

**Western New York
Buffalo Area Dart League
(B.A.D.L.)**

RULE BOOK



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ALL RULES ARE SUBJECT TO EXCEPTIONS BASED ON CIRCUMSTANCES WARRANTED BY THE B.A.D.L. BOARD OF DIRECTORS. ALL DART EVENTS ARE PLAYED UNDER THE EXCLUSIVE SUPERVISION OF AND/OR SANCTIONED BY THE B.A.D.L. AND SHALL BE PLAYED IN ACCORDANCE WITH THE FOLLOWING:

1 PLAYING RULES

- a) All the players and teams shall play by these B.A.D.L. Rules and where necessary, any supplemental Rules stipulated by the B.A.D.L.
- b) Any player and/or team who, during the course of any event, fails to comply with any of these Rules shall be subject to disqualification from that event.
- c) The interpretation of these Rules, in relation to a specific Dart Event, shall rest with the B.A.D.L. executive whose decision shall be final and binding. Protests after the fact shall not be considered. (see Chapter 11)
- d) A three (3) dart warm-up per player per game is the maximum allowed.
- e) Only players and the scorekeeper are allowed inside the playing area.
- f) Opposing players must stand at least two (2) feet behind the player at the Oche.
- g) All darts must be thrown by and from the hand.
- h) A throw shall consist of three (3) darts, unless the game is completed with a lesser amount.
- i) Should a player 'touch' any dart which is in the dartboard during the throw, that throw shall be deemed completed.
- j) A dart bouncing off or a dart that falls out of the board cannot be re-thrown.
- k) All players in a Doubles/Team game must throw in turn before a subsequent turn is taken. (see Chapter 10, Section i)
- l) Good sportsmanship shall be the prevailing attitude throughout the Event.
- m) The B.A.D.L. assumes no responsibility for any accident or injury on the premises.
- n) The B.A.D.L. reserves the right to censure or expel anyone who physically or verbally abuses another player or scorekeeper.
- o) The B.A.D.L. reserves the right to add or amend any or all of the Rules at any time for the purpose deemed necessary at the time.

2 STARTING PROCEDURE

2.1 General Game Procedure

- a) The 'HOME' team shall have the option of the "diddle/cork" first or second for each game of the entire match.
- b) Any player in the game may throw for the "diddle/cork". You must then revert back to the original order on the Match Card to start the game.
- c) The team winning the "diddle/cork" shall start the game.
- d) The winner of the "diddle/cork" is the person whose dart lands closest to the bull. Two double bulls, or two single bulls or two darts at the same distance shall be considered tied.
- e) For ties and in situations where a "diddle/cork" is knocked out of the board by the opposing players' dart, a re-throw is required in reverse order. Additional throws may be made for the "diddle/cork" until such times as the players' dart remain in the board.
- f) In the case of ties, the darts will not be moved. The scorekeeper will measure where the dart point breaks the surface of the dartboard (Point of Entry) to determine which dart is closer. (see Chapter 8, Section c)
- g) The second player may acknowledge the first dart as either an "inner" or "outer" bull and have it be removed prior to their throw.
- h) The dart must stick in the scoring area for the 'diddle/cork' to count.
- i) Any scorekeeper's decisions are final.
- j) Each player's turn shall consist of throwing three (3) darts (or less).
- k) All darts must be thrown from the hand.
- l) Each player/team shall take turns throwing. Three (3) darts in succession constitutes a turn.

2.2 Cricket Rules

- a) The objective of Cricket is to 'close' or 'own' specific numbers on the dartboard. The numbers used in Cricket are 20, 19, 18, 17, 16, 15 and the inner and outer bulls.
- b) To close or own a number, you must score three (3) of a number. This may be accomplished with three singles, a single and a double or a triple.
- c) Once a player or team scores three of a number it is owned by that player/team. When both players/teams have three of the same number it is considered closed and no further scoring can be accomplished.
- d) To close the bull, the outer bull counts as a single the inner counts as a double.
- e) Once a player/team closes a number they may score points on that number until their opponent closes that number. All numerical scores will be added to the previous balances.
- f) Numbers may be closed in any order. Calling the shot is not required.
- g) For the purpose of owning a number, the triple and double rings count as three and two respectively.
- h) Once a number is owned by a player/team, the double and triple rings count as two and three times the numerical values respectively.
- i) WINNING THE GAME

NOTE: This rule applies only to the game of Cricket. '01 games will follow the "three dart grace rule". (see Chapter 2.3)

1. The player/team that closes all the numbers and has the higher score shall be declared the winner of the game.
2. If both sides are tied on points or no points are scored, the first player/team to close all numbers shall be declared the winner.
3. If a player/team closes all numbers first but is behind on points, they must continue to score on any numbers not closed by their opponent until they have more or the same amount of points as their opponent.
4. It shall be the responsibility of the player to verify the score before removing the darts from the board. The score shall remain as written if one or more darts are removed. In accordance with the inherent strategy of the game, NO alterations of the score may be made after that player's turn.

2.3 '01 Rules

- a) The Objective of '01 games is to count down to zero (0). The first player/team to reach zero is declared the winner.
- b) Each player or team starts with the same number of points (501 or 701).
- c) For both teams the first scoring dart must be a valid number on the dart board (otherwise known as a Straight In Game (SI) where any valid number can start the scoring).
- d) After any valid number is hit, all the subsequent darts count towards the score. However, any darts thrown in that round or previous rounds before the first valid mark will not be counted.
- e) After each round of three darts, the scorekeeper will write down both the total thrown for that round and the score remaining for that player/team.
- f) If a player throws more than the total they have remaining, the round is over and the score does not change from the previous total.
- g) The finishing dart must be a double and obtain the final score of zero.
- h) All three (3) darts do not need to be thrown for a win.

3 GAME EQUIPMENT

- a) The B.A.D.L. reserves the right to require the replacement of substandard equipment. Any comments regarding equipment or playing conditions must be submitted in writing to the Board of Directors.
- b) Darts used in league play shall not exceed an overall maximum length of 30.5cm (12 inches) nor weigh more than 50 grams.
- c) Each dart shall have a recognizable point, barrel and flight.
- d) All league competition, including playoffs and tournaments, shall be conducted on a standard 18-inch bristle dart board and shall be of the standard 1 to 20 point pattern.
- e) Dart boards with recessed double and triple rings will be permitted (as of 8/2009).
- f) All League dart boards must comply with the following specifications:
 1. Double and triple band width : 0.3125"
 2. Double bull inside diameter: 0.5"
 3. Single bull inside diameter : 1.24"
 4. Outside double wire to bull center: 6.75"
 5. Outside triple wire to bull center: 4.25"
 6. Outside double wire to opposing outside double wire : 13.5"
 7. Maximum wire gauge: #16 SWG
- g) The scoring wedge indicated by the number 20 shall be the darker of the two wedge colors on the dart board and must be the top center wedge.
- h) No alteration or accessories may be added to the dart board setup (exceptions to this may be shims or other products under the dart board that are meant to stabilize the dart board).
- i) The inner narrow band shall score triple the segment number and the outer narrow band shall score double the segment number. These bands shall be alternate red and green in color.
- j) The outer center ring shall score 25, and the inner center ring shall score 50, and it will be called the bull.
- k) The required throwing distance shall be 7 feet 9.25 inches, measured from a plumb line at the face of the dartboard along the floor to the Oche. Board height shall be 5 feet 8 inches from the floor to the center of the Bull.
- l) The management at the establishment of the match or tournament shall be responsible for supplying and maintaining the league play dart board which must be deemed acceptable by both the "Home" and "Away" teams. The Home team shall have the choice of boards when more than one is available.
- m) The board should be positioned so that it is readily available to the players without distraction to the thrower.

- n) All league play dartboards must be firmly anchored and illuminated.
1. All league boards must be affixed to the wall via a dart board bracket (either a standard bracket or home-made one in similar fashion to a standard bracket).
 2. All league boards must be affixed to the wall such that the board is rotatable along the fixed bracket holding the board.
 3. All/Any wires on the board (indicating the location of the scoring numbers) must be interchangeable and able to be moved (thus allowing the board to be rotatable).
 4. Any bristles that may be protruding out from the board beyond a reasonable length (deemed by both teams) may constitute rotating the board to an acceptable limit such that the protruding bristle do not affect game play.
 5. If any team has a dartboard that is agreed upon by both the home and away team captains, that dartboard may be used as a replacement for the disputed dartboard.
 6. All dartboard disputes may only be brought up by the captain(s) of a team(s) prior to the start of the match. No disputes may be honored once the match has started.
 7. The home team captain has final decision on the dartboard used for league matches.
- o) Lights must be affixed in such a way so as to brightly illuminate the board and reduce any shadows to a minimum and not physically impede the flight of the dart.
- p) An Oche (throwing line) of at least 1 inch wide and 24 inches in length shall be clearly defined and shall be placed in a position at the required throwing distance. The Oche extends infinitely beyond the marked line.

- q) A score board (chalk or dry marker board) must be provided and located in such a manner that it may be easily read by both players and spectators. The score board must be firmly anchored and illuminated. It should be located to either side of the dartboard and on the same wall. If no score board is available, a protest may be submitted by the Away team prior to the beginning of the match.
- r) Each team captain shall have a copy of the League Rules and a copy of the Team Roster in his possession during the match. A roster must include the full name of all team players.
- s) Establishments sponsoring two or more teams must have adequate playing space available for each team and receive the Board of Directors approval.
- t) Establishments sponsoring two or more teams must have a dart board setup for each team. They must meet all League specifications.

4 DATE AND TIME OF MATCHES

- a) All League matches are scheduled for Tuesday evenings except for those weeks that a recognized National Holiday falls. Should a holiday fall on a scheduled night, the League Executive will determine if that night should be rescheduled.
- b) Starting time for a match is 8:00pm. Any match not underway within fifteen minutes of the starting time shall be subject to forfeit.
- c) The Home team captain and the management of the establishment will ensure that no other event is scheduled at the establishment of the league night that would prevent or disrupt the normal smooth running of the match.
- d) The B.A.D.L. reserves the right to reschedule any match or matches to maintain an equitable and efficient playing schedule.
- e) Any team wishing to postpone a scheduled nights' play must notify the opposing captain by 7:00pm on the night of the match or be subject to forfeit. (see Chapter 10)
- f) A match may be rescheduled through mutual consent of the captains concerned.
- g) A match rescheduled through mutual consent of the captains concerned must be played prior to the following regularly scheduled Tuesday night. The B.A.D.L. Board of Directors is to be notified of any changes.

5 TEAM PROFILE

- a) The team roster will consist of at least 4 registered B.A.D.L. players.
- b) Teams may consist of a maximum of eight (8) players (six players and two substitutes).
- c) Teams are permitted to use a non-registered player to prevent a forfeit.
- d) Only registered players are eligible to play in playoffs.
- e) To qualify as a registered player, each player must play a minimum of 2 matches within and including the first eight (8) weeks of the playing season or a total of seven (7) or more matches.
- f) Any player that has been dropped from a team roster and has played three (3) or more weeks of the playing season will be ineligible to re-register with another team for the remainder of that season. A player who has not played three (3) or more weeks for a particular team and is dropped by that team or chooses to leave that team will be eligible to re-register with another team. This change may only be allowed once per player for that season.
- g) During the playoffs, any team with an eligible player that cannot attend a match can submit request for a non-registered substitute to the B.A.D.L. Board of Directors. This substitute must be approved by the B.A.D.L. Board of Directors prior to a playoff match.
- h) The B.A.D.L. reserves the right to censure any player or team who violates the Rules and Regulations of the league knowingly or behaves in a manner which is deemed to embarrass or discredit fellow darters of the league.
- i) Should any team transfer from one establishment to another, the accumulated points will transfer with them as long as they remain in the same division (mid-season transfers are subject to the approval of the B.A.D.L. Board of Directors).

- j) Should any team be transferred from one division to another, their points are non-transferable (subject to the approval of the B.A.D.L. Board of Directors).
- k) Based on new team entries at the Captain's Meeting (prior to the start of the season), the B.A.D.L. Board of Directors has the right to place any team in any division deemed proper for any team.
 1. Teams that finished in first place in any lower divisions (other than the A Division) the previous season will automatically be moved to the next higher division for the current season.
 2. Teams that finished in last place in any division other than the lowest division the previous season will automatically be moved to the next lower division for the current season

6 MATCH FORMAT

"A" Division

Each Match shall consist of nineteen (19) games for one (1) point per game, to be played in the following order:

Game #	Game Description	# Points
1	Team game, 3 players, 701, SI/DO	1
2-3	Doubles Cricket with points	1 per
4-7	Singles Cricket with points	1 per
8-9	Doubles 501, SI/DO	1 per
10	Team game, 3 players, 701, SI/DO	1
11-12	Doubles 501, SI/DO	1 per
13-16	Singles 501, SI/DO	1 per
17-18	Doubles Cricket with points	1 per
19	Team game, 3 players, 701, SI/DO	1

TOTAL POINTS 19

FORFEIT: 11 POINTS MINIMUM

“B ” Division

Each Match shall consist of fifteen (15) games for one (1) point per game, to be played in the following order:

Game #	Game Description	# Points
1	Team game, 3 players, 701, SI/DO	1
2-3	Doubles Cricket with points	1 per
4-5	Doubles 501, SI/DO	1 per
6	Team game, 3 players, 701, SI/DO	1
7-8	Doubles Cricket with points	1 per
9-12	Singles 501, SI/DO	1 per
13-14	Doubles Cricket with points	1 per
15	Team game, 3 players, 701, SI/DO	1

TOTAL POINTS 15

FORFEIT: 9 POINTS MINIMUM

“C ” Division

Each Match shall consist of thirteen (13) games for one (1) point per game, to be played in the following order:

Game #	Game Description	# Points
1-2	Doubles Cricket with points	1 per
2-4	Doubles 501, SI/DO	1 per
5	Team game, 3 players, 701, SI/DO	1
6-7	Doubles Cricket with points	1 per
8-11	Singles 501, SI/DO	1 per
12-13	Doubles Cricket with points	1 per

TOTAL POINTS 13

FORFEIT: 8 POINTS MINIMUM

7 LINEUP

- a) The playing lineup must be completed before the match starting time of 8:00pm.
- b) The line-up shall be made up “blind” to the opposing team and is to be exchanged between each captain and conspicuously displayed.
- c) The match lineup shall consist of four (4) to six (6) registered players for the match to begin.
- d) A player need not be present for the Match to begin, but should they not arrive before their turn, that turn is forfeited. (see Chapter 10, Section b)
- e) Any registered player may play in any position in the line-up, but once the team line-up is posted NO position changes are allowed.
- f) Players on each Team shall play in strict rotation throughout the entire match. Every player on the team lineup shall play once before any player on the team can play a second game, etc.
- g) All games of the match will start with the “diddle/cork”. (see Chapter 2.1)
- h) No later than 30 minutes prior to the start of the match, the Management of the Establishment must clear the play board of play.
- i) The board will then be “open” and available for player practice. All practice activity must be completed by Match start time and the board cleared for Match play. Players may practice between but not during their games, on a second board located on a wall other than that of the Matchboard.
- j) Team captains are responsible for the smooth running of the match. A match must be underway no later than fifteen (15) minutes after the scheduled starting time and will be the captain’s prerogative to declare a forfeit at that time if the opposing team is not ready for play.
- k) The captains must settle any disputes that may arise during the course of play, only in private.
- l) The order of games in a match will not be altered for any reason, unless agreed upon by both team captains.

8 SCORING

- a) The captain of each team is responsible for providing a scorekeeper for every other game during the match, with the Home team marking first (game #1, #3, #5, etc).
- b) A scoreboard must be clearly visible and in front of the player at the Oche.
- c) For a dart to count it must remain in the board for five seconds after the third or final dart has been thrown by the player (or enough time for the scorekeeper to acknowledge the score). The tip of the dart point must be touching the “bristle” portion of the dartboard in order for that dart to be counted as scored (point of entry).
- d) No dart may be touched by the thrower, another player, the scorekeeper, or a spectator, prior to the decision by the scorekeeper.
- e) A dart score shall be determined from the side of the wire at which the point of the dart enters the board.
- f) Players must have both feet behind, or on, but not in front of the Oche. A player violating this rule will be warned immediately about the line foul by the opposing captain, and at said captains' option, must re-throw the dart or let it stand as thrown. If a second violation is noted, the player's turn will be forfeited.
- g) The scorekeeper may call out the player's score after each set of darts are thrown (if asked by the player).
- h) It is the responsibility of the player to verify the score before removing the darts from the board.
- i) The score remains as written if one or more darts have been removed from the board.
- j) In singles games, errors in scoring must stand as written unless corrected prior to the beginning of the players' next throw.
- k) In team games, errors in scoring must stand as written unless corrected prior to the next turn (first dart) of any partner.
- l) A score becomes final when the same player throws the first dart of their next turn (3 dart grace Rule for '01 games only).
- m) In doubles and team events, no player may throw during a game until each teammate has completed their turn. The first player throwing out of turn shall receive a score of zero (0) points for that round and the team shall forfeit such turn.
- n) The scorekeeper may inform the player what has been scored at the player's request. They may not inform the player what they have left in terms of number combinations (finishes), or what strategy to. It is permissible for a partner, teammate or spectator to advise the thrower during the course of a match.

- o) Players may consult with his/her teammates during play regarding scoring or cricket strategy.
- p) Opponents may not advise or suggest combinations or score. Such violations may be protested with possible forfeiture of the game in which the violation occurred.
- q) For the purpose of starting or finishing a game or leg, the inner bull is considered as double 25.
- r) A player's score shall consist of the points indicated by the darts remaining affixed to the playing surface at the completion of the throw. Darts thrown after and in excess of completion of the winning dart shall constitute a "bust".
- s) The "bust rule" shall apply when the player (needing a particular number to reach zero (0)) throws less than that number and does not leave a possible out (for example, needing to score 4 but throwing a score of 3), equal to the that number without throwing a double on the last dart, or one or more points than required to reach zero (0). The score shall revert back to the score needed prior to the beginning of the throw.
- t) Fast finishes such as 3 in a bed, 222, 111, Shanghai, etc. shall not be valid for winning '01 games.

9 SCOREKEEPER RULES

- a) The scorekeeper should maintain an accurate count of darts thrown as well as the game score.
- b) The scorekeeper will not engage in conversation with the person throwing unless they are requested to clarify the score.
- c) The scorekeeper will not touch or move the dart in making a decision about the score of the “diddle/cork”.
- d) The scorekeeper will not mark the score until the third dart is thrown in each turn.
- e) The scorekeeper may not tell the player what “out” combination in ‘01 games or what strategy to shoot in cricket games.
- f) The scorekeeper will not change the sides of the scoreboard in matches, regardless of the “diddle/cork”. If a team starts on the left they must remain on the left for the duration of the match.
- g) Do not talk or move while keeping score.
- h) Do not turn towards the person at the Oche. Always remain facing the dart board and score board.
- i) Do not lean to see where a dart is, or follow the darts with head or body movements.
- j) Do not call the score of darts thrown, or the remaining score unless asked.
- k) Do not show signs of disgust or excitement while keeping score. Scorekeepers should remain impartial.
- l) Scorekeepers may be anyone, and agreed upon by both team captains.

10 MATCH CANCELLATIONS

- a) If a team is prevented from attending a match due to inclement weather conditions, the captain's must contact each other and agree to postpone the match.
- b) All postponed matches must be re-scheduled within a timely fashion (deemed appropriate by both team captains and the B.A.D.L. Board of Directors), and agreed upon by both team captains and the B.A.D.L. Board of Directors.
- c) All cancelled matches must be played prior to the last date of the regular season (in order to a lot time for playoff brackets to be made). Five (5) points shall be deducted from both teams if the cancelled match is not played by the date specified here.

11 FORFEITS

- a) A forfeit shall be declared for failure of a team to attend a scheduled Match.
- b) A forfeit must be declared for any team having less than four (4) players in attendance. A match may start without a full roster in attendance. If a player's turn comes up and they are not present, the opposing captain must allow a five (5) minute grace period before calling a forfeit of that game.
- c) When a team has four (4) or more players listed and in attendance at match time (8:00pm), and another player listed who is not available to play when their turn comes up, the opposing Captain must allow a five (5) minute grace period before calling a forfeit of that game.
- d) Eleven (11) points in "A" Division, nine (9) points in "B" Division, or the average wins of the attending team, or the average of losses of the forfeiting team (whichever is highest) shall be awarded to the attending team (all averages are calculated based on games played at the point of the forfeit, not based on the end of the season results, with a minimum of seven (7) matches played before an average is calculated). In the case of the average being a fraction, the number of games will be rounded up.
- e) Five (5) points shall be deducted from the forfeiting team's point standings.
- f) At least four (4) members of the attending team must be present and sign the Match Card.
- g) Teams must play seven (7) complete matches, for an average to be established. For example, if a team fails to show up for a match in the first seven (7) weeks of the season, the offended team will have to wait until after the eighth (8th) week to obtain an average and receive points.
- h) Any captain or acting team captain who verifies a false score or knowingly uses an illegal player is subject to immediate suspension without appeal. In addition, the team using the illegal player will forfeit all match points for that week.
- i) If a player throws out of turn, that turn will be forfeited.

12 PROTESTS

- a) The captain of any league team may file a protest for any irregularity in a match. The opposing team must be notified at the time of the infraction that that game or match is being played under protest.
- b) Protested matches will be played to its conclusion.
- c) The protest must be filed with the B.A.D.L. in writing within 48 hours of the match in question. The protest must also be indicated on the match card.
- d) The protested game or match will be considered and decided on by the B.A.D.L. Board of Directors. Team's captains have the right to present their side of the protested incident.
- e) The result of the match remains as reported on the web site until the protest is resolved. Any changes will be made to the score on the web site after the protest is resolved.

13 VENUE DISPUTES

- a) The captain of any team may file a written request (either letter or email) with the B.A.D.L. Board of Directors to move a match (either date or location of a regular season or playoff match) in writing, no less than 5 (five) days prior to the scheduled date of said match.
- b) The written request must be approved by all members of the board in a unanimous vote.
- c) The written request must clearly state the issue(s) (some issues that may result in a change of venue would include the dartboard setup, the floor or ceiling in front of or around the dartboard setup, any paint/chemical fumes in the venue, or knowledge of a function in the venue that would prevent a match from being played).
- d) The written request must also give desired alternatives for either venue or date of the match. These alternatives will be taken into consideration by the B.A.D.L. Board of Directors, but may not affect the final decision.
- e) During the period of time of final decision, both the opposing team and home venue will be contacted of the request.
- f) If a suitable solution can not be obtained for the scheduled date/venue of a match, the B.A.D.L. Board of Directors will assign a new date/venue (agreed upon by both team captains).

14 PLAYOFF RULES

- a) Brackets will be created and posted on the web site for all playoff rounds.
- b) If a division has an even number of teams, the team finishing first in the regular season will play the team finishing last in the regular season. The team finishing second in the regular season will play the team finishing second-last in the regular season (and so on).
- c) If the division has an odd number of teams, the team finishing last in the regular season will be eliminated from the playoffs.
- d) Ranking of teams will be based on the number of games won throughout the regular season.
- e) Exceptions to the number of teams eligible for the playoffs may be made by the B.A.D.L. Board of Directors based on the number of teams in a given division.

15 TIEBREAKER RULES

- a) If two (2) teams tie for a playoff position, the tie is broken in the order as follows :
 1. The better head-to-head record.
 2. The better home record.
 3. Winner of a deciding match (only playoff eligible players are allowed for this match).
- b) If three (3) teams tie for a playoff position, the tie is broken in the order as follows :
 1. The better head-to-head record.
 2. The better home record.
 3. Winner of a deciding match (team 1 versus team 2, team 2 versus team 3, team 1 versus team 3). The better overall points from these matches will take the first tiebreaker, the team with the second most points will take the second tiebreaker, etc (only playoff eligible players are allowed for this match).
- c) If four (4) teams tie for a playoff position, the tie is broken in the order as follows :
 1. The better head-to-head record.
 2. The better home record.
 3. Winner of a deciding match (team 1 versus team 2, team 3 versus team 4). The better overall points from these matches will take the first tiebreaker, the team with the second most points will take the second tiebreaker, etc (only playoff eligible players are allowed for this match).

16 SCORE SHEET

- a) The entire match shall be recorded on a B.A.D.L. score sheet.
- b) Both teams are to complete a score sheet for their records.
- c) All player names must be PRINTED clearly with the first name or initial(s) and full last name so that each individual may be identified as a legitimate player according to League records. Lack of full identification of players on the score sheets may be grounds for protest.
- d) The score sheets shall be numbered according to the game. For example, the first team game is #1, the following doubles are #2, #3, etc., until the number of games played by each division is indicated on the card (A plays 19 games, B plays 15 games, etc).
- e) Any noteworthy scores should be marked on the score sheets.
- f) Protests should be indicated on the score sheets. (see Chapter 11)
- g) Both captains must sign the score sheets at the end of the match. The score sheets must also be dated with the day of the match.
- h) The score is to be reported to the League website by either captain within one week of the match.
- i) In the event of a lack of a report, both teams will receive zero (0) points for the match.
- j) If the website is not available, the score may be e-mailed or phoned in.

**GOOD SPORTSMANSHIP SHALL PREVAIL AT ALL
TIMES DURING THE GAME!**

16.1 A Division

4 PLAYER LINE-UP										
LAST NAME / FIRST NAME	T1	DC	SC	D5	T2	D5	S5	DC	T3	
1	Player 1	1	2	5	9	10	12	15	18	19
2	Player 2	1	3	6	8	10	12	16	18	
3	Player 3	1	3	7	8		11	13	17	19
4	Player 4		2	4	9	10	11	14	17	19
5										
6										
POINTS										
TOTAL POINTS :										

5 PLAYER LINE-UP										
LAST NAME / FIRST NAME	T1	DC	SC	D5	T2	D5	S5	DC	T3	
1	Player 1	1	3	7		10	12	16		19
2	Player 2	1	3		8	10	12		17	19
3	Player 3	1		4	8	10		13	17	19
4	Player 4		2	5	9		11	14	18	
5	Player 5		2	6	9		11	15	18	
6										
POINTS										
TOTAL POINTS :										

6 PLAYER LINE-UP										
LAST NAME / FIRST NAME	T1	DC	SC	D5	T2	D5	S5	DC	T3	
1	Player 1	1	3		8		11	15		19
2	Player 2	1		4	9		11	16		19
3	Player 3	1		5	9		12		17	19
4	Player 4		2	6		10	12		17	
5	Player 5		2	7		10		13	18	
6	Player 6		3		8	10		14	18	
POINTS										
TOTAL POINTS :										

16.2 B Division

4 PLAYER LINE-UP									
LAST NAME / FIRST NAME		T1	DC	D5	T2	DC	S5	DC	T3
1	Player 1	1	2	4	6	8	11	14	15
2	Player 2	1	3	5	6	8	12	14	
3	Player 3	1	3	5		7	9	13	15
4	Player 4		2	4	6	7	10	13	15
5									
6									
POINTS									
TOTAL POINTS :									

5 PLAYER LINE-UP									
LAST NAME / FIRST NAME		T1	DC	D5	T2	DC	S5	DC	T3
1	Player 1	1	3	5		7	11	14	
2	Player 2	1	3		6	8	12		15
3	Player 3	1		4	6	8		13	15
4	Player 4		2	4	6		9	13	15
5	Player 5		2	5		7	10	14	
6									
POINTS									
TOTAL POINTS :									

6 PLAYER LINE-UP									
LAST NAME / FIRST NAME		T1	DC	D5	T2	DC	S5	DC	T3
1	Player 1	1	3		6		9	14	
2	Player 2	1		4	6		10	14	
3	Player 3	1		4		7	11		15
4	Player 4		2	5		7	12		15
5	Player 5		2	5		8		13	15
6	Player 6		3		6	8		13	
POINTS									
TOTAL POINTS :									

16.3 C Division

4 PLAYER LINE-UP							
LAST NAME / FIRST NAME		DC	D5	T2	DC	S5	DC
1	Player 1	1	3	5	6	9	12
2	Player 2	1	3	5	7	10	13
3	Player 3	2	4	5	7	11	13
4	Player 4	2	4		6	8	12
5							
6							
		POINTS					
				TOTAL POINTS :			

5 PLAYER LINE-UP							
LAST NAME / FIRST NAME		DC	D5	T2	DC	S5	DC
1	Player 1	1	3	5		8	12
2	Player 2	1	4		6	9	13
3	Player 3	2	4		6	10	13
4	Player 4	2		5	7	11	
5	Player 5		3	5	7		12
6							
		POINTS					
				TOTAL POINTS :			

6 PLAYER LINE-UP							
LAST NAME / FIRST NAME		DC	D5	T2	DC	S5	DC
1	Player 1	1	4		6	11	
2	Player 2	1	4		7		12
3	Player 3	2		5	7		12
4	Player 4	2		5		8	13
5	Player 5		3	5		9	13
6	Layer 6		3		6	10	
		POINTS					
				TOTAL POINTS :			

17 LIGHTING

It is recommended that the match dart board be lit with adequate light to provide 100 footcandles over the playing surface. This is the same amount of light required to light a Major League Baseball infield.

THE FOLLOWING IS RECOMMENDED:

- a) Two light fixtures should be used to prevent shadows. Any fixture which offers some form of shade or housing to direct light at the board is suggested. Track lighting is highly endorsed as they offer flexibility in adjusting distance between lights and the lighting angle.
- b) Two types of light bulbs are also recommended in two wattages: 75 R/SP, 150 R/SP, 75 Par/SP, and 150 Par/SP. All of these spotlights are available in most lighting stores.

IF A 45 DEGREE ANGLE AT THE BULL WITH AN 8 FOOT CEILING IS AVAILABLE, THE FOLLOWING IS RECOMMENDED:

- a) 75 R/SP: fixtures are placed 3 feet apart, (1 foot 6 inches to either side of the center of the dart board) and 2 feet 6 inches from the wall the board is mounted on.
- b) 75 Par/SP: fixtures are placed 3 feet apart and 5 feet from the all the board is mounted on.
- c) 150 R/SP: fixtures are placed 3 feet apart and 4 feet from the wall the board is mounted on.
- d) 150 Par/SP: fixtures are placed 2 feet apart and 6 feet from the wall the board is mounted on.

IF A 30 DEGREE AIMING ANGLE AT THE BULL IS AVAILABLE, FOLLOWING IS RECOMMENDED:

- a) 75 R/SP: fixtures are placed 3 feet 6 inches apart, and 4 feet 6 inches from the wall the board is mounted on.
- b) 75 Par/SP: fixtures are placed 3 feet apart and 6 feet from the wall the board is mounted on.
- c) 150 R/SP: fixtures are placed 4 feet apart and 6 feet from the wall the board is mounted on.
- d) 150 Par/SP: fixtures are placed 3 feet apart and 7 feet 6 inches from the all the board is mounted on.

NOTE: If the ceiling height exceeds the standard of eight feet, contact a B.A.D.L. executive for assistance or recommendations for your specific needs.