result in two points being subtracted from the violating team (points will NOT be awarded to the opposing team). A second and subsequent violation of this rule will result in all match points won that night being subtracted from the violating team (points will NOT be awarded to the opposing team).

III - Forfeiture of Games

- 1) Matches must be played on the scheduled date. A request to reschedule a match must be made to the opposing team's Captain a minimum of 24 hours in advance of the originally scheduled match. The statistician must be notified of rescheduled matches via the league voice-mail (248-812-3635) by 12:00pm Noon of the Saturday following the originally scheduled match.

NOTE: Fielding a maximum of three people is no reason to reschedule, and failure to play as scheduled will be deemed a forfeit, with points being awarded accordingly.

- 2) Failure to appear for a match shall be deemed a forfeit. Points awarded to the team present will be nine (9) points or the average of the non-forfeiting teams' three (3) previous weeks' scores, whichever is greater.
- 3) Matches that have been postponed shall be made up as soon as possible, preferably within two weeks of the postponement, and no later than the last night of regular play each season.
- 4) No team may postpone again until the last postponement is played, or with the approval from the Executive Committee.
- 5) Teams that postpone/forfeit a match and do not make it up, will lose all of their points, any trophies and banquet tickets at the discretion of the Executive Committee.

IV - Starting Time

- 1) Starting time will be 8:00 pm.
- 2) Each game will be started with a cork shot. The home team has the choice of shooting at the cork first, or allowing their opponent to shoot at the cork first. Only players participating in the game to be played are eligible to shoot the cork.
- 3) The team with the dart closest to the cork (bullseye) will start the game. A double bull (inner cork ring) beats a single bull (outer cork ring). In the case of a tie (two double bulls, or two single bulls, or two equidistant from the cork) the players will reshoot at the cork, but in reverse order of their first shot. Winning dart, or a tie, will be determined by the chalker for the upcoming game. The second shooter for cork may request any bullseye to be pulled from the board prior to his shot for cork.

V - Scoring

Section 1 - Score Sheets

- 1) The home team's Captain will ensure scores are accurately and neatly recorded on the score sheets.
- 2) The visiting team Captain must enter players' names first. Names of players may be entered on a game-by-game basis.
- 3) No changes may be made once the home team Captain has written down his/her lineup.
- 4) The cut-off point for averages shall be 140 in x01 games. Points scored with 139 or fewer remaining points shall not count for average and will not be put on the score sheet, with

the exception that the Out (double-finish) scored will be placed in the "OUT" column and circled.

- 5) In x01 games, when the remaining score is 140 and above, the "dummy" scores 25 points per round. In Cricket games, there are no marks or scores awarded for the "dummy".
- 6) All Star Points (ASP):
 - A. All Star Points earned in an x01:
 - i. Any score of 95 or above is worth 1 ASP.
 - ii. A score of 171 or 180 is worth 2 ASP.
 - iii. x01 ASPs are to be circled on the score sheet.
 - B. All Star Points earned in Cricket:
 - i. A 6-Mark (two usable triples - all three (3) marks of each triple must close or score) is worth 1 ASP.
 - ii. A 9-Mark (three usable triples- all three (3) marks of each triple must close or score) is worth 2 ASP
 - iii. 4-Bulls with three darts in one round are worth 1 ASP.
 - iv. 5-Bulls with three darts in one round are worth 2 ASP.
 - v. 6-Bulls with three darts in one round are worth 3 ASP.
 - vi. Cricket ASPs are to be written next to the player's name on the Cricket section of the score sheet. Write down the actual shot. (e.g. *T17* - T16, 5 Bulls, etc.)
- NOTE: Cricket ASPs are counted only when the final triple or bullseye wins the game (on an open number or bullseye). If the game-winning triple or bullseye is shot with the first or second dart, any additional dart thrown in an attempt to gain ASPs will be considered poor sportsmanship per Article VII, paragraph 8.
- 7) Games won by forfeit shall not count as a finish by any player.
- 8) Both team Captains (or team representative) will sign the score sheet after reviewing it for accuracy of all information.
- 9) The home team Captain must call the league voice-mail at (248) 812-3635 with the match results by 12:00pm Noon of the Saturday following the match. Failure to do so will result in a loss of one (1) point for the home team.
- 10) The home team Captain is responsible for mailing the score sheet to the Statistician. The score sheet envelope must be postmarked by the Monday following the match. Failure to do so will result in a loss of two (2) points for the home team.
- 11) Any deducted points will not be awarded to the opposing team.

Section 2 - Chalking

- 1) The visiting team is responsible for chalking the board. The home team is designated on the left side of the chalkboard.
- 2) The chalker shall exercise all due concern and regard for players at the throw line (oche). This includes refraining from all undue movement and facing the board until the player's throw is complete. Captains may ask for and receive a new chalker if the chalker does not exercise concern and regard for the shooters in the game.
- 3) The chalker shall call out scores in a clear and concise manner to the person keeping the score sheet.
- 4) The number of points remaining (in x01 games) as shown on the chalkboard shall be deemed official unless and until it is challenged for arithmetical error.
- 5) Scores marked on the chalkboard are official after darts are removed from the board.

Players are reminded to verify their score as called out, prior to removing their darts from the board. A score called by the chalker, followed by a dart falling out of the board, counts as called.

- 6) The chalker shall mark the board so that the points scored are listed in the outer columns of the board, and the points remaining are listed in the inner columns. In teams and doubles matches, the chalker shall also draw a horizontal line under the scored and remaining points after the last player on the team has shot.
- 7) The chalker shall verify scores on the board with scores on the score sheet prior to erasing any part of the board.
- 8) The chalker shall, if asked, inform the thrower of the number of points scored. The chalker can not give the thrower any information or help in determining the combination or shot necessary to finish the game or how many points remain. The chalker will inform the shooter and score sheet keeper when the game is finished.
- 9) An x01 game is considered finished when a player's dart hits and stays in a number in the double ring, bringing the score exactly to zero. In the event a shooter throws another dart after the game is finished, it will have no effect on the outcome.
- 10) Chalking three (3) mark Cricket is done as follows:
 - A. On each number (20 thru 15 + Bulls for singles and doubles cricket, or 20 thru 12 + Bulls for triples cricket) make a diagonal line for one mark scored, cross that diagonal line with another line for the second mark scored, circle the two lines when the third mark is scored. Two diagonal lines within a circle are used even if three marks are scored on one or two darts.
 - B. After a team or player has scored three (3) marks on a particular number, and the opposition has not, points are earned for that team or player each time the number is marked (hit).
 - C. The first team or player to score three marks for each number (20 thru 15 + Bulls for singles and doubles cricket, or 20 thru 12 + Bulls for triples cricket) wins the game if they have equal or more points than their opponent. The player who throws the last dart in cricket will be given credit for the finish.

Section 3 - General Rules

- 1) The point of the dart must be penetrating the surface of the board (excluding wires) in order for that dart to count for score.
- 2) Scores shot with the foot, or a portion of the foot over the oche (throw line), shall be declared null and void after the second warning of the night.
- 3) A dart in the outer bull ring shall count as 25 points and shall be considered one life in cricket. A dart in the inner bull shall count as 50 and shall be considered a double in x01 games and two lives in cricket.
- 4) Scores shot by a player out of proper rotation shall be declared null and void and shall be re-thrown when the error is caught prior to the next player throwing their first dart. Scores shot by a player out of proper rotation under all other conditions shall stand. The proper rotation of players shall continue, as marked on the score sheet, beginning with the next player due up in the current rotation.

VI - Duties of the Captains

- 1) The Captains shall be responsible for registering their team prior to the start of the season and registering any changes to their team throughout the season.
- 2) The Captain shall collect entry and playing fees and deposit them with the Treasurer when directed.
- 3) The home team Captain must mail scoresheets and call in scores per Article V, Section I, Paragraphs 8 and 9.
- 4) The Captain shall be responsible for questions regarding the team or individual standings. Questions should be addressed to the Statistician(s) within one week of the posting of the standings.
- 5) The Captain, or his/her representative, shall attend all Captains' meetings as notified by the Secretary. ***Failure to attend the Captains' meetings will result in a loss of two points for that team for each missed meeting.***
- 6) If a problem or dispute with a By-Law or Rule of Play arises, the two Captains involved should make every effort to resolve the dispute amicably and to both Captain's satisfaction. If this is not possible, then they should contact the Rules Chairman.

VII - Etiquette and Sportsmanship

- 1) Members carrying alcoholic beverages in or out of a venue in violation of liquor control regulations shall be dropped from the league permanently.
- 2) Displays of poor sportsmanship will not be tolerated. Violators will be dropped from the league. The league will not refund any dues or fees paid by the violator. Persons dropped due to poor sportsmanship may ask to be heard by the Executive Committee. The Executive Committee's decision will be final.
- 3) When during the course of seasonal play, a player's withdrawal from a team (without just cause) forces the team to discontinue league play, (i.e. insufficient players to provide minimum player numbers) or a team withdraws from the league without showing just cause, this shall be considered poor sportsmanship. As such, all withdrawing players will be liable to all penalties and sanctions of Format and Rules of Play, Article I, Section 1.
- 4) No person shall be in front of the oche (throw line) except the chalker.
- 5) Players participating in a game may not practice on any other board (including electronic). If a player is caught doing so, his/her team will forfeit that game.
- 6) Once the line-ups are written down, there is a nine (9) dart warm-up for any player shooting in the next game.
- 7) The Captain of the home team should keep order in the venue where possible. Both teams should keep their guests under control so that there is not room for poor sportsmanship.
- 8) After the winning dart is shot, or a bust is shot, no additional darts are to be thrown either in jubilation or disgust.
- 9) Fighting and verbal abuse will not be tolerated.
- 10) All players and guests shall exercise due concern and decorum before, during and after league play. Particularly while another player is at the oche (throw line). This includes movements, noise, or action otherwise causing a distraction to the shooter.
- 11) Any player voluntarily (without just cause) or involuntarily leaving the league (disciplinary action) during a season will be dropped from the league for the remainder of

the season, and all of the following season. Any such person cannot participate in league tournaments and will forfeit their banquet ticket. The person will have right to appeal to the Executive Committee, with the Executive Committee making the final decision.

- 12) Any member involved in violence during league sanctioned play or in league venues during league nights will be immediately dismissed from the league.
- 13) Poor sportsmanship issues should be brought to the attention of the Executive Committee.
- 14) Should a team withdraw from the league during the season, all points relating to that teams' play - including points won or lost by their opponents - will be voided.

VIII - Tournaments

- D) The following tournaments will be held by the DODL :
 - A. A Captain's cup tournament (for all Captains and Executive Committee members).
 - B. A hi-lo doubles tournament. The players will be partnered by matching up the highest average player present with the lowest average player present. This process will continue until all players have been partnered.
 - C. A class team tournament. Teams will be grouped based on team average regardless of the division in which they compete during normal league play;
 - i. Group A -701
 - ii. Group B - 501
 - iii. Group C - 401
 - D. A class singles tournament. Players will be grouped based on average regardless of the division in which they compete during normal league play.
 - i. Group A - 701, cricket, choice
 - ii. Group B - 501, cricket, choice
 - iii. Group C - 401, cricket, choice
- 2) Tournaments (with the exception of the class team tournament) will be single elimination knockout (best 2 out of 3). The first game played will be x01 followed by cricket. If a third game is necessary, the winner of the third cork will choose the game.
- 3) The winner of the cork shoots first in each game.
- 4) Other tournaments may be scheduled as determined by the Executive Committee.
- 5) Tournament formats may be altered at the discretion of the Tournament Chair or his/her representative.

IX - Trophies and Awards

Section 1- Team Awards

The members of the winning team in each division shall receive individual trophies. Second place team members will receive recognition, as determined by the Trophy Chairman, within monetary constraints.

Section 2 - Captain's Cup Trophy

Captains and Executive Committee members only may compete in this competition.

Substituting for the Captain at the Captain's meeting does not qualify one to shoot in this tournament. A trophy will be awarded to the winner and runner-up.

Section 3 - Awards for Scoring 180 or 171

During an -01 game, any person shooting 180 or 171 (without busting) shall receive an award. The score must appear on the score sheet and form part of the match play before it will be considered for an award. If a 180 or 171 are scored during tournament play, the score must be reported to the Tournament Chair or the person supervising the tournament.

Section 4 - Award for Scoring a 9-Mark

During a cricket game, any person shooting a 9-mark (three usable triples per the guidelines defined in Article V, Section 1, paragraph 6) shall receive an award. The score must appear on the score sheet and form part of the match play before it will be considered for an award. If a 9-mark is scored during tournament play, the score must be reported to the Tournament Chair or the person supervising the tournament.

Section 5 - Awards for Bullseyes

The DODL shall present an award to a player who scores 4-bulls, 5-bulls or 6-bulls per the guidelines defined in Article V, Section 1, paragraph 6. The score must appear on the score sheet and form part of the match play before it will be considered for an award. If a 4-bull, 5-bull or 6-bull is scored during tournament play, the score must be reported to the Tournament Chair or the person supervising the tournament.

Section 6 - Turkey Shoot

On the league play Friday before Thanksgiving, the DODL shall sponsor a "Turkey Shoot". Each team will be given a prize, and the team will determine how to award the prize. Example: Person on the team with the highest first round 3 dart total.

Section 7 - High Average Trophy

The DODL shall award a trophy to the player in each division with the highest average for the season. A player must be present and shoot 80% of the available weeks in a season to be eligible for this trophy.

Section 8 - High Out Percentage Trophy

The DODL shall award a trophy to the player in each division with the highest percentage of outs for the season. This percentage will be based on the number of outs taken compared to the number of games played. A player must be present and shoot 80% of the available weeks in a season to be eligible for this trophy.

Section 9 - High Out Trophy

An individual award will be given to the player who hits the highest out for the season in each division.