

# Mile-Hi Bullseye Dart League Rules

Mile-Hi Bullseye Dart League (MHBDL) has created a comprehensive set of rules that are used to govern our league. Our rules are in place to ensure that every member of MHBDL paid or other enjoys their league experience. Our rules will cover many of the possible situations and scenarios that inevitably have or will occur during weekly match play. It should be understood and assumed that we are unable to forecast every possible situation that may or may not occur during weekly match play and therefore ask that each of you use your best judgment if a situation or issues not covered within should occur. It is your right as a member of MHBDL to bring to the board any comments, questions or concerns. The MHBDL board and each of its members has an open-door policy and welcomes all comments, questions and concerns. It is our understanding that as a member of MHBDL you will adhere to all policies and procedures set forth within this document.

For the purpose of this document, a "Round" is considered to be when all players in one game have had their turn. A "Game" is considered to be a 301/501/701. The "Match" is a collection of all games.

## **General Rules**

1. **Age Requirements** - Players must be at least 21 years of age. No exceptions!
2. **League day and start time** - League plays on Tuesdays, League start is 7:00 pm.
3. **Fees**
  - a. **Registration** - The fee/donation to be considered a paid player per season is \$25. The total donation for a four-team roster (league minimum) is \$100. Team's registration/donation fee must be paid prior to the start of the season.
  - b. **Weekly fee is \$3.50 per player** - The breakdown for the weekly fee is, \$2.50 per player in quarters for the dart board machine and \$1.00 per player to be used for the bartender's tip for the complementary 5th round drink. (Fall24)
  - c. The breakdown for the weekly fee is Registration/Donation fees are subject to review/change by MHBDL board vote. Change in Registration/Donation fees will be communicated out to members at or before the end of a season and prior to the start of a new season.
4. **Team Manual (team binder)** - Prior to the start of each season the Mile-Hi Bullseye Dart League will present a team manual to each team captain. Team manuals at a minimum will contain the following information:
  - a. MHBDL Rules
  - b. MHBDL Rules Declaration Page
  - c. MHBDL Contact Sheet by Division
  - d. MHBDL Team Schedule (League Republic)
  - e. MHBDL Score Sheets
  - f. MHBDL Drink Sheets
  - g. MHBDL approved additional information sheets
5. **Bye** - A bye in a team schedule indicates that there is an uneven number of teams

playing in your division. Playing a "Bye" as indicated by your team schedule means your team is off and will not play. In other words, your team has a "Bye Week" (no play)

6. **Team Forfeit** - A forfeit can occur on a team or player level. Forfeits shall not be awarded for rescheduled matches or reschedule conflicts. Review additional information listed under rescheduled matches for further clarification on reschedules. A team forfeit will only be awarded when the following situation occurs:
  - a. A team forfeit can result if at least two paid registered players are not ready to start the match within 15 minutes of the scheduled 7:00 pm league start time unless otherwise agreed upon by both team captains.
  - b. If a team is awarded a team forfeit, the team who caused the forfeit will be awarded a score of 0 wins for the night while their opponent will be awarded a score of 9 wins for the night. If a team forfeits two matches during the season, they may be dropped from the league at the discretion of the Board. In the event of a team being dropped from the League, all previous and remaining matches will be considered a forfeit and a score of 9-0 will be awarded to all teams.
7. **Player Forfeit** - A forfeit at the player level will occur if the following situations occur during league play:
  - a. **Delay of Game** - A player forfeit will occur if at any point during league play a player takes longer than 5 minutes to get to the throw or toe line to begin the game. If a player is unable to complete their turn for whatever reason within 5 minutes this is considered a delay of game which will result in a forfeit for this player for this game. If this scenario occurs, the player's team captain will implement "Dead Man" for this player for their position for the remainder of the game.
  - b. **Delay of Round** - A player forfeit will occur if they take longer than 3 minutes to complete their turn. If a player is unable to complete their turn within 3 minutes this is considered a delay of game which will result in a forfeit of round for this player. On the second occurrence during the same game, their team Captain will implement "Dead Man" for this player for the remainder of the game.
8. **Rescheduling Matches** - Matches may be rescheduled for a different day/time that both Captains agree upon. Reschedule requests must be communicated to the opposing team Captain by 5:00 pm the day of your scheduled match. Rescheduled matches must be made-up at the originally scheduled "home" location-based upon availability at the home bar. The Team Captains will work together to coordinate with the home bar. The Sr. Commissioner and Statistician shall be informed of all rescheduled matches by both team captains. All rescheduled matches must be completed prior to the last match of the season. If a rescheduled date and time cannot be agreed upon by both team Captains, both teams will receive 0 wins for that week's match.
9. **Protests and Disputes** -
  - a. All protests and game disputes should be made by the team captain(s). Most protests and disputes should be settled through compromise and common sense, calling the Deputy Commissioner for advice if necessary. In the event that both team Captains are unable to come up with an agreeable compromise, the team Captains should do the following based on the situation:
    - i. If the disagreement or issue is rules based a call to the Deputy

- Commissioner must be made to help mediate the situation.
- ii. If the disagreement or issues is player related and non-rules related, a call to the league's Player Representative must be made to help mediate the situation.
  - b. If the Deputy Commissioner and or the Player Representative is unavailable, a call must be made to the Senior Commissioner.
  - c. When all available options to settle the dispute have been exhausted (definition below in 9.c.i-iii) then a formal well documented written protest to the Board must be made by both team captains. Official protests to the board will be handled when possible within 5-days of the occurrence. However depending on the nature of the protest, more time might be needed to investigate and properly resolve the protest. Both team captains have reviewed their team manuals,
    - i. Both team captains have decided that replaying the disputed game is not an option
    - ii. Both team captains have contacted the Senior Commissioner, Deputy Commissioner and/ or Player Representative for assistance
10. **Coaching** - Coaching at the line and otherwise **IS** allowed in our league as long as it is not interfering with the play of the game. It is not considered good sportsmanship to call out false numbers to the opposing teams' players. Be courteous to those playing their games around you.
11. **Player** - If you are a Player of MHBDL, your status shall be one of the following:
- a. **Paid Player Full Time registered to a team**
    - i. This league player status means that you have paid your registration dues and are a full-time player of a team. As a player with this status you are eligible for pins, trophies and certificates and your stats are recorded to the league's website.
    - ii. If you are a paid full time active player registered to a team you may not play for or on another team during the season, no exceptions. If your team withdraws from the season through no fault of your own you would then be eligible to be re-registered to any active team, upon the Board's approval.
  - b. **Substitute player**
    - i. This league player status means that you have not paid a registration fee but have agreed that when called upon if available you will play for any active team. This type of player is willing to sub-in when available. As a substitute player, you are not eligible for pins, trophies or certificates and your stats are not recorded to the website.
    - ii. Team Captains agree to have a Sub on your team of like playing ability to your team's Division. In the event that the opposing team challenges the substitute player, the match shall be completed. The opposing team will file a protest and submit it to the Board. The Board will review the scoresheet and talk to both Team Captains to make a determination of substitute player eligibility.
    - iii. **Use of Substitute Players:**
      - 1. **League Play** - A team can have no more than 2 subs per Match.

- a. Substitutes must meet the definition of like playing ability discussed above.

**2. Season Tournament Finals Play** <sup>(Fall24)</sup>

- a. All players must be active players and have paid their league fee for the current season. No unpaid Tournament Subs.
- b. Tournament Subs must have played a game and paid their league fee at least 1 month prior to the end of season
- c. If you have 5 members on your team, you can change line ups between matches but not between games
- d. Once a name is written on the scoresheet they must play that match.

12. **Adding or Dropping Players** - In the event that a team needs to add a player to their roster, the Captain must notify the Sr. Commissioner and Statistician. This new Player must pay the \$25 membership fee and their stats will be recorded from that point forward.
13. **Host Location** - Teams may not change their host location during a season unless the host location requests it, or the host location closes. This includes rescheduled matches.
14. **"Drink Sheet"** – also known as "5th Round Drink - The host location will provide a free beverage for each home and away player. The home team Captain is responsible for turning in the "drink sheet" prior to their 5th round of play. A player's free beverage shall be a beverage of equal or comparable value to a previously purchased drink. If a player orders water or a non-alcoholic beverage for purchase, they will receive water or another non-alcoholic of comparable price as their free drink. This is limited to a total of 4 drinks per team, per match.
15. **Scorekeeping** - Make sure you keep score accurately. This includes writing clearly enough so that the Statistician can easily read your scores including any notes. When the players are listed at the top, you must use full names to avoid confusion. If you will be using a substitute player for the evening be sure to put in parenthesis next to the players name on the line-up section of the score sheet the word (SUB). This will help distinguish this person from your usual team's roster. Be sure to circle the player position (1A, 2A etc.), of the player who takes a game out. HOME TEAM CAPTAIN, IT'S YOUR RESPONSIBILITY TO MARK ALL OUTS AND PERSONAL PLAYER FEATS FOR THE EVENING AT THE TOP OF THE SCORESHEET. Please be diligent and perhaps utilize a co-captain to help you manage the score sheet while you are playing so you are not distracted. Please remember, the overall scorekeeping for the night is the home team Captain's responsibility. Any issues with the Host Location or boards should be noted on the score sheet.
16. **Submitting the Score sheet** – BOTH team Captains are responsible for submitting to the Statistician a photo text of your completed score sheet after your Tuesday night match has completed. Clear picture texts of your score sheet along with the more traditional form of scanning-in and emailing out are acceptable. Score sheets must be received no later than the Wednesday following your Tuesday night match unless other arrangements have been made. The score sheet must be signed by both team Captains or an authorized team representative like a Co-Captain. It is the responsibility of both

Captains to check the web site to make sure their team's scores are posted and recorded accurately.

17. **Equipment (Darts) Dart Equipment Specifications** - Tips used must be standard factory issue for Electronic Darting and darts cannot have broken tips. Darts may not exceed 20 grams in total weight.

### **Game Rules**

1. Players stand behind the throw or toe line. The front of the throw or toe line is 8 feet from the machine's measurement notch located on both the right and left sides of the electronic dart board cabinet. It is legal and will not be considered a foul to lean over the toe or throw line. You will incur a foul and consequent penalty if you step over the front edge of the throw or toe line while throwing.
2. Players shall throw a maximum of three darts per turn. Players shall only throw when it is their turn so identified by their designated position as listed on the MHBDL League Score Sheet. Captains, it is your responsibility to ensure accuracy when filling out player line-ups on the MHBDL League Score Sheet.
3. It is not required for a player on his or her turn to throw all three of their darts. When a player elects to pass on throwing any or all of their darts the player will step up to the board and first activate the player change by pushing the appropriate player change button prior to pulling their thrown darts from the dart board.
4. During game play, a dart thrown towards the board will be considered a thrown dart whether or not the dart registers on the board. Clarification, if the thrown dart misses the dart board, bounces off the dart board cabinet, or hits the dart board face but bounces off the dart board without recording it shall still be considered a thrown dart. Darts dropped at the throw or toe line from members hand shall not be considered a thrown dart.
5. Darts sticking in the board may not be touched until the players' turn is over and the player change has been activated. Activating the player change will signal the dart board to change to the next player's position.
  - a. **Stuck Dart Exception:** The only exception to touching a dart that is sticking in the board during a player's turn is when the machine registers a '**Stuck Dart**'. If the machine registers a stuck dart, the dart must be removed by the opposing team Captain. You as the Captain are authorized to fix the segment and verify that the points were deducted from the player's score correctly. If points were not registered from the player's score, you are authorized to manually score the points that would have been registered had the segment not stuck. Once the stuck dart segment has been cleared and points rendered correctly, play continues and any remaining darts are thrown. If the resulting board malfunction can't be corrected, play must stop and you can either move to another board, if available or reschedule your match. Please alert your Deputy Commissioner of the board malfunction
6. **NO DARTS SHALL BE MANUALLY REGISTERED. The dart machine is ALWAYS RIGHT.** Boards will malfunction from time to time and not mark the hit number correctly. Currently MHBDL accepts that the electronic dart board is always right. The league has

identified three **exceptions**:

- a. **Last Dart** - If the dart does not stick and the machine awards the win, the electronic dart board is right and the game is over.
  - b. **Winning Dart** - If the winning dart sticks in the winning number, but the machine does not mark the number correctly, the board is corrected manually and the team is awarded the win.
  - c. **Stuck Dart** - When a dart is thrown and the board displays a "Stuck Dart" message. See #5 above to resolve a stuck dart issue.
7. It is the dual responsibility of the player retrieving their darts and the next player to ensure that the Board has advanced to the next player prior to throwing their first dart. To clarify, the darts thrown by the player before the player change was activated will not be counted meaning they shall not be "pushed in", "tapped in" or manually registered in any way.
  8. **Power failure**: If the electronic dart board resets due to a power failure or other reasons beyond the users control, the game will be replayed from the start.
  9. All general rules of play will apply.

## **Rules of Play**

### **1. Division A format:**

- a. (8) 501 - Open In/Masters Out, four position, freeze rule
- b. (1) 701 - Open In/Masters Out, four position, freeze rule, piggy back
- c. The term "Piggy Back" is when 2 players on the same team play and their scores are combined on one position.

### **2. Division B format:**

- a. (8) 301 - Open In/Open Out, four position, freeze rule
- b. (1) 501 - Open In/Open Out, four position, freeze rule, piggy back
- c. The term "Piggy Back" is when 2 players on the same team play and their scores are combined on one position.

### **3. 301/501/701**

- a. All players start with a score of 301/501/701 points and attempt to reach an exact score of zero before their opponent does to win the game. If a player scores more than the total needed to reach a score of zero, the player "busts" and their score is automatically reset to the score they had at the beginning of the round. A player taking a game out when they are frozen will result in a loss of game for the player and their team. (See Freeze Rule for further information on being frozen and for information on how to score a freeze win.) When a player reaches zero, the game is over. The winning team is the team whose player reaches zero first without being "frozen" (see freeze rule.) If your game has rounded out, meaning the round limit of the board has been reached during play, the team with the lowest combined score wins the game. The player on the winning team with the lowest score will be credited with the win.
4. **Dead Man**: When the Dead Man position is activated, no player will throw on this position and consequently no points will be scored on this "dead" position. When the game reaches the dead man's position, the Captain who is playing with the dead man

will go up and push the button to activate the player change and advance the board to the next player. This procedure will occur until a player other than the dead man reaches a score of zero.

5. **Freeze Rule:** A player can only go out if their partner has a score that is equal to or less than both opponents combined score. If a player takes out the game while “Frozen” the game is over. Player will not receive credit for the win, nor will their team receive credit for the win. The freeze win will be awarded to the player/team on the opposing team with the lowest score. If both opposing team players have the same score (tied) then the next player in rotation of the opposite team is credited with the win.

6. **Cricket (NOT TO BE USED IN SEASON 55/57)**

- a. Each team begins with a blank Cricket board, showing no marks for Cricket numbers 15 through 20 and the bullseye. Each team plays piggyback, requiring two positions per game, one for Team A and one for Team B. Each team works to “close” each Cricket number by successfully hitting the number three times. If a team has closed a Cricket number and the opposing team has not, each time the Cricket number is hit, those points are scored to that team until the opposing team closes the number. In order to win, a team must be the first to “close” all standard cricket numbers and have the highest number of points.
- b. **Marks Per Round (MPR):** The number of Cricket numbers hit within a single round. Feats of this type are identified and recorded on the MHBDL scoresheet
- c. **White Horse:** This feat is awarded on the MHBDL scoresheet when a player hits any three triple Cricket numbers within one round that have not been hit previously (i.e. a triple sixteen, a triple nineteen and a triple eighteen in a single round).
- d. **Three In a Bed:** This feat is awarded on the MHBDL scoresheet when a player hits three triples of a single Cricket number (i.e. three triple twenties in a single round)

7. **Fouls**

Committing a foul may lead to loss of round, loss of game, loss of match, expulsion from league or the finals tournament and expulsion from future tournaments and/or seasons. The Board will make final determination of all penalties resulting from fouls that cannot be resolved by Team Captains.

- a. Fouls must be called within the round in which the foul occurred.
- b. Distracting behavior by opponents while a player is throwing is considered poor sportsmanship and is considered a foul. Repeated offenses will result in disciplinary action by the Board.
- c. A player’s foot cannot go past the throw or toe line prior to releasing their dart. If the foot foul is called and continues, the Dead Man rule will apply for the remainder of the game.
- d. Out of order player:
  - i. If a player has thrown less than 3 darts out of turn for your team mate, the darts are removed and the board is backed up, if possible, to the current player’s 1st dart. If the board cannot be backed up, your teammate will only be able to throw the remaining darts. The player that threw out of turn will skip their next turn.

- ii. If a player has thrown less than 3 darts out of turn for your opponent, the darts are removed and the board is backed up, if possible, to the current player's 1st dart. If the board cannot be backed up, all thrown darts stay marked on the board and play is advanced to the missed players turn and they throw all three darts. The player that threw out of turn will skip their next turn.
  - iii. If a player throws out of turn multiple times during a game or at any time during a match that player forfeits his or her position at which point the "Dead Man" rule is activated.
  - iv. If a player throws out of turn and their throw results in an end of game the team causing this foul will take a loss of game. The win for this game will be awarded to the player whose position was used to incorrectly take the game out.
- e. Manually scoring outside of the defined exceptions will result in loss of round/game/match.
- f. Abuse of equipment, for example, do not punch, kick or bang on the board, poor sportsmanship, or unethical conduct may result in a foul and could lead to loss of round/game/match.
- g. Any player or team that commits three fouls in one game will forfeit that game and possibly the entire night's match depending on the nature of the foul or infraction.
- h. \*\* If an issue occurs during a game/match, the team Captains should attempt to resolve it. If the Captains are unable to resolve the issue or conflict and the issue or conflict is rules related, then both team Captains should reach out to the league's Deputy Commissioner for assistance or rule clarification. If the dispute is related to a personality conflict between two or more members, both team captains should reach out to the league's Player Representative for assistance. The Player Representative is there to help mediate the situation and will work with both team Captains to come to a peaceful resolution. The Deputy Commissioner and the Player Representative will include the Senior Commissioner on all issues. Communication including documentation will flow between all Board members regarding any issues and conflicts that may arise during league season.\*\*

## 8. Season Tournament Finals Play <sup>(Fall24)</sup>

### a. **Division A format: 3 out of 5 games**

- i. (4) 501 - Open In/Masters Out, four position, freeze rule
- ii. (1) 701 - Open In/Masters Out, four position, all team players play, freeze rule, coin flip determines which team goes first.

### b. **Division B format: 3 out of 5 games**

- i. 301 - Open In/Open Out, four position, freeze rule
- ii. (1) 501 - Open In/Open Out, four position, all team players play, freeze rule, coin flip determines which team goes first.

## **Sportsmanship**



1. The purpose of this section is to provide you with specific guidelines concerning player conduct during League play. The guidelines contained herein deal with disruptive behavior, threatening behavior, and violent behavior.
  - a. Disruptive behavior is inappropriate behavior that interferes with the functioning and flow of a league match which includes the period before and the period after the match has ended. Examples include yelling, using profanity, waving arms or fists, and verbally abusing others. If physical contact occurs, the match is over and the Deputy Commissioner and the Senior Commissioner shall be informed immediately via phone or text.
  - b. Threatening behavior includes physical actions short of actual contact/injury (e.g., moving closer aggressively), general oral or written threats to people or property ("You better watch your back" or "I'll get you") as well as implicit threats ("You'll be sorry" or "This isn't over").
  - c. Violent Behavior includes any physical assault, with or without weapons; behavior that a reasonable person would interpret as being potentially violent (e.g., throwing things, pounding on a table or door, or destroying property), or specific threats to inflict physical harm (e.g., a threat to physically harm another individual).
2. **Statement**
  - a. Threats or acts of violence against any player, including substitute players before, during and following the end of a league match will not be tolerated. Such behavior as described above may result in criminal arrest and prosecution and/or disciplinary action, including suspension or permanent dismissal from the charitable organization known as MHBDL.
3. **Dealing with Threats and Violence**
  - a. Individuals that feel that they are a victim of threats or violence should notify the Police. Such behavior should be reported regardless of the personal or professional relationship between parties.
  - b. Any person (league member or non-league member), who makes threats or engages in violent behavior while representing MHBDL organization may be removed from the premises as quickly as safety permits. They may be required to remain ineligible from participating in any and all MHBDL events including but not limited to weekly league pending the outcome of a Police or MHBDL board investigation.
  - c. Any offenses, regardless of first time or repeat offenses by any player may be subject to a suspension or dismissal from the MBHDL organization and all MHBDL functions. Player status will be determined by the Board and all board decisions are final.