

# THE PLAYERS DART LEAGUE



This contains the rules and regulations pertaining to Individual  
League Play in the Players Dart League.

*Individual  
League  
Rulebook*

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## League Information & Structure

The Players Dart League Individual League is operated by Players Darts LLC. It has many of the same officers, though not restricted to such, as our other traditional Team-Based League. The League contact information remains the same:

**The Players Dart League**

[www.theplayersdartleague.com](http://www.theplayersdartleague.com)

[info@theplayersdartleague.com](mailto:info@theplayersdartleague.com)

[www.facebook.com/theplayersdartleague](https://www.facebook.com/theplayersdartleague)

[www.instagram.com/playersdarts](https://www.instagram.com/playersdarts)

Individual Officers may be reached at emails provided on the website and/or by phone as such phone numbers are known. Officers will rotate through the seasons and are not listed in this rulebook, but may be found on our website. Official correspondence should go through the above channels.

## **Personal Conduct and Rules of Decorum**

The Players Dart League Individual League is at its very core a League for the players. That being said, sportsmanship, gentlemanly (or womanly!) behavior, and general respect for your fellow players is of the utmost importance. We realize that most players are simply out to have a good time and behave accordingly. Learning how to win gracefully and lose with dignity are important aspects of any competitive activity. It is assumed that any player who takes part in any League organized activity will be able to act as a rational adult. Emotions will always be present in competition, but the rules of civilization still apply. While we hope the below circumstances do not occur, however, we want to be clear about the consequences if they should.

Violence of any kind will be met with swift sanctions by the league. If you commit an act of violence during a league night/match/tournament/event then you have done something wrong, regardless of the circumstance. Sanctions include suspension (temporary or permanent), the vacating of prior victories or awards, re-adjustment of schedules or future matches, and any other action that the League finds appropriate. *Threats of violence* will be treated in the same manner as violence. Destructive behavior to either the Sponsor bar or the belongings of any player or individual in attendance will likewise be met with severe sanctions.

Lastly, cheating will absolutely not be tolerated. It degrades your integrity as well as that League and of Darts in general. Anyone caught cheating will face stiff sanctions. If cheating is suspected or a player/sponsor is accused, the league will look into such matters and may require extra steps by that player/sponsor to avoid suspicion in the future as a condition of continued play.

The League retains the rights to enforce sanctions within the limits of its jurisdiction, severe or mild, on any player or Sponsor who does not exhibit fair and reasonable behavior.

## **Basis for our League**

The Individual League is inspired by the PDC Premier League held each year in England. In that league, the top shooters in the world are chosen to play a long, weekly double round-robin tournament that ends in a grand finale

tournament. 501 is the only game played and each week's matches are televised on prime time British TV. They are also broadcast over the internet on [www.pdc.tv](http://www.pdc.tv) for a small fee if you are interested in watching. The League was so entertaining to watch that we decided we wanted to play in something similar and the idea for an Individual League was born.

Our League currently groups into divisions of 6 or 8 people and each player plays each opponent only once (a 5 or 7 match event). Later in the season, players can compete in a league-wide 501 and cricket tournament. Oh, and of course, since we are American, we had to incorporate Cricket!

## Overview of Play / Match Format

The overall league is a collection of 6 or 8 player divisions. Within each division, that means that each player has 5 or 7 opponents respectively. Each player will face off against only one opponent each week and will eventually face all other players in the division, leading to a 5 or 7 week "Regular Season". Each division has the right to change the match length before play begins for the season, but the default is to have each half of the match be a "Best of 5". Once matches have been played the length is locked in.

In a 6 person division, that means that each night, there will be three matches (ex: A v. B, C v. D, E v. F). Each match will consist of 2 parts: a 501 best of 5, and a Cricket best of 5. *The 501 games should be completed for all 3 matches each night before any Cricket is played.* Also, this ensures that every player will play between 6-10 games per night.

The information for each game should be recorded on the score-sheet which will then be submitted to the league for statistical purposes and for the standings, or alternately, use DartConnect to score the match through the official league portal.

As of Summer 2019 we are a DartConnect registered league so players can play matches on DartConnect through our league. Doing so will not only allow for quicker stat entry on our site, but also open up a whole new level of stats. Paper forms are always welcome for those unfamiliar with DartConnect

## Starting the Match (Order of Matches)

In this league there are no Captains so everyone must be responsible for themselves. Arrangements can be made with players in individual divisions to play matches at earlier or later times, or on different days or locations. Since we charge the players the fee and not the sponsor, players have more flexibility. That said, below find the original instructions for how to run a league night and these are a good starting point should a division need to use them:

A league night begins between 8:00 and 8:15. Players have the discretion to forgive 15 minutes either way, but please be prompt. If you are going to be late, have the courtesy to contact the person with whom you will be playing that night and let them know so that they know what to expect.

To begin the match, all 6 players will "Splash" on. This means throwing two darts at once at the board (generally making accuracy impossible). Record the 6 scores and the person with the highest score shall have his/her match begin first. The person with the second highest "Splash" score will have his/her match begin second (assuming he was not facing the person with the highest score) and so on. This essentially randomizes which matches will take place first, second, or third. Whatever order is

achieved will be the order of the 501 segments of the matches and will repeat for the cricket segments. If an agreement is reached about order between all of the players, this process may be unnecessary. If there is any disagreement, however, please use this process.

All 501 games of a particular match should be played consecutively, followed by the 501 games of the other two matches. Then the Cricket games of the first match should be played, followed by the cricket games of the remaining two matches.

## Order of Play (Within a Match)

Order of play is an important topic in Darts. The procedure for this issue is addressed below:

To begin each half of a match (the 501 half or the cricket half), a coin will be flipped. The winner of this coin toss chooses if they or their opponent will shoot for the bull first. The winner of the bull shot will then begin the odd numbered legs in that half of the match, with their opponent starting the even numbered legs.

1. With a Best of 5 series (also called a First to 3), there will be between 3 and 5 games of 501 and between 3 and 5 games of cricket.
2. "Advantage" means shooting first in the first game. Should a 501 or cricket segment go to a deciding game, this player would "have the darts" or shoot first in that 5<sup>th</sup> game of the segment.
3. Prior to play, players will "Shoot for Cork" to gain preference. Details of this process are listed:
  - a. Flip a coin to see who has the choice of throwing at the Bull first.
  - b. Whoever wins the coin toss can either throw at the Bull first, or defer.
  - c. The first player shoots at the Bull.
  - d. The second player shoots at the Bull.
  - e. If both darts land in the Bull, re-throw in the opposite order.
  - f. A double Bull beats a single Bull. During Play

## Match Play Guidelines

While playing a match, please observe a few guidelines:

1. Shake hands to begin and after each game. This is a sign of respect and signals your intent to behave with sportsmanship and decorum.
2. Score for the matches in which you are not participating to help the night move forward and allow players to worry about their darts, not math.
3. In case you missed rule #2: Score for the matches in which you are not participating to help the night move forward and allow players to worry about their darts, not math.
4. Do not take too much time and extend the night. This means:
  - a. Do not take more than 5 minutes in between games.
  - b. Do not take more than 5 minutes between matches.
  - c. Do not take more than 2 minutes in between throws during a game.
  - d. Try to plan your smoking, phone calls, and social agenda accordingly.
5. Pay attention to the Matches you are not playing in to help ensure proper scoring, scout your opponent and keep the heat on!
6. If a dispute or question about the rules arises during the match:
  - a. Attempt to resolve the dispute amongst yourselves
  - b. Consult this rulebook for clarification
  - c. Contact a League Officer for direction
7. Please keep calm during any dispute or question. Screaming and yelling will not solve anything, but will make it impossible for yourself or anyone around you to have a good time.
8. If a player is stepping over the Oche (the toe line) wait until after the player has completed his throw and then let that player know. One warning is appropriate. Should the behavior continue on a future throw, that entire throw shall not count, and the player's turn shall be forfeit.
9. Remember that the rules are here as a guide. If a player has an emergency and must leave early or cannot be precisely on time, try to work things out before using the rulebook to steal points. It's nice to win, but the League prefers the games be played
10. Do not remove your darts until you are sure the scorekeeper and your opponent have heard what you called. If there is a dispute and your darts have been removed, the scorekeepers' ruling is final.
11. The game ends when you remove the winning dart from the board, NOT when you shake hands... so retrieve your dart and then shake hands!

## **Important Notes on Scoring a Match**

### **Scoring Best Practices**

Scoring the game is the most important part of a dart game, short of the players. For this reason we want to include a few "Best Practices" to make sure that scorekeepers never actually impact the game, only record the game:

- (1) Don't Speak! Unless you are asked specifically by the shooter (then you may only reveal what has been scored so far that round, or what is left), don't say anything!
- (2) Don't Lean in. The dart will still be there at the end of the turn. Unless specifically asked by the player to confirm a dart, do not lean in and potentially distract the player or get yourself hurt.
- (3) Don't Move while a player is shooting.
- (4) Don't write anything down until all three darts have been thrown. A dart may be knocked out and then you're in a situation where you must erase (never good), and additionally, see the above rule: If you're writing, you're moving.
- (5) Make sure you know the math, or make sure you enlist help. Calculators are handy, as are many of the electronic dart scoring machines. Even the iPhone, Blackberry, and Android phones have a few applications to do the job. Or use DartConnect, it's simply the standard in Scoring applications and it's top notch.
- (6) If you do make a mistake, announce the mistake to all AFTER the current player is shooting. Do not adjust a score without making everyone aware and allowing them to understand. Otherwise you open yourself up to questions of integrity when you probably weren't doing anything wrong.
- (7) If you must erase a column and restart at the top, Firstly, wait until the current player has stopped shooting and, Secondly, do not erase the ENTIRE column, leave the bottom row so that everyone is sure you transferred the numbers correctly. Also, if it's 501 make sure you record the number of rounds thrown so you can keep an accurate count of Darts for the PPR stat.
- (8) Make sure you have enough writing implements BEFORE you start the game. If that dry erase is dying, find a new one before you start so that you don't have to interrupt game play. Or use DartConnect!
- (9) It is not only the Scorekeeper's responsibility to score. Both players should monitor their score for accuracy, as should players not involved in the current game. If a mistake is noticed quickly, it can be corrected.
- (10) If a mistake is noticed after both players have subsequently shot (eg- a math error is spotted 3 turns ago in 501) then the mistake is not corrected and the score stands as currently recorded

## Special Scoring Notes for the Individual League

The Individual League will keep track of 3-Dart Averages as a statistic, Points Per Round (PPR). While not traditionally recorded as a statistic in our area, this is the most widely used statistic in darts. We felt it was appropriate and the right time to introduce this statistic and have created the score-sheet to allow for this. Have no fear, though, you don't have to do the math! There are just a few things to remember when scoring a 501 in the Individual League:

1. Record the entire score of the final round for the winning player as the "Out". For example, if a player shoots a single 20 and then a double 16, then that player's "Out" was a 52. This is also referred to as a "Checkout".
2. Record the score remaining for the player losing the game. This allows us to know how many points were scored and is vital to calculating their average.
3. Record the number of darts thrown for each player. At its easiest, this entails simply counting the number of rounds thrown and multiplying by 3. There are three exceptions to keep in mind, however:
  - a. The winning player may throw only 1 or 2 darts in his final throw. This dart or darts must be added to the total calculated above.
  - b. Players will occasionally miss their out. In this situation, simply place a hash mark in the lower portion of the board to denote a round of three darts that was thrown but does not show up as a reduced score. Add these three darts to their total (ie – multiply the hash mark by 3 and add to the total)
  - c. Lastly, a player may "Bust" while attempting to throw at their out. When a player busts, their turn is immediately over and they may not have thrown all 3 darts. In this case, even though all three darts

have not been physically thrown, the round counts as three darts. Process this case much like the case in step (b).

## Player Communication

There are no Captains here and all players are responsible for communicating with their divisions. Scoresheets must be sent to the league, or matches played correctly on DartConnect. Start dates and end dates for the league will be posted on the calendar. It is up to each individual player to make sure their matches are reported to the league and to be aware of the dates.

## Forfeits & Reschedules

The League would prefer darts be played to any forfeits, as we're sure all of our players would as well. For this reason, any game or match that cannot be played should be rescheduled on a date and time convenient to both parties. This may include meeting up at the Sponsor bar on another night or, more likely and preferable, simply making up a few games on another league night (heck, you're both there already!). When a rescheduled game is played, fill out the portion of an extra score sheet that was made up and send it with the regular score sheet for that week.

## Protests and Problems

This is a Player's league. That means that first and foremost, we are simply trying to let everyone have a good time and provide just a bit of structure. Rules are here to provide a clear answer to any dispute that cannot be handled with a gentlemanly agreement or a compromise. However, if situations arise that can be worked out amongst yourselves; we STRONGLY encourage you to do so.

Should a situation arise beyond this level or involve a Sponsor or other external element, please inform the league in a prompt, concise, and calm manner. We can only address what we know about, and we will have more information to work with if you are clear with your communication.

## Player Responsibilities

It is the responsibility of the player to:

1. Show up! This is a 5 or 7 week season, so make sure you can make it each week!
2. If you can't show up:
  - a. Let your opponent know as soon as you do.



- b. Make sure you get your games rescheduled
  - c. Inform the league of the results of a and b
3. Maintain an active phone number, email address, or both, with the league to facilitate communication.
4. Keep score occasionally when not playing
5. Monitor your own score while playing
6. Ensure that the score sheet is correct in regards to your own information. The score sheet will be the trusted source of information, so make sure your accomplishments are recorded correctly
7. Ensure that the Sponsor Liaison is mailing sheets and calling in scores.
8. Remember, Darts is supposed to be FUN!

## Playoff & Tournament Information

Following each “Regular Season” will be a tournament Playoff structure.

1. The top 4 501 players within each division will advance to the 501 Championship Tournament
2. The top 4 Cricket players within each division will advance to the Cricket Championship Tournament
3. The Tournament structure will vary depending on entrants, but the number of games will increase each round with the finals being a substantial match with many games.
4. It is the intention of the League to send our Individual Champions to National Tournaments as sponsored players, though the frequency and amount will be determined based on League entrants and National Tournament costs.

## Standings and Tie-Breakers

Standings will be kept in a Win-Loss format. This means that each player will receive a Win or a Loss for each of the 501 and Cricket segments of the match. This is regardless of the number of games played. A player who goes 3-2 in the 501 matches would earn one “Win”, and the other player would earn one “Loss”. This makes it VERY important to be the one who is the first to 3. The number of actual games won and lost is important as well, however, as it will play a large roll in the tie-breakers.

### Tie-Breakers

Should two or more players have identical records, the standings will be determined by a number of tiebreakers. These are listed below in the order in which they are used:

- (1) “Legs Won” by the players. Losing 3-2 or losing 3-0 during the season can thus have a large impact, as the player who lost 3-2 will win this tiebreaker.
- (2) “Legs Lost” by the players, ranked ascending.
- (3) If this is a 501 tiebreaker, then Overall 501 3-Dart Average (PPR) will be the next tiebreaker. This does not apply in Cricket.
- (4) Total Allstars in the relevant game.
- (5) Should players still be tied, then the winner of the player’s head to head match shall take the tiebreaker.

- (6) If there are more than two players tied and the Head-to-Head matches make it difficult to determine a clear winner, then players will play a mini double-elimination style round robin amongst themselves. Should this rare occasion arise, the league will provide a detailed structure.

## Awards and Achievements

Awards will be given for many categories. While not an exhaustive list, some of the things that will be honored are:

- (1) Division Champions
- (2) Perfect Rounds
- (3) High 501 Checkouts (divisional and overall)
- (4) Top Allstar Shots (divisional and overall)
- (5) Top 3-Dart Averages (divisional and overall)

## Explanation of Allstar Points

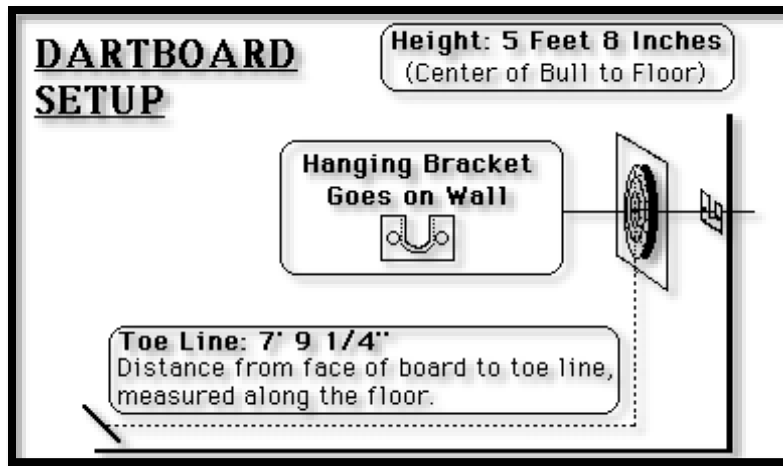
Our League uses a measure we call Allstar Points to recognize quality Rounds. In 501, these are easy to understand... any round above a 95 counts as so many Allstar Points. Thus, a round of 140 shall count as 140 Allstar Points. In Cricket, the calculations are a bit more complicated but are tailored to roughly equate to 501. Details are in the table below:

Round of 6 – 120 Allstar Points	3 Corks – 120 Allstar Points	3 Corks & a Triple – 160 Allstar Points
Round of 7 – 140 Allstar Points	4 Corks – 140 Allstar Points	
Round of 8 – 160 Allstar Points	5 Corks – 160 Allstar Points	4 Corks & a Triple – 180 Allstar Points
Round of 9 – 180 Allstar Points	6 Corks – 180 Allstar Points	

“Perfect” rounds such as a Round of 9, 6 corks, and 4 Corks plus a Triple are equated to 180 (the top 501 score) and then scores are graded downwards. 6 twenties would be 120 points and a Round of 6 is 120, so again, this is a rough approximation of 501 Allstar points.

## Appendices’

### Proper Dartboard Set-Up



See the proper measurements for a Board above. Also, ideally a board will be well lit with its own light source. There should be a bit of room on either side of the Toe Line for a player to adjust laterally. Should there be a question about the Playing Area Set-up at a particular Sponsor, contact the Bar Liaison and he/she will check the Set-up at the location.

## **Allowable Dart Equipment**

This is a steel tip dart league. Almost any dart is acceptable, given that the total dart weight does not exceed 50 grams and the total dart length does not exceed 12 inches.

Sponsors should also ensure that the dart board is replaced before each season.

Should anyone be in need of dart supplies, contact Mike Hanlon or Adam Hartz to get supplies or just head to Ray's Tuxedos at 8 NHP Road, Franklin Square New York and buy them from Mike at his shop!