

# DIL-DARTS GAME RULES



Shameless Grounds, LLC  
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## **OBJECT**

The object of the Game is to score points during game play. Top scorers will be tallied for each evening, and for the League Overall.

## **TEAMS**

Teams will consist of 4 persons.

## **OFFICIALS (Dong Meister)**

One official referee, or Dong Meister, shall oversee every match. The Dong Meister shall be the final judge of scoring, game play, and rule interpretation.

## **EQUIPMENT**

1. Three suction cup base dildos.
  - a) Dildos are provided for those who do not wish to bring their own.
  - b) Team or individual dildos are allowed with the following restrictions:
    - Suction cup base must be 4" in diameter or less.
    - Dildo may be no longer overall than 10 inches.
2. Scoring Board
  - a) The Scoring board surface shall be made of acrylic, plexiglass, lexan, or similar material.
  - b) Beneath the plexiglass material shall be a 3-ring target of 30" in diameter, with each ring being 10" smaller in size.
  - c) The scoring board will be installed at an angle of 18-20 degrees from level, tilted in the direction of the tossing player.
3. Water Container
  - a) The water container may be used by the tosser to clean and wet the suction base of their dildos before each turn.

## **EQUIPMENT SETUP**

The front edge of the scoring board will be located 8 feet from the tossing line. The tossing line will be marked or secured in place with a solid color stripe, one inch by thirty six inches.

## GAMEPLAY

1. Teams will take turns tossing, in a team order established by the Dong Meister.
2. Each team shall toss 3 dildos per turn from the tossing line.
3. Teams may choose the order in which their players toss, however after tossing, no player will toss again until all remaining players on the team have tossed.
4. No player may step on, or over the tossing line. Doing so shall constitute a “Trampling” violation. A Trampling violation shall result in a zero score for that individual toss, and a reduction of 1 point from the team's current score.
5. Play will continue until all until all players have tossed at least twice, or as determined by the Dong Meister.

## COCK BLOCKING

1. Each team may declare 1 cock block per session of game play.
2. The cock block must be declared before the start of a throw by a competing team.
3. When a valid cock block has been declared, the declaring team will place the physical cock block on the scoring platform. The cock block may be placed anywhere on the platform so long as no existing sticky dicky is touched.
4. Unless dislodged by the throwing team (as described below), the cock block will remain for the remainder of the turn.
5. A cock blocked player may attempt to move or dislodge the cock block with one of their tosses. If the cock block is struck by a toss, and moved or dislodged from the scoring platform, it will remain in the moved or dislodged position for the remainder of the turn.

## SCORING & PRIZES

1. A dildo's suction cup bottom must adhere to the scoring board in order to be scored. A dildo so stuck shall be considered a “Sticky Dicky”. Only Sticky Dickies are scored.
2. From outside to inside, the scoring rings shall consist of one point, three points, and five points, respectively.
3. A sticky dicky breaking any portion of the line counts toward the higher score
4. Three Sticky Dickies in a single turn, regardless of where on the board they stick, shall constitute an “Airtight”. Upon the occurrence of an Airtight, a player may claim one additional point added to their team score for the Airtight, *but to do so*, must call out “Airtight!” to the Dong Meister. Upon hearing the call, the Dong Meister will verify the Airtight, and add the additional point to the team's score.
5. Three Sticky Dickies all landing within the center ring shall constitute a “Gangbang”. Upon the occurrence of a Gangbang, the team may claim *five* additional points added to their team score for the Airtight, *but to do so*, **all team members** must call out “Gangbang!” in unison to the Dong Meister. Upon hearing the call, the Dong Meister will verify the Gangbang, and add the additional points to the team's score.
6. At the end of each evening's game play, the Dong Meister will total the scores for each team and announce the top three scoring teams for the session. Players on the 1<sup>st</sup> place team for the evening will each receive gift cards in the amount of \$10. The second place team will receive \$5 gift cards. The third place team will receive their choice of buttons from our merch area.
7. At the end of the League Season, the highest scoring team will be pronounced the “Dil-Dart Cham-peens”, and will receive a cash prize of \$200, and the Dil-Dart Cham-peen Gold Trophy. The 2<sup>nd</sup> Place Team will receive Shameless Gift Certificates for each team member in the amount of \$25, and the Silver Cham-peen trophy. The 3<sup>rd</sup> Place Team will receive Shameless Gift Certificates for each team member in the amount of \$10, and the Bronze Cham-peen trophy.

## **FREQUENTLY ASKED QUESTIONS:**

### ***What if a team member cannot make it? Are we allowed an alternate?***

Yes. You may field up to two alternates (guest tossers) in any given match. Any points scored by a guest tosser are added to the total team score just as if thrown by a regular team member. However, alternates do not receive t-shirts, and are not eligible for prizes.

### ***What if our entire team must miss a match?***

If your team is unable to throw on any given league match evening, your team will have until the final match to do a “make up” throw.

### ***How does a make up throw work?***

Simply attend the next League Match, and after the normal match play, the Dong Meister will run your team through a make up of the previously missed match throws. Points scored during the make up throws will be added to your cumulative team score just as if you had played the match on time.

There is one difference, since opposing teams do not have the chance to Cock Block your team during a make up throw. Because there is no opportunity for opposing teams to Cock Block your team during a makeup throw, each player will roll a 20-sided die before their throw to determine if they are Cock Blocked.

A die roll of 1 through 5 means you are Cock Blocked, and the Dong Meister will place the Cock Block on the target. Your throw proceeds under the Cock Block rules. A die roll of 6 through 20 means you are not Cock Blocked, and the throw proceeds under standard rules.

### ***What if our team can't attend the final league match or otherwise cannot complete a make up throw for a previously missed evening?***

If you are unable to do a make up throw, or if you are unable to throw on the final league match, your team misses the opportunity to score any points from those missed throws. There is no additional penalty, you simply miss the chance to score the points you might have scored from those throws. Since the League standings are based on total cumulative team score, if your team scores highly on the nights they were able to attend, you may still have a chance at a winning total score.