

# STAFF AMUSEMENTS ELECTRONIC DART LEAGUE RULES

(Effective Winter 2017)

The following rules are a set of guidelines to help the Captains solve a problem if a disagreement arises. If team captains agree to shoot a match under circumstances not covered by these rules, then no protest will be allowed.

- 1) **Good Sportsmanship:** Common sense and good sportsmanship are to be used to handle any issues that may arise during a match and are not covered explicitly in these rules. Treat others the way you would like to be treated. If you lose don't throw a tantrum, if you win don't taunt or brag. We would like to keep teams rather than lose them due to unsportsmanlike behavior. Remember we are here to have fun and enjoy ourselves.
- 2) **Game Time:** Game time is 7:30 pm (except Sundays 6:30pm and Ladies at 7pm). Teams will have 15 minutes past start time to show. If a team can't be there on time but contacts you, either reschedule the match or play it but don't make a big deal out of a team running a little late. In case of extenuating circumstances, play can be made up if the team makes arrangements. Teams postponing matches must do so by 1 hour before start time.
- 3) **Game:** Each night of league consists of a total of 15 games. All leagues are handicapped. The freeze out rule will apply to all X01 games. The computer will rotate players itself. The first person to reach exactly 0 in any X01 game, that has not been frozen out is the winner. If a player gets exactly 0 and is frozen the win is awarded to the other team. The first person or team to close all numbers and have the highest score will win in any cricket game.
- 4) **Darts:** Players may use their own darts as long as they are unaltered factory issued darts/tips and do not exceed 8 inches in length and 20 grams in weight.
- 5) **Shooting Fee:** Each player pays a weekly shooting fee of \$7. Subs are responsible for the weekly shooting fee when they sub. This \$7 is a combination of the \$5 shooting fee and \$2 that goes towards the game credits.
- 6) **Shooting Fee Collection:** Team Captains are responsible for collecting a total of \$28 each night of play from his/her players. Each captain is responsible for then putting all monies into the machine, \$20 or 80 credits for player dues, and \$8 towards the credits for the games.
- 7) **Round:** Each player throws a maximum of 3 darts per round. Players do not have to throw all 3 darts per turn.
- 8) **Foul Lines:** All games shall have foul lines. Players throw from behind the foul line. Players will be allowed to lean but not allow foot to cross the foul line before their 3<sup>rd</sup> dart hits the board. First violation of this rule will be a warning from the team captain. The second violation of this rule will result in forfeiture of the game.

**9) Teams:** Teams consist of 4 players. All players must be at least 21 years old. All matches must be played with 4 players. Teams that can not find a 4<sup>th</sup> shooter must reschedule. Under no circumstances may the three other players rotate for the vacant fourth shooting position.

**10) Team Average Cap:** A team average which is the accumulative PPD/MPR of it's top 4 shooters(subs included) is now limited by a team average cap. Any team who's average exceeds the cap will be prohibited from shooting in league until their roster is adjusted accordingly. Players' most recent season ending averages are used in order to determine team totals. Caps for each league are as follows:

Sunday Combo – 110ppd/11mpr

Ladies – 76ppd

Tuesday 301 – 110ppd

Wednesday Cricket – 11mpr

Thursday Mixed Combo – 95ppd/10mpr

**11) Players/Subs:** Each team consists of 4 regular players and up to 4 subs, with the exception of Thursday Mixed Combo where teams may carry up to 6 subs on their roster. However teams can add up to 2 subs on a league night provided they are not on another team's roster. Those players' FULL names and average(s) must be entered manually at the board, the computer will not do this automatically. Up until and including week 5 new subs may be added either at the board or by previously contacting the league coordinator. In either case all new subs MUST be approved by league coordinator, if they are added without approval then penalty starting averages apply (see below). Keep in mind roster limits, any new player added to a roster which is already full MUST REPLACE an existing player. Once a player shoots for a team they CANNOT play or sub for any other team in that league.

However new subs added after week 5 will no longer be added to team rosters and must ALWAYS start at the penalty averages listed below. These players will remain "floaters" and can sub as often and for as many teams as needed. Penalty starting averages apply to these post week 5 subs in EVERY match they shoot.

- a) Anyone on a roster that does not have a previous handicap average will start as follows: women; 1.6 MPR, 16 PPD men; 2.5 MPR, 20 PPD.
- b) Anyone who shoots after week 5 that is not on the roster must enter cricket and 01 averages as such: men; 4.5 MPR and 40 PPD women; 2.5 MPR and 25 PPD.

\*Note: For Thursday Mixed Combo, only up to 4 subs or 8 total players will be available to choose from at the boards prior to any given match. Subs listed in slots 9 and 10 must be moved up by league coordinator ahead of time in order for them to be accessed at the boards. It's always a good idea to keep a copy of your team roster on hand.

**12) Player Release:** If a player is on a team's roster as a sub but has not played yet in the current season and another team wants them to play, that sub must get permission from the captain of their first team. The captain that is releasing the player must then contact Staff Amusements and inform the coordinator that the player was officially released. As a result that player will no longer be able to shoot for the first team, the one that released them.

**13) Coaching:** ONLY teammates may instruct one another for a period no longer than 15 seconds before any round. A player, after stepping to the foul line, has 30 seconds to throw his/her first dart. Coaching from ANYONE other than present, active teammates is STRICTLY PROHIBITED.

**14) Incorrect Scoring:** If a player should throw their darts and a dart(s) does not score and player removes darts before pressing player change button, causing a dart(s) to register a false score, the following conditions apply:

**a) First offense:**

- i) If the score causes a win - the opposing team will receive the win.
- ii) If the dart(s) score but does not cause a win, simply back up by pressing the up arrow and correct the mistake. Offending player then throws only 2 darts the following round.

**b) Second offense:**

- i) WILL BE A FORFEIT OF THAT GAME. To avoid this problem, press player change button first, then remove darts.

**15) Machine:** Dart machines are not perfect, errors and malfunctions do occur. If the machine is not operating properly the 2 captains will decide whether to play, call for repairs, or make up the match. If the match is completed, no protest will be allowed.

**16) Machine Error / Malfunction:** Whenever possible, **All** errors and malfunctions are to be corrected immediately. Errors and malfunctions include, (1) dart thrown causing a "stuck segment error", (2) dart registers as a score other than the segment it is stuck in, (3) dart sticks in a segment and fails to register at all. In the case that any of these malfunctions come about, both teams/captains need to be in agreement that machine error/malfunction actually occurred, and a dart did not "flight" (see note) another dart before any corrective action is taken. Any of these malfunctions can be corrected by either manually scoring the dart properly, or using the "up arrow" to go back and then manually score the dart properly.

**NOTE: You cannot back out of a win.** If a machine error/malfunction results in a win being falsely awarded, unfortunately there is nothing that can be done. The win must stand.

**NOTE: "Flighting"** Flighting occurs when a player's dart strikes a previously thrown dart before lodging into the board itself. When this occurs, the dart being thrown could potentially score the same as the previously thrown dart, although it sticks in a different segment. Flighting is an inevitable, random occurrence in electronic darts and is perfectly legit.

**17) Player Change Activated By Thrown Dart:** If a thrown dart directly hits, or deflects off the machine, then hits the player change button and the player is still holding dart(s) in hand, he may hit the up arrow button to go back to the spot directly before the button was hit.

EXAMPLE - Player 2 is up, throws his first dart, bounces off the spider, and hits player change button, player observes this, can bring to the attention of captains, then hit the up arrow to go back to the correct spot.

**18) Machine Abuse:** Any player/team that abuses the dart board or tilts the machine to the point that the game shuts down or resets will automatically forfeit the game. (This includes knocking out the lights on the board.)

**19) Shooting Out of Order:** It is each player's responsibility to see that the machine is displaying that player's name prior to throwing any darts. If a player throws when the machine is displaying an opponent's name, the opponent has the option of accepting that score and allowing play to continue, or backing out darts and resuming play in the proper order.

**20) Sponsor Fee:** Each location must pay a sponsor fee of \$40 per team. The sponsor fee must be paid prior to the first night of league play.

**21) Team Standings:** Teams will receive one (1) point per win. Total team points will determine the standings.

**22) MVP Award:** To qualify for MVP consideration individuals must shoot no less than 80% of scheduled matches.

**23) Ties:** Trophies and plaques will be awarded on regular season finish. In the event of a tie, both teams will receive awards. Ties will only be broken to determine seeding for divisional playoffs. Previous week standings shall determine home team. If teams have played only one time coin flip will determine home team. If teams have played more than once, the best record in that series shall be the home team. If the series is a tie, coin flip shall determine the home team.

**24) Schedule:** Each team will play all other teams at least once. Schedules will be made so that they are as equal as possible. Teams are not allowed to switch locations without contacting the league coordinator first.

NOTE: It is not always possible for all aspects of a schedule to be generated entirely equally.

**25) Unsportsmanlike Conduct:**

- a) Foul or abusive language will not be tolerated.
- b) Heckling or harassment from players or spectators will not be tolerated.
- c) Any physical violence occurring, the player(s) or team(s) responsible will be expelled from the league and forfeit all points and monies paid.
- d) Any player(s) or team(s) abusing equipment, showing poor sportsmanship or unethical conduct may be grounds for forfeiture of a game, a match or expulsion from the league.
- e) Any team which PURPOSELY lets another team win to keep other teams from placing 1<sup>st</sup> or 2<sup>nd</sup> is not in spirit of good sportsmanship and will be handled as follows:
  - i) If the teams have played more than once the average score of those matches will be used.
  - ii) If teams have played only once, Staff at its discretion after conferring with other league captains assigns a score.
  - iii) **IF THIS HAPPENS THE TEAM IN QUESTION WILL BE BARRED FROM THE LEAGUE FOR 1 YEAR.**

**26) Prize Money:** Prize money will be paid out at the end of the league season based on the number of wins per team.

**27) Pins:** Pins may be purchased from Staff Amusements.

**28) Cover Charge:** Bars will NOT charge a cover to dart players during the league play.

**29) Protest Rule:** To protest a match the following must occur.

- a) Protesting teams should notify the opposing team the moment the protesting situation occurs. The match will continue to be played.
- b) The protesting captain has 24 hours to officially contact Staff Amusements. After 24 hours the protest will not be accepted.

**30) Postponed Matches:** Matches postponed should be played within 2 weeks of the postponed match. All postponed matches will be made up no later than one week after the season has ended. When postponing a match the league coordinator must be notified within 24 hours. When new match date is agreed upon both captains must contact the coordinator. All rules as written in #2 (game time) should apply.

**31) Forfeit Rule THERE SHALL BE NO FORFEITS!!!**

- a) ***One forfeit means disqualification from league and loss of all Monies, Awards and Banquet Privileges.***
- b) Any team using a disqualified player will forfeit to the opposing team all games which the disqualified player has played.
- c) Any forfeit that affects a team will now be adjusted in the following manner.
  - i) The team that gets forfeited to will receive 15 wins and 0 losses.
  - ii) The team that forfeits will automatically receive 0 wins and 15 losses.
  - iii) If a team is disqualified all teams in that league will receive 15 wins. Standings will be adjusted for all teams.
- d) Any forfeit will result in the team to being out of league for the rest of the season, possibly longer depending on the circumstances.

- 32) Playoffs:** Playoffs will only be used in the case of a tie for first place given enough time at the end of the season for the match to take place.
- 33) Banquets:** Staff will determine a date for the banquet and select the location where it will be held. Selection of the location will be based upon the size of the league and the accommodations required.
- 34) Practice:** Prior to the start of Match play, **board time shall be shared by both teams.**
- 35) FREEZE OUT RULE:** You may not take out any 301, 501, or 701 partners game if your partners score is more than the combined score of the other two players'.

**EXAMPLE:**

Players (1 and 3) and players (2 and 4) are partners.

<u>Player 1</u>	<u>Player 2</u>	<u>Player 3</u>	<u>Player 4</u>
50	50	101	50

In this situation player 1 is frozen because his partner's score is 1 pt. more than the combined score of player 2 and 4. If player 1 would happen to hit 50 pts and take out the game, the win is awarded to the other team.

**\*\*STAFF HAS THE RIGHT TO AMEND ANY OF IT'S RULES AT ANY TIME DURING LEAGUE SEASON PLAY. IF THERE IS AN AMENDMENT TO THE RULES, CAPTAINS WILL BE NOTIFIED.**