



Major League Darts Rules Addendum



Every tournament staged by Major League Darts (MLD) is held under the rules laid down by the Darts Regulation Authority (DRA). The DRA are responsible for the development of the rules, and upholding discipline within MLD. The DRA Rule Book, shall be the official rules of Major League Darts. <http://www.thedra.co.uk/Rule-Book.html>

In accordance with DRA rules 5.7 and 5.16.05, the following shall constitute official rules of MLD and events held under its banner.

3 Definitions

3.1 “Chalker” see the definition of Marker and Referee.

“Bust” total darts score, of darts thrown, equaling more than is required to finish the game or equal to one (1) less than is required to finish the game.

4 Code of Conduct

4.9 Excessive bad language shall be grounds for removal from the event and no refunds issued.

5.10 Throw

5.10.06 The Player shall not throw the first dart of their turn before the opposing player has retrieved their darts and is behind the Oche. Breach of this rule shall result in the forfeit of all all darts thrown and points scored while in breach.

5.10.07 The Player shall have a maximum of 90 seconds to throw all three darts once the opposing player is behind the Oche and the player's turn has commenced. After the time has expired, only those darts thrown before the time allotted shall count towards the Players turn.

5.11 Starting and Finishing

5.11.05 “Game shot” shall be changed to “Game shot or Bust”.

5.11.11 Should a player “Bust” with any dart, the turn is over immediately. NO additional darts will be thrown.

5.12 Scoring

5.12.01.01 If the player requires assistance due to physically injury or disability, the darts may be retrieved by an approved assistant.

5.15 Oche and Playing Area

5.15.13 In those circumstances where the Oche is set down on a flat surface, the front of the Oche mark shall be used for proper measurements; minimum width of the Oche shall not be less than 18” wide (457 mm)

5.17 Entry

5.17.11.01 Full refund if entry is canceled 2 weeks prior to the tournament

5.17.11.02 50% refund if entry is canceled 1 week prior to the tournament

5.17.11.03 No refund if entry is canceled within 1 week of the event, unless a replacement player can be found and the registration fee is transferred to the new player. The entry fee can also be kept “on the books” and applied towards a future tournament.

5.17.12 The Promoter reserves the right to allow LATE registrations after the registration deadline. A Late registration fee may be charged in addition to the entry fee for registrations accepted after the registration deadline.

5.17.13 All players must be current on monies owed to MLD to play, participate, or host an MLD event.

5.18 Registration and Call to Play

5.18.07 Chalking in the Round Robin Phase: The chalker is assigned from the round robin sheet

5.18.08 Chalking in the Knockout phase: Loser of the previous match chalks the next match on the same board. Tournament Director shall assign a chalker for first round matches.

5.18.10 The assigned chalker is responsible for providing a substitute chalker if they are physically unable to chalk a match.

5.18.11 Failure to chalk a match or failure to provide a substitute chalker (Clause 5.18.10) will result in forfeiture from the remaining matches and subsequent events for that day with no refund, along with a non-distribution of any prize money earned.

5.20 Order of Play

5.20.05.01 All darts thrown shall be pulled by the Player prior to the Opponents throw at the Bull.

5.20.05.02 Only a 25 or 50 shall count when determining the order of play.

5.22 Practice

5.22.05: Any player found in breach of Clause 5.22.03 shall first be warned by the Referee. Any subsequent breach during the same match shall incur immediate disqualification of that Player from the match. In the case of a match during the Round Robin phase, all completed games shall stand as recorded, remaining games will be forfeit wins for the Player not in breach of this rule.

5.24 Tie-Break

5.24.08 In the Round Robin phase, the following rules shall be applied, in order, to break ties:

1. Head to Head wins between all tied players.

Example 1. If two (2) players are tied and the score was 3-2 between them, the player with 3 wins will be the winner of this tie-break rule.

Example 2. If three+ (3+) players are tied in total legs, compare the leg wins just between the tied players; the player with the most wins breaks this tie.

2. One (1) leg round robin 501 between all tied players.
3. Repeat these rules until all ties are broken

5.25 Playing Attire

5.25.01.01 Long pants will be worn. No Shorts. Skirts and kilts are allowed, but must be no shorter than 1 (one) inch above the knee.

5.25.06 Closed toe shoes shall be worn by the Player.

5.25.07 Rule 5.25.01 can be relaxed for NON Open, Ladies, and Youth Singles and/or Qualifier/Mini events, yet still subject to rules 5.25.04 and 5.25.05, and at the Tournament Director's discretion.

5.26 Smoking

5.26.04.01 Clause 5.25.06.01 shall also be added to the list of clauses this rule shall be applied to.

5.26.05.01 All MLD events shall be non-smoking. If a venue allows smoking; No Smoking will be permitted during a match by a player, chalker, in the players' area, or within ten (20) feet of the playing area, which is ten (20) feet from the back and side of the oche.