



Darts Rules & Handbook

Introduction

Born Sports League was founded with the vision to strive to make the world a better place through sports by bringing together a diverse and inclusive community to have fun, create a sense of belonging and acceptance, and give back to the communities in which we play. The purpose of BSL is to engage members of the LGBTQ+ community, friends, and allies in healthy, active sports and activities by creating and managing structured games, leagues and tournaments in a safe, consistent, and organized fashion.

Our mission is to bring together LGBTQ+ and ally people to build community through organized sports and create an experience that is inclusive, supportive, affordable, fun, and gives back to the community.

Born Sports League follows these principles in order and in precedence. At no time shall any higher ranked principal be compromised for the sake of another by any official, team, or player.

1. **Safety:** All measures will be taken so that any and all activities rank safety as the league's number one priority.
2. **Participation / Inclusion:** All people are welcome in BSL games and activities, and participation is fundamental to all involved.
3. **Respect:** All people affiliated with BSL, its teams or its events shall treat each other with dignity and respect at all times, both on and off the field.
4. **Fun:** The purpose of BSL in its core, is to foster a fun, philanthropic, social environment.
5. **Honesty / Fair Play:** It is expected that all players, teams and officials shall adhere to a strict honor code at all times.
6. **Competition:** While BSL games and activities keep score and award champions, at no time shall any player, team, or official allow the competitive nature inherent in sports take precedence over any of the above founding principles.



Table of Contents

Section I - Conduct.....	4
1. BSL League Principles.....	4
1.1. Sportsmanship.....	4
1.2. Agreement.....	4
1.3. Drug & Weapons Policy.....	4
1.4. Venue Rules.....	4
1.5. Discrimination.....	4
1.6. Bullying & Taunting.....	4
1.7. Disciplinary Policies.....	5
1.8. Injury Policies.....	5
Section II – Dart Basics.....	6
2. Field & Equipment.....	6
2.1. Board Placement.....	6
2.2. Player's Line.....	6
2.3. Darts.....	6
2.4. Thrower's Area.....	6
Section III – Teams.....	6
3. Teams.....	6
3.1. Number of Players.....	6
3.2. Team Names.....	6
3.3. Team Events.....	6
Section IV - Players.....	7
4. Players.....	7
4.1. Player Eligibility.....	7
4.2. Team Captain.....	7
4.3. No Show.....	7
4.4. Absenteeism.....	7
4.5. Substitutions.....	7
Section V - Darts Game Play.....	7
5. Fundamental Rules.....	7
5.1. Games.....	7
5.2. Scoring.....	8
5.3. Foul Throws.....	8
5.4. Time Limits.....	9



5.5. Other Rules..... 9

Section VI - Dart Tournament Regulations 9

6. Tournament Details..... 9

6.1. Timing..... 9

6.2. Rules.....9

6.3. Eligibility.....9

6.4. Seeding.....9

6.5. Tiebreakers.....10

6.6. Home Team..... 10

6.7. Tournament Format..... 10



Section I - Conduct

1. BSL League Principles

1.1. Sportsmanship

- 1.1.1. Officials, players and their guests shall conduct themselves in a sportsmanlike manner at all times, including both on and off the field. BSL expects the highest level of respect from anyone affiliated or attending our events and conduct unbecoming will not be tolerated at any time.

1.2. Agreement

- 1.2.1. By participating in an BSL event or activity, each competitor agrees
 - 1.2.1.1. To be governed by the rules as presented by BSL, both as written and in the spirit and intent of said rules.
 - 1.2.1.2. To accept any decisions or penalties imposed by said rules.
 - 1.2.1.3. To respect all aspects of the league's priorities.
 - 1.2.1.4. To treat all materials, equipment, and venues with great care including the environment in which we are playing. This includes, but is not limited to, garbage, foul language, smoking, illegal substance, weapons, and alcohol policies and damage to property.

1.3. Drug & Weapons Policy

- 1.3.1. Born Sports League is a drug and weapon-free zone, and any use or distribution of any illegal substances or the possession of any weapons of any kind while attending or engaging in any BSL sponsored events is strictly prohibited.
- 1.3.2. Alcohol: While may or may not be regulated by venue restrictions, any public intoxication will not be tolerated and is subject to disciplinary actions, including ejection from the venue for the remainder of the day.

1.4. Venue Rules

- 1.4.1. All rules and policies put in place by the venue must be respected and will be strictly enforced. (Such as, no pets, no smoking, no loud music, no alcohol, etc.)

1.5. Discrimination

- 1.5.1. BSL has a strict no-discrimination policy. If anyone feels they have been discriminated against for any reason they are to report it to league management immediately. Any person affiliated with an BSL event making racial, ethnic, religious, or sexual orientation slurs or actions are subject to disciplinary proceedings up to and including dismissal from the league.

1.6. Bullying & Taunting

- 1.6.1. Teasing, shouting, arguing, cheering against, complaining, name-calling, excessive swearing, verbally or physically abusing or intimidating players or game officials in any way (even if intended as a joke, but not received

in that manner) will not be tolerated under any circumstances, regardless if it occurs in person, off venue, or on-line. Off the field behavior, including at social events, public spaces, or even on social media that project any players, teams or league officials in an aggressive or highly negative light will be considered the same as behavior on the field, and is subject to the same disciplinary policies and procedures.

1.7. Disciplinary Policies

- 1.7.1. Apply to any infraction listed or unlisted that is deemed unsportsmanlike or is contrary to the BSL core philosophy and principles.
- 1.7.2. Game Referees, league officials, as well as any Umpires may issue warnings.
- 1.7.3. Only BSL Board Members or Sport Officials appointed by the BSL Board can issue Yellow or Red Cards at any time.
- 1.7.4. Players receiving a Yellow Card must sit out the remainder of the game.
- 1.7.5. All “Cards” remain in place for 6 months from date of issue.
- 1.7.6. Upon a second occurrence of unsportsmanlike conduct within the 6 month window, the player shall receive a Red Card, and will be ejected from the venue for the remainder of the day, and receives additional two “game day” suspensions to be enacted upon the next occurring game days (which may occur in a future season). This player will also lose eligibility to participate in the next occurring tournament, both internally and among BSL sponsored traveling teams.
- 1.7.7. After the Red Card has been issued, any additional infraction within its 6-month window will constitute a charge of gross misconduct and will be subject to long-term suspension or permanent ejection from the league as determined by the GM and League Officials.
- 1.7.8. Players receiving suspensions or ejections may apply, in writing, for reinstatement following a 6-month waiting period.

1.8. Injury Policies

- 1.8.1. Safety is and will always be the number one priority for Born Sports League and the following policies are in place for everyone’s well-being.
- 1.8.2. Injured players may be replaced or can exit a game at any time without penalties.
- 1.8.3. Any injury that incapacitates a player, even if momentarily, will stop active play immediately.
- 1.8.4. Any injury to the head that causes any dizziness or unconsciousness must be reported immediately to the attending league officials who shall stop game play to assess the situation. Emergency medical officials will be called for any head related injuries.
- 1.8.5. Any injured player that is actively bleeding must exit the field of play and cannot return until the bleeding has stopped or has been treated and covered.

- 1.8.6. Injured players that require immediate medical attention must provide a doctor's note verifying that they are recovered and physically capable prior to returning to active play.

Section II – Dart Basics

2. Field & Equipment

2.1. Board Placement

- 2.1.1. Boards are placed at a standard distance of 7 feet 9 inches (2.4 meters) from the player's line. This is measured from the front edge of the board to the player's line.

2.2. Player's Line

- 2.2.1. The player's line is a straight line parallel to the board, 7 feet 9 inches in front of the board. Players must stand behind this line when throwing darts.

2.3. Darts

- 2.3.1. Standard soft tip darts are used for league play

2.4. Thrower's Area

- 2.4.1. The thrower's area is a designated space behind the player's line where players can stand to throw their darts.

Section III – Teams

3. Teams

3.1. Number of Players

- 3.1.1. Each team will consist of at least 4 but no more than 6 registered players. Teams have a minimum of 4 players per team for each game.

3.2. Team Names

- 3.2.1. While team names may be suggestive or include double entendre, team names that are deemed offensive or disrespectful in any way are not allowed.

3.3. Team Events

- 3.3.1. May organize chat rooms, social media accounts, practices, or events. However, the Born Sports League code of conduct extends to those locations as well and must be followed in the same manner.

Section IV - Players

4. Players

4.1. Player Eligibility

4.1.1. All players must meet the following criteria:

- 4.1.1.1. Must be 21 years or older.
- 4.1.1.2. Must have signed liability and conduct forms.
- 4.1.1.3. Must have paid registration (or substitution) fees.

4.2. Team Captain

- 4.2.1. Each team shall have one official “Captain” representing their team. This “Captain” may be substituted should the registered captain be absent.
- 4.2.2. Team captain is responsible for collecting any currency needed to play from the team and loading the board

4.3. No Show

- 4.3.1. Players who no-show, without warning or contact, twice during a regular season are subject to removal and replacement by the team captain with League Approval. Players removed from a roster for this reason are not eligible for refunds.

4.4. Absenteeism

- 4.4.1. Players who miss three or more regular season game days, regardless of the reason, are subject to removal and replacement by the team captain with League Approval. Players removed from a roster for this reason are not eligible for refunds.

4.5. Substitutions

- 4.5.1. May play on any team under these restrictions:
 - 4.5.1.1. Regular season games only (not tournaments).
 - 4.5.1.2. They must not be a registered member of any team in the league.
 - 4.5.1.3. The team has less than 2 players in attendance.
 - 4.5.1.4. Each team may only have a maximum of one sub during any regular season game.

Section V - Darts Game Play

5. Fundamental Rules

5.1. Games

- 5.1.1. Match Format: Matches are typically played as best-of-three games.
- 5.1.2. Starting a Game: Games should start promptly at the scheduled time. Teams unable to start within a reasonable time may forfeit the game.

- 5.1.3. Choosing Sides and Order: Teams will determine who will throw first using a method like flipping a coin or drawing straws. The team throwing first will choose their starting position.

5.2. Scoring

- 5.2.1. Cricket: Each number on the board is a "segment." Players must "close" a segment by hitting it three times in any combination of single, double, or triple.
- 5.2.2. Points: Once a segment is closed, additional hits to that segment score points:
 - 5.2.2.1. Single: The number value of the segment.
 - 5.2.2.2. Double: Double the number value of the segment.
 - 5.2.2.3. Triple: Triple the number value of the segment.
- 5.2.3. Bullseye: The bullseye is worth 50 points per hit.
- 5.2.4. Winning a Game: The first team to close all segments and have a higher total score wins the game.
- 5.2.5. **Scoring is as follows**
 - 5.2.5.1. Numbers: Players score the value of the number they hit if they get three marks on it. For example, hitting triple 20 scores 60 points.
 - 5.2.5.2. Bullseye: The outer bullseye ring is worth 25 points, and the inner bullseye is worth 50 points.
 - 5.2.5.3. Double ring: The double ring scores double the number's value.
 - 5.2.5.4. Treble ring: The treble (inner) ring scores triple the number's value
- 5.2.6. **NOTE: THE BOARD IS ALWAYS CORRECT.**
 - 5.2.6.1. In the event that the board captures the incorrect information, the score will be maintained as recorded.
 - 5.2.6.2. If both captains agree that the captured information is egregious, the previous throw can be deleted and the original player may throw a round of 3 darts again with the approval of a present board member or identified proxy.

Please note that these are general guidelines for cricket dart play. Specific rules may vary depending on the league or tournament.

5.3. Foul Throws

- 5.3.1. **Missed Throws:** Darts that miss the board are considered foul throws and do not count.
- 5.3.2. **Bounced Darts:** Darts that bounce off the board and return are considered foul throws.
- 5.3.3. **Touching the Board:** If a player's hand or arm touches the board while throwing, it is considered a foul throw.

5.4. Time Limits

- 5.4.1. Individual Throws: Players have a reasonable amount of time to throw their darts. If a player takes excessive time, the referee may call a foul.
- 5.4.2. Game Round Time Limits: Each game will last no longer than 45 minutes
 - 5.4.2.1. The team with the highest total score at the end of the timed round will be declared the winner if no winner has been declared.

5.5. Other Rules

- 5.5.1. **Repairs:** If a dart board becomes damaged during play, it may need to be repaired or replaced.
- 5.5.2. **Equipment: Darts will be available for players to use provided by BSL, the board vendor or the hosting bar** Players are allowed to bring their own darts and dart flights.
- 5.5.3. **Etiquette:** Players should follow good sportsmanship and etiquette throughout the game.
- 5.5.4. **Player Stats: Player stats (PPD) Points Per Dart and (MPR) Marks Per Round and Total "Outs"** or rounds won by the player. This information may be used to determine team/player placement in future seasons.

Section VI - Dart Tournament Regulations

6. Tournament Details

6.1. Timing

- 6.1.1. Tournaments may be held throughout the season or at the end of the season, depending on the league's schedule.

6.2. Rules

- 6.2.1. Tournaments typically follow the same rules as regular season matches, with some variations.

6.3. Eligibility

- 6.3.1. To participate in tournaments, players must be registered members of the league and meet any specific eligibility criteria set by the league. Subs are not allowed for tournaments.

6.4. Seeding

- 6.4.1. Tournament seeds are usually determined based on players' or teams' rankings in the regular season or qualifying rounds. This may be randomized based on the number of teams playing in a particular season.

6.5. Tiebreakers

- 6.5.1. If two or more players or teams are tied after a match, tiebreakers may be used to determine the winner. Common tiebreakers include:
- 6.5.1.1. **Head-to-head record:** The player or team that won the previous match between the tied competitors is declared the winner.
 - 6.5.1.2. **Average score:** The player or team with the highest average score in the tournament is declared the winner.
 - 6.5.1.3. **Most legs won:** The player or team that won the most legs (games) during the tournament is declared the winner.
 - 6.5.1.4. **Coin toss:** If all other tiebreakers are inconclusive, a coin toss may be used to determine the winner.
 - 6.5.1.5. **Bullseye showdown:** Each player will throw 3 darts and the player the closest to or with the most bullseye wins

6.6. Home Team

- 6.6.1. The higher-seeded player or team is typically considered the "home team" and may have the advantage of choosing their starting position or throwing first.

6.7. Tournament Format

- 6.7.1. Tournaments can be held in various formats, such as single elimination, double elimination, or round robin. A single elimination format is commonly used, where players or teams are eliminated after a single loss.

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