



2023 CMDL League Rules

LEAGUE SEASONS

The CMDL dart year consists of:

- Fall Season (Sept - Dec/Jan)
- Spring Season (Feb - June)
- Summer Season (which is optional).
- The CMDL dart year begins with the Fall Season.
- The season ends when the last Singles Shoot/Luck of the Draw is shot.

BAR FEES

- \$50.00 per team per Fall and Spring season
- **payable at the sign-up meeting or by Sunday 12 noon following 1st week's match.**

MEMBERSHIP FEES

- \$35.00 per person per Fall and Spring season - Summer season is included if paid for Fall and/or Spring
- \$35.00 per person for players who are new to the league for the Summer season
- **payable at the sign-up meeting or by Sunday 12 noon following 1st week's match.**
- **COMPLETED TEAMS SIGN-UP SHEETS** must be presented to the Board of Directors at the Pre-Season Sign-Up Meeting.
- One change to roster will be permitted without Board approval. ADDITIONAL CHANGES TO ROSTER REQUIRE 24 HOURS NOTICE to the League Secretary.
- NEW MEMBERS MUST PAY MEMBERSHIP FEES THE FIRST NIGHT THEY PLAY.
- No new players can be added during the last two (2) weeks of any season.

TEAMS

- A team will consist of a minimum of 4 legal players and must be at least 21 years of age, maximum of 7. Only players present can be scheduled to play.
- Teams must have the minimum of three (3) players from the original team and may only have one (1) substitute per night. If a substitute is invited to play, the

substitute will be able to play the remainder matches.

- No substitutions can be made once line-up has been presented without the consent of the opposing team captain.

DIVISION SET UP

- League set up by division at sign-up. Any team signing up for league participation may request their preference of the division in which they choose to participate. Division requested will not be guaranteed and will be at the sole discretion for the Board and Scheduling Committee.
- At the end of each season, the first-place team of a division moves up one division and the last place team of said division moves down one division. **NOTE:** Must have at least 3 original players at the beginning of the following season when the move takes place. If you don't have 3 original members the move to a new division will not take place.
- IF MOVE DOES NOT TAKE PLACE THE ORIGINAL MEMBERS CANNOT BE ADDED LATER THAT SEASON. Personal points do not pertain.
- Total points from the win/loss column will decide division titles. In the event of a tie in the win column, the tiebreaker will be the lowest number of losses in the loss column.

CAPTAIN RESPONSIBILITIES

- **Fees:** Team Captain is responsible for collecting bar fees and their team's fees. Any bar or membership fee not paid by 1st week's match will result in forfeiture until all fees are paid. No forfeited matches can be made up.
- **Scoring** - captains are responsible for completing and submitting weekly score sheets. The captain can designate a proxy from their team to do this if they are unavailable.
- **Tablets** - Captains are responsible for securing 2 (two) working tablets with an appropriate hanging device to use the DartConnect service. Tablets should have wifi capability, a browser to connect to DartConnect, and reasonable battery life (with or without needing to be plugged in to work). Each team is expected to bring two tablets to each match, so there are 4 (four) working tablets for each match.
- **SUBMITTING SCORE SHEET:** The Captain is responsible for emailing their sheet each week and tallying the back **NO LATER THAN 12 NOON SUNDAY**. If scanning via phone, please view before sending to make sure it is legible. For

teams score sheet NOT RECEIVED OR ALL TOTAL POINTS ADDED – two (2) points (1 point per) deduction from the final score.

- **BEHAVIOR:** Captains are to maintain team play and control of their team. If a formal complaint should be filed with the Board, describing inappropriate behavior by any member or team, the Board will investigate the complaint's validity. If the complaint is determined to have credence, the Board will first send a written warning letter to the team's Captain. If the same team or member commits a second confirmed offense, within the same season, a thirty-day suspension will be levied on that team or member.

Examples of cause for termination or suspension would be, but not limited to:

- drug taking
- fighting
- causing physical harm
- lewd behavior while representing CMDL during League or Tournament play and while attending events on behalf of CMDL, such as meetings and banquets

ALL RULES WILL BE ENFORCED - NO EXCEPTIONS

SMOKE BREAKS:

- This applies at the start and during match play.
- **Smoke breaks of 6 minutes maximum** will be added if your match has smokers and it is requested that the captain send smokers outside while they are NOT shooting to reduce delays during the evening.

CHANGING TEAMS:

- Members may not change teams after the season begins.
- Any team or member leaving after the league season started will be banned from all CMDL sponsored events for the remainder of that season.
- ***EXCEPTION:** Members wishing to change teams or withdraw from the league must have prior approval by the Board of Directors. Written requests must be given to the Board of Directors giving a good reason for switching teams or withdrawing from the league. The Board of Directors will have 7 days to respond. ANY TEAM MEMBER switching from one team to another will lose ALL PERSONAL POINTS previously earned while on another team.

WEATHER:

- If Anne Arundel County after school programs are canceled, there will be NO darts scheduled. (Please use common sense, in other cases).
- You can play at your discretion but need to let the Secretary know you are playing. Rescheduling of these matches need to be made up within two (2) weeks of the original scheduled date.

HOLIDAYS:

- CMDL will NOT shoot team matches the Wednesday before Thanksgiving Day.
- CMDL will host a Luck of the Draw Turkey Shoot the Wednesday before Thanksgiving where a turkey and ham will be provided as a choice of prize for 1st and 2nd place winners. Location TBD based on location availability.
- CMDL will NOT shoot that Wednesday if Christmas Eve or New Year's Eve falls on a Thursday or Friday of that week.
- Regardless of the days Christmas and New Year's Day fall, CMDL will not schedule league play the Wednesday between Christmas and New Year's Day. We will host a luck of the draw on that Wednesday, location TBD based on availability.

MATCH PLAY

- There are 5 sets per league match:
 - Singles 501
 - Singles Cricket
 - Doubles 501
 - Doubles Cricket
 - Team 701.
- All matches are scheduled to start at 7:30 pm on the date and place scheduled.
- Deadline for starting a match is 7:45 pm. If three (3) players are not present at that time, all matches will be forfeited or at the discretion of the opposing team.
- No player may compete in more than one match per set.
- All match boards shall be available for practice 30 minutes prior to league starting time.
- The order of match play will be at the discretion of both team captains. All 5 sets must be played.
- All games begin by throwing bull (center bull) with the home team having the option of throwing first. Bull ties bull, double bull ties double bull. Throwing

order reversed if a rethrow is needed. In the event of a re-throw, either player must remove all darts from the board.

- A thrower being assigned or called to a board, is the start of match play. Players should immediately report to the line but have 90 seconds to report calling was missed. If a player does not show within the first 90 seconds, the shooter will be recalled to the line having 90 seconds to show. If still a no show the player is called a third and final time, if the shooter is not ready to shoot, game and match is forfeited.
- A team with a minimum team roster present must start match play on time. Late arrivals can be played. The missing player may not join a leg in progress but can enter the next leg of the match.
- Players may not practice on another board while you are playing in a match. If a team member is not actively playing a match, they may practice on another board that does not interrupt or interfere with a match in progress.

POSTPONEMENTS

- Postponements can occur if the opposing team agrees.
- All postponements require notification to the League Secretary no later than 6:00 pm the night of the scheduled match. **It is mandatory that the Secretary be notified the day/night of postponement.**
- If the opposing Team Captain agrees to the postponement, both teams **MUST** notify the Secretary of the postponement and send in a score sheet stating postponed.
- Postponements made between teams must be rescheduled and played within 2 weeks of original match date. No more than three postponements will be allowed in any season. A list of teams postponing will be listed in the stats.
- Failure to shoot a match will result in a forfeit by the team requesting postponement. Each team captain must contact the League Secretary with a make-up date or it will be a forfeit on one or both teams.
- **NOTE:** If a match is postponed in the last week of league play due to a catastrophic event, that match must be made up within three days. See forfeits for more details.
- If death occurs for an immediate family member or league member that would cause the team to forfeit, a postponement is automatically granted.
- **There will be no postponements in the last two (2) weeks of play and NO new players.**

POINT SYSTEM - Team Points

- Each leg of a set counts as one (1) point for the check dart winner. Maximum points a team can win in a match is 25.
- Singles 501 and Singles Cricket
 - Each leg is worth one (1) point
- Doubles 501 and Doubles Cricket
 - Each leg is worth one (1) point
 - mark the player who got the check dart (CD) and who got the assist (A) in each game.
- Team 701
 - There is only one leg for this set - the leg is worth one (1) point.
 - Mark the person who got the check dart (CD) and put an Assist (A) for all others on the team.

POINT SYSTEM - Personal Points

- **Each player can earn personal points based on the following criteria.**
- **Personal points are accumulated through each season, awards are given to high point winners**
- **Personal points** have the possibility of multiple combinations out shots. Assist (A) – two (2) points
- Check Dart (CD) three (3) points
- All '01 Games (Singles, Doubles, Team)

Points Thrown	High Out '01 Game	Scored during leg
95-119	2 points	1 point
120-139	3 points	2 points
140-159	4 points	3 points
160-169	5 points	4 points
170-179	6 points	5 points
180	n/a	6 points

- **501, and 701 EXAMPLES**

- Ton 04 out is needed to win the game. Here are a few examples for a 0T4 out
 - triple 20 - single 20 - double 12;
 - triple 16 - single 16 - double 20;

- or triple 18 - double bull.
 - The way to mark your score is OT4 out, which is 1 point, and CD, which is 3 points, for a total of 4 points.
- All Cricket Games (Single, Doubles)

Marks Thrown	
5-6 Marks	1 point
7 Marks	2 points
8 Marks	4 points
9 Marks	6 points
3 Corks	2 points
4 Corks	3 points
5 Corks	4 points
6 Corks	6 points

● **CRICKET EXAMPLE**

- Triple 15 and 4 bulls were needed to win the game and were thrown.
 - Triple 15 = 3 marks = NO POINT VALUE.
 - 4 bulls = 3 pts; the total of the two 7 marks or 1 point.
 - The thrower is allowed the highest point value which in this case would be CD=3pts + 4 bulls=3pts.
 - The thrower receives a total of 6 personal points. He cannot get credit for the 7 marks.
 - The thrower gets credit for one or the other, either the 7 marks or the 4 bulls in addition to the CD. Always take the higher point value in this situation.
 - In the event a cricket game is won by throwing a multiple combination, the following will apply: Winning the game, the thrower is already entitled to a Check Dart or CD = 3 pts; only one other value of the combination can be added.

DISPUTES/PROTESTS

- All disputes must be brought to the attention of the Board of Directors (via Vice President) if not resolved by the two-team captains or by reading a copy of the rules. Rules prevail, and the league Vice President should be contacted if clarification is required.
- All comments and/or protests concerning equipment should be brought to attention of the home team captain prior to match play. If no action is taken, forward, in writing, a protest to the Board of Directors. The Board, with sufficient cause, will contact the sponsoring establishment in writing with corrections to be made as well as timeframe to be completed.
- Any member or League Officer may file a protest. Protest can be filed with 66% support from the team. Grounds for a protest can consist of disregard of ADO and League rules, equipment, playing conditions, or other not covered by rules.
- A telephone call in reference to a dispute to the Board of Directors (Vice President), followed by a written, detailed statement of the protest should be submitted. Written statements must be signed by team captain and supporters (66%) of the protest be submitted within 7 days of dispute.
- **ACTION:** Board of Directors will meet and evaluate protest to see if grounds do exist. If so, the Board will write its recommendations and form a Protest Committee consisting of 3 team captains from neutral locations. The Protest Committee will meet with disputing team captains and the President or Vice President. The meetings will determine whether to: a) deduct or award game points of match, b) probation of individual, team, establishment, or c) suspension of individual, team, establishment. The Protest Committee decision is final.

FORFEITS

- If any team should forfeit a weekly match, the non-forfeiting team will be awarded 18 points (75% of 25 team points available). No personal points awarded. Both teams **MUST** notify the Secretary of the forfeit and send in a score sheet stating forfeit and let him/her know the team that was to be played.
- Any team that forfeits in the last two weeks of the season, the absent players of the offending team will be suspended for the remainder of the season. This suspension may be appealed with cause to the Board of Directors, for their decision.
- Any team that forfeits two consecutive weekly matches will immediately be dropped from the league and any/all points, team and personal, shall be dissolved

pursuant referring to team disbandment.

- Any team that forfeits three weekly matches within the same season will immediately be dropped from the league and any/all points, team and personal, shall be dissolved pursuant referring to team disbandment.
- In the event a singles or doubles match is forfeited, scheduled player(s) present gets credit for the 2 CD's.

TEAM DISBANDMENT

- If a team should disband mid-season, all points (team and personal) accumulated, or surrendered, by that team, for said season, shall be dissolved as though that team never existed.
- Teams that had already played the disbanded team, during said season, shall dissolve any points (team and personal) accumulated or surrendered as though those matches had never taken place and the records shall then reflect "byes" for those affected weeks.

SUBSTITUTIONS

- Teams must have the minimum of three (3) players from original team and may only have one (1) substitute per match.
- The substitute player information must be communicated to the League via email by 6pm on the night of play, with full name and email address.
- If the substitute player does not want his/her information on the substitute list, then the Secretary will only post his/her name on the list but keep the information in his/her file and he/she will contact that substitute if needed to play.
- The Secretary will maintain a substitute list which is shown on the last page of the stats each week
- A substitute player playing **more than two (2) weeks** with any team will become a permanent member of that team and be responsible for the membership dues. The team acquiring the substitute player may not exceed the maximum seven players on their active roster.
- Teams must have a minimum of three (3) players from the original team and may only have one (1) substitute per match. If a substitute is invited to play, the substitute will be able to play the remainder matches.
- A substitute player who plays in Division A or B after the first week will become a Division A or B player. A substitute player who plays in Division C or D after the

first week will become a Division C or D player.

- **NO substitute player can be acquired in the last two (2) weeks of match play.**
- A rostered player with any team within CMDL may not substitute for another team in any division.

AWARDS

- Team Awards for all Divisions
 - 1st Place will be awarded a bar plaque, and t-shirt for each team member.
 - 2nd Place team will be awarded a bar plaque.

INDIVIDUAL AWARDS

High Score – 2 or less of same score	High Out
8T0	9 Mark
6 Bulls	Special (if needed)
Men's High Personal Points	Women's High Personal Points

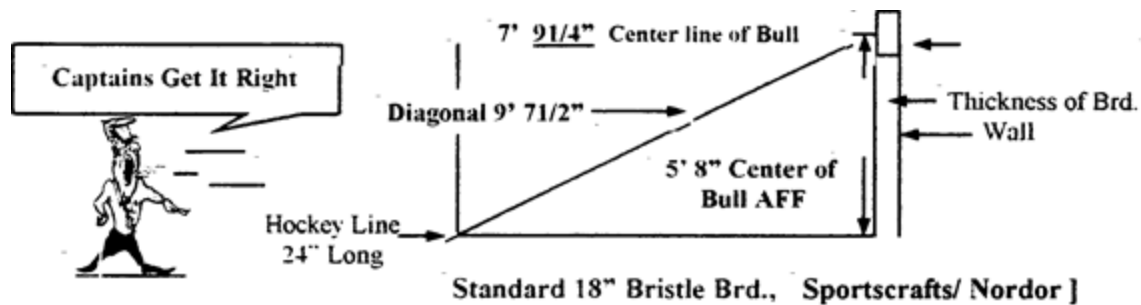
No other awards will be given.

ADO RULES

ADO Rep: Butch Brown – wbutch613@aol.com – 410-533-6148

ADO Rules Apply - Equipment - NUMBER IN PARENTHESIS ARE ADO RULES

- (Darts) (56) Maximum overall length not to exceed 12 inches or weigh more than 50 gram per dart. Each dart shall consist of a recognizable point, barrel & flight.
- (Dartboard) (57) Shall be a standard 18" bristle board, of the type approved by the ADO (Sportcraft/Nordor) and shall be of the standard 1-20 clock pattern.
- (59) NO alterations/accessories may be added to the board set-ups.



- (ADO) (62) The minimum throwing distance shall be 7'9-1/4". The board height shall be 5'5" (floor to center of bull; 9'7-1/2" measured diagonally from the center bull to the back of the raised hockey at floor level) Note: Level & Plumb.
- (63) Lights must be affixed in such a way as to brightly illuminate the board, reduce to a minimum the shadows cast by the darts, and not physically impede the flight of a dart.
- (17) Toe & Foot MUST stay behind the Hockey Line or SHOT WILL NOT COUNT! One warning is sufficient.
- (18) A player wishing to throw a dart, or darts, from a point either side of the hockey line must keep his feet behind an imaginary straight line extending from either side of the hockey line.
- (ADO) (35) A scoreboard must be mounted within 4' laterally from the dartboard and at not more than a 45-degree angle from the dartboard.

Other ADO Rules Which Must Be Observed

- (15) Scorers and Players ONLY are allowed inside the playing area.
- (16) Opposing players must stand at least 2 feet behind the player at the Hockey.
- (19) A Throw shall consist of three darts, unless a Leg/Match is completed in a lesser amount.
- (21) Should a player touch any dart, which is in the dartboard, during a throw, that throw shall be deemed to have been completed.
- (22) Any dart bouncing off, or falling out of the dartboard, shall not be re-thrown.
- (23) All matches will begin by THROWING AT THE BULL. The player with the dart closest to the bull throws first.
- (24) The second thrower may acknowledge the first dart is an inner or outer bull and ask for that dart to be removed prior to his throw. If the first dart is

removed without the request, a re-throw for bull will occur with the 2nd shooter going first.

- (46) A Leg/Match is concluded at such time as a player/team hits the double required to reduce their remaining score to zero. Any and all darts thrown subsequently, SHALL NOT COUNT FOR SCORE.
- (40) For a dart to score it must remain on the board 5 seconds after the 3rd or final dart has been thrown by that player. The tip of the dart point must be touching the bristle portion of the board, in order for that dart to be counted as a score.
- (39) No dart may be touched by the thrower, another player, scorer or spectator, prior to the decision of the scorer. Should this occur, that throw shall be deemed to have been completed, per provisions set forth in Rule 21
- (41 & 42) A dart's score shall be determined from the side of the wire at which the point of the dart enters the board. Should a dart lodge directly between the connecting wires on the dartboard, making it impossible to determine on which side of the wire the dart resides, the score shall always be the higher value of the two segments in question.
- (43) It is the responsibility of the player to verify his score before removing his darts from the board. The score remains as written if one or more darts has been removed from the board. Errors in arithmetic must stand as written, unless corrected prior to the beginning of that player's next throw. In the case of Doubles/Team matches, such errors must be rectified prior to the next turn of any partner/player on that team.
- (44) The FIRST player throwing out of turn shall receive a score of ZERO points for that round and his Team shall FORFEIT such turn.
- (39) The scorer may inform the thrower what he has scored and/or what he has left.

HE MAY NOT INFORM the thrower what he has left in terms of number combinations. The thrower can get assistance from all others.

BOARD OF DIRECTORS 2022-23

President	Andrea Scarano	andreascarano39@gmail.com	443-370-6482
Vice President	Ben Kaiser	benjaminkaiser@hotmail.com	254-319-2523
Treasurer	Ian Busby	ibusb2@gmail.com	251-504-7864
Secretary	Sabrina Dobron	sabrinadobron@gmail.com	267-987-0144
Sergeant of Arms	Dave Parks	d.parks83@yahoo.com	443-591-9770
ADO Rep	Butch Brown	wbutch613@aol.com	410-533-6148
Marketing	TBD	TBD	TBD

TEAMS CAPTAINS ARE RESPONSIBLE FOR THEIR TEAMMATES,
AND ENFORCEMENT OF RULES
KEEP IN MIND – WHILE COMPETING, WE CAN ALSO
HAVE FUN
BE COURTEOUS AND THEREFORE A GOOD TIME HAD BY ALL!
GOOD DARTING!!!



