

Grand Rapids Dart League Rules of Play – July 2026

1. **Introduction:** This document is the guide for competition in the Grand Rapids Dart League (GRDL). Good sportsmanship is to be applied at all times. League night is a social event. However, priority must go to completing league night matches.
2. **League Membership:** League membership fee is included in your current season dues. All players on a team roster must be 18 years of age before participating in any GRDL sponsored event. League members are expected to display good sportsmanship/conduct during all GRDL activities. A league member may be disciplined or forfeit league membership for conduct unbecoming in accordance with Article VIII, section V, of the GRDL BY-LAWS.
3. **Team Membership:** A “Team” shall consist of a minimum of 4, maximum of 5, players on a team roster. One team member will be designated as “Captain”. Captain must designate an alternate to fulfill their responsibilities in the event of their absence. To be eligible to join a team after divisions and point caps are set, a player must pay dues and have a WPI equal to or lower than the WPI cap for the team being joined in that current division. Rosters are final week 3, no exceptions.
4. **Captain’s Responsibilities:** A Captain’s first duty is to submit a team application to the GRDL and designate themselves as captain. The Captain then must attend, or designate an alternate to attend, the captain’s meeting prior to start of each season. Captains are financially responsible for submitting all league fees for the team they are representing. Captains will inform teammates of the schedule, the rules of play and instruct proper use of DartConnect scoring. Captains are responsible for an accurately and completely filled out score sheet. In the event DartConnect fails, the home team captain must submit a copy of the scoresheet to the statistician. Home Captain will collaborate with opponent to ensure 3 tablets are secured, and fully charged, to score a scheduled match. Captains are to make sure that all tablets are closed out of DartConnect by Noon on Wednesday. Failure to do this more than twice may result in point deduction.
5. **League Fees:** All league fees are non-refundable. League fees per season are \$240/4 person team, \$250/5 person team. Fees may be paid by check, money order or through the website www.GRDL.org. All league fees must be paid on or before the Friday of the 3rd scheduled week of play for both spring and fall seasons. If fees are not paid by this date, one game point will be deducted from league play stats from any team with any unpaid league fees. This deduction will appear in week four standings. Any team with unpaid league fees after the 4th Tuesday of play will be dropped from the league schedule. When a team is dropped, all match results of that team are deleted from the standings. The remainder of that team’s spot on the schedule becomes a “Bye” week until completion of the season. Captain of said team will be barred from playing in the league, pending GRDL Board review. Captain may be reinstated at a later date when any unpaid fees are collected. GRDL charges a \$35 fee (each occurrence) for returned checks. Once an individual is on file with record of a bounced check, all future payments must be certified funds or paid via website.
6. **Venue Fees:** Venues will be invoiced by the GRDL directly. Payment may be made through the website, www.GRDL.org, by check, or certified funds.
7. **How We Play:** For the purposes of these rules-of-play the following definitions apply:
 - A. A “Leg” is an x01 or Cricket contest completed to win a set.
 - B. A “Set” is the combination of legs, (best of 3), (best of 5), to win a match point.
 - C. A “Match” is the completion of all 18 sets listed on the scoresheet.

- D. GRDL Match play to start at 7:30 p.m., Tuesday evenings, in accordance with the League schedule.
- E. Captains to fill out score sheet in accordance with “Score Sheet Rules” (8-1) prior to start of match.
- F. At 7:30 p.m., Home captain will call the first sets. If either team is not ready to proceed, play will begin in accordance with “Time Rules” (8-2).
- G. All Sets begin by throwing cork in accordance with corking rules.
- H. Play begins in accordance with playing rules.
- I. Sets are played in the order they are listed on the score sheet in accordance with game rules for match points. Captains may change order of play by mutual consent for time or other considerations.
- J. If a team has less than 2 players, has players that arrive late, has players unavailable for a “due” set or uses an ineligible substitute, Forfeiture Rules apply.
- K. Home captain responsible for reporting score sheet to statistician if DartConnect download fails.

8. Score Sheet Rules:

- A. Home team captain writes players names on the left side of the scoresheet, in the personal marks section, A-D in random or strategic order. They then pass it to the visiting team captain with the home team side covered or folded over.
- B. Visiting team captain fills out the right side of the scoresheet, (no peeking), and returns it to home team captain.
- C. Always fill out the scoresheet using the same name that the player used to register.
- D. The same four (4) players, either rostered or sub, listed on your score sheet will play all the games. If you have five (5) players available, they cannot be rotated. Only four (4) players will play each night.
- E. A player may play in one singles 501 set, one singles Cricket set, and one singles 301 set, per league night match.
- F. The score sheet does not determine rotation for players participating in the doubles format.
- G. Player does not need to be present at 7:30 p.m. to be listed on scoresheet. However, they must be present when called for a due set or forfeiture rules apply.
- H. When all legs of due set are completed, mark the scoring box for that set. Example-best of 3- home wins 2-1. Winner marks box with 2, lower score 1, in opponents’ slot.
- I. Any mistakes on scoresheet may be corrected, and then initialed by both captains.

9. Time Rules:

- A. Matches are scheduled to start at 7:30 p.m. following the date and venue posted on the league schedule. A 15-minute grace period is allowed. If either team is not ready to participate by 7:45 they may further delay the match by mutual agreement of both captains. If either captain does not wish to delay further, the match must begin. Any player absent for due set will face forfeiture rule.
- B. If players are not currently playing with an open board and a due set on the scoresheet, those legs must begin within 5 minutes. If more than 5 minutes passes, the captain of the player who is ready to play may invoke the forfeiture rule.

- C. Play is to be continuous once a set is started. Should a player's dart become damaged or lost they will be allowed 5 minutes to repair or replace the dart.
- D. If a player has an urgent reason other than dart repair to leave the playing area, the player may depart for a maximum of 5 minutes once per set.
- E. League play to be completed by 11:00 p.m. Sets should not start after 10:30 p.m. unless captains mutually agree to continue play. Any set started before 10:30 p.m. must be completed.
- F. Under exceptional circumstances, with mutual consent of both captains and advance notice to GRDL board, a league night match may be postponed and played on a different date and time, at a different approved venue, than stated on the schedule. The make-up match must be completed within 2 weeks of the originally scheduled date. If not completed within 2 weeks, the team that was unable to play the originally scheduled match will FORFEIT.

10. Corking Rules:

- A. Corking is the action of each player throwing one dart at the bull in turn. Closest dart to bull starts the leg.
- B. Home team has choice of who corks first.
- C. During team, or doubles legs, one player will cork for their team.
- D. Distance from the bull-ring to the darts tip, at the face of the board, is the measurement used for closest to the bull. Do not straighten darts for purposes of measurement.
- E. A center (double) bull beats a single (outer) bull.
- F. Any dart thrown in the bull is considered as close as an opponent's bull. Example: both players hit a single bull = Tie; both players hit a double bull = Tie.
- G. If the winner is not clear, without exacting measurements, the cork is considered a tie. Players then throw in reverse order.
- H. At any time during the cork, if there are darts in the bull or center bull, player may acknowledge the previously thrown dart and have it pulled prior to corking.

11. Playing Rules:

- A. Home team captain is to call players to boards for due sets.
- B. Maximum of 9 warm up darts allowed per set. (Not each leg)
- C. Practice is not allowed while playing a set.
- D. Practicing on a dartboard next to a board being used in league play is not permitted.
- E. A player's turn consists of a maximum of three thrown darts. Players alternate throws until the leg is won.
- F. Player must have both feet behind the Oche line until thrown dart is released. If in violation, opposing captain may warn offending team captain. Further violations witnessed by both captains will result in forfeiture of the score of any darts thrown in violation.

- G. Player should be ready to begin their turn after opponent has scored and returned behind the oche line. Exceptions allowed under Time Rules.
- H. A player's turn should not take more than 2 minutes to complete once the first dart is thrown.
- I. A thrown dart is a dart thrown in the direction of the dartboard with intention of scoring in the playfield.
- J. A thrown dart that travels over the oche line, bounces out or falls out, or is knocked out of the dartboard, does not score and may not be thrown again.
- K. A dart that is dropped, even after crossing the oche line, may be rethrown.
- L. For a thrown dart to be considered a scoring dart it must remain in the dartboard for 5 seconds after the final dart of a players turn, with the tip of the point touching the bristle portion of the dartboard.
- M. A scoring dart that wins a leg, ends the leg. Any subsequent darts do not count towards the leg or stat marks.
- N. Players must mark their score on the scoring system before pulling their darts from the board.
- O. Players will allow opponent reasonable time to verify the score prior to pulling their darts. Any question or discrepancy should be handled immediately. Opponents not observing the scoring do not qualify for this rule. Mathematical errors should be challenged prior to the next turn. Good sportsmanship should be observed with obvious errors that do not affect the play of the leg.
- P. Once a player takes a turn, the previous score may not be challenged.
- Q. A player may not take their turn if opponent is absent for reasons allowed in Time Rules.
- R. Player may approach the dartboard to inspect thrown darts during their turn. Do not touch thrown darts. Player touching any thrown dart, prior to completing their turn, forfeits any remaining darts. Only thrown darts score.
- S. A "Scorer" or "Chalker" is allowed if both participants agree. Scorer will stand out of the way and remain still. The only information the Scorer may tell a player is what has been scored and what remains. If a player needs to challenge a score while scorer is present, it must be done before darts are pulled.
- T. It is permissible to start a Doubles set with fewer than the specified number of players. The team missing a player must forfeit a turn in each rotation. If the missing player arrives, the current leg must be finished. The 'missing' player may then join in the remaining legs.
- U. If a player in a doubles game shoots out of turn, their score does not count. Erase the score and have the correct player take their turn.
- V. Bust rule applies in all x01 games. Player scoring one less, equal to, or anything higher than remaining score has "Busted" and their score reverts back to score before darts were thrown.
- W. Certain venues do not allow minors. If there are minors on your team, they must obtain a State issued ID card. Make sure they are allowed inside each venue on your schedule. If minors not allowed, league may relocate the match or a substitute player to be used on that day.
- X. If there is a dispute that can't be quickly resolved, finish the set in question and make a note on the scoresheet. Contact a board member and request a ruling from the League.

12. **Sportsmanship:** The following are guidelines expected of all GRDL darters at any League event.

- A. In order to create a more welcoming environment for a more diverse group, players shall not commit any inappropriate sexual behavior or behavior that violates the rights of others. Players will not be disrespectful regarding a person's gender, race, age, religion, nationality, sexual orientation, disability, or appearance.
- B. Be on time. Be ready when called for your Sets.
- C. Once a set is started, remain in the immediate vicinity until the leg is completed. Try to avoid bathroom breaks and beer runs during a leg.
- D. Start each leg with a "shoot well", high five, handshake etc.
- E. Remain behind opponent while they are at the oche line. Two feet is recommended.
- F. Show respect and keep quiet during your opponent's turn.
- G. Stifle any fits and outbursts. Don't throw things, hit the board, etc. No use of celebratory noisemakers, e.g. bells, horns, whistles, etc. These actions are a detriment and distraction to others.
- H. Wait to throw your darts until opponent has returned behind the oche line.
- I. Do not throw darts at anything other than the dartboard.
- J. Take responsibility for your poor throw.
- K. Play your best regardless of outcome. You never know when you could hit that big mark for the coveted GRDL jacket.
- L. Cricket is a scoring game, however, excessive points scored to farm marks or prolong the game is considered poor sportsmanship.
- M. When playing doubles, cooperate with your partner and jointly plan your strategies. Treat them with respect, even if they are not at your level.
- N. Always end the Set with a "good game", high five, handshake, etc.
- O. Report poor sportsmanship to your team captain, tournament official or GRDL board member. This includes cheating or point shaving.
- P. When attending an event not governed by the GRDL, if wearing GRDL apparel, jacket, jersey, etc, you are considered a representative of the GRDL and are therefore subject to these rules of conduct.
- Q. In the event that a GRDL member is reported for violation of sportsmanship guidelines the GRDL Board of Directors may take any or all of the following actions:
 - 1. Verbal warning
 - 2. Written warning
 - 3. Suspension from the Grand Rapids Dart League
 - 4. Expulsion from the Grand Rapids Dart League

13. **Match Rules:** All divisions play for 18 match points.

- A. Record set results on score sheet (i.e. 2-1)
- B. Each set win is worth one match point.
- C. Any division only playing 2 legs, a tie is considered .5 match points for each team.
- D. The following events are included in each League match.
 - 1. (4) Singles 501 Fly-in, Double-out sets. Tungsten division play best of 5 legs. A division play best of 3 legs. B division and below play 2 legs.
 - 2. (4) Singles Cricket sets. Tungsten and A division play best of 3 legs. B division and below play 2 legs.
 - 3. (4) Singles 301, Double-In, Double-Out sets. Tungsten and A division play best of 3 legs. B division and below play 2 legs.
 - 4. (2) Doubles 501 Fly-In, Double-out sets. Tungsten and A division play best of 3 legs. B division and below play 2 legs.
 - 5. (2) Doubles Cricket sets. Tungsten and A division play best of 3 legs. B division and below play 2 legs.
 - 6. (2) Doubles 301, Double-In, Double-Out sets. Tungsten and A division play best of 3 legs. B division and below play 2 legs.
 - a. Fly-in means any dart that scores on the dartboard starts the leg.
 - b. Double-out means that a double or outer ring number must be hit and that number when doubled be equal to the players remaining score to end the leg.
 - c. Double-in means a double or outer ring number must be scored to start the leg.

14. Forfeiture Rules:

- A. A team may play with two or more players present, but attention must be paid to the score sheet rules. If there are less than two players from a team present for a match, it is a forfeited match.
- B. Any team winning as a result of a forfeited match will not receive more match points than any other team in their division earned for that league night. Example: Results for A division that night were 10-8, 12-6, 18-0 by forfeit. The team winning the forfeited match receives 12 match points.
- C. The team causing the forfeit may be dropped from the league in accordance with Article VIII of the GRDL by-laws. If a team is dropped all match results will be deleted from the stats.
- D. For doubles: if a player is not available for their first turn, all of that player's turns are forfeited for that leg. The player may join in the next leg.
- E. In the event of a forfeit, mark each forfeit with a capital "F" on the scoresheet.
- F. Any set points won by an ineligible substitute as defined in substitute rules will be awarded to the opposing team.

15. Substitutes:

- A. Substitutes must have an established WPI or 3 season average. Their WPI must be at or below the cap set for the division they are substituting in. Cap data is sent out with the season schedule.
- B. A substitute without a WPI must be pre-approved by the League President, Statistician, or Secretary.
- C. Any substitute who participates in violation of these rules is deemed “ineligible” and forfeit rules apply.
- D. Substitutes must be 18 years of age.
- E. Substitutes are not eligible for any team or individual awards.

16. Silver and Bronze Cup Shoot:

A. Qualifying Rules:

- 1. Divisions of 4 Teams: Top two (2) teams will play for the Cup (1st & 2nd Place)
- 2. Division of 5-6 Teams: Top three (3) teams will play for the Cup (1st, 2nd & 3rd Place)

B. Substitutes

- 1. A non-rostered player with a current WPI is eligible to substitute under these conditions.
 - a. Silver Cup: Player must have a WPI within .40 of the player being replaced.
 - b. Bronze Cup: Player must have a WPI equal to or lower than the division cap established at the beginning of the season.
 - c. Substitutes will be approved by the League President, Statistician or Secretary before play.

C. Round Robin:

- 1. Silver Cup: Two (2) legs played per set.
- 2. Bronze Cup: One (1) leg played per set.
- 3. Play format as listed on sheet.
- 4. Record wins in blank slots on sheet.
- 5. Individual sets as well as match can result in a tie.
- 6. Record only perfect marks on sheet. – 180, 9-mark, 6 bull.
- 7. Upon round completion, add total legs won and mark them in the slot on the bottom of the sheet. Turn into tournament official.
- 8. When round robin is completed, total legs won will be tabulated together. The two teams with the most cumulative legs won will advance to final.
- 9. At the end of the Round Robin, if there is a tie for 2nd place, the tied teams will play one 4-person 701 leg, fly-in, double-out to determine winner.

D. Final Round:

- 1. Team with the most legs won in round robin tournament will be “Home”.

2. Record only perfect marks on sheet. – 180, 9- mark, 6 bull.
3. Each set is best of three (3) legs.
4. First team to win four (4) sets is declared champion.
5. In the event of a tie, match will be decided with one 4-person 701 leg, fly-in, double-out leg. Home team will have choice on diddle (see or show).

E. GRDL Board of Directors reserve the right to update format of the Silver and Bronze Cup Shoot based on the number of teams for play.

17. Where We Play:

A. League Approved Venues:

1. Each season the League approves certain venues for play. The list is included in the captain's folder with information for each venue.
2. League certifies each venue prior to each season's play.
3. Approved venues will receive an "Approved Venue" plaque that guarantees accurate measurements, equipment and space requirements have been met.

B. Equipment and Space Requirements:

1. League competition shall be conducted on a minimum of 3 standard bristle dartboards.
2. There shall be an Oche line plainly marked on the floor at a distance of 7ft 9-1/4 inches from the face of the board or 9ft 7-3/8 inches if measured diagonally from the center of the board to the front of the Oche line.
3. Lights must be affixed to illuminate the dartboard, minimize shadows, and not physically impede the flight of the dart.
4. The minimum distance from the top of the dartboard to any obstruction is 4 inches.
5. The Dartboard must be secured to the wall so that it does not wobble when struck by a dart.
6. There is to be a minimum of 33 inches between bullseyes and lateral obstructions.
7. There is to be 2 foot minimum behind the Oche lines, and clear of any obstructions.
8. A scoring surface must be provided and located in such a position that the score may be read by players and spectators.
9. The GRDL Board of Directors reserves the right to suspend league play at any venue for violations of these requirements.
10. All equipment used for league play must be approved by the GRDL Board of Directors. No unapproved equipment will be allowed.

18. Statistics:

- A. The League statistician will keep a record of all players personal marks during the season. Total tons and crunches will be tracked for players information.
- B. The League Statistician keeps a record of all players' legs played, the type of legs played (i.e. singles, doubles) and how many legs were won or lost by each player.
- C. PPD (point per dart average) is computed based on only singles 501 legs played. Each player counts the number of turns thrown per leg until their score reaches 70 or less or until their opponent checks the out. The player then writes the number of turns and their score on the scoresheet. The score for each leg is summed and subtracted from (501 x legs played) This result is divided by the sum of all turns times 3. The result will be the players PPD. If a player fails to record results of 1 or more of the legs played they will be assigned the results from the lowest of all players on the score sheet that evening.
- D. A singles win average is computed by dividing the number of legs a player wins in singles games by the number of singles legs played. For example: a player wins 75 singles legs and had played in 100 singles legs. Their singles win average would be .7500.
- E. A Win Point Index (WPI) is computed to assess skill level for each darter to determine divisions. The formula is: Marks per round of singles cricket legs (MPR) + First 9 darts of singles (501/30-.6) * 0.475 AVG. Using data through DartConnect, this formula has been the best way of assessing a darter's skill level. New players with no WPI usually are set at 1.000 with any changes at the Presidents discretion. A team WPI is computed by adding the highest four average WPI from a roster and dividing that number by 4.
- F. Using the team WPI in rank of highest to lowest, the teams are divided into divisions. Tungsten, A, B, and so on. It is at the GRDL board's discretion, based on the total number of teams participating during the current season, to determine the number of teams per division.
- G. Statistics are computed according to these records and a list compiled and printed each season. These lists are available at the league banquet and posted at www.GRDL.org

19. Trophies and Awards:

- A. Division Trophies: Trophies are awarded to each member of a team that places first or second in their division. Ranking determined by match points for the season. If there is a tie with match points, the following tie breakers are used:
 - 1. Most leg points won between tied teams.
 - 2. Most matches won against all teams in that division.
 - 3. If still not resolved, the Board will schedule a playoff.
- B. High PPD Male - Awarded to the male with the highest PPD average during the season, in their division.
- C. High PPD Female - Awarded to the female with the highest PPD average during the season, in their division.
- D. Most tons male - Awarded to the male with the most tons during the season in their division.
- E. Most tons female - Awarded to the female with the most tons during the season in their division.

- F. Most crunches male - Awarded to the male with the most crunches during the season in their division.
- G. Most crunches female - Awarded to the female with the most crunches during the season in their division.
- H. High In - Awarded to the player in each division with the “Highest In” during the season.
- I. High Out - Awarded to the player in each division with the “Highest Out” during the season.
- J. Most Improved Player C Division Only: Awarded to player who has seen the most improvement in their Season WPI since the start of league play for that season, who is not receiving other awards.
- K. MVP - Awarded to the player in each division who had the highest win-percentage during the season. To be eligible a player must have shot in 24 singles games.
- L. Sportsmanship - Awarded to the player who exemplifies sportsmanship. Voted on by players from each division by ballot. May not vote for someone on your team; doing so nullifies that vote.
- M. President’s Award - This award is given at the League President’s sole discretion, to an individual, for outstanding service to the GRDL during the season.