

STAFF AMUSEMENTS ELECTRONIC DART LEAGUE RULES

(REVISED June 2024)

The following rules are a set of guidelines to help the captains solve a problem if a disagreement arises. If the teams Captain's agreeing to play a game under circumstances not covered by these rules, then no protest will be allowed.

THE GAME (General Play):

- 1. Good Sportsmanship:** Common sense and good sportsmanship are to be used to cover any questions that may arise during a match and are not covered explicitly in these rules. Try to treat others the way you would want to be treated. If you lose don't through a tantrum if you win don't taunt or brag. We would like to try to keep teams not lose them because they were treated badly. Remember we are here to have fun & enjoy ourselves.
- 2. Team Average Cap:** A team average will now be used for all 4-person handicapped leagues. The accumulative PPD/MPR of the highest 4 shooters (including substitutes) shall not exceed 110PPD or 11 MPR. Any team whose team average exceeds the cap will be prohibited from shooting in league until their roster is adjusted accordingly.
- 3. Darts:** Players may use unaltered factory issued darts and tips that do not exceed eight (8) inches in length and do not exceed twenty (20) grams in weight.
- 4. Round:** Each player throws a maximum of three (3) darts per round. Players do not have to throw all three (3) darts per turn.
- 5. 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 at anytime during league play. 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.
- 6. Coaching:** A team captain may instruct his/her own players for a period no longer than 15 seconds. A player, after stepping to the foul line, has 30 seconds to throw his/her dart.
- 7. Scoring:** The score recorded by the machine is the score the player receives. A dart that sticks in the board but does not activate the electronic scoring may not be manually scored. A dart thrown indicates "SEGMENT STUCK" on the dart board should be handled in the following manner:
 - a. IF AFTER THE FIRST DART THROWN** - The player notifies the opposing captain of the "segment stuck" problem, goes to the dart board and removes the dart. After the dart is removed, the player returns to the line to throw the remaining 2 darts. (See "Note").
 - b. IF AFTER THE SECOND DART THROWN** - The player notifies the opposing captain of the "segment stuck" problem, goes to the dart board and removes the 1st dart thrown **FIRST** (the dart in the board which does not indicate cause for the segment to be stuck), then removes the "segment stuck" dart. The player returns to the line to throw the last dart (see "Note").

- c. **IF AFTER THE THIRD DART THROWN** - The player notifies the opposing captain of the “segment stuck” problem, goes to the dart board, removes the 2 darts thrown **FIRST & SECOND** (the darts in the board which do not indicate cause for segment to be stuck), then removes the “segment stuck” dart and pushes the **PLAYER CHANGE BUTTON**.

NOTE - The dart creating the “segment stuck” problem, in some cases does not register until after the dart is pulled from the board. Also, any subsequent darts thrown will not register. **IT IS NOT UNUSUAL TO HAVE A DOUBLE SCORE ON THE “SEGMENT STUCK” DART** (a double score with one dart thrown). **THE SCORE IS ALLOWED IN THIS EVEN THOUGH IT IS SCORED MANUALLY.**

8. **Incorrect Scoring:** If a player should throw 3 darts and 1 dart hits the web or does not score and player removed darts before pressing player change button, causing dart to register a score the following conditions apply:
 - a. **First offense:**
 - i. If the score causes a win - the other team will receive the winning game.
 - ii. If the darts just lowers the score - the next round the player loses one dart and play will continue.
 - iii. If the dart causes opponents to be frozen both players lose one turn.
 - b. **Second offense:**
 - i. **WILL BE A FORFEIT OF THAT GAME.** To avoid this problem, press player change button first, then remove darts.
9. **Machine:** The player accepts that the dart machine is **ALWAYS** right. If the machine is not operating properly, the two (2) captains will decide whether to play, call for repairs, or make up the game. If the match is completed, no protest will be allowed.
 - a. **Machine tilt:** 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.)
 - i. **Exception 1:** If a thrown dart deflects off the machine and 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.
 - ii. **Exception 2:** Manual scoring: (1) there is no manual scoring. Penalty is the loss of next turn. (2) The only exception will be on the winning dart.
EXAMPLE: A player needs 50 to go out. He shoots and the dart sticks into the Bulls eye, but the machine fails to score. If the dart sticks, the machine was showing the throw dart message and all other rules were followed, the player/team will be credited with the win in that game. **This rule will apply for a single dart not for a combination of darts.**
 - b. **Machine Display:** 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 resetting the machine to the player’s name who originally threw on the wrong name and then continuing play.
 - i. **EXAMPLE 1:** Player 3 mistakenly throws on player 4. Player 4 can accept the score and the game moves to player 1. The result being that player 3 has lost the opportunity to score in that round. **OR** Player 4 can reset the game to

player 3. Player 3 throws. The game moves to player 4. The result being that player 4 has received a double scoring opportunity to score in the round.

- ii. **EXAMPLE 2:** If, in team play, a player throws when the machine is displaying the name of that player's partner, each player on that team loses one turn immediately. If it happens a second time, the game will be forfeited to the other team and a note should be made on dues envelope.
 - c. **Machine Frozen:** If the dartboard is not scoring properly make both teams aware of the problem. Leave the darts where they are and unplug the dartboard. Once plugged back in select yes to continue interrupted league match. Then tap darts that remained in the board to score properly. If that does not help call Staff for service on dartboard.
10. **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.
 11. **Shooting Fee:** Each player pays a weekly shooting fee of \$7. Subs are responsible for the weekly shooting fee when they sub. These seven dollars is a combination of the five dollar shooting fee and two dollars that goes towards the game credits.
 12. **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 that credits for the game.
 13. **Team Standings:** Teams will receive one (1) point per win. Total team points will determine the standings.
 14. **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. Remote leagues are permitted to shoot in person if they choose to if the match is played at the scheduled location.
 15. **Unsportsmanlike Conduct:**
 - a. Foul or abusive language will not be tolerated.
 - b. Kibitzing 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 ON PURPOSE lets another team wins to keep other teams from placing 1st Or 2nd is not in spirit of good sportsmanship and will be handled as follows:
 - i. If the teams have played more then 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.**
 16. **Prize Money:** Prize money will be paid out at the end of the league season based on the

number of wins per team.

17. **Cover Charge:** Bars will NOT charge a cover to dart players during the league play.
18. **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.
19. **Postponed Matches:** Matches postponed should be played within 2 weeks.
20. **Forfeit Rule . THERE SHALL BE NO FORFIETS!!!**
 - 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 cause the team to be out of league for the rest of the season, and longer depending on the circumstances.
21. **Playoffs:** Playoffs will occur for all leagues and will be scheduled to start immediately following the regular season. All teams will make the playoffs in each league.
 - a. **Only players that have played during the regular season will be eligible for the playoffs.**
 - b. Playoff matches will be played on the date assigned. If a team is unavailable to play on the scheduled date with eligible players that team will forfeit the match and the opposing team will advance to the next round.
 - c. Seeding will be determined by regular season win/loss record.
 - d. A tie-breaker format will be used to settle any regular season league finishing ties.
 - i. Match record between both teams.
 - ii. Games won and lost between both teams.
 - iii. Team match records versus regular season champion.
 - iv. Games won and lost versus regular season champion.
 - e. Game format will be the same as the regular season.
 - i. Matches are **Best of 15 games, First team to 8 games.**
 - ii. No league dues are required, only \$8 for game credits.
 - iii. Higher seeded team is the home team.
 - iv. It is the losing team's discretion on whether to finish the match once a team has reached the desired number of games needed to win the match. If a team chooses to not continue, the match needs to be cancelled before any remaining credits are played off the machine.
22. **Practice:** Prior to the start of Match play, **board time shall be shared by both teams.**

23. **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 its rules at any time during league season play. If there is an amendment to the rules, captains will be notified accordingly.****