



# ***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.



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# 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 court. 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 8 feet 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, 8 feet 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. BSL will provide darts and replacement soft tips to all teams; however, teams are permitted to bring their own soft-tip darts to use during matches. Darts will be available for players to use provided by Born Sports League. Players are allowed to bring their own darts and dart flights.

#### 2.4. Thrower's Area

- 2.4.1. The thrower's area is a designated space behind the player's line from which players must throw their darts.

#### 2.5. Uniforms

- 2.5.1. While teams are welcome to create and wear custom shirts for league play, **Born Sports League strongly encourages the inclusion of the official BSL logo** on all custom apparel. Visibility of the BSL logo helps promote league identity, unity, and community pride across all teams. To request a high-quality version of the logo, please email **info@bornsportsleague.com**.

## 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 must have a minimum of 2 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. Teams 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.

#### 4.3. 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.
  - 4.5.1.5. They must sign a waiver and pay a \$5 “per night” fee prior to playing.

## **Section V - Darts Game Play**

### **5. Fundamental Rules**

#### **5.1. Games**

- 5.1.1. Match Format: Matches will be scored as the best 2 out of 3 games played.
- 5.1.2. Starting a Game: Games should start promptly at the scheduled time. Teams unable to start within 5 minutes of the scheduled time will forfeit the game.
- 5.1.3. Throwing Order:: Teams will determine who will throw first using Rock/Paper/Scissors.

#### **5.2. Dart League 501 Game Rules**

- 5.2.1. **Objective:**  
To be the first team to reduce their score from 501 to exactly zero.
- 5.2.2. **Scoring:**  
**Standard Scoring:**  
Each number on the board has a single, double, and triple ring.  
Hitting a single number scores that number's value.  
Hitting the double ring scores double the number's value.  
Hitting the triple ring scores triple the number's value.  
Bullseye (inner ring) scores 50 points.  
Outer bullseye ring scores 25 points.
- 5.2.3. **Scoring Turns:**  
Each player throws three darts per turn.  
The total score of the three darts is subtracted from their current score.
- 5.2.4. **Winning:**



To win a leg, a player must reduce their score to exactly zero on their turn.

**5.2.5. Busting:**

If a player's score after their turn goes below zero, they "bust."  
Their score reverts to the score they had before that turn.

**5.2.6. Other Important Rules:**

**5.2.6.1. Starting Order:** A player from each team will participate in one round of Rock/Paper/Scissors. Winning player will decide if they will go first or if the opposing team will start.

**5.2.6.2. Order of Play:** Players alternate turns. Captains may determine the specific order of their respective teams. Players alternate turns. Captains may determine the throwing order for their teams; however, no more than one player from each team may throw per turn (two players total).

**5.2.6.3. Player participation:** All present team members must throw one round (three darts) per game.

**5.2.6.4. Fouls:**

If a dart bounces off the board or falls to the ground and the board does not record the throw, the dart is forfeited.

If a player throws the dart with any part of their foot across the player's line, a foul may be called and that dart is forfeited. All other remaining darts may be played as usual.

Example: If a player throws their first dart and it hits the board, but steps across the line at the time the second dart is thrown, that throw will be considered a miss/foul. The player may then throw their third dart as normal. However, if another foul occurs during the third throw, it will also be considered a miss/foul and the player's turn is over.

**5.2.7. Key Concepts:**

**Checkout:** The final throw needed to reach exactly zero.

**Bust:** Scoring more than the remaining points, resulting in a score below zero.

**5.2.8. NOTE: THE BOARD IS ALWAYS CORRECT.**

5.2.8.1. The score recorded by the machine is the score that the player receives. The players accept that the machine is always right. The only exception will be on the “Last Dart-Winning Dart” that meets the following criteria.

5.2.8.2. The “Last Dart-winning-Dart” must stick

5.2.8.3. If both captains agree that the captured information is egregious, the previous throw may be deleted and the original player may throw a single dart again with the approval of a present board member or identified proxy.

**5.2.9. Board malfunctions:** If the board malfunctions and the team is unable to recover the statistics, that specific round will be considered a tie.

**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 and do not capture any data on the board are considered foul throws and do not count.

**5.3.3. Touching the Board:** If a player's hand or arm touches the board while throwing, it is considered a foul throw and does not count.

**5.3.4. Stepping across the throw line:** If a player steps across the player's line during play, that throw will be considered a foul and the throw will be counted as a missed dart.

**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 match will consist of 3 Games of 501 a Match will last no longer than 45 minutes. No new games shall begin after 40 minutes have passed in a match.

5.4.2.1. In the event time runs out before completion of the current game, the team with the score closest to Zero will be declared the winner for that game.

5.4.2.2. If both teams have exactly the same score when time is called, each team may throw one more round (3 darts per team) to determine the winner.

**6. Board Setup**

6.1. **Settings:** Both team captains are responsible for ensuring the board has been configured to the proper settings.

6.1.1. As of 1/9/2025, The Board will be set as follows:

- Game Type: 501
- Match Number: 3
- Two Players
- 80 Rounds
- Straight In
- Straight Out

6.1.1.2. Note: each team will be considered a “Player” on the board, meaning Player 1 will be played by representatives from the same team using the team captain’s determined order.

Player 2 will be played by representatives of the opposing team using the rotating order that the respective captain has determined.

6.1.1.3. Note: Players must remove darts BEFORE hitting “Next”.

## **6.2. Other Rules**

- 6.2.1. **Repairs:** If a dart board becomes damaged during play, it may need to be repaired or replaced.
- 6.2.2. **Equipment:** Darts will be available for players to use provided by Born Sports League. Players are allowed to bring their own darts and dart flights.
- 6.2.3. **Etiquette:** Players should follow good sportsmanship and etiquette throughout the game.

# **Section VI - Dart Tournament Regulations**

## **7. Tournament Details**

### **7.1. Timing**

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

### **7.2. Rules**

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

### **7.3. Eligibility**

- 7.3.1. 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 to compete in tournaments. At least 2 rostered players must be present in order to compete.

## **7.4. Seeding**

7.4.1. Tournament seeds will be based on regular season (or pool play) placings.

## **7.5. Home Team**

7.5.1. The higher-seeded player or team is typically considered the "home team" and may have the advantage of choosing to throw first.

## **7.6. Tournament Format**

7.6.1. 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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January 16th, 2025 - Revised rules regarding 501 scoring

May 12th, 2025 - Clarification on bounce outs, uniforms and tournament rules