Bridgewater Area Dart League (MA)

Rules and Regulations

At any point you are unsure of a rule, have questions on a rule, cannot find clarification in a rule, or there is a violation of a rule – Please reach out to a member of the Board at that time and DO NOT wait

**ARTICLE I – LEAGUE**

1. All league competition is scheduled for Tuesday night play, except as noted on an areas schedule of play. Non-Tuesday night match play is only permitted if there is a conflict with a sponsor with multiple teams and limited boards and subject to the Leagues discretion or for Playoffs.

2. BADL offers (2) seasons of play – Spring and Fall – Spring season typically starts the first week of February and Fall season typically starts the first week of September

3. Each team submits an application to play with 6 to 9 players along with a $125 sponsor fee

a. Sponsors are considered the club that you have chosen to play out of

b. The clubs must be a private, membership-driven club within 8 miles of Central Square in Bridgewater, MA.

4. Teams play a mixture of Home and Away (travel) matches and within a number of designated weeks for regular season match play (see Article IV)

5. Teams (top 4 in each division) will qualify for Playoff rounds (see Article VII)

6. Teams are placed within Divisions according to their level of competition as best as possible

8. Starting time is set for 8:00 pm

a. Match times are monitored and late start penalties are at the BODs (Board of Directors) discretion

b. Flexibility in the start time may occur due to some instances (ie. weather, travel, etc)

9. Membership in the BADL is a minimum of 21 years of age or the legal drinking age of the State of Massachusetts (see additional information under Article III ROSTERS)

**ARTICLE II – EQUIPMENT**

1. All league competition, including tournaments and playoffs, shall be played on a standard English bristle board with a 20 point clock face with a wire spider separating the single, double, and triple sections

2. Dartboards shall be placed 5’8” from the floor to the center of the bulls-eye with the 20 bed at the top center. The diagonal measurement, if needed, from the center of the bulls-eye to the front edge of the toe line/oche shall be 9’7 3/8”

3. The front edge of the toe line/oche (edge closest to the board) will be 7’ 9 ¼” from the surface of the board. The toe line/oche shall be no longer than 36” or 18” of either side to the center and have a minimum of (1) foot on either side of the ends free of any obstructions (ie walls, shelves, tables, etc)

4. The use of a Laser Line oche is not permitted

5. The dartboard shall be firmly anchored and be in good condition (no lumps, indents, bent wires, etc) It is the home team or the sponsors responsibility to inform the League for replacement equipment

6. Any obstacle that may impede the flight of the dart (ie air flow, overhangs, etc) shall be reduced to a reasonable level or eliminated

7. The dartboard shall be positioned so that it is readily available to the players without distraction to the thrower (ex: teams/players sitting or standing past the toe line/oche with in view of the shooter, doors opening and closing within view of the shooter, etc) (exceptions maybe approved by the BADL)

8. Lights must be affixed in such a way as to brightly illuminate the board with a minimum shadow, not physically impeded the flight of the dart, covered in such a way that the bulb is not visible from the throwing line, and not hinder the sight of the board for the scorekeeper

9. All darts must have a single one-piece metal point, fixed or movable, (Soft tips are also allowed, but not recommended) No “split-tip” darts are allowed

10. A scoring device must be provided and should be no less than a 9” screen. It is the home team or sponsors responsibility to obtain a working scoring device for the match from the League

11. The scoring device must be located next to the dartboard and positioned at a minimum of 18” to 24” from the surface of the board for the scorekeeper to stand safely, so the scorekeeper can see the location of the thrown darts, and the shooter can visibly see the scoring device without obstruction or having to move from their position

12. The use of an OUT CHART is acceptable (Paper, Personal, Card, Toe Line) No DC Out Chart permitted

13. Any non/compliance in Article II should be reported to the Board of Directors. Upon inspection by the BADL, any disapproved conditions will be noted and the home team or sponsor will have until the next home match or 7 days (whichever is greater) of the date of the notification of the non-compliance to make the necessary corrections. If upon re-inspection by the BADL, the required changes have not been made, a (2) point penalty may be imposed to the home team for each home match played until the necessary corrections have been made and they are in compliance

**ARTICLE III: ROSTERS**

1. A roster form must be filled out with complete details with player names, phone numbers, and email and should be turned in at the first respective area’s Captain meeting.

a. Sponsor fee of $125.00 (cash, check, or money order made payable to BADL) should be provided by the club upon request

2. Rosters will require a minimum of (6) players and a maximum of (9)

3. Rosters turned in with a minimum of 5 players being the same as the previous season will be considered the same team (unless a dramatic change in player averages has occurred)

4. All rostered players must be the age of 21+ (exception: A team may petition the Board of Directors for approval to add a player that is under the age of 21) Please reach out to a BOD rep to initiate this process. If you have not received approval from the Board of Directorsthe penalty is the same as playing an unapproved player – see Article III, Section 9e

5. Players may only play for (1) team per season. Once a shooter has play at least (1) game for a team they are ineligible to shoot for another team for the remainder of that season

6. If a player is listed on (2) rosters prior to the start of the season, it is the team that the player shoots for first that the player will remain on and will be automatically removed from the other roster

7. Any member of a team can ask for positive identification of any shooter listed on the line up. Any player(s) that cannot provide positive identification or does not comply with the request, may not be allowed to continue with the match play

8. Team(s) that submit a roster, paid or unpaid sponsor fee, and then withdraws the roster after midnight of the day prior to the pre-season captains meeting may be subject to the following penalty: All players may be suspended for (2) consecutive seasons with the right to appeal under Article XII and the sponsor fee will not be returned

9. Roster Changes:

a. Roster changes can be made up to Week 4 of the season. Rosters are considered final after Week 4

b. Hardship roster change requests after week 4 will be at the BODs discretion and must be a proven hardship to the team and team will have 5 or less shooters in order to be considered

c. If a team plays an unapproved player the following penalty will be implemented:

(1) 1 point penalty to the final score of the offending team

(2) Each game that the unapproved player won, singles or doubles, will be null and void and the point will be awarded to the opposing team

(3) The unapproved player will be removed from the roster and may be subject to further penalty (refer to Article IX)

(4) The captain of the team may be subject to probation or suspension and possibly not able to captain a team in the future (refer to Article IX)

**ARTICLE IV – MATCH PLAY**

1. The playing line up will be completed in the blind by each team – Home team completing the home side of the match report first, then the visiting team on the visiting side of the match report

2. Each spot should be filled in with an ACTIVE, rostered players name (if you do not have enough players to fill in every players spot, please go to Section 15 of this Article on what to do)

3. Each ACTIVE, rostered play may only play in one game of each event – (1) 501 doubles, (1) Cricket doubles, and (1) 01’ Singles

4. The submitted line up will be the playing order of the match. Each of the games in each event and in each leg of the game will be played in the order that their names appear on the match report

5. A match is deemed legal with a minimum of 4 players for each team

6. A match can start without a full team in attendance (for additional information go to Section 16 of this Article – Substitutions)

7. A match can be played on (2) boards simultaneously if both boards comply with BADL Rules

8. Each player is afforded (12) warm up darts prior to the start of each game (not leg) of each event

9. No Bust Option:

a. This option must be agreed between the teams prior to the start of the match to be utilized

b. Once a game has reached the start of round (18) the shooter(s) can now continue to throw at the double out without busting on their first or second shot

c. Even if this option has been implemented the shooter(s) do not have to utilize it – it is there for anytime they wish to utilize it (ex: if they do not wish to use it at the 18 round mark but then decide at a later round in the game to utilize it , this is permissible)

d. Both shooters involved in the game must agree – 1 shooter cannot do it if the other is not

e. This option may only be utilized in the SINGLES (not to be used in Doubles 501)

f. If you hit anything other than a dart that bust what you have remaining the dart(s) thrown will be scored accordingly to what is hit

Example 1: If you have 10 remaining and your first dart hits a 20 you will continue to shoot at the Double 5, and if your second dart hits a single 5 you would play your third dart as if you had Single 5 remaining and if you hit something with your third dart that busts the remaining score of 5 then it is considered at total Bust for your turn and you will be back on Double 5 (10 remaining) for your next turn

Example 2: If you have 10 remaining and your first dart hits a single 5 then you continue your shot as if you have 5 remaining, if your second dart hits a 20 you now have bust and your third dart would be back on what you had before busting (double 5) 10 remaining and you can shoot your third dart at the double 5

Essentially when you get up to throw and your shot busts what you have remaining you continue to throw at the double you have remaining – if your shot does not bust what you have remaining you continue to throw at what you have after your shot has been scored

10. If a player throws out of turn (rotation) it is the choice of the other team to let that throw stand and resume to the original order of rotation or have that turn thrown over by the player whose turn it was in the rotation to shoot (with exception)

a. The player throws out of turn and it is the ending shot of the game, then the turn must be thrown over by the player who should have been in the rotation

b. If the mix up in rotation is not noticed/or corrected for 2 or more turns of the offending team, then the play will continue as is and not reverted back to the match play order and all previous turns score remain the same

11. In All 01’ games, singles or doubles, when the winning double is hit the game is over regardless of any subsequent throw – even if it knocks out the dart

12. Once a player’s turn is over whether they have hit the winning shot or busted their shot, it is not recommended that you continue to throw the remainder of darts left in your hand and remove the thrown darts from the board

13. A player may choose to end their turn after throwing 1 or 2 darts by removing their darts from the board and the score thrown will stand

14. Player(s) mush have both feet behind the toe line/oche at all times for their throw. If he/she has one or both feet over the toe line/oche, the violating player should be warned upon completion of that turn. Repeated violations will result in his/her throw being invalid and that score thrown will not count

15. If you do not have enough ACTIVE, rostered players present to complete the match report then you write in NP (no player) for that spot. If NP is written in, then the play is as follows:

a. 501 Doubles / Cricket Doubles

(1) The team with 2 players will have 2 turns of throw to the 1 of the team with only 1 player

(2) If both teams only have 1 player present, the game with be played as a 1 on 1

(3) If neither team has any players present then the game will be considered a forfeit and neither team will receive a point for that game

b. 01’ Singles

(1) The team with a present player on the match report will be awarded the 1 point for that game and the team without a player will be entered into DC has a forfeit by that player/team

(2) If both teams do not have a player present for a game, that point will not be awarded to either team and should be entered into DC as a forfeited game by both teams

16. Substitutions

a. If a listed player on the match report is not present for his/her turn, then an Active, rostered player that is present can play in that spot assuming that he/she is not playing another game in that event. Once a substitution has been made then the original listed player cannot play that game (this applies to Doubles or Singles)

b. If a listed player on the match report is not present for his/her turn and a substitution is not made or available then the captains may agree to skip that game, doubles or singles, and wait for the listed player to show up – This is only a courtesy and a reasonable amount of time should be set if they agree to wait (a match should not be held up for this reason) If 1 of the teams does not agree to wait then the game will be played shorthanded or forfeited

c. The Substitution rule should only apply to when a player is NOT PRESENT at the time the game is to be played. This does not mean if the player is too inebriated to shoot you can use a substitution, in this case the point will be forfeited

17. Falsified match submissions are subject to the following penalty

a. All players of the offending team will be suspended for the remainder of the current season and (2) subsequent seasons thereafter with the option to file an appeal with the Board of Directors (see Article X)

b. The captain of the team will no longer be able to captain a team in the future

c. Team will be removed from the season play and all matches/points will be removed

18. Any team that has been removed at any point of the season, by Board decision or voluntarily, are subject to the same penalty listed under Article VI, Section 12, a.b.c.

19. If a violation/conflict arises at ANY match, the play must be STOPPED IMMEDIATELY and contact a member of the Board to discuss the violation/conflict to determine the course of action at Board members discretion

a. If play is not stopped and a Board member is not contacted within a timely reasonable amount of time to discuss the violation/conflict, you will lose your option to a protest of that match

20. Rescheduling of Matches:

a. The BADL Board of Directors reserves the right to reschedule any match or matches in order to maintain and equitable, efficient, and safe competition schedule during the regular season and/or the playoffs

b. Season cancellation – due to unforeseen circumstances it may be necessary for the league to cancel the season at any time during the season. If this occurs a refund of the sponsor fee is at the Board’s discretion. No plaques or prizes will be distributed

c. A match maybe rescheduled through mutual consent of the teams and MUST notify the respective Area Director of the change in schedule -

(1) All rescheduled matches should be made up in a timely manner and must be made up before the last week of the season, sooner than later is preferred

(2) If the teams cannot come to an agreement of when and where to play a rescheduled match, then the Board of Directors will set a date, time, and place to play the match and the teams will be required to play as scheduled, shorthanded or not

d. A team that does not show for a rescheduled match or refuses to play a rescheduled match may be subject to the following penalty

(1) All members of the team may be suspended for the remainder of the current season and up to 2 subsequent seasons thereafter

(2) The captain may not be permitted to captain a team in the future

(3) Team may be removed from the season playing lineup and all points will be removed

**ARTICLE V – FORMAT / ORDER OF PLAY**

1. Each match is constructed of (12) events and results in total match points of (12) being distributed between the two teams and determined by the winner of each game within the events

2. Cork Throw – A Cork throw is valid anywhere on the board face

a. a Double cork beats a Single cork

b. If the throw for cork is determined a tie by the scorekeeper, the darts will be thrown in reverse order

c. If the dart thrown is in the cork it is the next shooters choice to pull it or leave it in and this applies to all subsequent cork throws

d. If the second dart thrown knocks out the first dart, then the darts are thrown again in reverse order

e. If your throw is a bounce out then you will throw another dart right then

*Current Playing Format – Each Game is worth 1 point to the winner*

* (3) games of 501 SI/DO Doubles, 1 game
* (3) games of Cricket Doubles, 1 game, with points
* (6) games of 301 SI/DO Singles, best of 3
* 501 + Cricket Doubles – The team opposite from the scorekeeping team shoots bull first. Reference the Score Sheet to
* 301 Singles – the visiting team is mugs away and score for the 1st, 3rd, and 5th games The home team is mugs away and score for the 2nd, 4th, and 6th games

(1) the non-winner of the 1st leg is mugs away for the 2nd leg, if a 3rd leg is needed, then the winner of the 1st leg has choice for the cork throw, winner of the cork throw will start the 3rd leg

**ARTICLE VI – SCORING/SCOREKEEPER**

1. Dart Connect will be utilized for ALL match play

2. The home team or sponsor is responsible for providing the scoring device for the match

a. If the home team is unable to provide a scoring device and the visiting team is willing and able to provide one, this is allowed

3. WIFI is required to start and save the match

a. If you know that your club does not have WIFI or a poor connection to WIFI remember to log into the DC Scoring App before going to the match

b. Once you are logged into the DC Scoring App you may play the match offline, but the match will not show on the DartConnect 'Match Center' for public view

c. If the match is played offline – Remember to reconnect to WIFI for the match to SAVE

4. If a match is not played on DC – The home team is responsible for reporting the match score to a Board member and provide a copy of the match report

a. A match can be hand scored on a whiteboard adjacent to the dart board according to the proper equipment placement in Article II and shadowed on another, smaller device (ie: cell phone, 7” tablet, etc) that is connected to the DC Scoring App by a player that is behind the line and not shooting in that game

5. Dart Connect scoring enhancement feature should be turned off for league play (please the back page of the rules for directions to set this up and see what is acceptable)

6. Every week it is a best practice to run a “check for updates” on the DC Scoring App to ensure you are using the most up-to-date version of the App and that your league and team information is up-to-date (WIFI is required for this action)

7. If there is any discrepancy in the match score’s please let a Board member know so that it may be corrected

8. If there is any discrepancy in an incorrect name(s) for any game(s) please let a Board member know so that it may be corrected

9 Scorekeeping:

a. The scorekeeper shall face forward and stand adjacent to the scoring device, at all times, so that it is visible to the shooter on the line and the scorekeeper can clearly see the darts in the board

b. The scorekeeper will not eat, drink, or smoke while keeping score

c. The scorekeeper shall stand still as to not disturb the shooter during their turn – (exception: the shooter asks the scorekeeper to verify the score of a thrown dart(s)

d. After the shooter has completed their turn the scorekeeper will verify what has been scored previous to the shooter removing their dart(s) from the board

e. The scorekeeper will not enter any score of a thrown dart(s) into DC until the shooter has completed their turn and the score has been verified – (exception: The shooter asks what they have remaining and the scorekeeper has verified the thrown dart(s), the score of the thrown dart(s) can be entered into DC to reveal the remaining score prior to the end of that shooters turn)

f. The scorekeeper is never to touch live darts in the board for any reason

g. The scorekeeper does not have to be a member of the team but must be acceptable by both teams and held responsible to all section in Section 8 of this Article

h. A player can request at any time, for any reason, to replace the scorekeeper without question or retaliation

i. The scorekeeper is not allowed to coach a player

a. If the scorekeeper does coach a player it is the opponent(s) of that game choice whether to let the throw stand or have it thrown over

b. This action may only be exercised at the time of the infraction, if it is not exercised, then the throw stands…game ending shot or not

j. If a score is entered incorrectly, a correction in the score must be made prior to the next turn of the player or team whose score is incorrect. If it has not been corrected before that then the score stands

k. **It is the responsibility of the player to know their score.** If the scorekeeper, any member of either team, or any person in general inadvertently tells the player the incorrect score, the score thrown stands

l. If a player removes a thrown dart(s) before all 3 darts have been thrown, then that players turn is over and the score stands (ex: player shoots 1 dart and removes it from the board – their turn is now over and whatever is scored with that 1 dart is their score for that turn)

m. If a player removes their darts before the scorekeeper can acknowledge the score, then that turn will result in the disqualification of that throw or turn (ie. a player can not remove their darts and tell the scorekeeper what they score)

n. A thrown dart(s) is never to be re-thrown for any reason

o. Once a player busts their score, no additional darts should be thrown, their turn is over (exception: Sudden Death rule Article IV, Section 9)

**ARTICLE VII – PLAYOFFS**

1. The top 4 teams in each division will be eligible for the Playoffs with their season point total determining their placement on the Playoff schedule from Highest to Lowest

a. Teams 1 and 4 playoff vs each other

b. Teams 2 and 3 playoff vs each other

2. Season Point total Tie Breaker to determine teams 1 through 4 in a division

a. Win/Tie/Loss – 1pt for a win / .5pt for a tie / 0pt for a loss

b. Total points against each other

c. Total points for WINS only for the season

3. Divisions with a BYE – The adjusted point total will only be used to determine your point total for the **Playoff Schedule ONLY** for a team’s choice of Home or Away on the first night of play

a. Season point total (divided by weeks played) (times weeks in the regular season)

b. If during the playoff bracket 2 teams are tied with the same points, the team that does not have adjusted point is the team that will have Home or Away choice

4. If needed, contact information can be found on your MyDartConnect.com account or by reaching out to a Board member for the contact information

5. Matches are played on Tuesday/Thursday according the playoff schedule

a. Exception – Weather permitting

b. Exception – One or both teams has less than 6 shooters they may agree to play another night but if they can not agree then the schedule of play will continue as scheduled

c. Exception – One or both teams have a venue conflict they may agree to play another night but if they can not agree then the schedule of play will continue as scheduled

d. Exception – see Article IV, Section 20, a.b.

6. The team with the higher point total on the Playoff Schedule will be used to determine which team has choice to play Home or Away on the first night

a. If a club has more than 1 team that has made the playoffs the team’s choice may not be an option (being in a division winner does not mean you have priority)

b. A club is not available the night of the team’s choice

c. If teams cannot come to a resolution, a Board member will set the day and venue for the match

d. Teams are strongly encouraged to be flexible and work together to resolve any issues

7. The first team to reach (13) match points out of the 2 nights of match play will be the team to advance on the Playoff Schedule

8. If a match results in a 12-12 score at the end of the 2 nights of match play, then the teams will play a 3 game tie breaker with the team to win 2 out of the 3 games advance in the playoffs

a. Visiting team calls the coin toss – the winner of the coin toss shoots for cork in the first game, winner of the cork starts the first game, then the cork throw alternates for each game

b. Overtime Format– 1 game of 501 SI/DO Doubles – 1 game of Cricket Doubles with points – 1 game of 301 SI/DO Singles best of 3

9. In the tie breaker games, the line up can be done game by game or set for all 3 games as well as the same player(s) may play in all 3 games (ex: Joe/Jim 501 dbls, Joe/Jim Cricket dbls, Jim 01’ Singles)

10. Should an ineligible player(s) be discovered after any round of the playoffs and the team in question has won that round, the losing team will then be declared the winner to advance and the offending team may be subject to the following penalty

a. All members of the team will be placed on suspension for (2) consecutive seasons

b. The captain will not be permitted to captain a team in the future

**ARTICLE VIII – CONDUCT**

1. It is the responsibility of the team Captains to maintain the best of order during league match play

2. No heckling or harassment - in league play or any sponsored BADL event

3. No foul or insulting language – in league play or any sponsored BADL event

4. No attire that has foul, rude, or vulgar writing or art work – in league play or any sponsored BADL event (at the Board’s discretion)

5. Be mindful of comments and gestures during game play as to not distract the shooter

6. Any physical acts will result in the player(s) immediate, indefinite suspension and should also be reported to the local authorities

7. If a player is found guilty of an act committed in league play or at any BADL sponsored event by and local or state authorities then the player will be BANNED from any future play in the BADL or any BADL sponsored event

8. Property damage or equipment damage should be reported to the BOD, the club, and if needed the local authorities – BADL is not responsible for any property or equipment damage done by a player(s) for personal or sponsor related property or equipment

9. Any acts of misconduct, physical, verbal, or other, should be reported to the BOD immediately and the player(s) may be subject to penalty

10. If at a BADL sponsored event a player(s) damage any property or equipment of the BADL or venue they will be held liable for the repair or replacement of the property or equipment

**ARTICLE IX – SPONSOR CHANGE**

1. A team has the option of changing clubs at any time during the season

a. The new club must comply with all Articles with in these rules

b. The team is responsible for reimbursing the sponsor fee to the old sponsor, if needed

c. The team must notify the BOD of the change and request approval of the new club

2. If a sponsor no longer wants to host a team or is closing business

a. The team will need to notify the BOD and request approval of the new sponsor

b. The new sponsor must comply with all Articles with in these rules

c. The sponsor fee will not be returned

**ARTICLE X - PROTESTS**

1. Captains or team members may file a protest with the Area Director for perceived violations of the BADL rules or behavior deemed to be detrimental to the League

a. Play should stop immediately and the BOD contacted immediately

b. If the play is not stopped you may lose the ability to protest

2. Protests after the match

a. Protests need to be filed in a timely manner – no more than 3 days after the match or 3 days from the time you learned of the violation

b. A description of the perceived violation, any documentation, picture, etc, and a statement of explanation of why you feel there was a violation needs to be sent to the BOD

c. After review the BOD will make a ruling

**ARTICLE XI – APPEALS**

1. A ruling may be appealed to the Board of Directors

a. You will be required to appear in front of the Board of Directors at the next scheduled meeting following the filing of the appeal

2. For an appeal that has special circumstances (ex: time sensitive) a Special Meeting will be held with a minimum of 3 Board Members and the Board will set a day, time, and place for this meeting

3. Players who have been placed on Probation or Suspension may file an appeal to the Board of Directors to have the probation or suspension removed

a. Follow – Section 1 of this Article

**ARTICLE XII – DISABILITY**

1. Wheelchair – A player can have the front wheels over the throwing line so that their should is perpendicular with the throwing line – this is as close to the actual measurements of what the height of the board should be

2. Correct Dart Board set-up (according to the WDDA) for a wheelchair is:

* Height to Center Bull – 4’6”
* Center Bull to the toe line/oche – 9’0”
* These are the measurements that should be used if your venue is able to set up a board for a wheelchair

**ARTICLE XIII – BADL SPONSORED EVENTS**

1. These rules apply to all sponsored BADL events

2. All players must follow any additional rules set at the event or be subject to penalty

**ARTICLE XIV – PROBATION/SUSPENSION**

1. Violation of any BADL Rule is subject to any of the following depending on the infraction (unless otherwise noted above)

a. Verbal/Written warning and probation for the remainder of the current season

b. Verbal/Written probation for the remainder of the current season and (2) consecutive seasons thereafter

c. A players probation period is not served unless they are an active, rostered player

d. Verbal/Written immediate indefinite suspension (player(s) must appear at a Board Meeting for a hearing in order to be considered for reinstatement into the League

e. Banned from any future play in the League or BADL sponsored event

2. All of the above are for League Membership and BADL Sponsored Events

**ARTICLE XV – INDIVIDUAL ACHIEVEMENTS**

1. Individual achievements consist of (High Double In/Out)

a. These acheivements are tracked via DartConnect

2. Mystery Out (seasonal)

a. Each week a mystery out # is selected

b. The mystery out #’s are determined by a random number generator at the beginning of the season

c. The first player in the match, either the home or away team, that ends the game with the dart(s) totaling that mystery out #, will recieve a prize

d. Mystery out prizes are TBD each season

e. The league tracks this in DartConnect so there is no need to send any information into the league

f. The mystery out number is in play for the doubles and singles games

**ARTICLE XVI – TEAM AWARDS**

1. League champions are awarded a plaque for the sponsor club

**ARTICLE XVII – BOARD/CAPITANS MEETINGS**

1. Board/Capitan meeting dates, time, and location can be found on our website mabadl.com

2. These meetings are open for players to come and address the board with questions and express their concerns

3. You may also write the BOD with any questions or concerns that you would like brought to the Board if you are unable to attend the meeting at the date and time specified

MMDL players and teams must comply with City, State, and Establishment rules and guidelines MMDL will not police these policies